

# TURM & WÄCHTER

Guard & Towers. A strategic board game for two players.

(c) 1997 by Christoph Endres and Robert Wirth

## Rules:

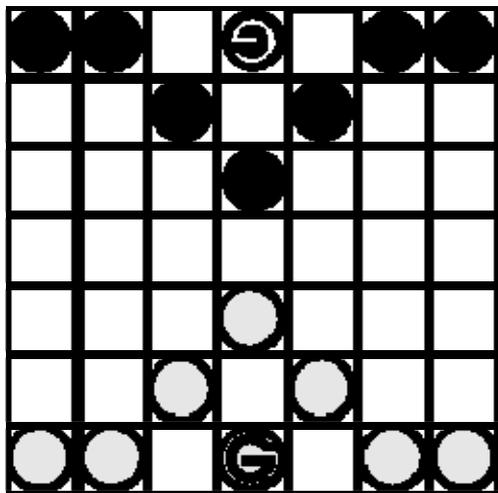
**Number of players:** 2

**Duration:** 10 - 20 minutes

## Material:

- 7x7 square board. The center fields on both opposite baselines are marked as the players castles.
- Two sets of figures, distinguished by color, each consisting of 7 checkers (tower pieces) and one guard.

**Setup:** see figure



**Goal:** The players move in turns according to the following rules with the intention

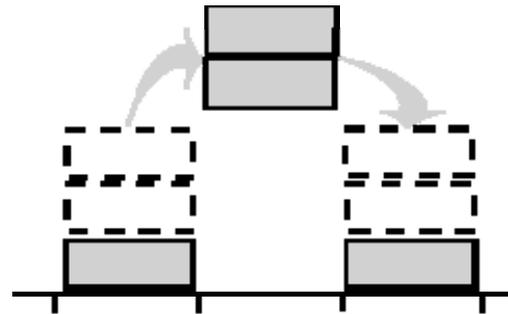
- to either capture the opponents guard or
- to occupy the opponents castle with the own guard.

## Rules:

1. The players move in turns.
2. At each turn, a player moves exactly one of his figures. Figures are the guard or a tower (consisting of one or several stacked tower pieces).

3. Figures are always moved orthogonally. There are no diagonal moves in this game.
4. The width of a move matches **exactly** the height of the part of the figure that has been moved. A guard moves exactly one cell, a tower exactly the same number of cells as it has stones. No figure can jump over an other figure. Each move is straight without change in direction.
5. **Stacking:** When a tower moves to a cell with a tower of the same color, both unite to one tower.
6. **Unstacking:** A tower may be split by using only a part of it in a move.

## Example:



*A single move might consist of both stacking and unstacking.*

7. **Capture:** If a figure reaches with the full length of its move a figure of the opponent, the following rules for capturing apply:
  - a guard captures any other figure
  - each tower captures the guard
  - a tower captures another tower of equal or less stones.
  - there are no other capturing moves
8. there are no other moves

**Termination:** The game is finished, when

- a guard was captured
- a guard occupied its opponents castle.