The Enchanted Tower

(Big Box version with the Enchanted Frog expansion)

Contents

- 1 Tower (2-part)
- 1 Metal Key (+1 Spare Key)
- 16 Tiles
- 1 "Robin" Figure
- 1 "Sorcerer" Figure
- 1 "Princess" Figure
- 1 Large Game Board
- 1 Small Game Board
- 1 Numerical Die
  (**2/2**, **3/3**, **3/4**, **4/3**, **3/5**, **5/3**)
- 1 Symbol Die (Î, Î, Î, ï, ï, ï)
- 2 Mushrooms
- 1 Frog
- 1 Extra Key
- 6 Frog Tiles
- 1 Rules Booklet

The Enchanted Tower

"Scrunch, crack," the sinister Sorcerer Ravenhorst sneaks through the forest. "Hee hee, I'll hide it here, next to this gnarled root!" He holds the silver key up in the air triumphantly and immediately makes it disappear under a stone.

Oh no, Ravenhorst is the only one who knows where the key is hidden! How can Robin free the Princess now?! Come on, hurry up and look for the key!…But the dark Sorcerer is on his way to the hiding place to get there before Robin.

When he reaches the tower he gets a big surprise! The padlocks are enchanted and the Princess jumps joyously in the air only if you stick the key into the right lock.

Preparing to play

Before you play the game for the first time, carefully remove all parts from the punchboards.

1) Push the lower section of the tower into the opening until you feel it engage. Now attach the top part of the tower.

2) Lay the large and small game boards in the box and distribute the tiles, with the image facing up, at random over the openings.

3) Place the Princess in the middle of the tower by gently pressing her down until she engages audibly.

4) Place the Sorcerer onto the small game board on the starting space with the star.

5) Place Robin next to the box and place the two dice and the key at the ready.

Now decide if you want to play as the Sorcerer or on the Robin team. One of you assumes the role of the Sorcerer for the whole game and all the other players take turns to help Robin.

How to play

If you are playing the Sorcerer, it is best for you to sit at the side of the box where the Sorcerer figure is standing.

Then ask the players from the Robin team to close their eyes. Have they all got their eyes closed? Good! Now you can secretly hide the key under one of the 16 tiles. Remember where you have hidden the key. Everybody can open their eyes and you can get going!

Now everybody, including the Sorcerer, sets out to find the hidden key as fast as possible. To do so the Sorcerer picks up the symbol die and the Robin team takes the numerical die.

The Robin player sitting to the left of the Sorcerer starts, and places the Robin figure on one of the four possible start spaces with the dot. He then rolls the die **at the same time as the Sorcerer.**

The first player to move is the one whose figure is depicted on the symbol die. The other figure is moved immediately thereafter. The numerical die shows how far the figures are allowed to move. The **blue number** indicates how many steps the Sorcerer is allowed to take and the **red number** shows the number of steps for Robin.

Then the next player from the Robin team, in clockwise order, rolls the die at the same time as the Sorcerer.

Please note: The Sorcerer knows exactly where to look for the key, but the Robin team always has a slight head start. The Sorcerer must move along the eight spaces on the small board first before moving onto the large game board.

The figures may only move along the paths, shortcuts are not allowed. If a space is occupied, the figure can be leapfrogged.

Key found

If there is a "Clack!" during your turn, you have found the key. Lift your figure up, remove the key, and replace the tile face down.

Now you can try to free the Princess. To do so, insert the key as far as possible into one of the six keyholes (without turning it).

Did nothing happen?

What a shame, it must have been the wrong lock!! Remove the key and remember which padlock the key did **not** work in.

A new search for the key begins. Put the Sorcerer back on his start space and Robin on one of his four start spaces. Continue as described in "How to play."

Important: The Sorcerer never hides the key in the same place twice; the face down tiles can not be used as the new hiding place.

Hurray, the Princess jumps out!

The game ends when the Princess hops out of the tower. If the Sorcerer has liberated the Princess, the Sorcerer wins. If a player from the Robin team frees the Princess, the Robin team wins.

Would you like to be the Sorcerer for a change? Simply exchange roles and play again! But don't forget to turn the tower a few times beforehand, so nobody knows which is the correct keyhole.

[!] Please do not force the princess out of the tower, otherwise the figure will be damaged. The princess can be safely removed only with the help of the key.

The Enchanted Tower – The Expansion: The Enchanted Frog.

In "The Enchanted Frog," both the Sorcerer and Robin get extra help finding the key. Robin can block paths and hiding places with mushrooms. The Sorcerer can place the enchanted frog in an unfavorable position, so Robin may take a detour from searching for the key to visit the frog. The frog helps Robin in his search...

"Oh no! Another big mushroom!" exclaims the dark Sorcerer Ravenhorst. Awkwardly he crawls through the bushes, because the mushroom is in the middle of the road blocking his way. "That was definitely Robin again!"

Behold... A little further down the road stands Robin talking to the frog. Ravenhorst chuckles: "Hee hee, he actually took a detour to find the frog!"

Robin bends down to the frog who whispers something in his ear. Suddenly Robin rushes off in just the right direction! "Oh no, the frog helped him!" The Sorcerer exclaims.

Game Components

In order to play the Enchanted Frog expansion you need the following additional game materials, as well as the original game materials from The Enchanted Tower:

2 Mushrooms
1 Frog
6 Frog Tiles
1 Metal Key

The Enchanted Tower: The Enchanted Frog is played according to the rules of "The Enchanted Tower." There are only a few changes:

Setting Up

The game is prepared like the base game. In addition, Team Robin receives the two mushrooms. The player playing the Sorcerer Ravenhorst receives the frog. The frog tiles are shuffled and placed face down in a stack next to the box.

At the start of the game, the Team Robin players are allowed to place the two mushrooms on any two of the 16 tiles. The Sorcerer player may not use these two mushroom spaces as hiding places. In addition, the mushrooms block the way for both Robin and the Sorcerer Ravenhorst: **you are not allowed to enter or leapfrog a space containing a mushroom!**

When you play the Sorcerer, hide the key as normal after the other players have closed their eyes. Then place the frog on any of the 14 free tiles (the two tiles covered by mushrooms are not available hiding spaces).

How to play

Now you can start! The rules of the game remain unchanged.

If you move Robin over the space with the frog, you collect the frog figure from the board. Then you draw a frog tile from the pile.

Keep the frog tile secret from the Sorcerer until you use it. You can use it at any point in the game. The frog tile is discarded after use.

If the key is used and it does not release the princess, a new round begins.

At the beginning of a new round, you, as a player from Team Robin, are allowed to place the two mushrooms on two of the 16 tiles again. You may leave the mushrooms in the same spaces.

The Sorcerer may then hide the key as usual and place the frog on any of the 14 free tiles. However, he may not place it on a tile that has already been flipped over. You keep any frog tiles that you have not yet used, and may use them in the new round.

Winning

The game ends – as always – when the princess hops out of the tower. If the Sorcerer has freed her, he wins. If a player from Team Robin frees her, Team Robin wins.

Tip: Watch out! Do not forget to search for the key! Often the dark Sorcerer Ravenhorst will lure you away from the key's hiding place hoping that you will chase after the frog. But you still need the key to free the princess!

The Frog Tiles

You may move Robin up to four additional spaces.

You may try two keyholes on the tower once you have found the key.

You may place the Sorcerer on any of the 14 (unoccupied) tiles.

The Sorcerer loses a turn and must not move his figure.

The Sorcerer player must hide two keys next round.

You may place Robin on one of the two mushroom spaces. That mushroom is removed from the board.