

# DEFEND THE TOWER

ONLY ONE CAN  
TAKE THE CROWN!

2-4



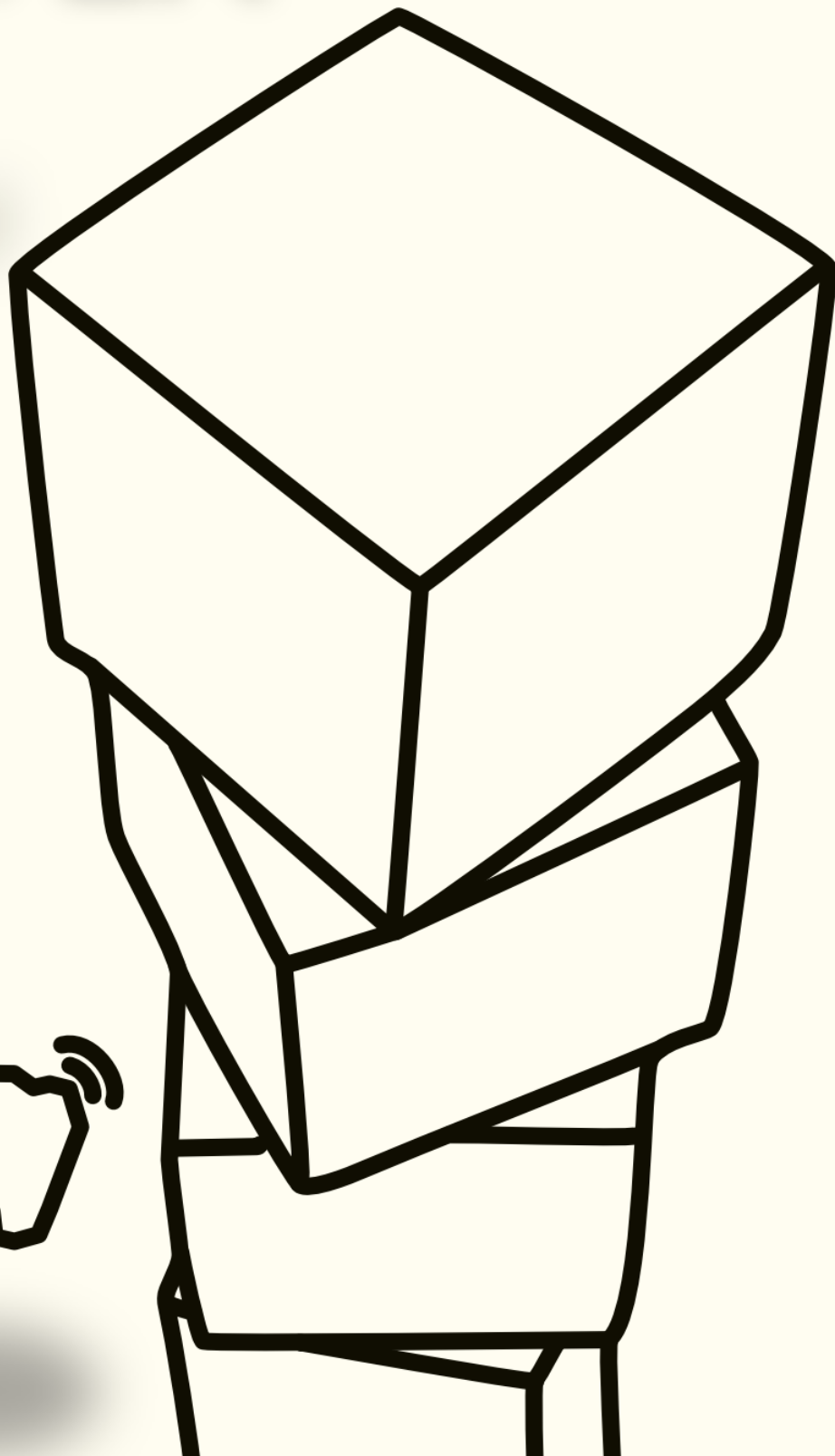
5-10



4+



*Branching  
Narratives*



# AIM

- FIGHT FOR YOUR KINGDOM AND DESTROY YOUR ENEMIES IN THIS 2-4 PLAYER GAME
- USE YOUR FLICKING SKILLS TO TAKE DOWN RIVALS TO THE THRONE
- FIRST TO WIN 3 ROUNDS IS THE WINNER - ONLY ONE CAN TAKE THE CROWN!

# COMPONENTS

- 10 D6 DICE PER PLAYER
- 1 MEEPLE PER PLAYER
- 3 COINS OR TOKENS PER PLAYER
- (OPTIONAL) 15CM RULER

FEEL FREE TO REPLACE WITH SUITABLE OBJECTS AROUND YOUR HOUSE



# SETUP

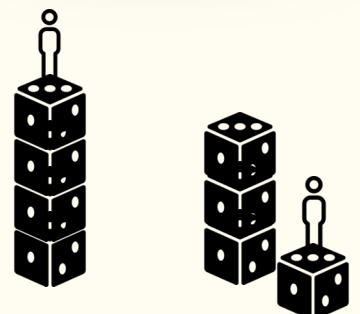
EACH PLAYER USES 4 DICE TO SET UP A STARTING TOWER(S)

PLACE YOUR MEEPLE ATOP ONE OF THE STARTING TOWERS

STARTING DICE CAN BE USED TO CREATE ADDITIONAL DEFENCES

WHEN PLACING DEFENCE DICE, THEY MUST BE NO FURTHER AWAY THAN THREE DICE BLOCKS

PLAYER TOWERS SHOULD BE 1-2 ARMS LENGTH FROM EACH OTHER



EXAMPLE STARTING SET UPS



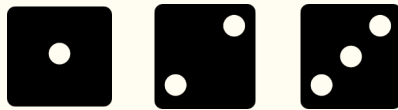
# RULES

## PREPARATION PHASE

- EACH PLAYER CHOOSES TO ROLL ANY DICE NOT CURRENTLY UNDER THE MEEPLE TOWER (ROLL SIX DICE DURING THE FIRST ROUND)
- ROLL (UP TO) 3 TIMES - KEEP A MINIMUM OF ONE DICE EACH ROLL
- PLAYERS MAY CHOOSE NOT TO RE-ROLL AT ANY TIME AND MOVE TO DEPLOY PHASE
- DICE CANNOT BE RE-ROLLED ONCE THEY HAVE BEEN 'KEPT'

## DEPLOY PHASE

PLAYERS USE ROLLED DICE TO DEFEND, RELOCATE THEIR MEEPLE OR ATTACK ENEMIES

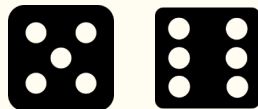


1-2-3 ADD DICE TO CURRENT DEFENCES - MAXIMUM DISTANCE OF THREE DICE AWAY



4 RELOCATE MEEPLE TO ANOTHER TOWER THEN ADD THIS DICE TO DEFENCE

## ATTACK PHASE

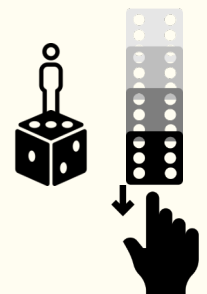


FOR EACH 5 OR 6 ROLL (OR UNUSED 4 FROM DEPLOY PHASE),

CHOOSE TO ATTACK ANOTHER PLAYER OR KEEP THE DICE FOR THE NEXT ROUND.

TAKE IT IN TURNS TO FLICK THE DICE AT ENEMY TOWERS - THE PLAYER WITH THE HIGHEST TOTAL NUMBER OF ATTACK DICE GOES FIRST. IN THE CASE OF A TIE, THE PLAYER WITH THE HIGHEST FACE TOTAL GOES FIRST.

DICE USED TO ATTACK MUST START FROM PLAYER MEEPLE LOCATION



EXAMPLE ATTACK PHASE

## CLEAN-UP PHASE

IF AT LEAST TWO TOWERS STILL STAND:

PLAYERS COLLECT DICE SURROUNDING THEIR TOWER FROM FAILED ENEMY ATTACKS AND PREPARE FOR THE NEXT ROUND.



# SCORING

A ROUND ENDS WHEN ONLY ONE MEEPLE REMAINS ON THEIR TOWER

THE WINNING PLAYER TAKES ONE TOKEN/COIN AND COLLECTS THEIR DICE -1.

EACH OTHER PLAYER GAINS +1 DICE.

THE FIRST PLAYER TO GAIN THREE TOKENS WINS.

## EXAMPLE TWO PLAYER GAME:

PLAYER A WINS ROUND 1 AND STARTS ROUND 2 WITH 9 DICE. PLAYER B STARTS ROUND 2 WITH 11 DICE. (1-0)

PLAYER B WINS ROUND 2 AND STARTS ROUND 3 WITH 10 DICE, PLAYER A STARTS ROUND 3 WITH 10 DICE. (1-1)

PLAYER B WINS ROUND 3 AND STARTS ROUND 4 WITH 9 DICE, PLAYER A STARTS ROUND 4 WITH 11 DICE. (2-1)

PLAYER B WINS ROUND 4 AND IS THE WINNER! (3-1)



# VARIANTS

## SATELLITE LOCATIONS

USE THE OPTIONAL RULER TO EXTEND YOUR EMPIRE - DICE TOWERS AND DEFENCES CAN BE ADDED UP TO 15CM AWAY

## SLOW TO REACT

WHENEVER A PLAYER MOVES THEIR MEEPLE, THAT PLAYER ATTACKS LAST

## Co-OPERATIVE MODE

TEAMS OF TWO BATTLE FOR SUPREMACY WITH TWO TOWERS AND TWICE THE FLICKING FUN.

A ROUND ENDS IF BOTH MEEPLES FROM ONE TEAM ARE TOPPLED FROM THEIR TOWERS.

DEFEATED PLAYERS CAN CONTINUE TO ATTACK AND BUILD DEFENCES FOR THEIR TEAM.

# CREDITS

THANK YOU FOR TRYING THIS GAME - IT REALLY MEANS A LOT AND ANY FEEDBACK WOULD BE APPRECIATED

DEFEND THE TOWER WAS DESIGNED TO BE A SHORT, FUN GAME USING MATERIALS YOU ALREADY HAVE SO FEEL FREE TO BE CREATIVE WITH YOUR TOWER DESIGNS - USE MARBLES, PENCILS, OLD TECHNOLOGY AND MORE TO CREATE YOUR ELABORATE FORTRESSES AND PLEASE TAG US @BRANCHINGNARRATIVES ON INSTAGRAM IF YOU DO!

FOLLOW US ON ITCH.IO FOR FUTURE CONTENT  
PLEASE SHARE WITH OTHERS IF YOU ENJOY DEFEND THE TOWER!

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