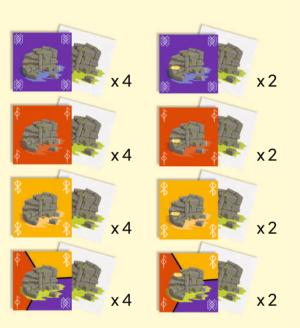




Retrouvez la page du jeu et la règle en vidéo Find the game's webpage and the rules in video Encuentra la página web del juego y las reglas en video Guarda il video delle regole e la pagina web del gioco Vind de webpagina van het spel en de spelregels in video Finde die Webseite des Spiels und die Spielregeln als Video

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x 24





Once upon a time, there was a sweet and beautiful Queen who lived happily in her magnificent castle with three colourful towers.

But after a terrible attack from the neighbouring kingdom, her castle was reduced to rubble. Queen Lola called on the best builders in the kingdom to rebuild the three beloved towers. And she promised to shower the best of them with gold!

Aim of the game: Win the most gold coins.

Game setup:



- 1. Place the game board on the wedge inside the box and put it in the center of the table.
- 2. Place the 24 Staircase tokens face down in their designated spots on the board.
- 3. Make the gold coins and ruins available to all players.

How to play:

The youngest player starts, and play continues clockwise.

A player's turn:

1/The player selects a Staircase token and flips it over.

They check the colour of the staircase (which corresponds to one of the three towers to be built) and place it in front of them.



They then flip a second Staircase token.

If this staircase is the same colour as the first, they take it and place it in front of them.



They continue and then flip a third Staircase token, which they take and place in front of them if it is still the same colour...



... and so on, until they flip a Staircase token of a different colour (except for multi-coloured staircases).



2/The token with the differently coloured staircase is then put back in its place, on the board, face down.



Multi-coloured Staircase Tokens

These are jokers and replace any other colour.

- When a player flips a multi-coloured Staircase token at the beginning, it takes the colour of the next coloured Staircase token.

- When a player flips a multi-coloured Staircase token after already flipping a coloured Staircase token, it takes the colour of the previously flipped Staircase token. The player places it in front of them and continues their search by flipping a new Staircase token.

3/ The player checks the tokens they have collected and wins a Gold Coin token for each gold coin present on their Staircase tokens.

NB: These gold coins are permanently won.



4/Then, they collect as many ruins as they have collected Staircase tokens.



5/They then attempt to build part of the castle.

They stack all the elements they have recovered on the base of the corresponding colour to their Staircase tokens, following the placement order: **1 ruin, then 1 staircase**.











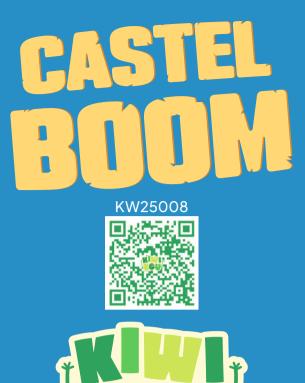


• If the player manages to place all their elements without anything falling: **Well done!** They win as many Gold Coin tokens as the number of ruins they have placed on the board.

• If, at any moment during their turn, the player causes one or more elements to fall (ruins and/or Staircase tokens): **They Lose!** The fallen elements (ruin or staircase) are removed from the game, and they win nothing this turn (except for any gold coins collected in step 3). Then, it is the next player's turn.



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