

# Game Rules

BEAVER TOWER

# 비버 타워



*There are vigorous beavers in the mountain valley. We need to make a cool and vertiginous tower for beavers to play at. Build a tower they want and bring as many as possible to the tower!*

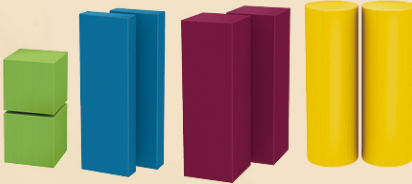


## I. Overview

Use only the hands and fingers presented on the construction rule card to build the tower shown on the tower card. When you finished building the tower, you have to put the beavers on it. You will earn additional points for the number of beavers you put on your tower. After the 6th round, the player with the highest score wins.

## II. Components

4 sets of wooden blocks



(Each set consist of 2 green, 2 purple, 2 blue, 2 yellow blocks)

7 beaver meeple

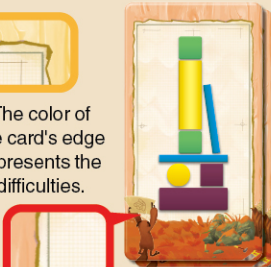


50 double-sided tower cards



Basic

The color of the card's edge represents the difficulties.



Expert

6 construction rule cards



1 set of score tokens



### III. Game Setup

- 1 Each player receives a set of wooden blocks.
- 2 Place 7 beaver meeples in the center of the table.
- 3 Shuffle the 6 construction rule cards, then make a pile and put them on the table.
- 4 Shuffle the tower cards and randomly choose 7 cards. Make a pile that shows the side with the difficulty you want. Place the tower cards pile in the cardholding place on the tray so that all players can see them. The rest of the cards will not be used in this game, so return them into the box.

**Note** Please use the basic level cards if you are new to the beaver tower or playing games with a child.

- 5 Put the score tokens near the play area.



### IV. How to Play

- 1 Check the construction rule card to use for this round.
- 2 The player sitting closest to the tray reveals the tower card, removes the top card from the pile after counting "One, two, three!"

#### Construction Rules

Blocks can only be stacked with the hands and fingers shown on the construction rule cards.

##### both hands



No restriction



Use index and middle fingers only



Use index fingers only



Put both hands and use index fingers only

##### one hand



Use thumb and index finger only



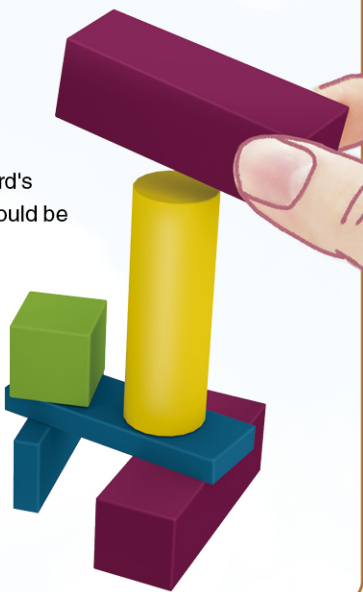
Use all fingers

**3** Each player builds the tower as the shape shown on the Tower card using their own blocks.

### Building Tower

- Players can only use the hands and fingers indicated on the construction rule cards.
- Don't give up even if the blocks collapsed while building. Hurry up and rebuild!
- When you stack blocks, the block's position does not have to be exactly the same as the card's picture. You just need to check which blocks should be above and which blocks should be next to.

#### Example

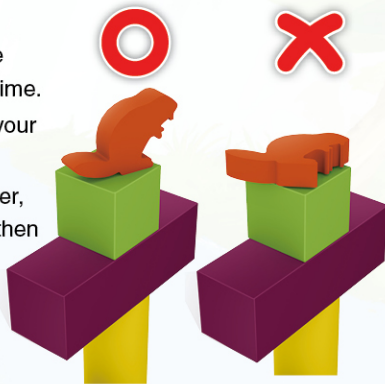


**4** If you finished building as represented on the Tower card, place beavers on your tower. The precise rules for putting beavers on tower are written below.

### Putting beavers

- Players cannot bring beavers until building the tower is finished, as represented in the Tower card.
- Use only the hand and fingers shown on the construction rule cards, and bring one at a time.
- Beavers should be placed on the blocks of your tower, and it should stand, not lie down.
- If the block collapsed while putting the beaver, return the beaver to the center of the table, then rebuild the tower. blocks should be above and which blocks should be next to.
- If a beaver falls from the tower, any player can quickly take it and put it on their tower.

#### Example



**5** When all beavers are placed on the tower, all players should stop their moves and immediately end the round.

## End of the round

- 1 Compare each player's tower to the Tower card to make sure they are built correctly.
- 2 Calculate the score of this round and receive score tokens as many as scores you earned in this round.
- 3 Place the seven beaver meeple back in the center of the table.
- 4 Reveal the next construction rule cards and proceed to the next round. There will be 6 rounds in total.



## Game End

The game ends after the 6th round. Calculate the final score by the sum of the number in the earned tokens.

The player with the highest score wins the game.

In case of a tie, tied players take the final match to decide the winner.

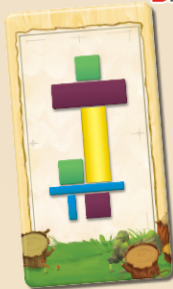


## SCORING

**3 points**

If you built the tower with exactly same as the card

Scoring Example

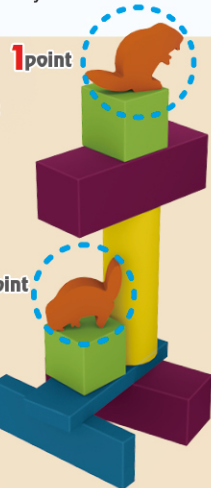


**3 point**

**5 points**

**1 points**

per beaver on your tower.



**1 point**

**1 point**

## Final Match

- 1 Place one beaver meeple in the center of the table.
- 2 Randomly choose one mission card that has not been used in the game and reveal it.
- 3 Build the tower as standard game rules.
- 4 The player who built the tower as represented in the mission card then put more beavers on own tower wins.

## Credits



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