

# COIN TOWER

Designed by Santiago Eximeno

2 players	+ 8 years	5 minutes
-----------	-----------	-----------

## GAME CONTENT

Board and ten coins.

### SETUP

Players build two **towers**, five coins each **tower**. Each player places, per turn, one **tower** on an empty space on the board.

### PLAY

The first turn is for the player who placed the first **tower** on board. Per turn each player moves any **tower** one or two cells on the same row or column, without changing direction. When a player moves a **tower** can carry as many coins as he wants to the target cell, but he must leave at least one coin in the origin cell. The target cell must be empty and in his movement the **tower** cannot jump over other **towers** or other coins. Every move will create new **towers**, which can be moved in next turns. A **tower** consists of at least two coins. A coin on a cell cannot move, but can block the movement of other **towers**.

### END OF THE GAME

The game ends when a player on his turn cannot move a **tower**. The player who made the last move is the winner of the game.

### CREDITS

Version 0.9a (09/03/15)

Designed by **Santiago Eximeno**.

Tested by **MJ, Mario L. Menés, tony66** y **Santiago Eximeno**.

Icons made by **Lorc**. URL: <http://game0icons.net>

