

Leaps and LEDGES™

RULES

THE
TOWERING
GAME OF
STRATEGY
AND LUCK!

AGES 8+
2 TO 4 PLAYERS



THE TOWERING GAME OF STRATEGY AND LUCK!

Contents:

- Game base
- Tower crown
- 16 pawns
- 15 level platforms
- 72 playing cards

Object: Be the first to move all four of your pawns by exact count into the "crown" at the top of the tower.

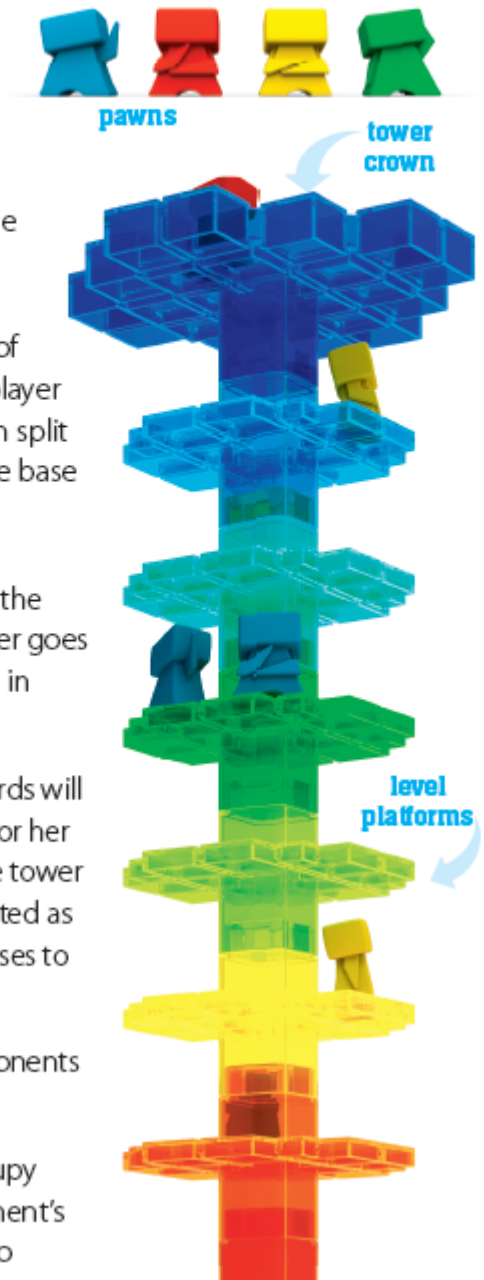
Set-up: Place the game base in the center of the playing area. Snap all of the level platforms in place and add the tower crown at the top. Each player takes four pawns of one color. Shuffle all 72 playing cards together, then split the deck in half and place each half, face down, on opposite sides of the base in the card holders. Either deck may be drawn from by any player.

Play: To determine the starting player, each player draws one card from the top of a draw deck. A "Flip" card is considered a zero. The highest number goes first. In the case of a tie, those players draw again. Discard all cards used in determining the starting player.

Each player draws three cards to form his or her hand. Hands of three cards will be maintained throughout play. The starting player plays any one of his or her cards face up in a discard pile and moves one of his or her pawns up the tower according to the number on the card. NOTE: The game base is not counted as a level. The player draws a card to replenish his or her hand and play passes to the right.

As play continues, players will have opportunities to set back their opponents or advance their pawns' positions through the following actions:

Knocking Off Opponents' Pawns: Only one color of pawn may occupy a level. If a player's pawn lands on a level already occupied by an opponent's pawn, the opponent's pawn is knocked off and sent back to the table to



Safety in Numbers: More than one pawn of the same color may occupy the same level. When two or more of a player's pawns are on the same level, these pawns are safe from attack. Opponents' pawns may pass over that level, but may not land on it.

Special Cards: There are four types of cards that create additional actions for the player.



Flip: A player who plays a "Flip" card immediately switches levels between one of his or her pawns and one of an opponent's pawns. NOTE: A pawn on the table may not flip or be flipped. Pawns that are safely on a level with another pawn of the same color may not be flipped.



Rampage 5: A player who plays a "Rampage 5" card not only moves one of his or her pawns up five levels, but also knocks off every opponent's pawn on the way up! NOTE: Pawns that are safely on a level with another pawn of the same color cannot be knocked off.



Wild 4: A player who plays a "Wild 4" card can move one of his or her pawns UP or DOWN four levels OR move any opponent's pawn UP or DOWN four levels. This card is very useful if an opponent is fewer than four levels from the top. Playing this card can force an opponent to overshoot the crown and move back to start. NOTE: Pawns that are safely on a level with another pawn of the same color cannot be knocked off. Also, an opponent's pawn may not be moved if it would knock off another pawn.



Precision 1, 2 or 3: A player who plays a "Precision 1, 2 or 3" card may move one of his or her pawns up one, two or three levels.

Rules continue on back →



A player must play a card on every turn, even if playing the card forces the player to move one of his or her pawns downward or to overshoot the crown and start over. In the rare event that a player is unable to play, the player shows his or her hand to prove the inability to play, discards all three cards, draws three new cards and continues his or her turn as usual.

If both draw decks are depleted during a game, the discard piles should be combined, shuffled and split into two new draw decks.

Winning the game: The game ends as soon as any one player successfully moves all four pawns by exact count into the crown.



Partner Play: A fun variation is to split four players into two partnerships. Partners sit across from each other. Each player still plays four pawns of the same color. Partners should take care to cooperate when using special cards and sending pawns back. The original rule applies that only pawns of the same color can occupy a single level. Partner pawns **CANNOT** create safety in numbers. When one player succeeds in moving all four pawns into the crown, he or she continues to play by moving the partner's pawns. The winning team is the first to have all eight pawns in the crown.



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