

# Ο Πύργος της Pisa



## Δεξιότητες εναντίον βαρύτητας!

Pisa is a game of balance, action and skill for 2-4 players, for ages 5 and up.

### Components:

- 24 Tourists
- 1 Tower consisting of 1 base, 4 floors and 4 rings (1 red, 1 green, 1 blue, 1 white)
- 1 Die with 6 sides (1 red, 1 green, 1 blue, 1 yellow, 1 orange, 1 purple)

### GAME 1: The Tower of Pisa

#### Game overview

In this game mode, players try to balance and place all of their tourists on the tower's rings, without them falling.

#### Preparation

The tower is placed on a smooth surface, with the white ring always being the lowest. Depending on players number, divide the tourists as follows:

- 2 players: 12 tourists each
- 3 players: 8 tourists each
- 4 players: 6 tourists each

The youngest player starts first.

## Gameplay

The first player rolls the die and places 1 of his tourists on the ring of the same color as the side of the die. If the die rolls:

- Yellow, then he places his tourist on any ring.
- Purple or orange, he places it on the white ring as it is the easiest.

Players should place the tourists in such a way as to not upset the balance of the tower. If the tower tilts and tourists fall, the player responsible collects the tourists that fell and adds them to his own.

## End of the game

The player who is the first to place all of his tourists on the tower, is the winner.

## Difficulty levels

Changing the order of rings changes the difficulty level of the game.

Some suggested levels are:

**Easy:** 1st floor - white, 2nd - red, 3rd - blue, 4th - green.

**Moderate:** 1st - blue, 2nd - white, 3rd - red, 4th - green.

**Moderate to Difficult:** 1st - blue, 2nd - green, 3rd - white, 4th - red.

**Difficult:** 1st - red, 2nd - blue, 3rd - green, 4th - white.

## GAME 2: Downhill

### Game overview

Collect tourists from the tower, depending on the number of players:

- 2 players: 12 tourists each
- 3 players: 8 tourists each
- 4 players: 6 tourists each

*This mode can be played if the tower has already been filled from a previous game or by setting up 6 tourists on each floor.*

### Gameplay

Each player, in turn order, rolls the die and removes a tourist from the ring that matches the color of the side of the die. If the active player knocks down tourists from the tower, they are dealt equally to the other players. If the fallen tourists cannot be equally distributed amongst players, return the excess tourists to the box. If a player collects the needed tourists, from a mistake of another player, he wins!

### GAME 3: Weather Rings

This game mode adds an extra challenge. Each player in turn has to place his tourist on the tower, following a different challenge, depending on the result of the die. The remaining rules remain the same as in the first game mode.

**Red - Fire:** This ring is hot. A player must use only his pinky and his ring finger in order to place a tourist on the red ring.

**Green - Forest:** The foliage of the forest is confusing. A player must use the opposite hand of his dominant one in order to place a tourist on the green ring.

**Blue - Water:** Water flow needs balance. The active player, selects another player to place one of his tourists on the blue ring, **at the same time**. If they choose, they can place the tourists lying down. If any tourists fall, they are divided equally among the two players. Any excess tourists are placed back in the box.

**White - Snow:** There is zero visibility due to snowstorm. If a player rolls an orange or purple die, he places his tourist with his eyes closed. Another player can help him keep his eyes closed.

If a player rolls a yellow die, the player chooses the color-challenge with which to place tourist.



## GAME 4: The Tower of Babel

### Preparation

Remove the base of the tower and remove the 4 floors/rings. Leave the die in the box. Place the base of the tower in the center of the table.

### Game overview

Build the tower with the following tourists in each section:

- 1st floor: 6 tourists
- 2nd floor: 5 tourists
- 3rd floor: 4 tourists
- 4th floor: 3 tourists
- Top: 2 tourists

### Playing Mode

The game starts by placing a floor/ring on the base. In turn order, players place a tourist on the first floor, until they are 6 tourists, trying to leave some room for the next floor. When all 6 tourists are placed, the next player places the 2nd floor **instead** of placing a tourist. Then, tourists are placed on the 2nd floor until there are 5. The same actions are repeated until the whole tower is built.

### Winner - Winners

If the tower is completed without a single tourist falling, then all the players are winners. If a tourist falls, the player who played before the player who just made the tourist fall, wins the game.

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### Random mode selection

Are not you sure which game mode to play?  
Roll the die and follow the result as follows:

- **Red:** The rings of weather
- **Green:** The Tower of Babel
- **Yellow:** Downhill
- **Blue:** The Tower of Pisa

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