

# SAWTA SI

## THE SECRET OF THE THREE TOWERS

3 towers, 2 builders, 1 competition  
a shapely strategy game for 2 enlightened Zen masters from 10 years

*It was the 9th Century. In Dali, at the foot of the Himalayas, three Pagoda towers are planned, to shine as the town's new landmark before the backdrop of the hills. For this, the search is on for 2 builders who are up to this project. They shall build the towers together, but show their own artistic hand. The builder, who comes out top in the design of the exterior facade, may marry the King's daughter.*

### MATERIAL

- 30 tubes (metal tube parts with 2 colours: 15 blue and 15 silvery parts)
- 1 wooden base
- 1 game rule



Fig. 1

### GAME TARGET

Both players build together three towers and in doing so try to hide the building bricks of the opponent. The winner is, who has built in the most visible parts into the towers.

### GAME PREPARATION

The triangular wooden base is placed into the middle of the table between the two players. The tubes of both colours are placed besides. Every player decides for one colour.

### GAME PROGRESS

The player begins, who decided for the blue tubes. Every player puts alternatingly a freely chosen (own or adverse) tube on one of the three building sites, until all parts are used. The players are in a tight spot.

## BUILDING RULES

Without condition any tube can be put onto the base.

But, if you like to build **higher**, the following rule is valid:

Every newly built-in tube has to be held by one of its neighbour tubes (inside or outside). It's not allowed to put tubes loose on another but these have to be stucked into eachother.

Neighbour tubes are tubes with the next bigger or smaller diameter.

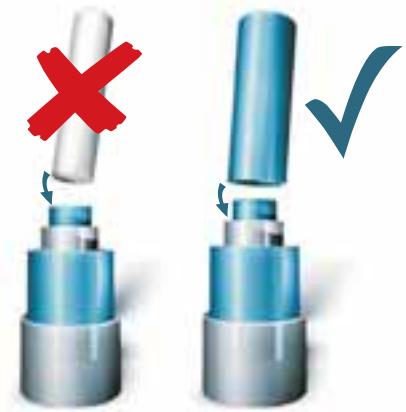


Fig. 2a not allowed allowed

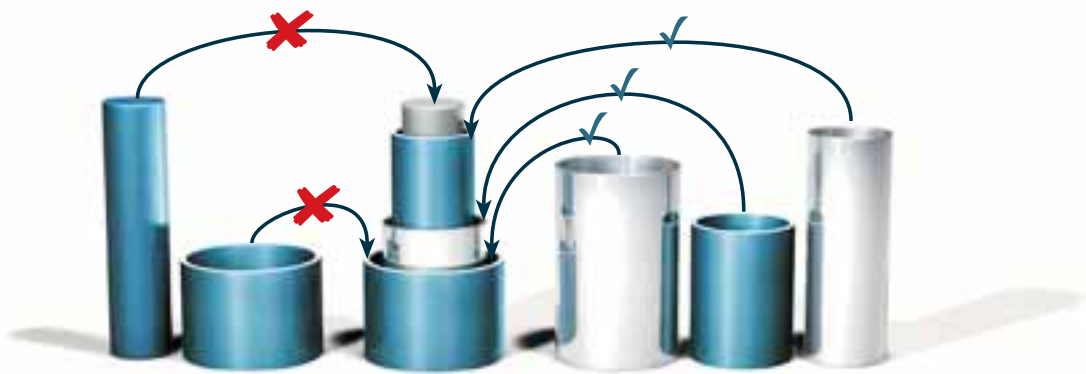


Fig. 2b A B C D E

**Sample:** It's Helges turn. He can only build in a tube with the size C, D or E, because there are direct neighbour tubes existing. Tubes of the size A and B are not allowed, because they cannot be held by neighbour tubes.

## GAME END AND WINNER

As soon as all tubes are used, the game ends. Who has now – looking at the towers from outside – the most visible tube parts in the towers, is the winner. With a result in which neither side is the winner, only the parts of the highest tower are counted.

Fig. 3

**Settlement sample:** Helge and Rüdiger count their from outside visible tube parts at all three towers. Helge counts 9 blue tube parts. Rüdiger counts 8 silvery tube parts. Helge with it, won the competition this time.

