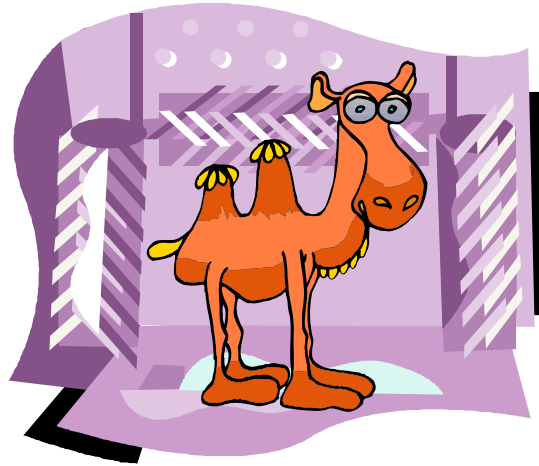


K'Dak's Tower of Confusion



(and Camel Wash)

K'Dak's Tower of Confusion and Camel Wash

A game for the piecepack by Jim Adams and Amy Enge

Version 1.2, November 3, 2004

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Two players, 20 minutes

Equipment: piecepack

Background:

You and your best buddy, Kaka, are two young dudes cruising the back streets of ancient Egypt looking for a cheap double-hump wash and blow dry for your camel, Phredd. Unfortunately, being somewhat shy of means (i.e., "broke"), you are unable to afford the more reputable establishments. Acting on Kaka's dubious suggestion, you head out to the edge of town to a place your mother told you never to go: the old, abandoned tower built by that nutcase, K'Dak. K'Dak was a washout from pyramid building school. He just could never get the pyramid concept straight. Big on the bottom and small on top. How is this hard? Anyway, his attempt at building a small summer pyramid for the pharaoh ended up as a six-story, straight up and down tower. The pharaoh was not amused and K'Dak was banished from the community in disgrace. That should have been the end of it, but K'Dak had in mind one last futile gesture before he left. He returned to the tower, hid small amounts of gold throughout the structure and

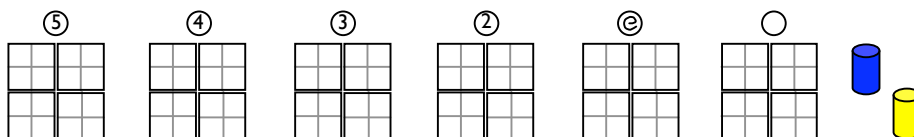
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then set up a booby trap for anyone who tried to retrieve the gold. However, before he could spread a story of a fabulous treasure residing in his tower, he was run out of town by the authorities and never seen again. The pharaoh intended to condemn the place for demolition, but got distracted with a border war and K'Dak's tower was largely forgotten. And now, you and Kaka are heading to this questionable monument on the outside chance that there is something inside that you can barter for a camel makeover.

K'Dak's Tower of Confusion and Camel Wash is game of exploration. You and your opponent climb through an abandoned tower hoping to collect enough treasure in order to pay for a bath for Phredd. Things go just fine until one of you reaches the top layer, at which time the tower starts shaking itself apart. You then have to get out before the whole structure collapses on you while still finding enough treasure to make the expedition worthwhile.

Setup:

- Shuffle the tiles face-down and lay them out as a line of six 2x2 squares. See below.



- Each 2x2 square is a level within the tower.
- Place a single coin, face-up, by each 2x2 square to denote the level (0 through 5.)
 - When the tower starts to disintegrate, these coins will be helpful references.
- Place two pawns by level 0 and a die by level 5.
- Scoring happens frequently in this game, so set out the camel wash point track and place a faced-down coin for each player on the square marked "0."
- Decide who goes first. Play alternates.

Rules:

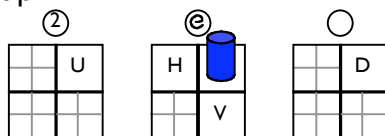
- The game is divided into two phases: climbing the tower and escaping while the tower crumbles.

Climbing the Tower

- On your first move you may enter any tile on the null level. (Ignore the grid lines on the back of the tile.)
 - If the tile is face-down, turn it face-up.
 - The number on the tile represents the value of gold sitting in the room.
- Once both players have entered the tower, the door slams shut and can only be opened again by flipping a switch on level 5. (See *Escaping the Crumbling Tower*.)

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- You don't score any points (collect any gold) on the way up the tower.
 - You and Kaka are somewhat concerned with the suddenly closed exit.
 - You reason the gold isn't going anywhere and it's better to find the way out, first.
- On each subsequent move, you may move one space horizontally, vertically, or directly down one level.
 - You may not move diagonally.
 - You may also move directly up one level if at least two tiles at your current level are face-up.

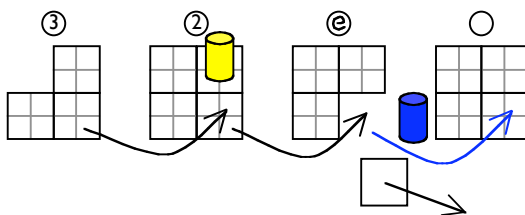


- You can always move into a tile that is face-up.
- Both pawns may be on the same tile.

Escaping the Crumbling Tower

Once the first player enters level 5, things get *real* interesting!

- First, turn the tile face-up.
- At this point it is assumed that the player hits the switch to open the door on the null level. (You guys are very impulsive.)
- Turn all face-up tiles face-down, even if there is a pawn on it.
 - You might want to take a moment first to memorize the location of a few exposed higher scoring tiles.
- Then, roll the die to indicate the level of the tower that loses a tile.
 - You may pick which tile on that level disintegrates, but one tile on that level must disappear.
 - There may be a pawn on that tile, including your own, and the tile may be either face-up or face-down.
 - Discard the tile face-up so that both players can see its value.
 - If there is now a pawn hanging in mid air, it falls down to the tile immediately underneath, or out of the tower completely if it was on the null level. See below.



- When a pawn falls into a face-down tile, do not turn it face-up. (You're too busy watching all of the pretty birdies.) ☺
- After the pawn has landed, or if there was no pawn in the first place, all tiles above the disintegrating tile fall down one level, carrying any occupying pawns with them.

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- From this point forward, each player moves just as before, possibly scores points, and then finishes their turn by rolling the die and eliminating one tile.
 - If you move onto a face-down tile, turn it face-up and score that many points.
 - If you enter a tile that is already face-up, you do not score any points.
 - If you are on a face-down tile as the result of falling, you may choose to stay in the same tile and turn it face-up and score it.
 - If there are no tiles left on the level rolled, then eliminate a tile on the highest remaining level.
- Note that once you leave the tower, you cannot reenter!
- When either all of the remaining tiles have been turned face-up and scored or both players are forced out of the tower, the game is over.

Winning the Game:

- The player with the highest score at the end of the game wins.
 - Yes, you are going to pool your earnings to get Phredd washed, but you are also competing for bragging rights. What else could possibly be worth the risk of having a poorly built, six-story structure drop on your head?

Talisman Variant:

- Each null tile contains a magic talisman.
- When you turn a null tile face-up place a coin in front of you.
 - You may collect talismans both when initially climbing the tower and while the tower is shaking apart.
 - The null tiles reload with talismans when the switch is hit on the top level. Hey, it's magic!
- You may use this coin at any time (including immediately) to take an additional turn.
 - After the additional turn discard the coin.
- If you have more than one unused coin, you may take multiple additional turns in a row.

Solitaire/Cooperative Variant:

You go home early, so Kaka decides to give it a try alone.

- Place a face-down coin (talisman) by the level 5 tiles.
- When Kaka enters the tower, the door slams shut and the tower starts to crumble right away.
- As with the main game, Kaka only scores points on the way down.
- Roll the dice and remove a tile for every turn of the game.
 - There is no requirement to have a minimum of two face-up tiles before going up a level.

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- Kaka needs to retrieve the talisman before he can leave.
 - Reaching any level 5 tile will retrieve the talisman and open the door on the null level.
 - If level 5 is destroyed before Kaka can get the talisman, he loses.
 - As the last block of the tower is just about to come down and crush Kaka, he suddenly awakes in bed with extreme nausea and a pounding headache from all of the “Phuzzy Pharoahs” his drank earlier at the oasis.
- Once he retrieves the talisman, place the coin in front of you.
- Once in his possession, Kaka can activate the talisman at any time, including immediately.
 - When activated Kaka may immediately take one turn without having to remove a tile afterwards.
 - The coin is then discarded and the tower resumes to crumble as before.
- If Kaka can escape with the following points, he achieves the associate degree of victory:

Points	Victory Title
37	camel boy
42	big camel boy
48	lead camel boy
53	supreme camel boy

- You and Kaka may also play this variant cooperatively by pooling your points.

Useless Trivia:

The name of Kaka's fellow explorer is Baba.

Designer Notes

Tile-based game boards are a lot of fun because of the opportunity of playing on a constantly changing and mutating game board. The trick is to have enough volatility to keep the game interesting and unpredictable, and not so much that the game dissolves into a random mess. *K'Dak's Tower of Confusion and Camel Wash* was ultimately conceived as a memory game combined with a shuffle game. Forcing the players to expose a minimum of two tiles on the way up the tower provides enough information to make memory useful once the tiles are reset face-down and the tower starts to crumble.

In the first portion of the game when climbing the tower there are two general strategies. One strategy is to methodically expose each tile as a pseudo-team, and then relying on your memory and die rolls being better than your opponent's to win while descending the tower. The other strategy is to try and outrace your opponent to the top and use your position at the top of the tower to score tiles that your opponent cannot quickly reach. This latter strategy relies somewhat on having a fortunate distribution of tiles near the top. Clearly the best overall strategy is a combination of these two approaches: uncover enough tiles to get a general feeling of where the high scoring tiles are and then begin the race accordingly.

The strategy for the second portion of the game is a bit more evident. Assuming you can remember and/or infer where all of the high scoring tiles are, either score them

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before your opponent can, or reposition and/or destroy them before your opponent can reach them.

The talisman variant was created for those who want to have the potential ability to take two or more turns in a row at critical junctures in the game. Reducing or increasing the number of talismans potentially available during the game can easily adjust the influence of the talismans.

Contribution List

Aside from the fact that there was great mutual communication to determine the storyline and plot as well as the game in general, we will attempt to dissect a list of major contributions by individual creators.

- Initial game board layout (tower) – Jim
- Movement to go up and down tower – Jim
- Confusion/destruction at top of tower (rotating levels and flipping tiles face down) – Amy
- Redesign to crumble tower rather than rotate levels – Jim
- Restriction on not scoring on exposed tile – Amy
- Camel carwash graphic - Amy