



# Rettet Rapunzel

**RULE**

Play with gravitation.

Marold & Mühlgäuser



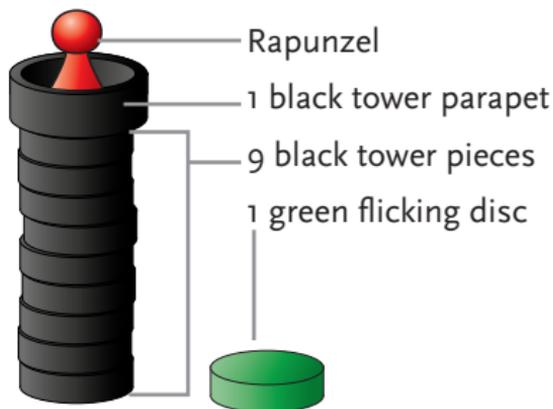
# SAVE RAPUNZEL

Game authors: Torsten Marold and Steffen Mühlhäuser

Skill game for 2–5 players aged 7 years and up

Duration approx. 15 minutes

## GAME MATERIALS



### A RED DISC?

A red flicking disc was first produced by mistake instead of the green one.

To keep it simple, we leave this disc with the playing materials. You may use it as an extra flicking disc or as a tenth tower-piece – whichever you prefer.

## OBJECT

Rapunzel is standing on her tower. To rescue her, the knights dismantle the tower, stone by stone, until Rapunzel lands safely on the ground.

## PREPARATION

Stack the 9 black pieces on top of each other with the parapet at the top. Rapunzel is placed at the top on the tower parapet. The player with the longest index finger gets the green disc and starts the first round. A match comprises several rounds. Play is in a clockwise direction.

You need a pen and paper to record the scores.

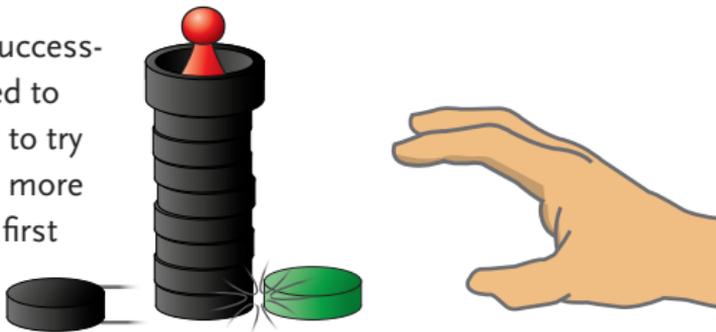
## PLAY

The player on turn flicks the green disc against the foot of the tower. You are free to choose the distance to the tower. If your shot causes the tower to collapse, your turn ends.



If your shot hits the tower perfectly, the bottom tower piece slides out without the tower falling over. In this case, you are allowed to keep the piece that was knocked out. Until you finish your turn, however, your opponent keeps the piece. (It lands here anyway).

If your shot was successful, you are allowed to continue play and to try to knock out even more pieces. After your first hit, you are allowed to pass anytime.



For example, if you're worried that the tower will collapse after the next direct hit. If you end your turn before the tower collapses, you get the pieces that were knocked out, and the next player must take over the tower as it is. No straightening is allowed!

If the tower collapses during one of your other attempts, you lose the pieces that have already been won. The next player on turn re-uses these pieces in the new tower that must be built again.

If you knock out the last piece below the parapet, without Rapunzel falling from her tower, you get the tower piece and also the Rapunzel figure; and the first round ends. Now all the players' scores are recorded. Each tower piece scores one point; Rapunzel scores two points

### **EACH PLAYER GETS TO START ONCE**

The player on turn in the next round builds up the tower again. The match continues for as many rounds as there are players. So, in a finished game everyone gets to start a round once.

### **GAME END**

At the end of a match, the scores from the individual rounds are added together. The player with the highest score is allowed to ride off into the sunset with Rapunzel.

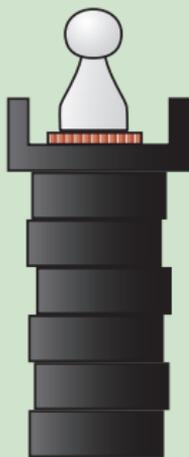
## EXCEPTIONS

1. If your first shot at the tower goes past it, you are allowed a second shot. If your second shot also goes past, the next player is on turn.
2. If the flicking disc hits the tower without any piece sliding out, or the tower collapsing, you are allowed to continue play.
3. If the flicking disc gets stuck under the tower, you are allowed to try and release it. But you're only allowed to touch the green disc and to use it as a tool. If you succeed in releasing the green disc without the tower collapsing, you are allowed to continue play. If the tower collapses, your turn ends.
4. If Rapunzel falls from her parapet during a shot, your turn immediately ends, even if you've simultaneously released a piece. That also applies for the last shot when the parapet lands on the ground.
5. If the Rapunzel figure falls over in the parapet, without falling out, you are allowed to continue play.

## TIPS

1. The smoother the play area, the easier it is to knock out pieces from the tower.
2. During a shot, the players sitting opposite each other should put their forearms on the table as a barrier, so that no knocked-out pieces fly off the table.
3. If the tower collapses with almost every shot, you can slightly increase the weight of Rapunzel by placing a coin under the figure. Try a few practice shots and test the effect of different-sized coins. Begin with a 20-cent (Euro), or similar size coin.

Have fun with Rapunzel!!



© 2020 by Steffen Spiele  
Authors: Torsten Marold and  
Steffen Mühlhäuser  
Editorial: Redaktion Steffen Spiele

Art: Steffen Mühlhäuser  
Graphic design: Bernhard Kümmelmann  
Layout: Christof Tisch  
Production: Ludofact Jettingen