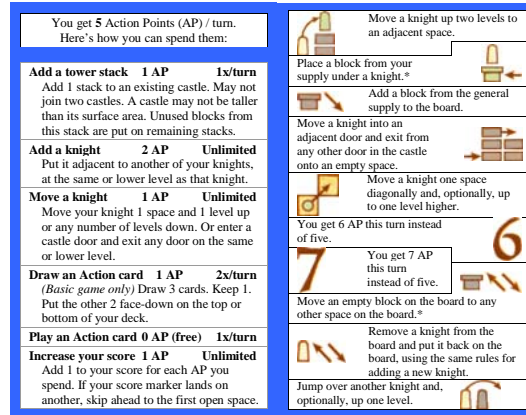


Here's how you use this player aid.

Step 1: Preparing the player aid

1. Print out the second page of this document, preferably in color and on heavy paper.
2. Cut out the four cheat cards. Each cheat card has a single background color (blue, green, black or orange) and consists of a "left page" and a "right page." Don't separate the left page from the right page. When you're finished, you should have four cheat cards that each look like this:



3. Score each cheat card along the line that separates the left page from the right page. If you fold the cheat card along this line, the result will be the same size as the cards in *Torres*. This makes for easy storage of the cheat cards.
4. Find five small tokens (such as the glass beads that are used for many collectible card games) of one color and two small tokens of a different color.

Step 2: Using the player aid

The Left Page

1. The left page of the cheat card describes what you can do with your Action Points. On your turn, you get the five small tokens of the same color. As you perform each action, put a number of tokens equal to the cost of the action on the part of the left page that describes the action. This will help you keep track of how many Action Points you have left and how many times you performed each action.
 - If you play the Action Card that gives you 6 Action Points, take one of the two tokens of the different color. If you play the Action Card that gives you 7 Action Points, take both of the tokens of the different color.
2. When your turn is complete, hand the five tokens to the next player.

The Right Page

1. The right page describes what each Action Card can do. The text is keyed to the icon in the top corner of each card, not to the big picture on the card face.
2. An asterisk (*) at the end of the text means there's more information, but I ran out of room. (Generally, this information is about the ability to destroy a one-block castle or create a new castle.) See the rule book for the missing information.

Closing Remarks

If you need an editable copy of this player aid, e-mail me (Todd Furler) at tfurler@testdrivegames.com.

You get 5 Action Points (AP) / turn.
Here's how you can spend them:

Add a tower stack 1 AP 1x/turn
Add 1 stack to an existing castle. May not join two castles. A castle may not be taller than its surface area. Unused blocks from this stack are put on remaining stacks.

Add a knight 2 AP Unlimited
Put it adjacent to another of your knights, at the same or lower level as that knight.

Move a knight 1 AP Unlimited
Move your knight 1 space and 1 level up or any number of levels down. Or enter a castle door and exit any door on the same or lower level.

Draw an Action card 1 AP 2x/turn (Basic game only) Draw 3 cards. Keep 1. Put the other 2 face-down on the top or bottom of your deck.

Play an Action card 0 AP (free) 1x/turn

Increase your score 1 AP Unlimited
Add 1 to your score for each AP you spend. If your score marker lands on another, skip ahead to the first open space.

Move a knight up two levels to an adjacent space.

Place a block from your supply under a knight.*

Add a block from the general supply to the board.

Move a knight into an adjacent door and exit from any other door in the castle onto an empty space.

Move a knight one space diagonally and, optionally, up to one level higher.

You get 6 AP this turn instead of five. **6**

7 You get 7 AP this turn instead of five.

Move an empty block on the board to any other space on the board.*

Remove a knight from the board and put it back on the board, using the same rules for adding a new knight.

Jump over another knight and, optionally, up one level.

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