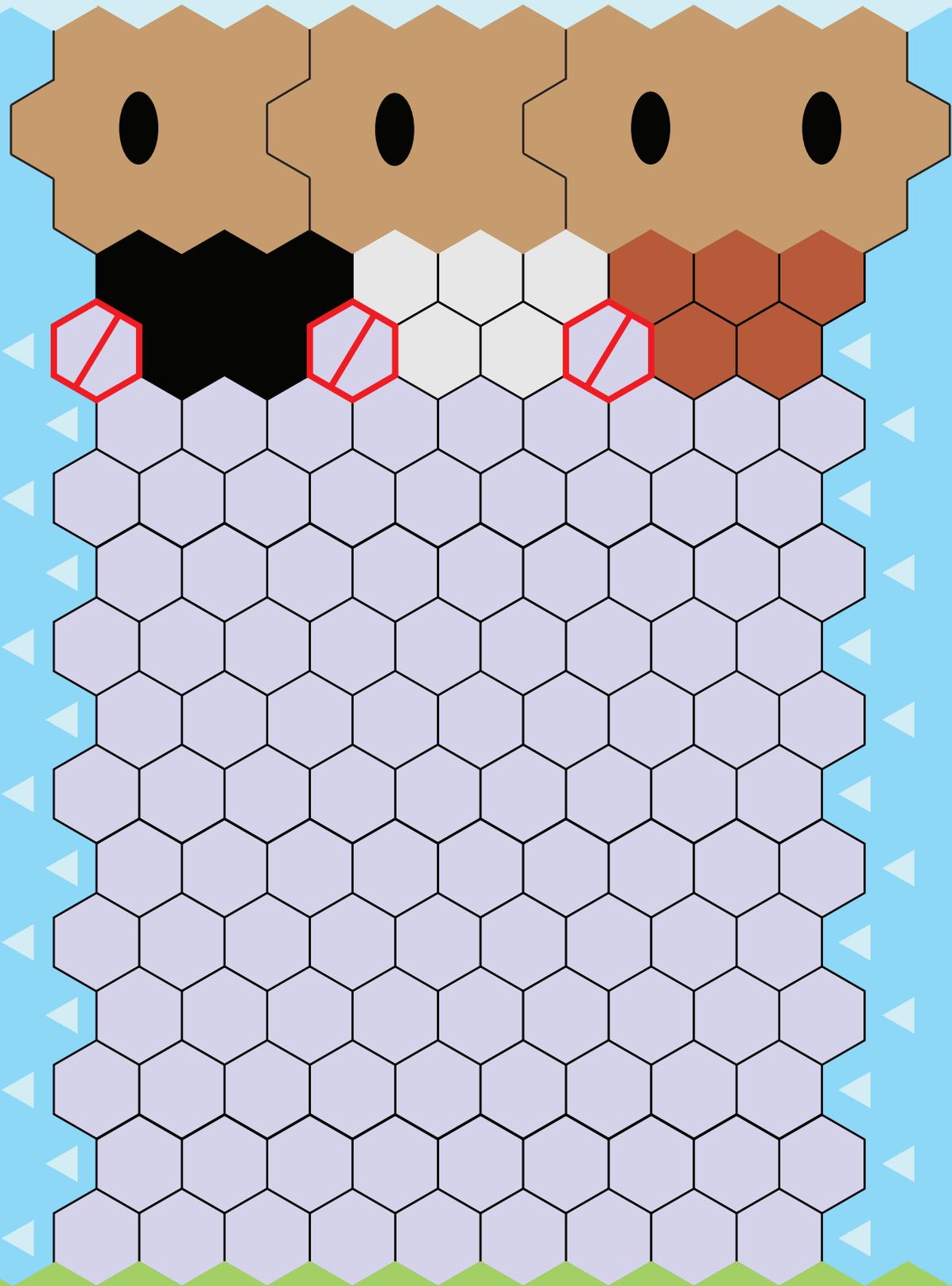# BEARDPUNZEL

BEARDPUNZEL

It's your lucky day! You are trapped at the top of a tower, and a princess has come to the rescue. Unfortunately, there are two others trapped with you, and the princess only has room for one on her horse. Using your magical beard-growing powers, be the first to lower your beard down to the princess and live happily ever after!
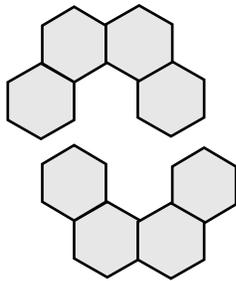
HOW TO SUCCEED AT GROWING YOUR MAGICAL BEARD
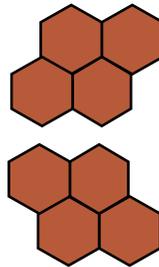
STEP ONE: BASIC BEARD GROWTH
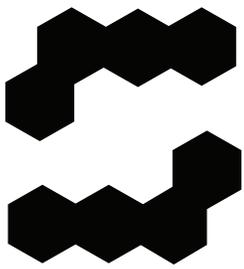
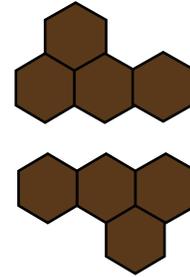BLACK   GREY   RED   BROWN

> this game is set for 3 players
> each player chooses a beard color - black, grey, red, or brown
> each color is able to place two formations of tiles
> when placing tiles players must use the entire formation (all four tiles)
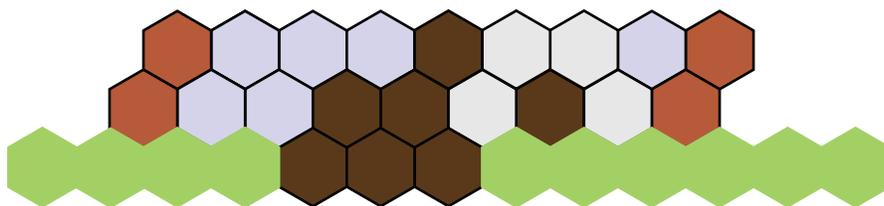> the formation cannot be rotated

> one round consists of each player taking a turn
> player order is up to the players (or go by the majesticness of their beard)
> a player's turn solely consists of placing one formation of tiles, after which it is the next player's turn
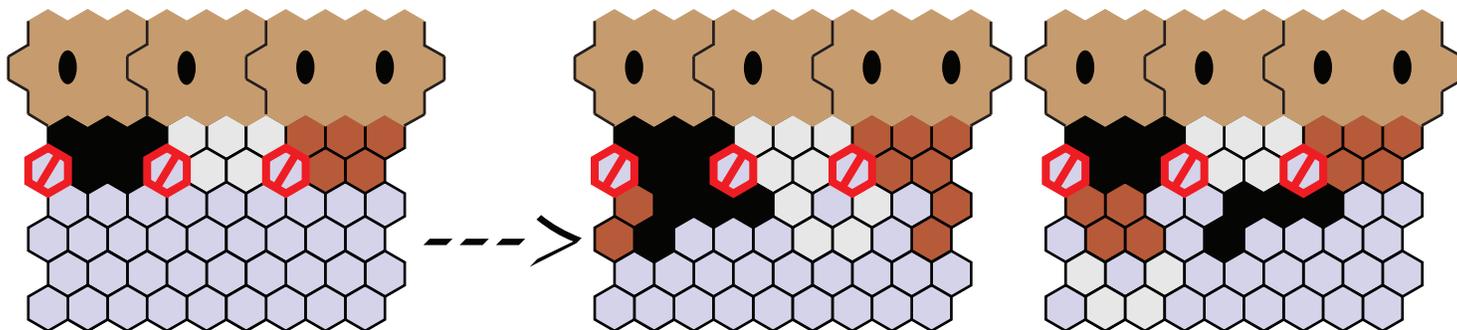
STEP TWO: KNOW YOUR TOWER
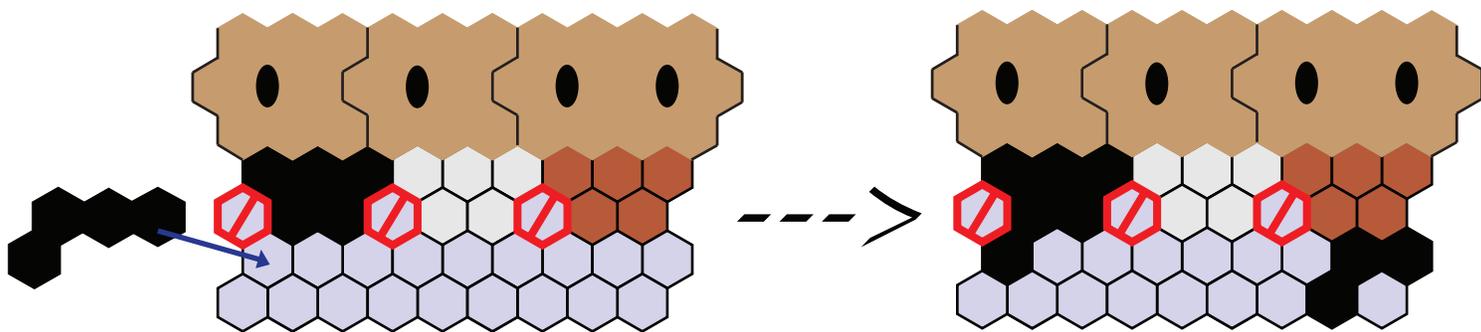
> the last tile in each row of the game board is connected to the first

BROWN WINS!

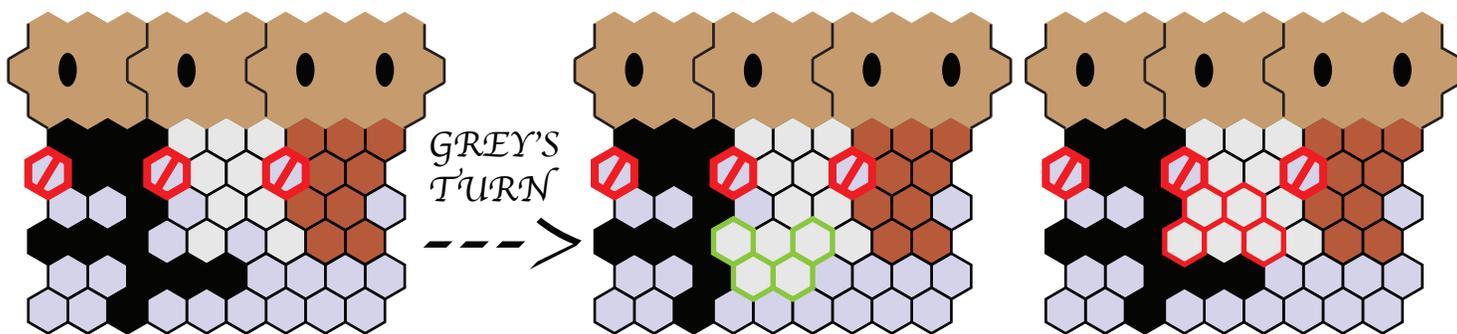> the player whose tile(s) overlaps the green tiles at the bottom, wins

STEP THREE: KNOW YOUR BEARD

YES   NO

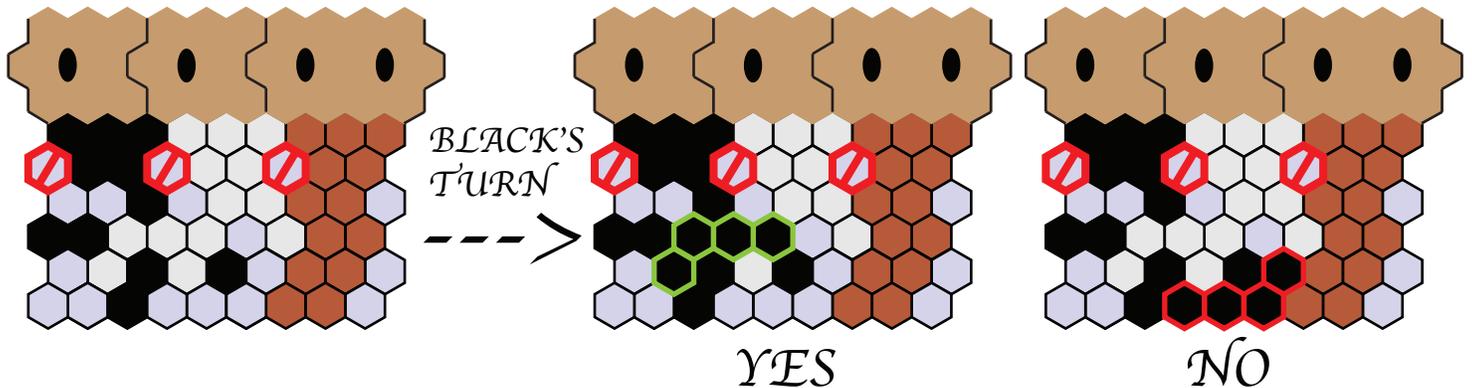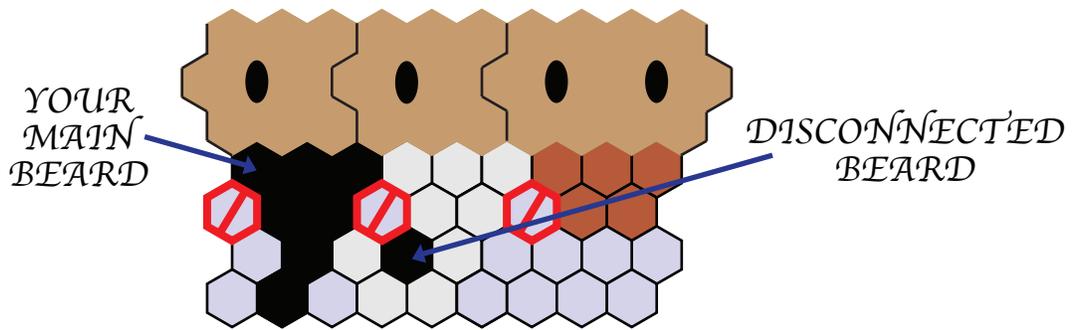> players can only place new tiles next to their current tiles / their color

GREY'S TURN

YES   NO

> players can overlap their tiles on other players' tiles, but not on their own

STEP FOUR: CARING FOR YOUR BEARD

YOUR MAIN BEARD

DISCONNECTED BEARD

BLACK'S TURN

- - - ->

YES

NO

> if tiles overlap in such a way where some of a player's tiles is discon-
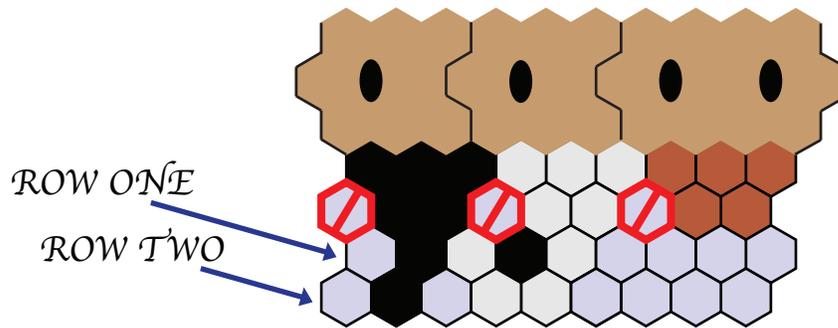nected from their main beard:

> the disconnected tile(s) remain on the board

> the player cannot place new tiles next to a disconnected tile...

> ...unless they reconnect it back to their main beard
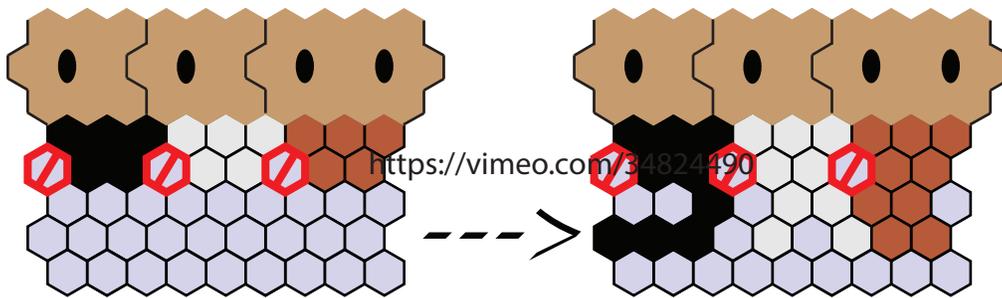
STEP FIVE: BEARD-HUG OTHER BEARDS

BLACK'S TURN

- - - ->

YES

YES
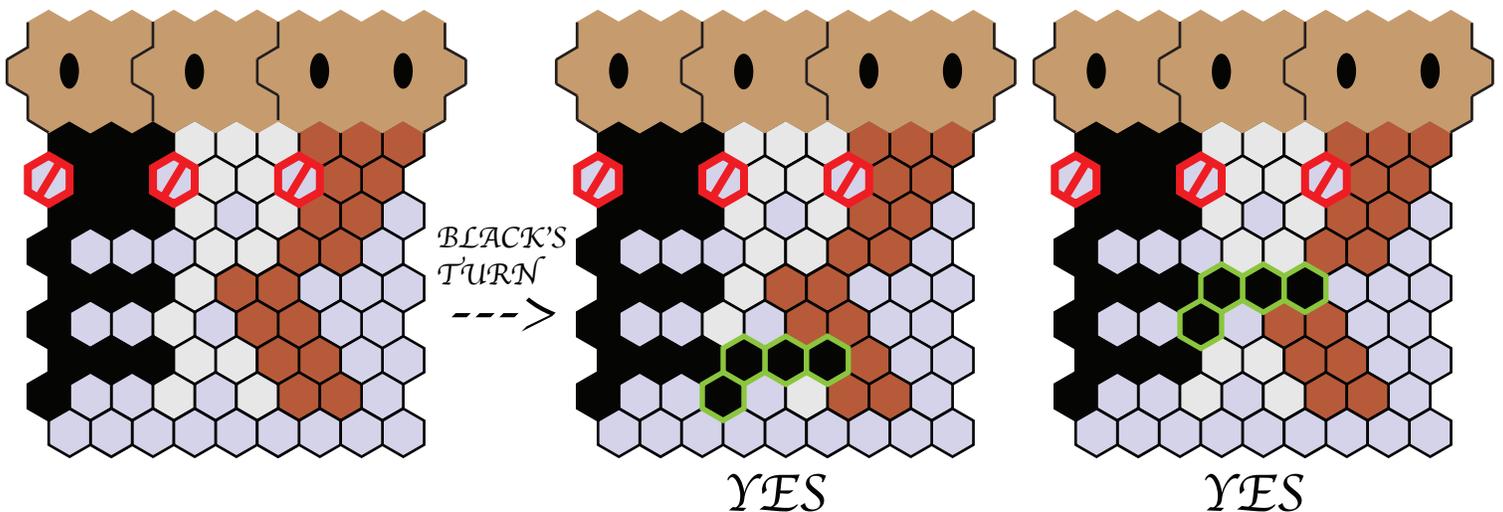
> a well-placed or well-timed disconnect could put you ahead!

UNDERSTANDING ROW LOCKOUT
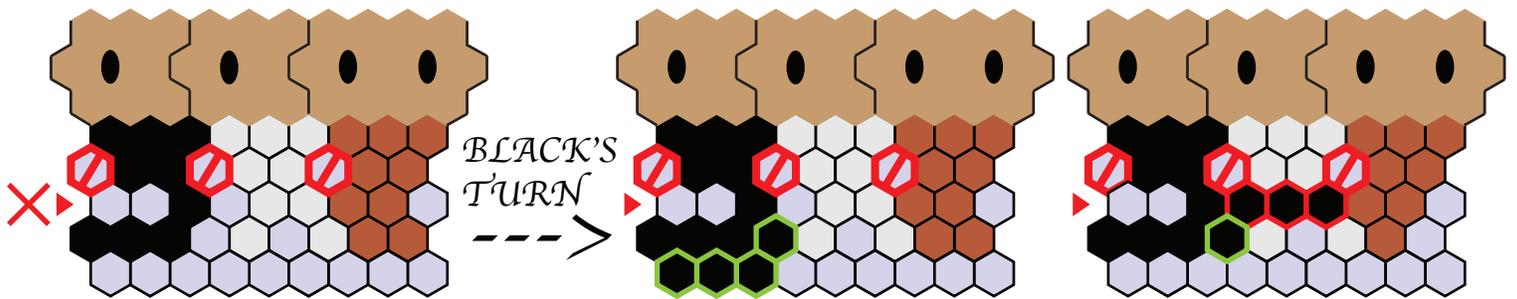
ROW ONE

ROW TWO

ROUND ONE

YES

ROUND TWO

BLACK'S TURN

YES

NO

> every 2 rounds, the highest row is locked out:
  > round 2: row 1 is locked out, round 4: row 2 is locked out,
    round 6: row 3, round 8: row 4...and so on
  > players cannot place new beard tiles on or above locked out rows
  > use the twenty-sided die and red triangle marker provided to keep track

> if a player is disconnected from tiles that are above the locked out row:
    > they must use the minimum number of tiles to reconnect
    > they cannot perform any other actions on the turn spent reconnecting
    > they can use single tiles to reconnect
    > they must avoid disconnecting other players' tiles
    > if the above is impossible, they are out of the game

CREDITS

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