



To the peaks!

EN

Takayama is a dexterity game to play alone or with unlimited players. The goal is to build the highest mountains by stacking the various pieces of wood, measuring them and summing these measurements to reach 100 cm. The winner is the first player to reach 100 cm or more.

Each player builds his mountain turn by turn. The smallest player starts. In front of him, he places the base of the mountain (wooden board) and the tokens with the symbols facing down. He randomly turns a first token, takes the piece of wood with the corresponding symbol and places it on the wooden base. The player has the right to place it in the position he chooses, but only on the edge! This is the first part of the mountain.

Next, he turns a second token, places once again the corresponding piece of wood on top of the previous piece and continues on building his mountain. The player may, at any time, decide to continue or interrupt his construction. If the player is satisfied with his mountain, he stops, measures its height and writes down the score. The next player can start. If, on the other hand, the player continues and his construction collapses, his score will be zero for that round and the turn of the next player begins.

ⓐ CONSTRUCTION OF THE MOUNTAIN Any flipped token requires the placement of the corresponding part. The player can stop whenever he wants, even if he has placed only one piece. The pieces must always be placed one on top of the other and not next to each other. The pieces of the mountain can only be placed on the edge. Any pieces placed may no longer be moved.

ⓑ MEASURING OF THE MOUNTAIN The measurement is part of the game. If the player knocks over his mountain by measuring, he can't take into account the points of the measurement. To measure, the player places the end of the folding ruler on the wooden board, behind his mountain, and reads the measurement at the highest point. The measurement also takes into account the millimeters, for example: 21,3 cm. If the player chooses to measure his mountain, his turn ends.

ⓒ SCORING Player 1 built a first mountain of 25.3 cm, a second of 17.5 cm and a third of 21.2 cm, his total is 64 cm.

ⓓ END OF THE GAME Once a player reaches 100 cm (or more) by summing all his mountains, he wins! The game is over (players do not finish the round).

ⓔ VARIANTS

- You can play Takayama in rounds. In this case, determine the number of rounds at the beginning of the game, the player who wins is the one who gets the highest score at the end of the scheduled rounds. This variant offers the possibility to control/limit the playing time more easily.
- Takayama can be played alone, making the biggest mountain in a single round (you can choose to use the classic draw method or directly the pieces of wood you think are the most appropriate).
- If you have 2 Takayama, you can play in Battle mode (drawing the same pieces).