

Die rätselhaften Türme von MERKURYA

The exciting mind-game for clear heads

In the beginning the wise and amicable King Mercurius lived in the land of Merkurya. When his time came a worthy successor was to be named, so he sealed all the towers in the country with a secret code comprising a color and number. So each resident in his country would have to provide evidence and a fight for the throne could be avoided. Now it's up to you, to guess the secret

combinations of the other players and make a note of them. Has your co-player, for example, got the green tower and key number 4? Or perhaps the red tower and key number 6? Try and find out! Whoever at the end of the game can get hold of the most towers for him/herself by having a good memory and quick mind, becomes the successor of King Mercurius to reign over Merkurya.

Game Parts

- 6 tower halves with various colored keys (blue, green, yellow, orange, red and pink)
- 6 tower halves with differently numbered keys (1-6)

Aim of the Game

You must ask questions and make your opinion from the answers that you get in order to find the codes of the other players.

You can beat your co-players in the fight for the throne if you name their code, if you suspect you know it.

The last player knows all the codes and wins the game.

Preparation for the Game

1. Mix up the six tower halves with the differently colored keys and give one tower half to each player.
2. Repeat step 1 with the tower halves that have the numbered keys.
3. If there are less than 6 players, put the spare parts away and cover them up.
4. Each player looks to find which two of his parts make up a tower. This is the code that is used for the game. The code must be kept secret. The two tower halves are connected to hide the code.



Game Progress

1. The last player who mounted a tower starts the game.
2. The player whose turn it is, must either ask a question (Continue with 3) or point to another player and guess which part of the code the player is keeping secret (Continue with 4).
3. The player asks the player on his/her left a question, regarding a color and number combination. For example, „Have you got the red tower with number 1? If the player asked has either the named color or the named number he/she must answer with „yes“. Now it is the turn of the player who answered with yes. (If, for example the player asked has the code blue and 1, or the code red and 1 he must have answered with „yes“ in both cases). However, if the player asked has neither the color nor the number in his code, he answers with „no“, the same question is put to the next player on the left. This continues until a player answers with „yes“ and then it is his or her turn.
4. If all the players have answered with „no“ the player doing the asking opens a new round with a new combination question. If a player thinks he knows the code of a co-player (that is to say the color and number, that he/she has) he/she may only ask the player when it is his/her turn. The player then points to the co-player (so that everyone knows, that this is a suspicion and not a regular game question) and announces: „You have the <color> <number>!“, for example: „You have yellow 3!“ If the player is right the suspected player must lay his code down openly on the table and is out of the game. But the suspected player does get another chance, where he/she can accuse someone else or ask the player on his/her left the color and number. If the suspected player is wrong then he/she is really out of the game and puts his/her towers in front of him/herself covered up. Now it is the turn of the falsely accused player.

End of the Game

The game goes on until only one player is left, who knows the secret codes. This player was able to collect the most towers and may thus ascend the throne of King Mercurius.

Variations to the Game

Quick Game:

If you wish to speed up the game and have not got 6 players (or wish to play with younger children) the left over parts can be openly displayed on the table. You would, therefore, have less color and number combinations to guess and the game ends earlier.

Simple Game:

If you are getting annoyed at one player, you can accuse him of having only one color or one number. If that player has this color or number he/she must answer with „yes“ and he/she then places that half of the tower openly on the table. If it concerns the first uncovered half of the tower, it is then his/her turn. If it concerns the second half of the tower, the player is out of the game. But here also the player can guess the color and number combination if he/she so wishes.