

Villa Paletti

INSTRUCTIONS

Object of the Game

To build the Villa Paletti tower as high as you can by moving columns to the top level.

Contents

1. Base
2. 12 thin round wood columns
3. 4 thick round wood columns
4. 4 hexagon-shaped wood columns
5. 5 flat wood platforms
6. 1 wooden die
7. 1 hook



Set Up

Place all of the columns on the base. Place the largest platform (the blue platform) on top of the columns (see Fig. 1).

Choose a player to go first.



Fig. 1: Ready to begin the game

How To Play

On your turn, you must slide a column out from under a platform and move it onto the top platform (see Fig. 2).

- o If you feel it is unsafe to move any more columns, you may move a platform instead (see "Placing New Platforms", below).
- o Columns may be moved up from any of the levels below the top one.
- o You may use your hand or the hook to pull out a column, but you are not allowed to touch any of the platforms or any other columns while removing a column.



Fig. 2: Moving a Column

Choosing Which Column to Move

There are several ways to play Villa Paletti:

- o **Freestyle Game:** Players may choose to move any column they like, regardless of color.
- o **Random Game:** At the beginning of each turn, the player rolls the wooden die and moves a column of the indicated color. If the seal lands on its end, the player may choose which color to move.
- o **Assigned Color Game:** At the beginning of the game, each player chooses a column color. That becomes their color for the game and they must move a column of that color on each of their turns.

Placing New Platforms

If you feel that no more columns of the required color can be safely pulled out of the lower levels without toppling the tower, then you may choose to add a new platform on top (see Fig. 3).

- o You must always place the largest remaining platform.
- o Once you have the platform in place (1), you must then move a column up from any lower level to the top level as usual (2).
- o If no platforms are left, then you have no choice but to move a column and risk toppling the tower.



Fig. 3: Adding a New Platform

Scoring and Winning

You may choose to play any number of rounds in a game. Decide ahead of time how many rounds you will play, and keep track of the points for each game on a pad of paper.

There are two methods of deciding who wins the game. Either scoring method may be combined with any of the three modes of play (Freestyle, Random or Assigned Color).

Basic Scoring:

Play until the tower collapses. When it does, the person who caused the tower to fall receives a point. At the end of all rounds, the player with the least points wins the game.

Tournament Scoring:

For a more competitive game, assign points for each column that is moved. Under this system, **points are only earned once the second platform (the green platform) is placed**. Once the green platform is in place, assign points as follows:

- Successfully moving a thin round column → 1 Point
- Successfully moving a hexagon column → 2 Points
- Successfully moving a thick round column → 3 Points
- Toppling the tower → -5 Points

Keep track of the points on a pad of paper. When all rounds are over, the winner is the player with the **most** points.

Under the tournament scoring system, you may challenge a player who claims that no more columns can be moved. When you issue a challenge, you must prove your point by moving one of the columns of the required color yourself. If you are able to do so, then you receive the points for moving the column and play proceeds as usual. If you collapse the tower, then you must take the 5 point penalty and begin the next round.