



Khet 3D: Tower of Kadesh Rules of Play

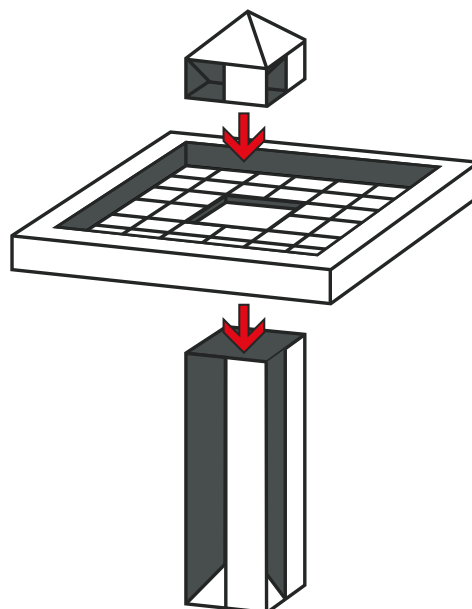


Assembly

IMPORTANT!

Assemble the three parts of the Tower before placing it on the Khet board. Do not fire either laser unless the Tower is FULLY ASSEMBLED.

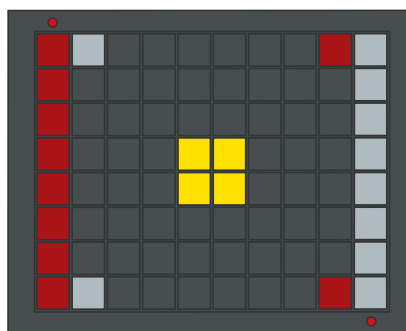
Pieces



Rules of Play

The Tower of Kadesh adds 3-D excitement to Khet: the laser game®.

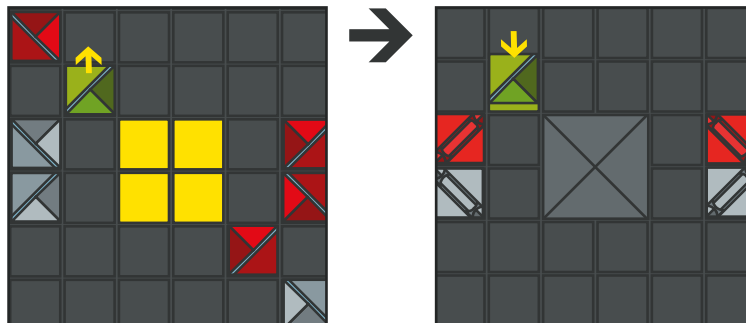
- 1 Before placing pieces on the boards, position the Tower to cover the four center squares of your Khet board.



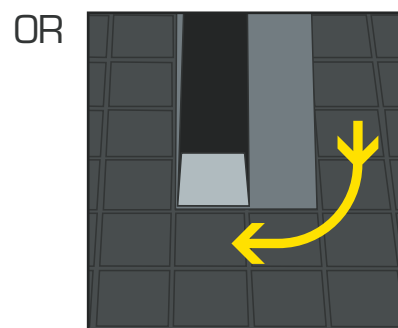
- 2 In accordance with the rules of Khet, any starting arrangement of the pieces is allowed, as long as it is agreed upon by the players. Start with the configurations included below and then experiment with your own creations.

(Don't forget to share them with your friends!)

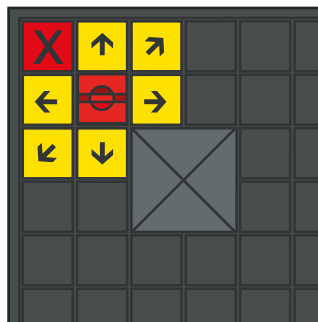
3 A game including the Tower proceeds as usual, with players taking alternate turns moving a piece of their color and then firing their lasers. The new twist is that, in addition to moving a piece to any adjoining, unoccupied square, or rotating a piece in its square by a quarter turn, a player can also move a piece to the square directly above (from the Khet board to the Tower), or to the square directly below (from the Tower to the Khet board). As usual, only a Djed Column or Eye of Horus Beamsplitter piece may move to a square occupied by a pyramid or obelisk(s), in which case the piece being displaced moves to the square occupied by the Djed or Beamsplitter, maintaining the same rotational orientation.



4 Instead of moving a piece on your turn, you may choose to move the Tower on the Khet board. The Tower may move the distance of one square in any direction (including diagonally), as long as all of the new squares to be covered by the base of the Tower are ALL unoccupied; or the Tower may be rotated a quarter turn in either direction. Be careful not to disturb the pieces on the Tower!

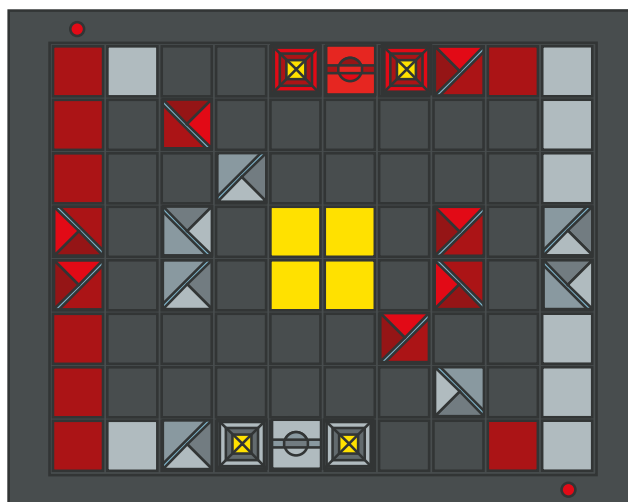
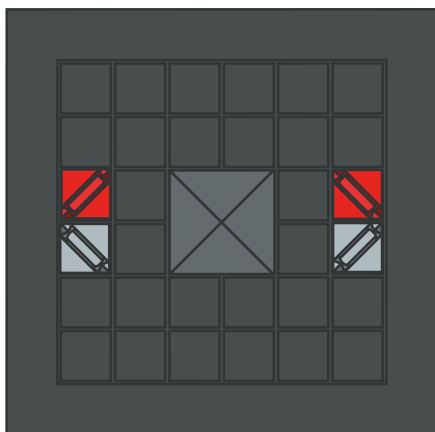


5 No player can move their pharaoh into any of the four corner squares of the tower. All other pieces can use these corner squares as described in rules 1-4.

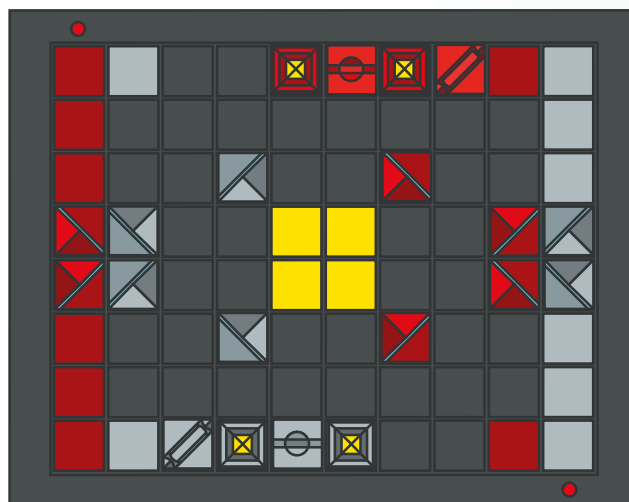
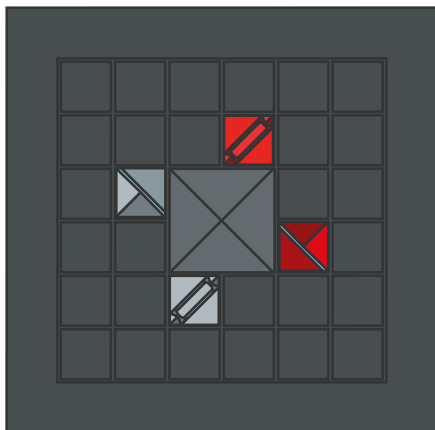


Starting Configurations

CLASSIC 3D

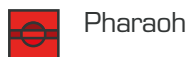
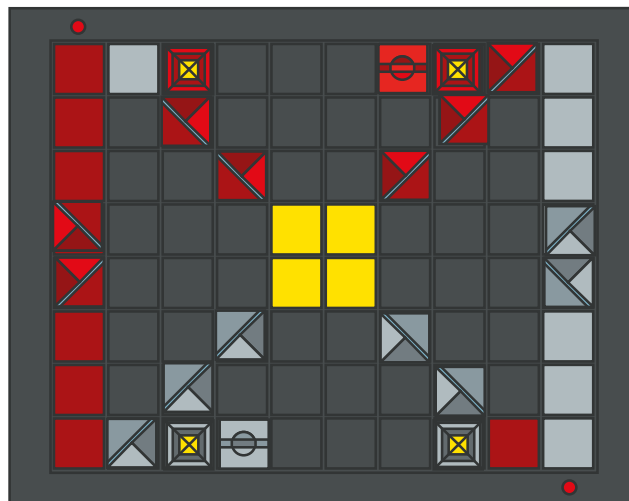


IMHOTEP 3D



Hetepheres 3D

Heterosphere 3D designed by Bryan Cox, UK Khet Fan Club , www.khetplayers.org.uk



Pharaoh



Pyramid



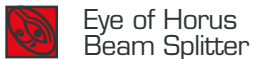
Djed



Obelisk



Stacked Obelisks
(2 Obelisks Stacked On Top Of Each Other)



Eye of Horus
Beam Splitter



Tower of Kadesh Place Holder

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Logo, Packaging and Web Site Design
oktoberproject
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