

THE RULES OF

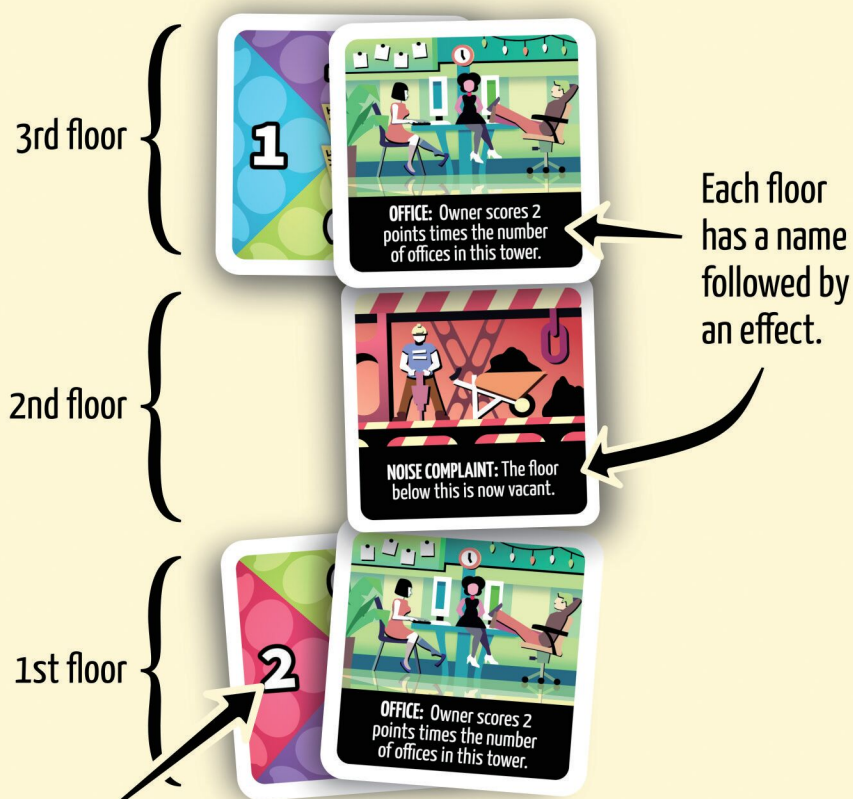
TAKE THAT TOWERS

SETUP:

Reserve a large play area and determine the starting player. This player will be player 1, the next player will be player 2 and so on. Shuffle the deck and deal 4 cards to each player. Place the deck on the table and reserve a spot for the discard pile.

OVERVIEW:

The goal of the game is to score points from card effects. Players take turns playing cards from their hand to the table to form columns of cards called towers. **Below is a tower 3 floors tall.**



OWNERSHIP:

Floors can have face-down cards tucked beneath them. These cards denote which player owns that floor. For example, if the number 2 is displayed, player 2 owns that floor.

Ownership is used to influence the effects of floors. For example, the **SUITE** floor causes its owner to draw cards, and the **OFFICE** floor scores points for its owner. **Floors without tucked cards are said to be vacant.** Vacant floors do not receive their effect.

BUILDING TOWERS:

Towers are built floor-by-floor, starting from ground level and working upwards. All towers are built collaboratively and shared amongst players. Nobody gets a tower all to themselves.

TOWER LIMIT:

In a 4-player game, up to 4 towers can exist on the table at once. Otherwise, only 3 towers can exist at once.

THE TURN:

Each turn, follow these steps in order:

- 1) Build 2 floors on 2 towers
- 2) Claim ownership of floors (optional)
- 3) Draw 3 cards from the deck
- 4) Score and discard towers if necessary

These steps are explained in detail on the back of this sheet.

GAME END:

Once the deck is empty and a player ends their turn with less than 3 cards in hand, play continues until every player has taken an equal amount of turns. After that, score the remaining towers as-is. The player with the most points wins. Ties are broken by turn order; the tied player who went first wins.

NEED HELP?

Visit the website pubby.games/towers for how-to-play videos, a FAQ, along with several examples of scoring.

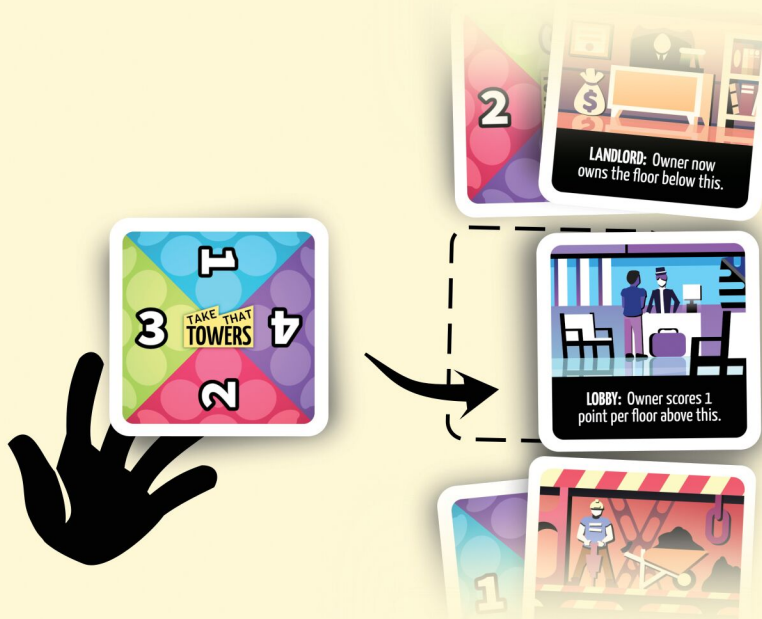
TURN STEP 1) Build 2 floors on 2 towers:

You must build 2 floors per turn and those floors must be built on 2 different towers. To build a floor, take a card from your hand and place it face-up as the top floor of a tower, or as the start of a new tower (assuming the tower limit has not been reached). Card effects do not occur when floors are built.



TURN STEP 2) Claim ownership of floors (optional):

You may claim ownership of any number of floors per turn. To claim ownership, take a card from your hand and tuck it face-down underneath a floor that does not already have a tucked card. Orient the tucked card to display your player number. Again, card effects do not occur.



TURN STEP 3) Draw 3 cards from the deck:

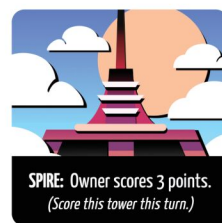
Draw 3 cards. Whenever drawing, if there are not enough cards in the deck, draw as many as you can and leave the deck empty.

You can have up to 6 cards in hand at any given moment. If you were to draw more than that, draw until you have 6 and then stop.

TURN STEP 4) Score towers if necessary:

A tower is only scored when it reaches a height of 6 floors, when a SPIRE card has been played onto it, or once the game ends.

To score a tower, start at the top floor and proceed downwards, performing each floor's effect as you go. When finished, record the scores and discard the tower's cards, clearing room for a new tower to be built. **Remember, if a floor lacks a tucked card, it is said to be vacant.** Skip the effects of vacant floors during scoring.



The SPIRE floor causes a tower to be scored before it reaches a height of 6 floors, even if the SPIRE is vacant.

Card effects can change the ownership and vacancy of floors during scoring. When this happens, it is recommended to track the change mentally instead of moving the tucked cards around.

NEED SOMETHING TO TRACK SCORE?

If you don't have a pen and paper lying around, the game itself can keep track of your points. To do so, take cards from the discard pile and arrange the numbers to have the sum equal your score.



This player's tracking a score of $1 + 4 + 2 = 7$

These cards aren't part of a tower and don't affect the game in any way. They're just being used as a convenient way of keeping score.