

How to Play : *The Tower*

What You Need

25 Cards (20 Game Cards & 5 Medium Cards)

10 Spirit Tokens

Good Memory & Discretion

Set Up

Randomly deal a Medium card to each player face down

Take 1 card out of the deck before beginning a round

Deal 1 card to each player

The player with the longest fingernails goes first, go clockwise

Goal

Be the first player to have 5 Spirit Tokens

-- OR --

At the end of the game, have the most Spirit Tokens

Turn-by-Turn

Draw a card

Play a card

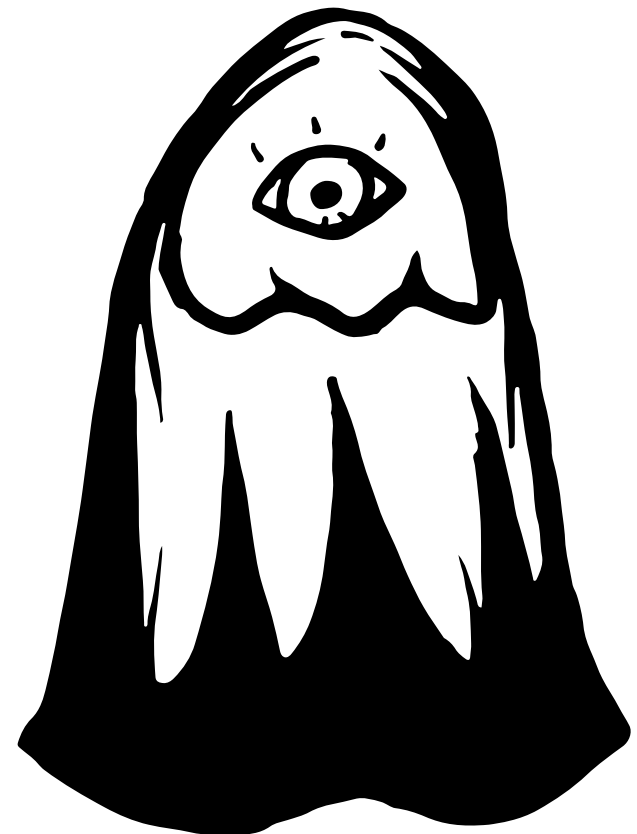
Play until the deck exhausts, play 3 or 5 rounds

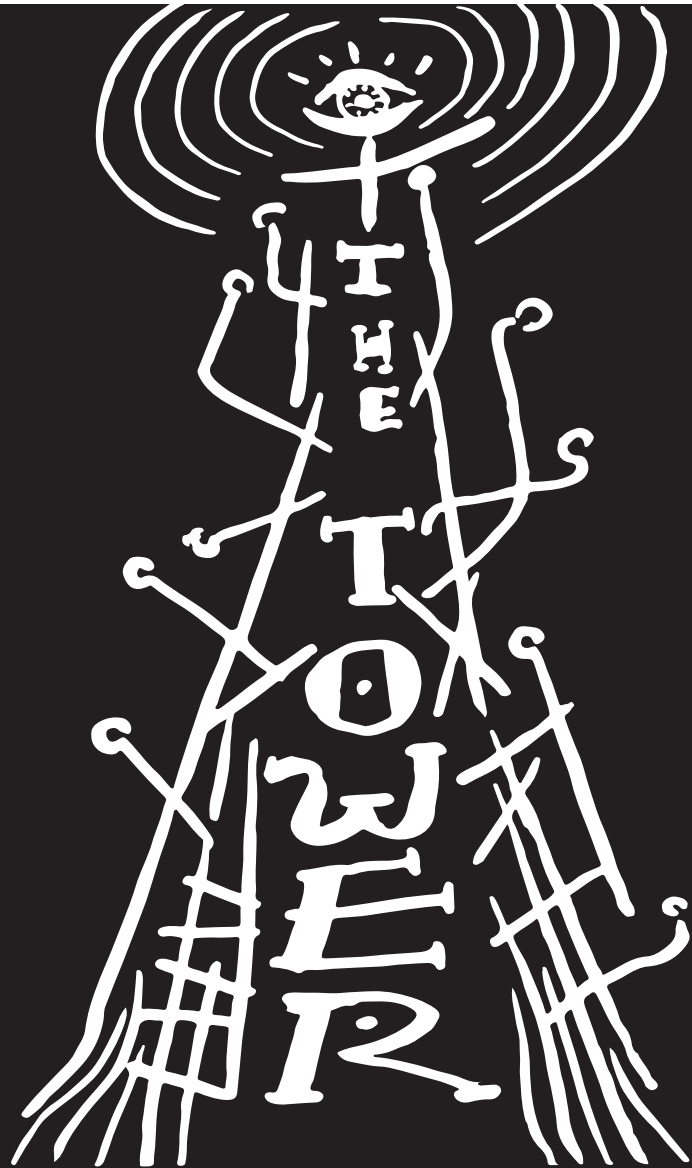
*Player with the highest card at the end of a round
takes a Spirit token from another player*

*Player with the lowest card at the end of a round
cannot have their Spirit taken*

*If there are any ties, resolve them by each
player discarding a card from the top of
the deck until one gets the higher value.
Do not resolve the card effects on these
cards !*

*Your medium card has a special power,
but you can only use it once per game.
Flip it face up to use it!*





A fast & tricky telepath's card game

by Brandon Troelstrup at NSGJ 2018

2 - 5 players

30 min. playtime



What is *The Tower* ?

At the height of the “Satanic Panic” of the late 1970s, good folks like you and me hired special help to purge places of wicked, unwanted things. Demons, if you believe in that sort of thing.

In little McBride, Minnesota there were multiple accounts of locals tuning in to an radio station, FM 102.9 “The Lake”, and hearing garbled alien sounds, spoken verses of foreign poems, voices of the long dead loved ones, and even the private thoughts of other locals.

The radio tower has been abandoned for past 10 years.

In turn six psychic mediums were hired to cleanse the abandoned radio tower near McBride Lake, Minnesota.

Experienced, the mediums knew it would be an easy task, so they took their time and held a seance for a spiritual assessment. The sixth and most powerful medium was slain by the Spirit in the seance, so the other five used their wits and locked themselves in The Tower’s sound room, trying to secure the space with rituals before the Spirit could possess them for its bidding.

Little did they know that the Spirit had been with them the whole time, slowly manipulating them into psychic battle royale, in which only one can escape...