

A co-operative game where you work together to build a tower to reach the heavens before an angry god strikes you down, but language will break down as you build.

Created by Aaron Lim, Jade Stewart, Stephen Schulze

Player Count: 3 – 4 players

Playtime: 45 – 60 minutes

Components:

81x Resource Cards

30x Plan Cards

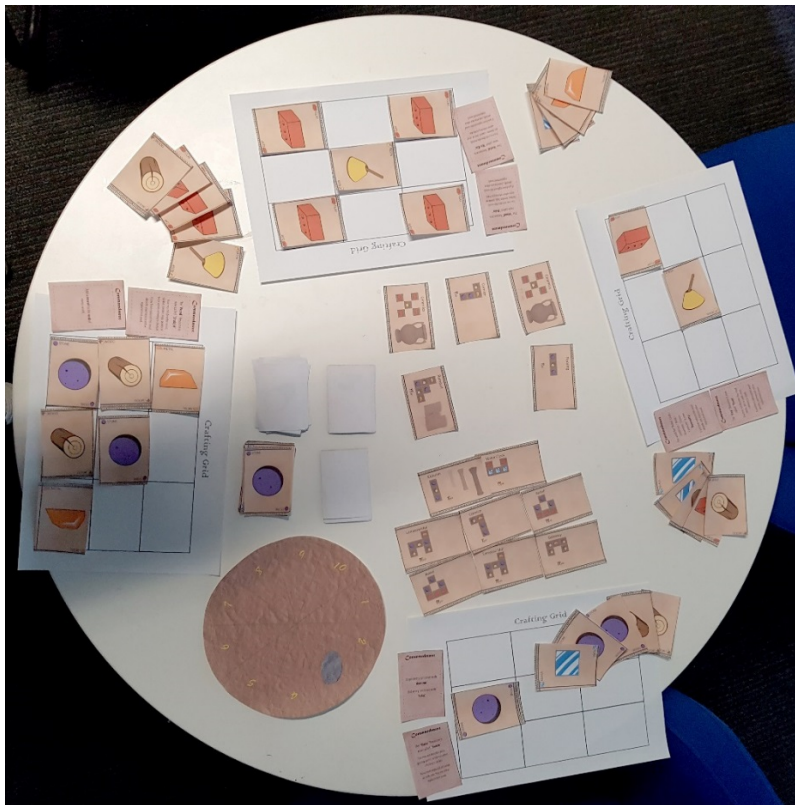
33x Commandment Cards

1x Round Track

1x Round Tracker Token

Setup:

1. Shuffle the deck of Resource Cards and distribute 5 Resource Cards to each player.
2. Shuffle the deck of Plan Cards and reveal 6 Plan Cards in the central common area.
3. Shuffle the deck of Commandment Cards and set them aside in the common area for now.
4. Place the Round Tracker Token on the first space of the Round Track.



Objective:

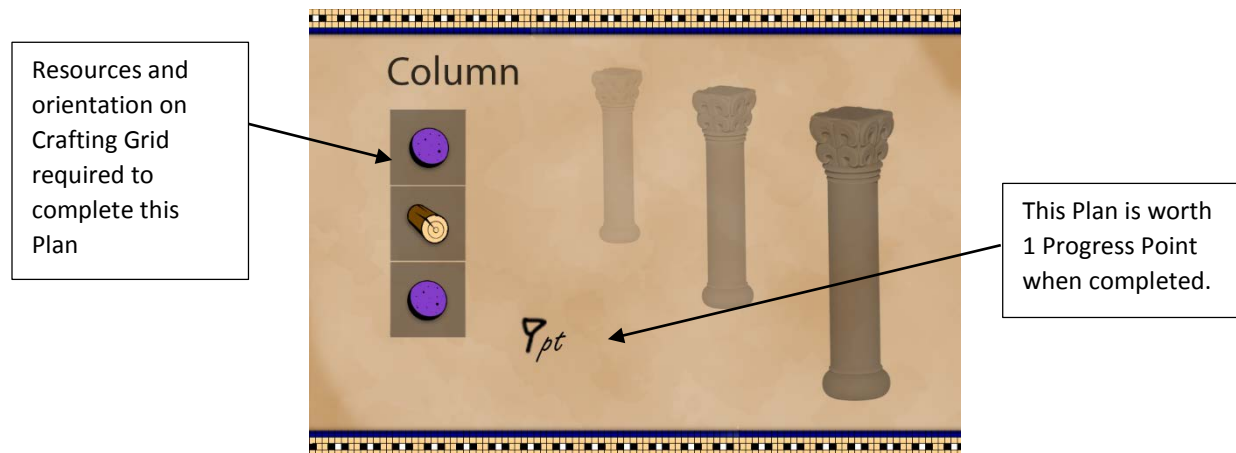
Complete all 4 Stages of the Tower before the Round Tracker reaches the end of the Round Track and a wrathful god destroys everyone.

How to Play:

The Tower is made up of 4 Stages which each need to be completed to win the game. Each Stage is completed by filling that stage with completed Plan cards that amount to a number of Progress Points depending on the number of players:

| | 3 players | 4 players |
|--------------------------|-----------|-----------|
| Progress Points Required | 6 points | 8 points |

Each Plan Card represents an object that needs to be built on this Stage of the Tower. Plan Cards are completed by playing Resource Cards to match the Resource types and orientation as shown on the Plan Card, as below:



Each Plan Card also lists the number of Progress Points it is worth when it is completed. Plan Cards that require more Resources are worth more points.

The game is played in a number of Rounds. Each Round consists of the following Phases, in order:

1. Demolition Phase

Each player may choose to discard any number of Resource Cards from their Crafting Grid or their hand. If they do, they skip the Trading Phase and Crafting Phase this Round.

Once all players have either discarded Resource Cards or skipped this Phase, proceed to the next Phase.

2. Trading Phase

Each player may trade any number of Resource Cards with other players. Players may talk to communicate what Resource Cards they have to offer or want in trade, but may not reveal or show any of their Resource Cards to any other player. Each trade is conducted one at a time until every player agrees to end trading.

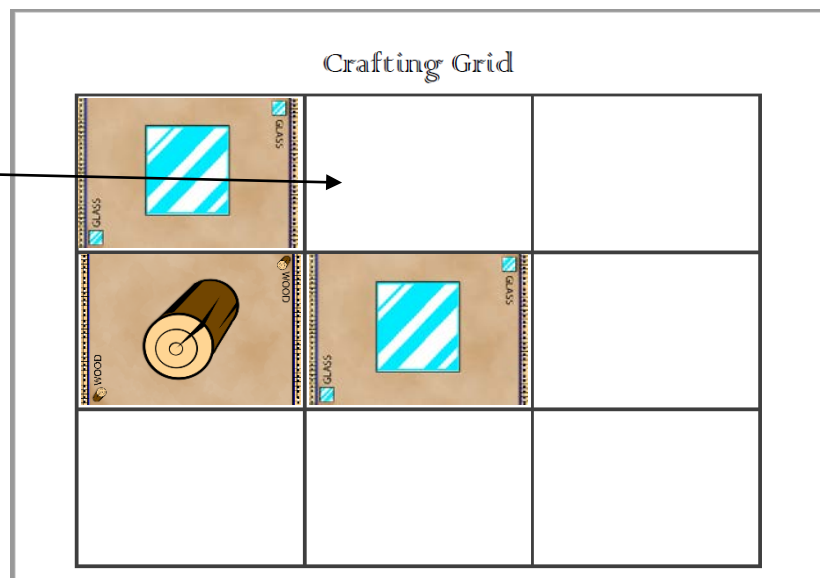
Once all players agree that no more trades are needed, proceed to the next Phase.

3. Crafting Phase

Each player may lay down Resource Cards onto their individual Crafting Grids. If the layout of Resource Cards on their Crafting Grid matches one of the available Plan Cards, they must discard the Resource Cards from their Crafting Grid to place that Plan Card into the current Stage.



This player needs another Wood to complete the Window



Once all players agree that no more crafting is needed, proceed to the next Phase.

4. Cleanup Phase

Each player draws Resource Cards to refill their hand to 5 cards.

If there are less than 6 Plan Cards available in the common area, draw and reveal cards to refill the available Plan Cards to 6.

Check the total number of Progress Points on the Plan Cards for the current Stage. If the total equals or exceeds the required number of Progress Points, each player draws a new Commandment Card and adds it to their other Commandment Cards.

Players may commence building the next Stage during the next Round.

If this is the 4th Stage that has been completed, everyone wins!

Advance the Round Tracker Token one space on the Round Track.

If the Round Tracker Token reaches the end of the Round Track, everyone loses!

Optional Rule: For a more challenging experience, each player draws 2 new Commandment Cards at the completion of each Stage.

Commandments:

During Stages 2 to 4, each player will have 1 to 3 Commandment Cards.

Each Commandment Card introduces a new rule that changes how players communicate.

Commandments are cumulative, and players must obey each Commandment that they have.

Optional Rule:

If a player accidentally breaks a Commandment, they must discard a Resource Card on their Crafting Grid. If there are no Resource Cards on their Crafting Grid, they must discard a Resource Card from their hand.