

# 5 Towers

A game by Kasper Lapp  
for 2 to 5 players, ages 7 and up

Components:  
110 cards

Don't feel like  
reading the  
rules?  
Watch the  
video  
explanation:



[fivetowers.deep-print-games.com](https://fivetowers.deep-print-games.com)

## Object of the game

Compete as master architects to build the city's highest towers. Each round, 5 cards – the building blocks of your towers – are up for bidding. The player willing to take the most of them wins them and must add them onto their own growing towers. But why not just take all of them? For you can only build one tower of each type, and the values of the cards in each tower must gracefully decrease as you build up, so taking too many at once restricts your future bids.

When the last brick has been laid, the player with the most points wins. Each card in a tower grants you a point. If that tower is graced with a tower top, its cards are worth two instead. The cards in your highest tower are worth another point still, while any cards you tore down in the course of your building will cost you points.



## The cards:

Each card has a value ranging from 0 to 15 and belongs to one of the 5 types of tower:



Candy tower  
(pink)



Scary tower  
(purple)



Tree tower  
(green/brown)



Scrap tower  
(gray)



Sand tower  
(yellow)

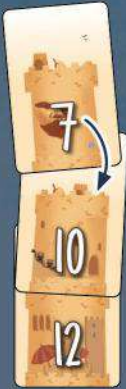
In 2- and 3-player games, there is one card of each value, from 0 to 15, for every type.

In 4- and 5-player games, there is also an extra copy of the following values for every type: **0, 2, 5, 7, 10** and **12**.

## The towers:

Each time you gain cards during the game (*see next page*), you must add them onto your towers, following these **building rules**:

- Each player can only have one tower of each type, and so can build a maximum of 5 towers.
- All cards in a tower must be of the same type.
- When adding a new card, you must place it onto the top half of the uppermost card of that tower (or - if it's your first card of that type - start a new tower with it). Make sure that all values within the tower remain visible.
- The values on the cards within each tower must decrease as you go up. This means you can only add a card if its value is **lower** than the value of the card it is placed onto. However, there are two special cards that break this rule as follows:



Onto an 8, you can place a card of any value of the same type.



A 9 can be placed onto a card of any value of the same type, except onto a 0 (which is the tower top).



- Once placed, the order of the cards within each tower cannot be changed.

## Setup

- With **two** or **three** players, remove the 30 cards with the symbol and put them back in the box. Use only the remaining 80 cards.

With **four** or **five** players, use all 110 cards.

- Shuffle the cards and place them face down as the **draw deck** in the middle of the table. Leave space for a **discard pile** and a **display** of 5 cards.



Discard pile



Draw deck

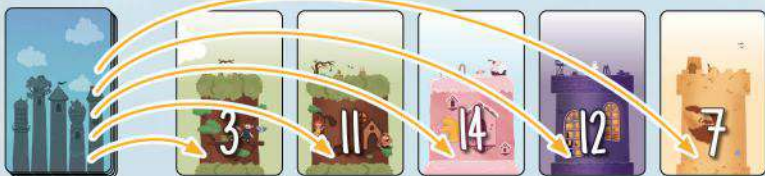


Display

- Choose a starting player, who will make the initial bid in the first round.

## Playing the game

The game is played over a series of rounds. At the start of each round, reveal 5 cards from the draw deck and place them face up in the display.



Then continue the round by carrying out these 3 steps in order:

1) Bidding

2) Building

3) Clean up

## 1) Bidding

The starting player makes the initial bid by saying how many cards from the display they want to take, thus announcing a number from 0 to 5.

Then the bidding proceeds clockwise around the table. When it is your turn, you must either raise the current bid by announcing a **higher** number or pass. This continues until each player has had exactly **one** chance to bid or until a player made a bid of 5 (as this is the highest possible bid).

The player with the highest bid then chooses exactly as many cards from the display as they announced and puts them in their hand.

**Example:** Hedda is the starting player and makes a bid of 3. Peter doesn't want to or cannot raise that bid and therefore passes. Anni makes a bid of 5 and immediately takes all five cards from the display into her hand. Thus Lina, who sits to Anni's left, does not get the chance to make a bid this round as she cannot raise it beyond 5.

## 2) Building

Once you've made the highest bid and taken the cards into your hand, continue as follows:

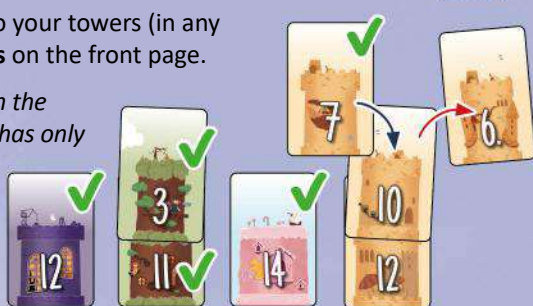
a) If you like, you may now tear down the uppermost card of **one** of your towers. This lets you get rid of a low-valued card that is hindering your ability to build. Remove the card from its tower and place it face down beside you, forming your **teardown** pile. Be careful though, the more cards you have in your teardown pile at the end of the game, the more points you'll lose.

**Important:** Cards with a value of 0 are **tower tops**. These you cannot tear down. So once you've built the tower top of a certain type, you cannot take any more cards of that type (since you cannot even place a 9 onto a tower top).



b) Then, add **all** cards from your hand onto your towers (in any order). For details see the **building rules** on the front page.

**Example:** Anni has taken all five cards from the display into her hand. At the moment, she has only the yellow sand tower in front of her, whose uppermost card is the 6. She tears down the 6 and is now able to add the 7 onto her sand tower as well as build all further cards from her hand.



**Important:** During bidding, you should consider which cards you can actually build and so only make bids you can carry out. However, if during building you notice that you are unable to add all the cards you've taken, you must cancel your entire building step. Return all cards that you've just taken to the display (and if you've torn down a card, return it to its tower as well). Then, revert to your turn of the bidding and adjust your bid accordingly or pass. Proceed with the bidding step from there.

**Example:** If Anni's sand tower in the example above had included the 6 and the 4, she could not have made a bid of 5, since there would have been no way for her to add the 7 onto her sand tower. So she must return all five cards to the display, adjust her bid to 4 and then Lina would get her chance to make a bid of 5 if she could.

## 3) Clean up

Once the building step is finished, clean up the display by discarding any remaining cards in it face up to the discard pile.

Then start a new round in which the starting player is the player to the left of whoever just carried out the building step.

**Special case:** If the starting player makes an initial bid of 0 and all other players pass, the round ends immediately. Discard all cards from the display and start a new round. The starting player remains the same.

**Attention:** At the end of the round in which the draw deck runs out for the **first time**, shuffle the discard pile and form a new draw deck from it. Then continue as usual.

## End of the game

The game ends at the **end of the round** in which the draw deck runs out for the **second time**. When this happens, do not shuffle the discard pile again. This way, there may be fewer than five cards in the display for the final round. If this is the case, the highest possible bid changes accordingly. Once you've carried out the building step of the final round (or if all players have passed), the scores are worked out.

To work out the scores, each player does the following:

A) First, gain victory points (VP) for your towers:

- Gain 1 VP for each card that is in a tower that has **no tower top** (has no card of value 0).
- Gain 2 VP for each card that is in a tower that **does have a tower top**.
- Then choose **one** of your towers as your **main tower** (preferably the one with the most cards) and gain 1 additional VP for each card in it.



B) From your resulting score, subtract VP for any cards in your **teardown pile**: Subtract 1 VP for your first torn down card, 2 VP for your second, 3 VP for your third, and so on.

Whoever has the most VP wins. In the case of a tie, all tied players share the victory.

### Scoring example:

Has no tower top:

$$4 \times 1 \text{ VP} = 4 \text{ VP}$$

Has a tower top:

$$3 \times 2 \text{ VP} = 6 \text{ VP}$$

Has a tower top:  $6 \times 2 \text{ VP} = 12 \text{ VP}$   
+ is the main tower:  $6 \times 1 \text{ VP} = 6 \text{ VP}$

2 cards  
in the tear-  
down pile:  $-1 \text{ VP} - 2 \text{ VP} = -3 \text{ VP}$



To tally your scores, we recommend the **Deep Print Games App**.

Here, you can find virtual scoring pads for this and many more of our games. Get it for free on the App Store and on Google Play.



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Distribution:  
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