

# 5 Towers

## GREAT POWERS



Additional rules for the base game

These rules give each type of tower its own power. The rules of the base game remain in effect, but the following special rules also apply.

### OVERVIEW

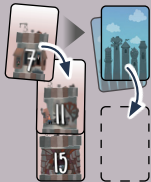
#### TREE TOWER

You can discard cards from this tower to take **fewer cards** from the **display** than you bid (*but you cannot take new tree cards this way*).



#### SCRAP TOWER

Whenever you build a scrap card, you may also immediately add any one card from your **teardown** pile to its tower.



#### SAND TOWER

You can build cards on the **top** OR **bottom** of this tower.



#### SCARY AND CANDY TOWERS

At game end, gain 3 VP for each **pair of cards** of the same value that appears in both towers.



### The special rules in detail:

**TREE TOWER:** If you have a tree tower, you may bid a **higher number** than the number of cards you take from the display during bidding (even higher than 5). If you win the bid, you “pay” the difference between your bid and the number of cards you take by placing that many cards from the top of your tree tower face up onto the **discard pile** in the center of the table. **Important:** If you pay with tree cards, you cannot take any new tree cards from the display in the same round.

**Note:** Once your tree tower has a tower top, you can no longer discard tree cards to increase your bid.

**Example:** Your bid of 6 was the highest in the round. You take 4 cards (which are not tree cards) from the display and discard 2 cards from your tree tower.



**SCRAP TOWER:** Each card you add to your scrap tower **immediately** triggers the following effect: You may take any one card from your **teardown pile** and add it to its tower according to the usual building rules. This can even be the card you just tore down before building. If the card taken from the teardown pile is itself a scrap card, it immediately triggers this effect again when you add it.

**Example:** You win the bid and take candy-11 and scrap-15 from the display into your hand. Since your candy tower consists of 14 and 10, you first tear down the 10 and place it in your teardown pile. Then you build the candy-11 from your hand, followed by the scrap-15, which immediately allows you to take the candy-10 from your teardown pile and build it again.



**SAND TOWER:** When building, you may add cards either to the top of your sand tower or to its **bottom**. You can never add cards to both ends in a single round. To add a card to the bottom, slide the new card under the lowest card so that the value remains visible. **Note:** Once your sand tower has a tower top, you can no longer add cards to either end of it.

**Example:** Your sand tower consists of 11, 7, and 6. In the display, there are the 4, 8, and 12. You could either add the 12 and the 8 to the bottom (the special role of 8 still applies) or add the 4 to the top, but you can't add all three cards.



**SCARY TOWER and CANDY TOWER:** At the end of the game, score **3 additional victory points** for each card in your scary tower that has a card of the **same value** in your candy tower. Each card can be part of only one such pair. **Example:** At the end of the game, your scary tower consists of 12, 11, 7, and 8, and your candy tower consists of 14, 11, 8, 12, and 0. You receive 6 victory points for your 2 pairs (12 and 11).