

TOWER CARD KEY



INDIVIDUAL CARD:

This card speaks directly to you.



DUEL CARD:

One-on-one task against another player.



GROUP CARD:

Task involves multiple players.



ITEM CARD:

Assigns a usable item to a player.



ROLE CARD:

Assigns a role to a player.



LOCK-IN CARD:

Initiates a player to place down a Clash card.

SETUP

- Separate the **TOWER CARDS** & **CLASH CARDS**.
- Each player starts with 4 **CLASH CARDS** in hand.
- Fill each cup equally (500ml/1 pint is perfect).
- Go clockwise, choose one player to go first.
- Draw the top **TOWER CARD** and flip it.
- Complete the task on the card.

HOW TO PLAY

Survival Mode (play to win):

- Your cup is your health bar.
- Empty your cup to lose (sips = pinky width).
- Game ends when last **TOWER CARD** is pulled or only one player remains with a drink.

Endless Mode (play to drink):

- Empty your cup? Refill it and keep going!
- After the final **TOWER CARD** is pulled, shuffle all **TOWER CARDS** to form a new tower.
- There are no winners, only the strong go on.

CLASH CARDS

If a 'Lock-In' is initiated:

- Play 1 or more Attack or Rainbow card(s) of the same colour.
- The player to your left drinks the amount shown (+1, +2, or +3 sips).*

If they can stack a CLASH CARD:

- If the person to your left has a Clash card of the same colour, they can stack this onto the previous card played.
- The stack continues clockwise.
- The first player who cannot stack, drinks the total stacked amount.*

After a Clash ends:

- Everyone refills their hand back to 4 Clash cards.
- Place used Clash cards in a discard pile.
- If the Clash deck runs out, shuffle the discard pile to form a new deck.

*Playable with alcohol, soft drinks, or a d20 die instead of sips. Drink responsibly and only if of legal age.

CLASH CARD KEY



ATTACK CARD:

Drink the number of sips shown. If stacking, match the previous card's colour. Rainbow coloured attack cards are playable on any colour and becomes a colour of your choice.



VOID CARD:

Cancel all sips. Clash ends. Must match the previous card's colour.



REVERSE CARD:

Send all sips back to the last player and reverse the turn order. Playable on any colour and becomes a colour of your choice.



DEFLECT CARD:

Send sips to any player. Turn order continues. Playable on any colour and becomes a colour of your choice.