SIMON THOMAS

*T*OWER*B*RIX
ONE TEAM, ONE TOWER ... ONE PLAN?

For 1-6 players, ages 10 and up

GAME OVERVIEW

You are a motley team of architects tasked with building a tower together. But that's easier said than done, especially since each of you has your own ideas about what the tower should look like. Will you be able to work together to build a tower that fulfills all of the requirements?

In this cooperative game, you must build a tower together without knowing what it will look like in the end. Each of you receives cards with certain conditions on them. You are not allowed to tell anyone about them, but the tower must fulfill everyone's conditions when it's finished. Work as a team, move bricks around, and build the perfect tower!

GAME MATERIALS

9 Bricks

110 Cards

50 Green condition cards

28 Two-point cards   22 Three-point cards

55 Pink condition cards

32 Two-point cards   23 Three-point cards

5 Overview cards

For New Players: The Intro Variant

Play the intro variant to quickly learn the rules of the game.

GOAL

In each round, work together to build a tower that fulfills all of the condition cards dealt out in as few attempts as possible. Can you fulfill one additional condition in each new round?

GAME SETUP

1. Take the 28 two-point green cards out of the box. Shuffle the cards and place them in a stack at the edge of the playing area. Place the "Intro Variant Overview" card next to it. You do not need the remaining cards for this variant.

2. Place two yellow, two purple, two red and two blue bricks in the middle of the playing area. You do not need the gray brick for this variant.

GAMEPLAY

A game consists of three rounds, each with the following four phases:

1. Prepare the Round   **2.** Build the Tower   **3.** Evaluate the Tower   **4.** Clean Up

1. Prepare the Round

Each of you now receives cards face down from the stack. Each card has a condition on it that your tower must fulfill in the end. You are not allowed to read out or describe the conditions on your cards to the others! In each new round, **you as a team receive one additional card.**

> **Round 1:** Number of cards = Number of players
> **Round 2:** Number of cards = Number of players + 1
> **Round 3:** Number of cards = Number of players + 2

Divide the cards as evenly as possible amongst all players. In Round 1, everyone gets one card each. From Round 2 onwards, some of you will get multiple cards.

*Example: There are five of you and you have just played your first round with five cards. You have successfully completed the round and are now starting the second round. For this, you draw **six** new cards. You divide the cards evenly (everyone now has one card face down in front of them, one card remains). You decide together who gets a second card.*

If there are not enough cards left in the draw stack, shuffle the discard pile and place it as a new stack.

❷ Build the Tower

You must now attempt to build **one tower** that **fulfills the conditions of all the cards that have been dealt.** While doing so, follow these guidelines:

👁 **Read carefully:** Read your card(s) thoroughly. You may refer to them again at any point during the building process.

🗨 **Don't reveal anything:** You may not share any specific information on your card(s) while building. You may not show the other players your condition card(s), read them out loud, or describe them.

🧱 **Use every brick:** All eight of the bricks you set out must be used in the tower.

⊗ **Just go for it:** There's no set turn order. You all work on building the tower at the same time. Any player can step in whenever they feel they need to partly or completely rebuild the tower.

> **Tip:** It helps for one player to begin by building the tower according to their card condition(s), and then the other players can modify it.

👍 **Thumbs up:** When all of the conditions on your cards are met, you can signal this to the other players with a thumbs up. If the conditions are no longer met, take back the thumbs up and keep building until everyone is satisfied with the result.

> **Tip:** If another player places a brick in a way that violates one of your conditions, you can tell them, for instance by saying "no," as long as you don't share details.

✋ **Build it stably:** The tower must be able to stand freely. This means that you cannot support it with your hands or any other materials.

When everyone has given a thumbs up to signal that their conditions are met, the build phase ends. Place your cards face up on the table.

What counts as a tower?

A construction counts as a tower when all of the bricks are connected.
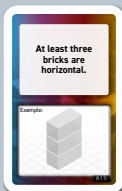
Example:

Allowed: ✅   ✅   Not allowed: ❌

A more detailed example of tower construction can be found on the next page.

The green condition cards below were dealt face down:

At least one red brick only touches one other brick.
Example:

At least three bricks are horizontal.
Example:

At least two bricks are diagonal.
Example:

No blue brick touches the playing surface.
Example:

The highest brick is purple or red.
(If multiple bricks are equally high, they must all be purple or red.)
Example:

Important: The sketches on the condition cards are only examples intended to illustrate the condition. You do not have to arrange the bricks exactly like them.

Examples of possible towers:

1.   **2.**   **3.**
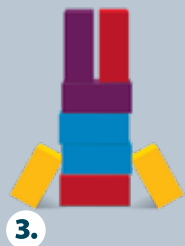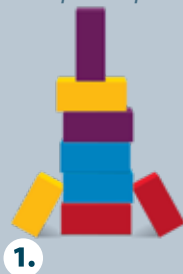
Note on example tower 2: Although the purple and yellow bricks are both at the top of this tower, the purple brick counts as the "highest brick" because its highest point is higher than the yellow one.

*Note on example tower 3: Since the purple and red bricks are the same height, both count as the "highest bricks." However, both do not necessarily have to be the same color, since the condition only states that the highest brick must be purple **or** red.*

③ Evaluate the Tower

Have you used all the bricks and has everyone finished making adjustments? Then check whether the tower really fulfills all the condition cards that were dealt. To do this, read each card out loud and check that the conditions are really met. Now there are two possibilities:

All conditions are fulfilled:	**One or more conditions are not fulfilled:**
Congratulations, you did it!	Unfortunately, you were not successful. Try the round again the same way with new cards.

④ Clean Up

• Place the condition cards you just used on the discard pile.
• Dismantle the current tower and place all bricks back in the middle of the playing area.
• Now start again with Phase 1, "prepare the round."

Important: Did you successfully build the tower? Then play the next round with one additional condition card. If not, repeat the current round and deal the same number of cards in Phase 1 as before. In this case, the new attempt does not count as a new round.

END OF THE GAME

The game ends after three rounds. How many attempts did you need to complete all three rounds? Now you know the principle of the game and can continue with the base game on the next page!

# For Experienced Players: The Base Game

GOAL

In each round, build a tower together that fulfills all the condition cards dealt.
Score as many points as possible over the course of three rounds!

GAME SETUP

1. Choose one of the two decks of cards: the green cards are a little easier, the pink cards are a little more challenging. Put the other deck aside, you won't need it.

2. The cards are marked with a 2 or 3 on the back. Sort the cards into two stacks according to the number on their backs, so that you have one stack of 2s and one stack of 3s. Shuffle both stacks separately and place them at the edge of the playing area. Leave space next to each stack for the corresponding discard pile.

3. Prepare the required bricks and overview cards according to your choice of deck.
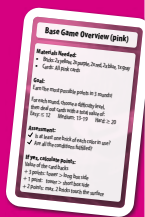
<div>

If you're playing with the green cards:
- Set out 2 bricks of each color (2x yellow, 2x purple, 2x red, 2x blue). You don't need the gray brick.
- Place the "Base Game Overview (green)" card face up.

</div>

<div>
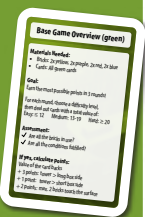
If you're playing with the pink cards:
- Set out all of the bricks (2x yellow, 2x purple, 2x red, 2x blue, 1x gray).
- Place the "Base Game Overview (pink)" card face up.

</div>

4. Also have a pen and paper ready for scoring (not included with the game).

Example setup for the base game with the green deck

Discard pile

Discard pile

5

GAMEPLAY

A game consists of three rounds, each with the following four phases:

1. Prepare the Round **2.** Build the Tower **3.** Evaluate the Tower **4.** Clean Up

1. Prepare the Round

For each round, decide the difficulty level at which you'd like to play (total card point value):

Difficulty Level		
Easy	**Medium**	**Hard**
≤ 12	**13 – 19**	**≥ 20**

Now, draw as many face-down cards from the stack of two- and/or three-point cards as you need so that the total value of the cards corresponds to the difficulty level you have chosen. Divide these cards as evenly as possible among yourselves. If you cannot distribute the cards evenly, decide as a group who gets the extra card(s).

Example: You want to play at the medium difficulty level, so you draw three three-point cards and two two-point cards. Your cards then have a total value of 13 (3x3 + 2x2 = 13). Since there are four of you playing, each of you receives one card. You decide together who will receive the fifth card (and therefore have two cards).

If there are not enough cards left in a deck, shuffle the corresponding discard pile and place it as a new draw stack.

2. Build the Tower

1. Each card has a condition that your tower must fulfill in the end. Read your cards carefully. You may not show your condition cards to anyone, nor tell anyone about your conditions.

2. Now build a tower together as described on page 3.

Special rules for playing with pink cards:

Unlike the game with green cards, not all bricks must be used, but at least one brick of each color must be included in the tower.

If you do not use all nine bricks in a tower, the conditions only apply to the bricks used in the tower.

Example: The condition "Every blue brick touches at least one red brick" would mean that every blue brick in the tower must touch at least one red brick in the tower. It does not mean that both blue bricks must be used.

---

3. As soon as everyone has signaled that the tower fulfills the conditions on their cards, the "Build the Tower" phase ends. Now lay your cards face up in front of you.

3. Evaluate the Tower

Are all the bricks placed according to the rules of the deck color you chose (green: all bricks are used; pink: at least one brick of each color is used)? Then check whether the tower really fulfills all the condition cards that were dealt. To do this, read each card out loud and check that the conditions are really met.
Now there are two possibilities.

All conditions are fulfilled:

Congratulations, you did it!
Now add up the numbers on the back of your cards:

+ 2 Points for every two-point card
+ 3 Points for every three-point card

Bonus points:

You get bonus points if the tower fulfills the following:

+ 3 points: Tower is higher than the long side of the box
or +1 point: Tower is higher than the short side of the box
+ 2 points: Two or fewer bricks touch the playing surface

One or more conditions are not fulfilled:

Unfortunately, you were not successful. Try again with new cards and a lower total point value.

Note your points on a sheet of paper.

Evaluation example 1:
All of the conditions on these cards have been fulfilled, so the points on their backs are added up.

B9: 3 points

B28: 2 points

B34: 3 points

B35: 2 points

B40: 2 points

   = 12 points

There are also five bonus points because the tower is higher than the long side of the box (3 points) and only two bricks touch the playing surface (2 points).

   = 17 points

Evaluation example 2:
Let's say that in addition to the cards above, card B48 is also in play. You have not fulfilled card B48 and therefore have not completed the round. In this case, you would repeat the round and draw new cards for a lower difficulty level than before.

4. Clean Up

- Place the condition cards you just used on the discard pile.
- Dismantle the current tower and place all bricks back on the playing surface.
- Start a new round (see "Prepare the Round").

END OF THE GAME

The game ends after three rounds. Add up the points from these three rounds for the final score. You can evaluate how well you did with the table below:

Scoring Table					
39 or fewer	**40–49**	**50–59**	**60–69**	**70–79**	**80 or more**
The foundation has been laid, but you could build better and higher!	Your Intro to Architecture professor is satisfied with your work.	Sturdy and reliable.	True architectural art!	Your towers soar to the heavens.	Who would have thought it possible?

Tips and tricks

- If your tower falls over during the "Build the Tower" phase, you can simply rebuild it. If your tower falls over during the "Evaluate the Tower" phase, you have to repeat the round.

- Are you stuck? Sometimes it helps to knock the tower down and start again.

- The difficulty of building a suitable tower depends on various factors. The total value of the cards drawn is a good guide. However, the combination of the cards, the placement of the first bricks, the distribution of the cards and the number of players also play a major role. Sometimes, a high total value of cards can be solved easily or vice versa.

- If the table surface is slippery, try building on a rougher surface, such as a tablecloth or a sheet of paper.

- Does a card combination seem unsolvable? Reveal your cards and try to find a solution together using face-up cards. The round will be counted as unsuccessful, but it's still a great way to learn!

Note: In extremely rare cases with many cards in play, it could happen that conditions contradict each other. In this case, simply start over with new cards. This does not count as an unsuccessful round.

For Those Who Work Alone: The Solo Game

GOAL
Build a tower that fulfills all the face-up condition cards. Score as many points as possible in three rounds!

GAME SETUP
Setup is the same as the base game.

GAMEPLAY
Like the base game, the game consists of three rounds. Each round also consists of four phases:

1. **Prepare the Round:** Before each new round, choose the difficulty level and draw cards with a corresponding total value (see page 6). Place the drawn cards face up in front of you.

2. **Build the Tower:** You can rebuild the tower as many times as you like until you find the right solution. The same building rules apply as in the base game.

3. **Evaluate the Tower:** Check again carefully whether the tower fulfills all the conditions shown. Then add up your points as in the base game.

4. **Clean Up:** Prepare a new round.

END OF THE GAME
The game ends after three rounds. Add up the points from these three rounds for the final score, and check the scoring table on page 8 to see how you did.

For Creatives: The Challenges
(also playable by a single player)

GOAL
Build a tower that fulfills all of the condition cards dealt as well as the challenge condition(s)!

GAME SETUP
1. Prepare the round as described in the base game and choose one of the challenges below.

2. Choose the difficulty level. At the beginning of each challenge, draw cards with the following total value:

Difficulty Level		
Easy	**Medium**	**Hard**
12	**15**	**18**

Example: You draw three two-point cards and two three-point cards. This gives you a total value of 12.

3. Divide these cards as evenly as possible among yourselves. If you cannot distribute the cards evenly, decide as a group who gets more cards.

GAMEPLAY
For each challenge play through the **"Build the Tower"** and **"Evaluate the Tower"** phases. In these phases, the rules of the base game apply. If this is not the case, it will be noted in the challenge description. You will not add up the points in the **"Evaluate the Tower"** phase. Instead, if your tower fulfills all the conditions **and you have followed the instructions of the challenge,** then you have succeeded.

Challenges:

1. Small Footprint
No more than two bricks can touch the playing surface.

2. Time Pressure
You have limited time for the **"Building the tower"** phase.
Can you do it in less than 2.5 minutes?
Use a timer (e.g., on your cell phone) to limit your time.

3. Trade Secret
You are **not allowed to talk** during the entire build phase, but only communicate with each other through gestures.

4. Custom Built

Exactly two bricks must touch the playing surface. In addition, the tower must be exactly as high as four bricks standing vertically on top of each other. However, not all bricks in the tower need to be vertical.

5. Shoddy Construction

No more than three bricks may touch the playing surface. The tower must also be unstable enough that it collapses if one of you hits the table next to the tower with the palm of your hand. **Note:** Complete the **"Evaluate the Tower"** phase, **before** knocking down the tower. The tower counts as collapsed if at least six bricks touch the playing surface after you hit the table.

Examples of "Masterpiece" towers
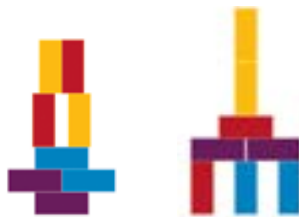
6. Masterpiece

The tower must have mirror symmetry. This means that the tower looks the same on the right side as it does on the left. The colors of the bricks do not matter.

7. Budget Cuts

A maximum of three bricks from the tower may touch the playing surface. Then carry out the **"Evaluate the Tower"** phase. Now remove a brick that touches at least three other bricks and the surface. You may not touch any other brick with your hand. The tower must remain standing.

8. Staffing Shortage

Once you place a brick during the **"Building the Tower"** phase, it cannot be moved. Think carefully about where you place each brick.

9. One Brick Wonder

Only one brick can touch the playing surface.
Note: During the **"Building the tower"** phase, decide together on one condition card that does not have to be fulfilled. Of course, you need to do this without reading any of the cards out loud or describing their contents.

10. Blind Luck

One player turns their back to the tower. This player is not allowed to see the tower during the entire **"Building the tower"** phase and is not allowed to take part in the construction. However, the finished tower must still fulfill their conditions. Can the other players precisely describe the tower as they build without revealing anyone's conditions?

11. Tower Bridge

Build a bridge over the river. To do this, you will need the Z1 map (back of the **"Intro Variant Overview"**). Every brick that touches the ground must be on one of the areas marked in gray or connected to it outside the map. Your bridge may extend off of the card. You may not build on the printed part of the card outside of the gray areas. Can you connect the foundations with a bridge while fulfilling all of your conditions?

⑫ Settling Foundations

Build your tower on a piece of paper. After you carry out the **"Evaluate the Tower"** phase, quickly pull the paper out from under the tower so that as much of the tower as possible remains standing. If no more than four bricks touch the playing surface, you have succeeded.

⑬ High Standards

The tower must be at least as tall as five vertical bricks standing on top of each other, but not all of the bricks in the tower have to be vertical.

Note: During the **"Build the Tower"** phase, decide together on one condition card that does not have to be fulfilled. Of course, you need to do this without reading any of the cards out loud or describing their contents.

⑭ Absurd Undertaking

Build a bridge over the swamp. You will need the cards Z2 and Z3 for this (backs of the **"Base Game Overview"** cards). Place the two cards with the long sides together so that a total of three foundations (outlined gray areas) are created. Every brick that touches the ground must be on one of the gray areas or connected to it outside the card. This means that no brick may protrude into the swamp. Can you connect the foundations with bridges while fulfilling all of your conditions?

The author: Simon Thomas has been passionate about games from a young age, especially when they call for logic and creativity. At the same time, teamwork and community are very important to him. It gave him great joy to be able to combine all of these elements in TowerBrix, his first game. In his free time, Simon enjoys activities in nature and working on mathematics or creative projects. He is already looking forward to developing another game in the future.

The author and Kosmos thank everyone who contributed to the success of the game. Whether it was testing games, reading the rules or bringing in new ideas — without your support the game would not have become what it is now. The author would like to extend special thanks to Lisa, René, Allyssa, Josi, Marcel, Laura, Ursel, his family, and his friends in Mainz and Berlin.