TWO TOWERS

10+ | 0-10 | 20′′ | 2-6

🔄 **Setup.** Create **6 piles of shuffled cards, face up** in the center of the table, one pile per color. Each player has two spaces in front of them to build their towers.

🎯 **Goal of the game.** Score the most points! The score of a tower is (last value placed) × (number of cards in the tower).

🎮 **How it works.** Players take turns. On your turn, you can take **1 or 2 actions (but not 0!)**. Here are your options:

- **Take a card** from one of the 6 piles and place it in your hand.
  ⚠️ You cannot have more than 3

cards in your hand!

- **Place a card** from your hand onto one of your towers.
  ⚠️ The placed card must either be of **the same value**, or **the same color but with a higher value** than the last card on the tower (no restriction for the first card of a tower).

🛑 **End of the game.** If you can no longer play, the game ends for you! The other players get one last turn each before points are tallied.

📌 Cards in the towers are stacked face up and offset so you can clearly see how many there are.