

BUILDING RULES:

- 1 – A Tower must have at least 4 levels (rows, one on top of the other, like stories of a building). Each row must have its letters arranged in alphabetical order, reading left to right. Windows may appear anywhere in a level, without regard to alphabetization.
- 4 – All bricks and windows in the same level of a Tower must be the same color. (Bricks and windows come in three colors – red, blue, and yellow.)
- 5 – The number on a brick card is the weight of the brick in tons. In a Tower, the total weight of all bricks in a level (except the bottom level) must be less than the total weight of all bricks in the next-lower level. (The relative number of cards in each level does not matter.)
- 6 – The total weight of a Tower in tons cannot contain the digit “5”.
- 8 – You can adjust the weight of each J, Q, X, and Z up or down one ton (the new weight is used for all purposes).
- 9 – No level in a Tower can contain more windows than bricks.
- 11 – A Tower cannot contain more than one level that has exactly 2 pieces (bricks and/or windows) in it.
- 16 – A Tower cannot contain 7 or more bricks of the same color.
- 17 – Exactly one level of your Tower must weigh a positive whole multiple of 4 tons (4, 8, 12, etc.).
- 21 – The same Tower level cannot contain 3 or more appearances of the same letter.
- 23 – The letters E, A, S, T cannot all appear in your Tower (but any 3 can).
- 24 – At least one level of your Tower must contain at least 2 bricks and no A, E, I, O, U or Y.
- 26 – A Tower is a structure built in levels (rows, one on top of the other, like stories of a building) that consist of one or more bricks and/or windows. The Rules relating to how to build a Tower are Rules 1, 4, 5, 6, 8, 9, 11, 16, 17, 21, 23, 24, 26, 27, 31, 35. All other numbered Rules relate to determining your overall score.
- 27 – A Tower cannot contain a level that has more than 6 pieces (bricks and/or windows).
- 31 – A Tower may contain at most one natural wildcard (included with your starting materials). In addition, a Tower may contain at most one unnatural wildcard, which consists of any two building cards (brick and/or window) turned face-down on top of each other – this unnatural wildcard is treated as a single building card with properties choosable as indicated on a natural wildcard.
- 35 -- Alphabetically consecutive letters cannot appear adjacent to each other within the same level of your tower. (This does not apply to letters in different levels, or to repeats of the same letter, or to letters separated by a window.)

SCORING RULES:

2 – You can score for only one Tower. The Rules relating to determining your overall score are Rules 2, 3, 7, 10, 12, 13, 14, 15, 18, 19, 20, 22, 25, 28, 29, 30, 32, 33, 34, 36. All other numbered Rules relate to how to build a Tower. A Tower that violates any of the Building Rules does not score – this takes priority over all other Scoring Rules.

3 – If your Tower does not contain any brick weighing exactly 5 tons, then score 1 point for each triangle brick in your Tower.

7 – If your Tower does not contain any brick weighing exactly 4 tons, then score 1 point for each rectangle brick in your Tower.

10 – If your Tower does not contain any brick weighing exactly 3 tons, then score 1 point for each hexagon brick in your Tower.

12 – If your Tower does not contain any brick weighing exactly 2 tons, then score 1 point for each level in your Tower.

13 – If your Tower does not contain any brick weighing exactly 1 ton, then score points equal to half the number of cards in your Tower (with points rounded down if the number of cards in your Tower is odd).

14 – If no two different levels in your Tower contain the same total number of pieces (bricks plus windows), score 3 points for each level in your Tower.

15 – When all levels in your Tower are left-justified and evenly spaced, each column that spells, in order from top to bottom, a Dictionary Word of 3 or more letters scores 4 points. In determining whether a column spells a word, the column cannot have any unused letters, but windows are disregarded.

18 – Score 4 points for each window in your Tower. Score 2 points for each J, Q, X, and/or Z in your Tower (that is, for each such individual card).

19 – Identify the longest Dictionary Word you can find using the letters in your Tower (without using them more times than they appear in your Tower), and score 1 point for each letter in that word. Score an additional 2-point bonus if the word is exactly 8 letters long, 3-point bonus if the word is exactly 9 letters long, or 4-point bonus if the word is 10 or more letters long.

20 – Find the letter that appears the most times in your Tower and score 2 points for each time it appears beyond the first time, thus: once = 0 points, twice = 2 points, three times = 4 points, etc.

22 – If your Tower contains the letters T, O, W, E, and R at least once each, score 6 points.

25 – If your Tower does not contain any triangle bricks, score 1 point for each red card in your Tower.

28 – If your Tower does not contain any rectangle bricks, score 1 point for each vowel card (A, E, I, O, U, or Y) in your Tower.

29 – If your Tower does not contain any red bricks, score 1 point for each hexagon brick in your Tower.

30 – If your Tower does not contain 4 or more blue bricks, score 3 points.

32 – Score 1 point for each brick in the third floor (the level that has exactly two levels below it) of your Tower, 2 points for each brick in the fourth floor, 3 points for each brick in the fifth floor, and 4 points for each brick in the sixth floor.

33 – Add 2 points for each card fewer than 13 your Tower uses. Subtract 2 points for each card beyond 13 your Tower uses.

34 – If your Tower contains exactly 7 or 8 different letters that are consecutive in the alphabet (such as DEFGHIJ), score 7 points. If your Tower contains 9 or more different letters that are consecutive in the alphabet, score 9 points.

36 – If your Tower does not contain any windows, subtract 4 points from your total score.