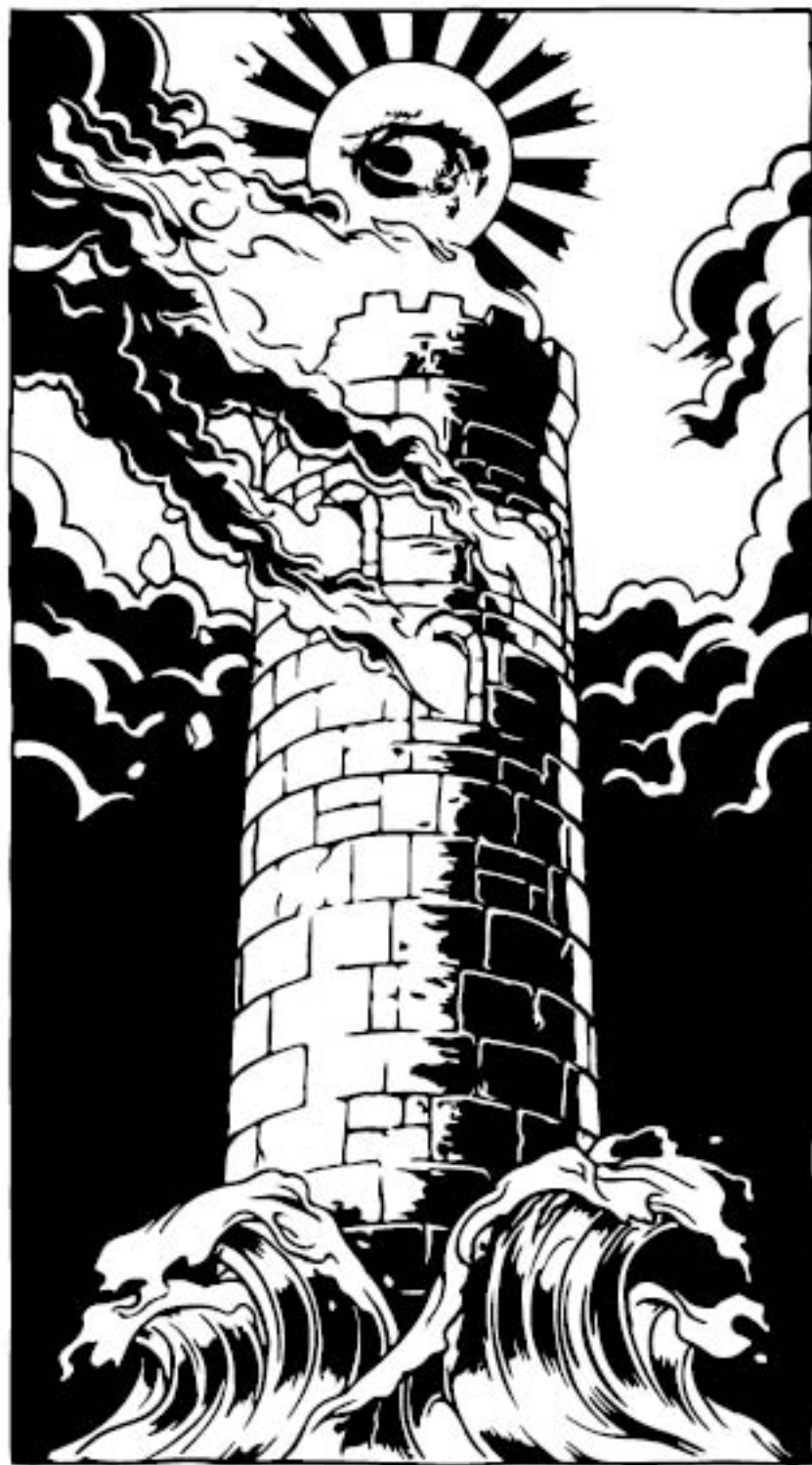


The Terrible Tower



Don't Knock it Over.





The Terrible Tower



Greetings, foolish mortals.

The Terrible Tower is a terrible drinking game to play with terrible people. Should you find yourself unfortunate enough to be stuck playing this terrible game, welcome.

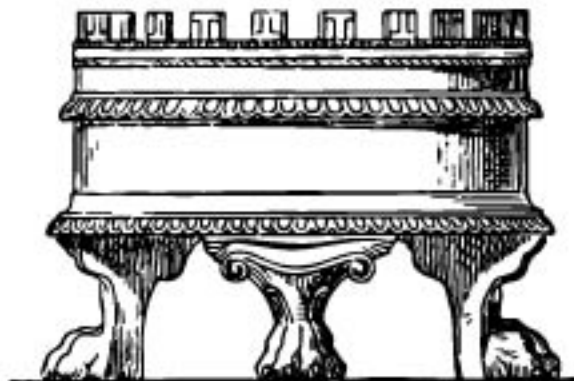
The following pages explain how to play.

So, read the rules carefully. Drink responsibly.

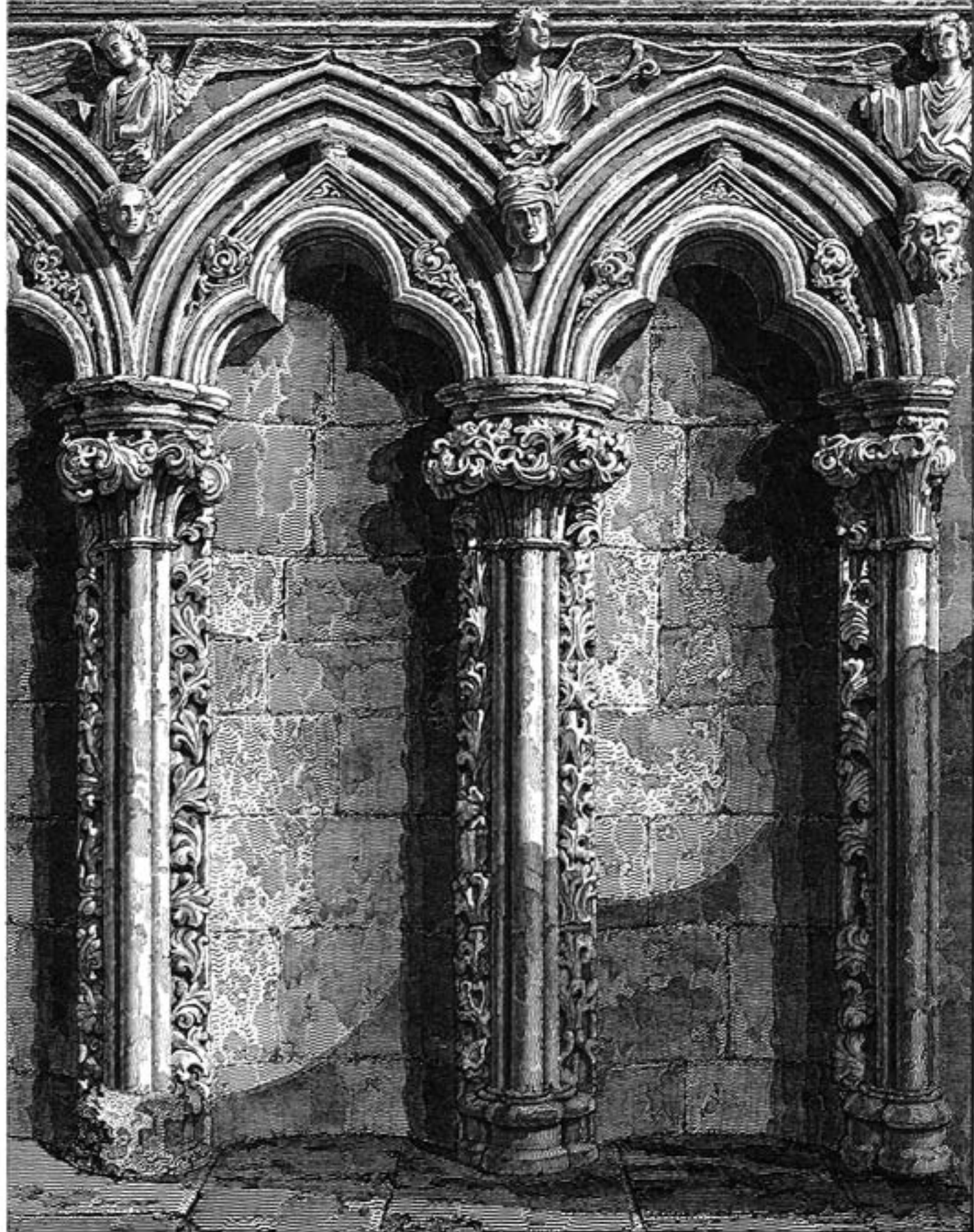
Maybe drink some water. ...Obey the Tower.

And whatever you do:

Don't Knock it Over.

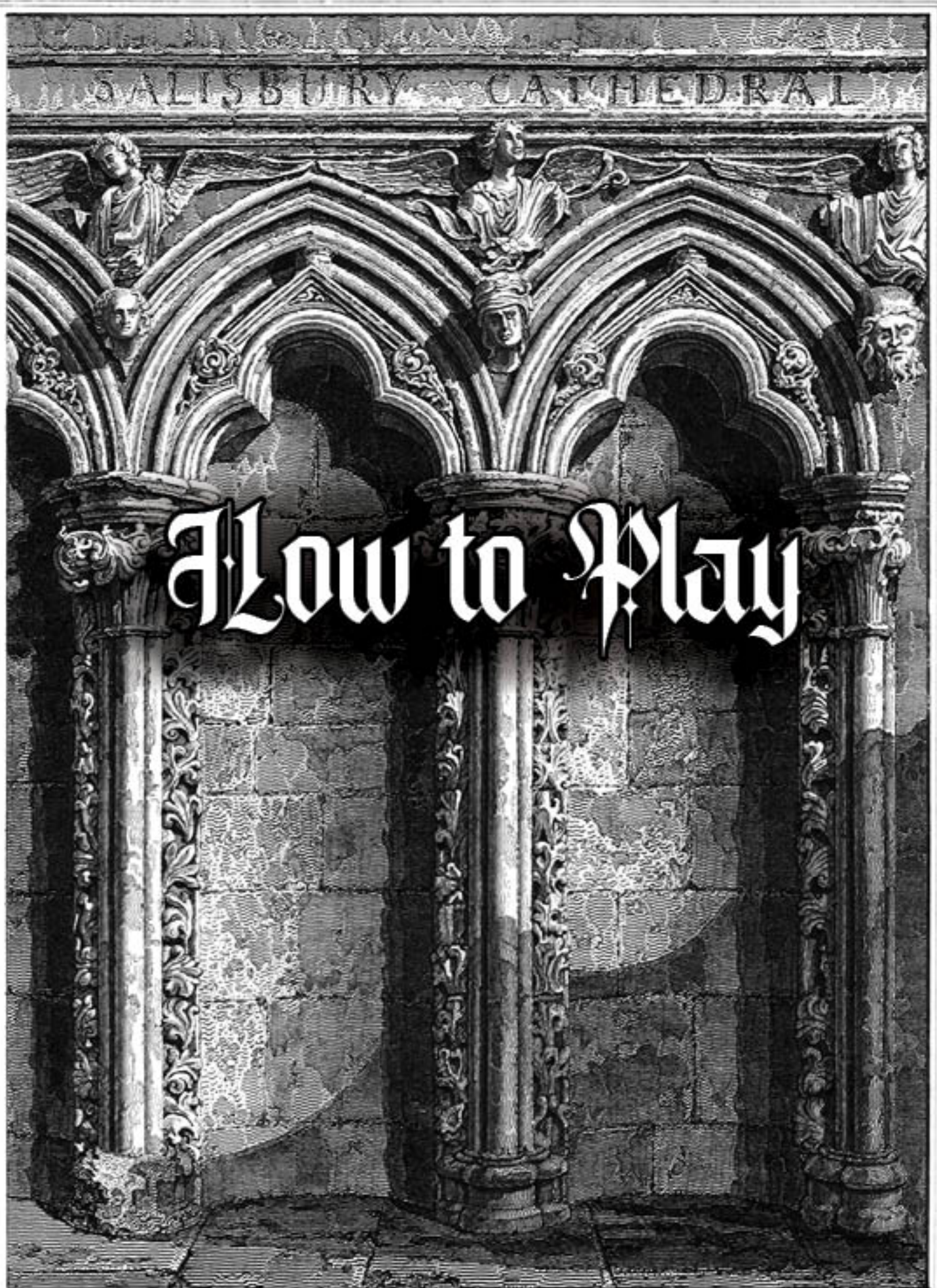


SALISBURY CATHEDRAL



SALISBURY CATHEDRAL

How to Play



THE RULES

The Terrible Tower is very similar to the popular Jenga® block stacking party game. Some of the blocks however are inscribed with terrible instructions!

1. To begin, someone (usually the previous loser) is made the builder and must begin building the tower. Each layer should be 3 blocks wide and lay perpendicular to the previous, in alternating directions. All blocks must be face down when chosen and placed onto the tower by the builder.
2. The other players gather around the tower in a ring. The builder then takes their place in the circle, chooses a direction, and the first adjacent player must pull a block from any layer below the top completed layer, read the inscription if applicable, and place the block at the top of the tower face down perpendicular to the layer under it. Once placed, the player returns to their place in the circle and the next player does the same.
3. The game continues until the Terrible Tower falls during a player's turn.... making them the loser of the round and the new builder. There is only one loser per round.



MISERY

1.



Drink

2.



Punishment

3.



Suffering

In The Terrible Tower, there are various consequences each player might incur:

DRINK

Typically instructed from a pulled block, the affected player(s) must take a drink from their beverage they're holding.

PUNISHMENT

Intended for players who forget or disobey the instructions of the tower or anyone drinking with them. This should be more severe than taking a drink. Follow the rules and you should be just fine. Maybe. Roll the die to determine your punishment.

Beware of blocks with the verbage:

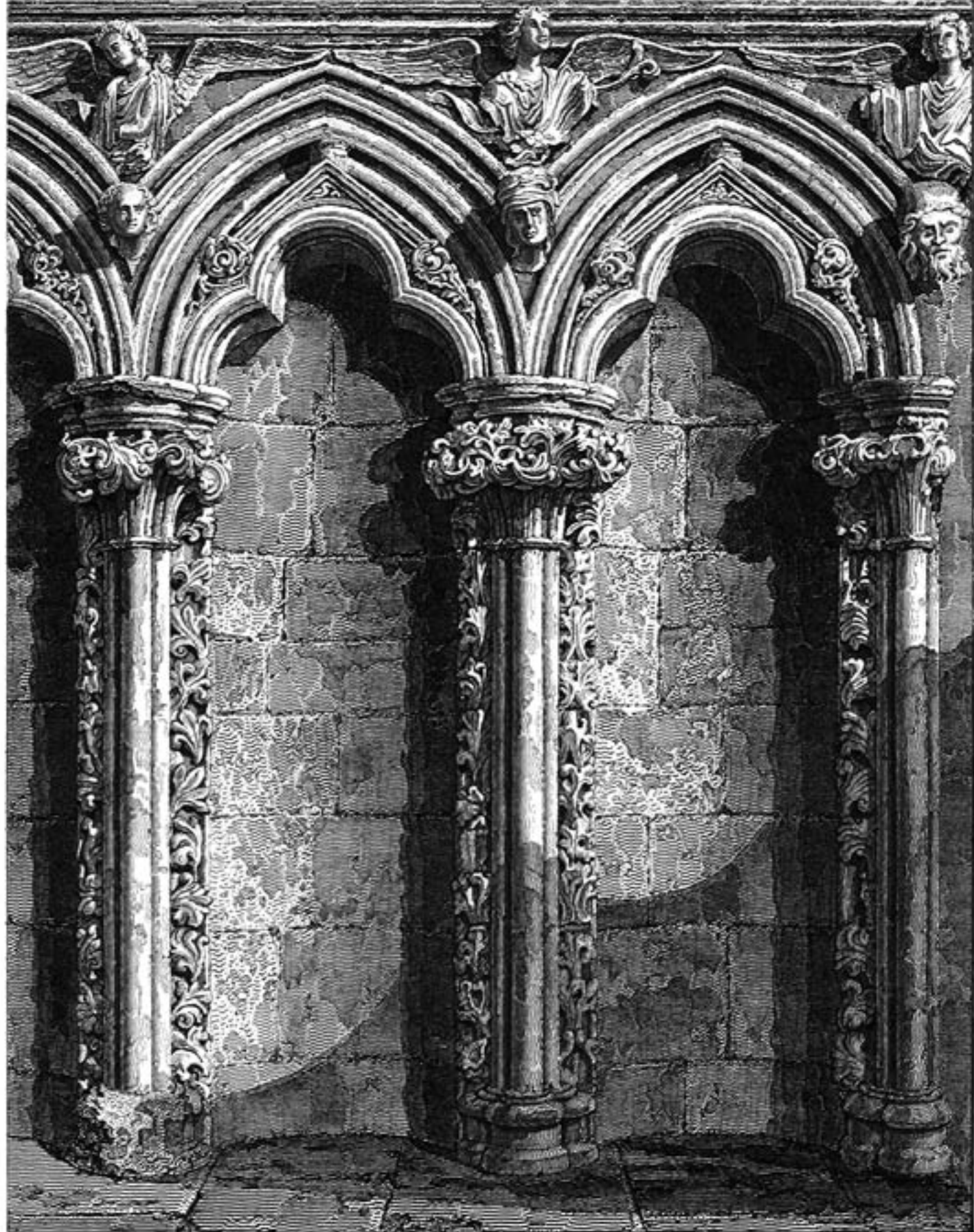
“Or Else...”

SUFFERING

Reserved only for those who lose the round by toppling the tower or pulling The Skull from it and any other players who's fates are shared (see page 38), Suffering is the price they must pay.

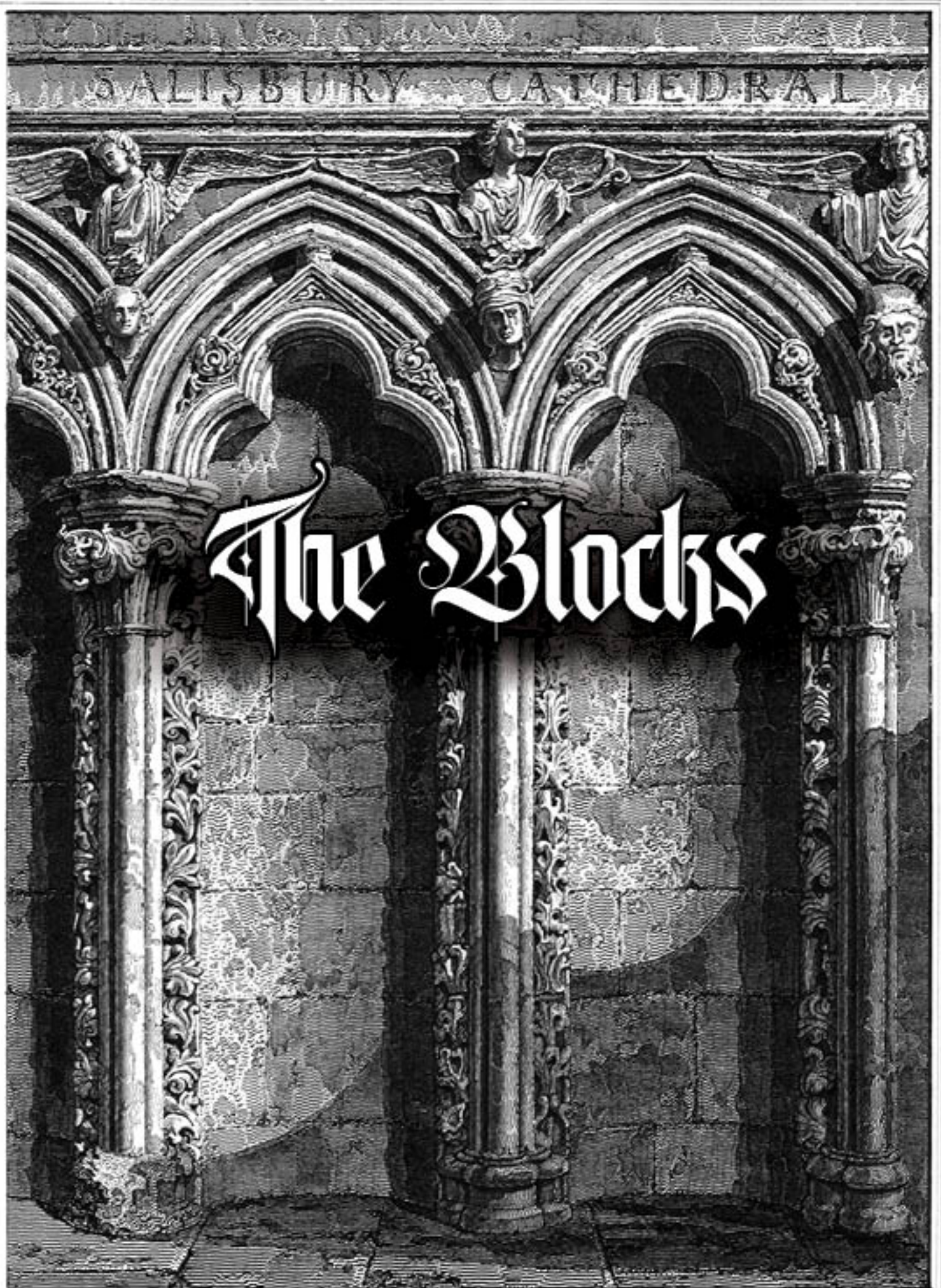
Roll the die to determine how you must suffer.

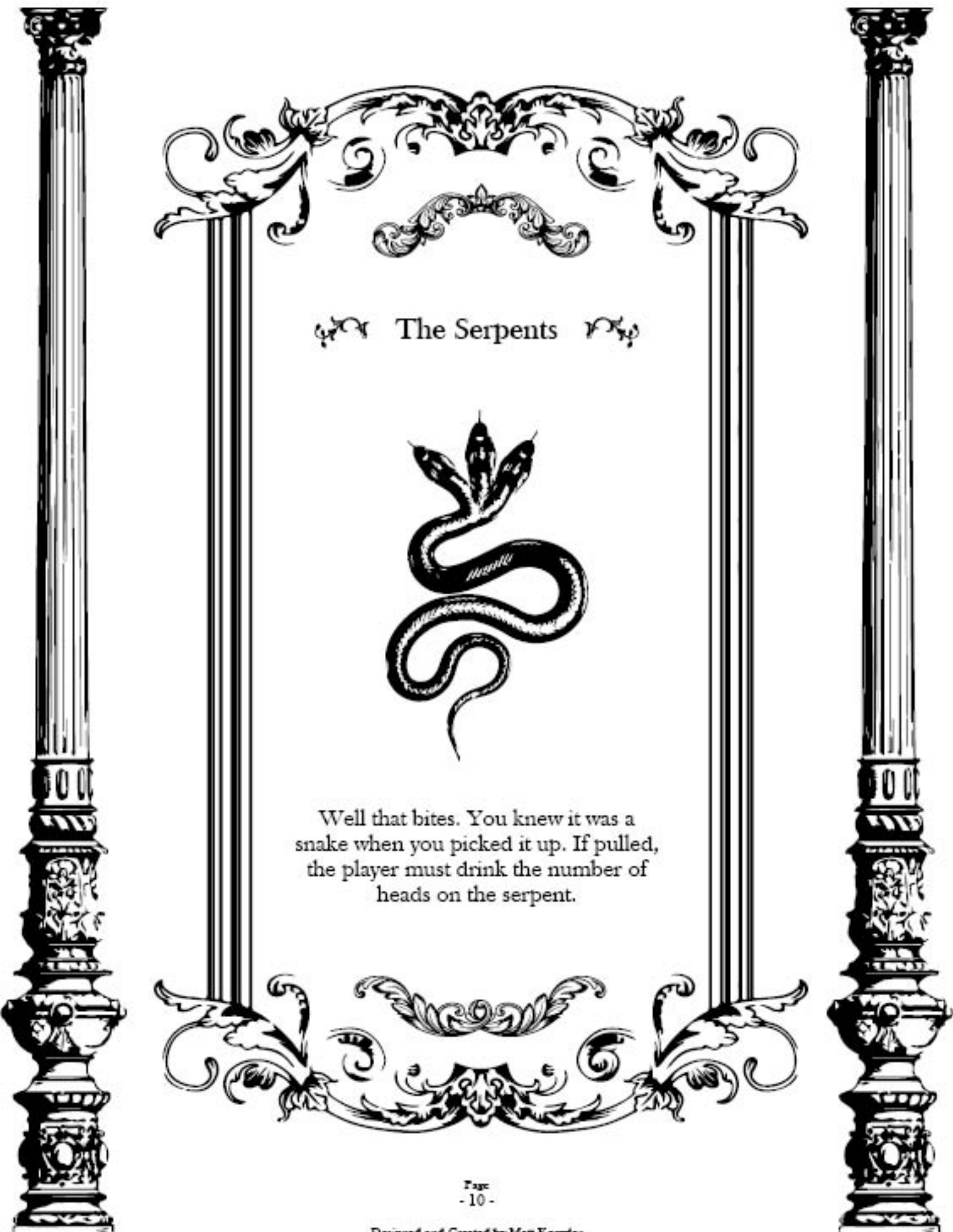
SALISBURY CATHEDRAL



SALISBURY CATHEDRAL

The Blocks

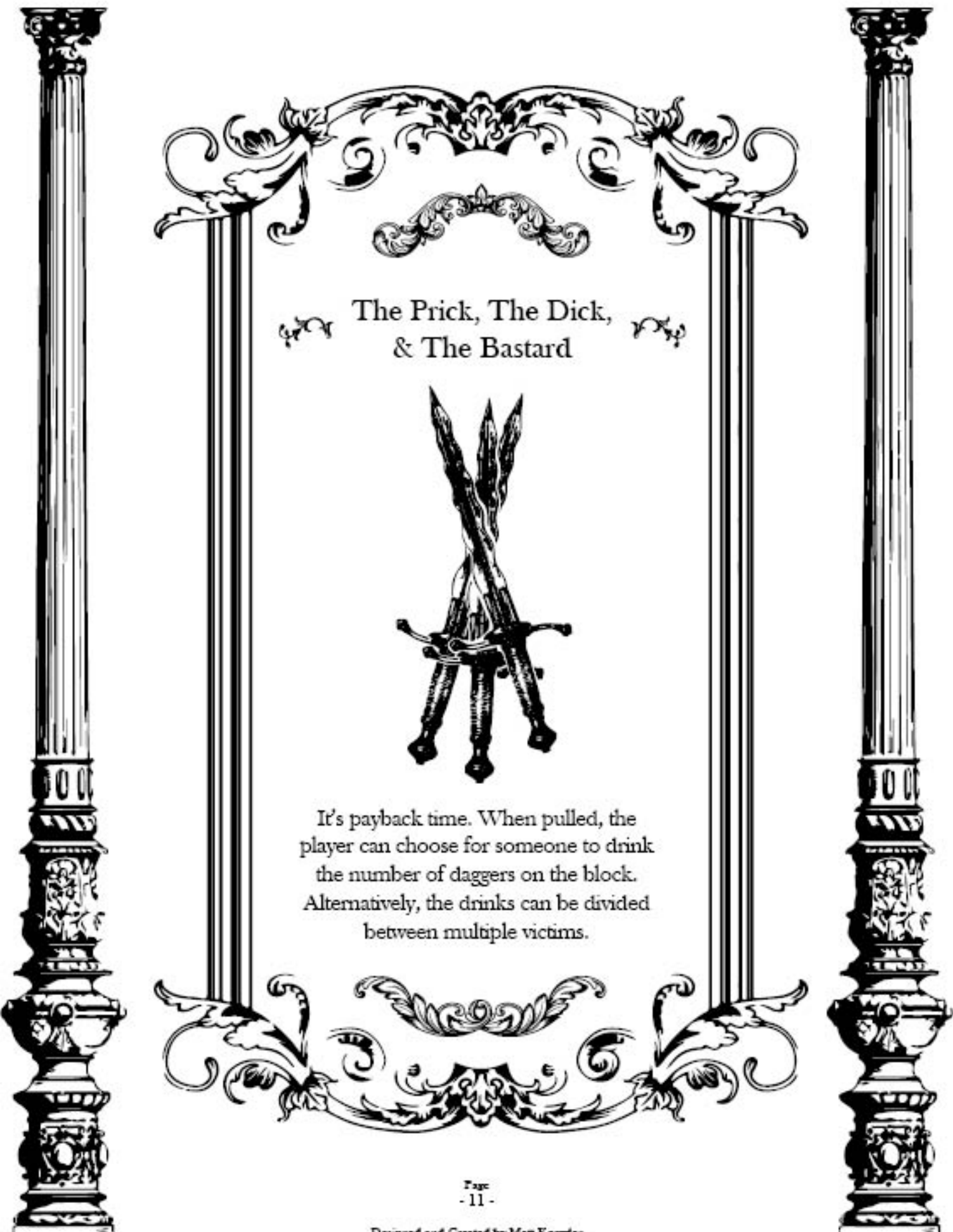




The Serpents




Well that bites. You knew it was a snake when you picked it up. If pulled, the player must drink the number of heads on the serpent.



The Prick, The Dick,
& The Bastard



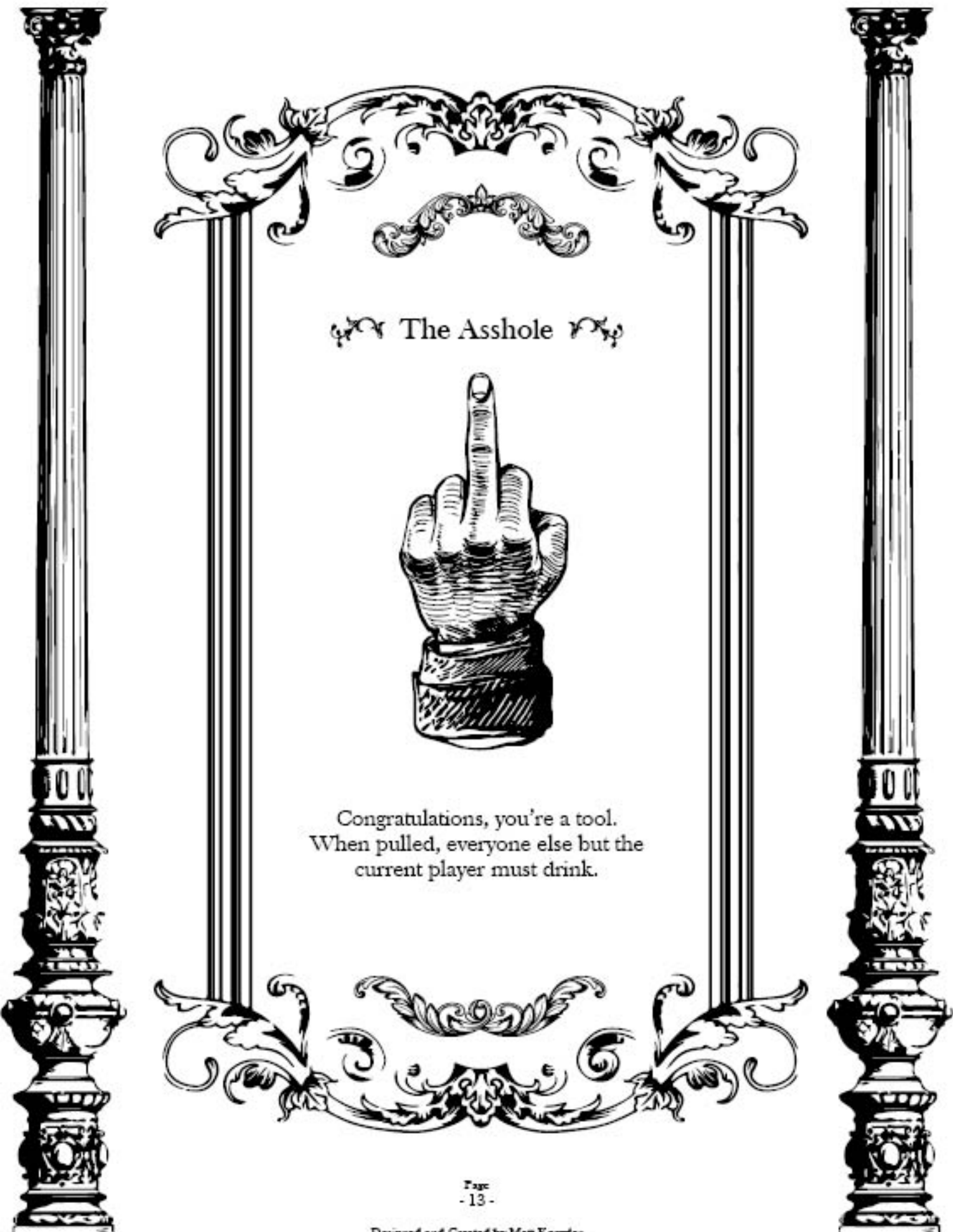
It's payback time. When pulled, the player can choose for someone to drink the number of daggers on the block. Alternatively, the drinks can be divided between multiple victims.



❧ The Douchebag ❧




Oof. If pulled, the player can choose
for someone to take five drinks!
Alternatively, the drinks can be divided
between multiple victims.



❧ The Asshole ❧




Congratulations, you're a tool.
When pulled, everyone else but the
current player must drink.



The Duchess



When pulled, all the men (he/him)
must drink.



❧ The Duke ❧



When pulled, all the women (she/her)
must drink.



The Lovers



When pulled, the player chooses another player to be their drinking partner. Their partner can be chosen publicly, or secretly without the other players knowing. If public, everyone else must drink to celebrate their unfortunate union.

The Whore



When pulled, the player chooses a victim. The victim must drink any time the player drinks. The victim can be chosen publicly, or secretly without the other players knowing. If public, the victim must moan the other player's name name before drinking.



The Ruin



When The Ruin is pulled, the
most recent person to topple the
tower must drink.



❧ The Loser ❧




When The Loser is pulled,
ANYONE who previously topped
the tower must drink.



The Jackass



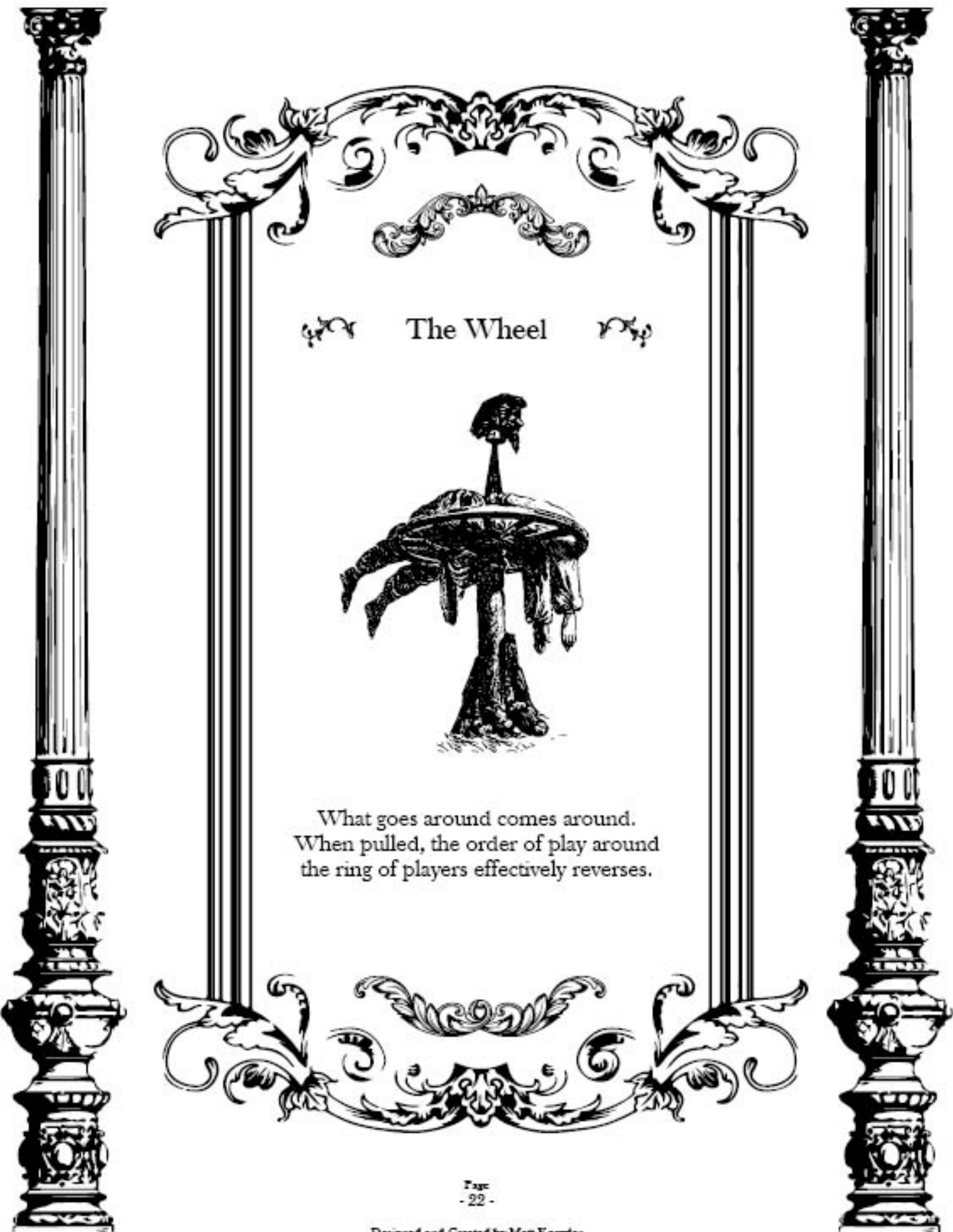
When pulled, the player may skip
pulling any blocks on their next turn.
Also everyone hates you.



The Fiend



When pulled, the player must pull a second block immediately after placing this one, going twice. Double the fun!



The Wheel



What goes around comes around.
When pulled, the order of play around
the ring of players effectively reverses.



❧ The Chalice ❧



When pulled, the player must down
their drink and get another before
placing the block. Bottoms up!






The Devil



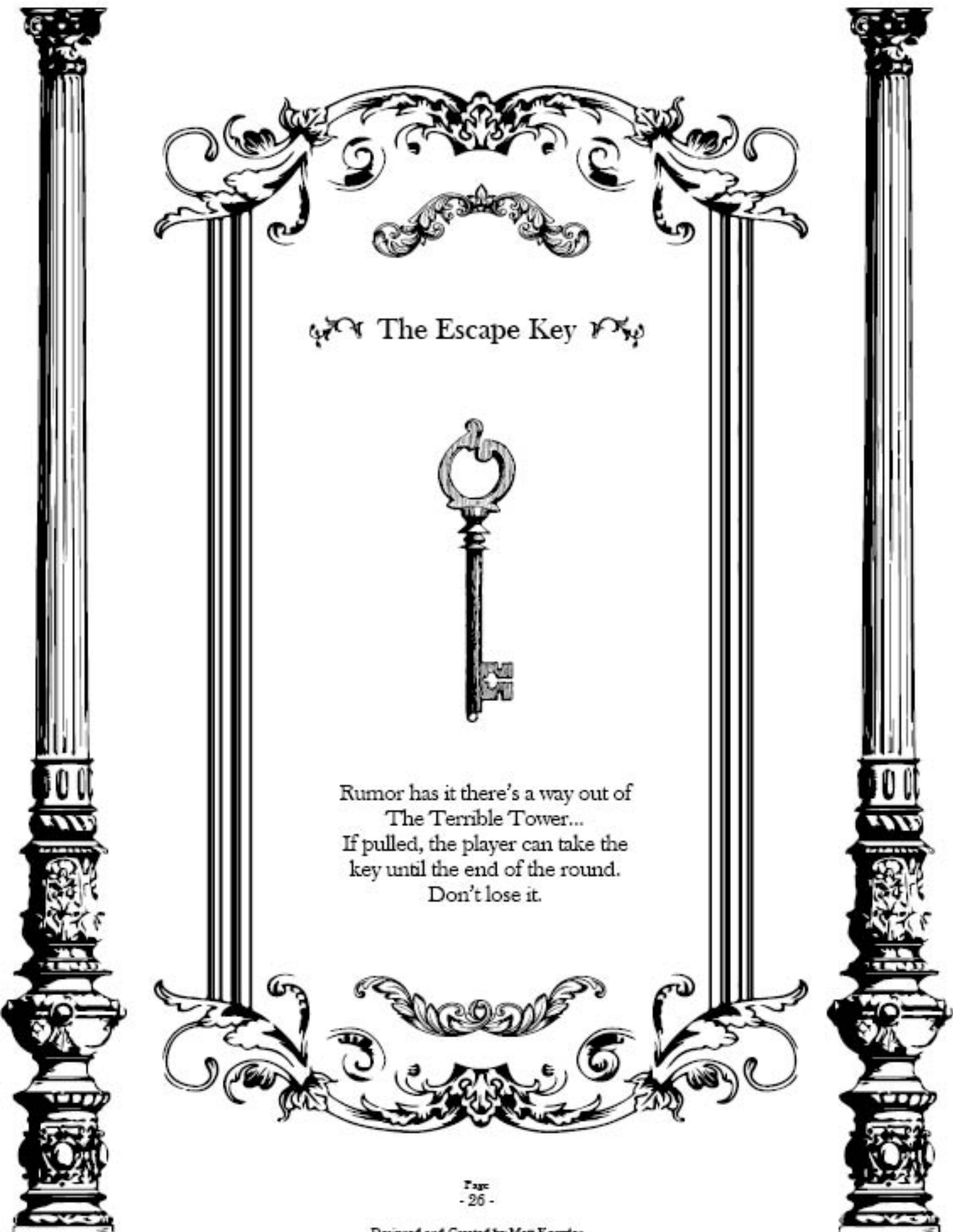
What have you done!
When pulled, **EVERYONE**
must down their drink.
See you in hell!



The Haunt




When pulled, the player chooses a victim and a complete layer on the tower. The victim must pull from that layer after you out of turn. Normal order of play follows your turn once they're finished. (If there's no full layer, the victim chooses where they pull.)



The Escape Key



Rumor has it there's a way out of
The Terrible Tower...
If pulled, the player can take the
key until the end of the round.
Don't lose it.




The Secret Stairs



If the player who pulls this block has The Escape Key, they can 'escape' the tower for the rest of the round! Otherwise, you may want to pay attention to where it's placed!


Any player who can successfully escape is free from the conditions, punishment, or suffering for that round!



The Evil Eye



When pulled, anyone who makes eye
contact with the player must drink.
As if anyone was looking at you to
begin with.



❧ The Sailor ❧

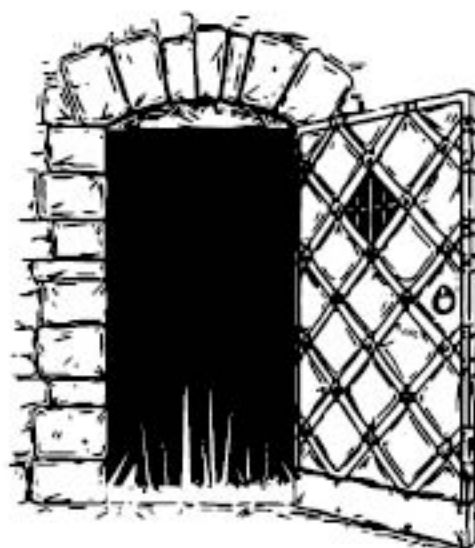


Well shit. When pulled, anyone who
speaks must use profanity.

Failure to do so will demand swift
punishment.




The Dungeon



When pulled, the player must select a block from the lowest layer that is still complete or not missing the center block.

Failure to do so will demand swift punishment.




❧ The Window ❧



When pulled, the player must only pull the outer blocks on a layer leaving the middle. It makes the game last longer anyway.

Failure to do so will demand swift punishment.




❧ The Crippled ❧



When pulled, the player must only use
their non-dominant hand to push or
pull blocks.

**Failure to do so will demand swift
punishment.**



The Tyrant



Peasant no more! When pulled, everyone
must refer to you as a Lord or Lady!

Failure to do so will demand swift
punishment.




❧ The Kiss Ass ❧



When pulled, any player must compliment someone on their turn. (If The Coals has been pulled, the compliments become back-handed).

Failure to do so will demand swift punishment.



♣ The Coals ♣



When pulled, any player must roast someone on their turn. (If The Kiss Ass has been pulled, the roasts become back-handed compliments).

Failure to do so will demand swift punishment.



The Stranger



When pulled, no one may refer to anyone directly by name. Time for some fun nicknames!

Failure to do so will demand swift punishment.




The Stopper



You wouldn't want someone to slip something in your drink. When pulled, the player must remove and replace an imaginary cork when taking a drink. Sound effects are encouraged, but not mandatory.

Failure to do so will demand swift punishment.




The Pitfall



When pulled, players must try to keep blocks from falling on the ground.
(Obviously, toppling the tower trumps this rule.)

Failure to do so will demand swift punishment.

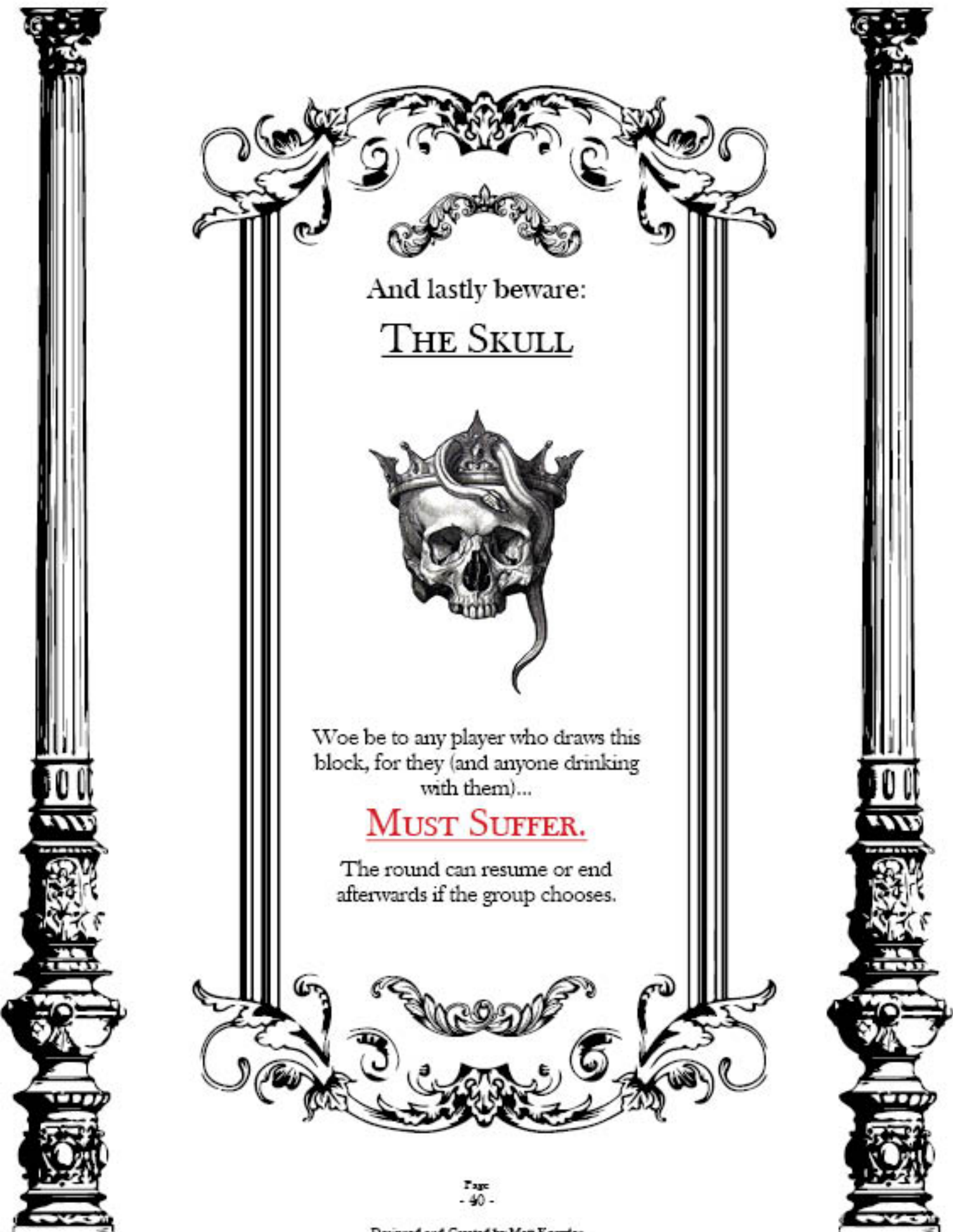


The Falling Sand



Now you've done it. When pulled, a sand timer is started. For the rest of the round, players must finish their turn before the sand runs out!

Failure to do so will demand swift punishment.



And lastly beware:

THE SKULL



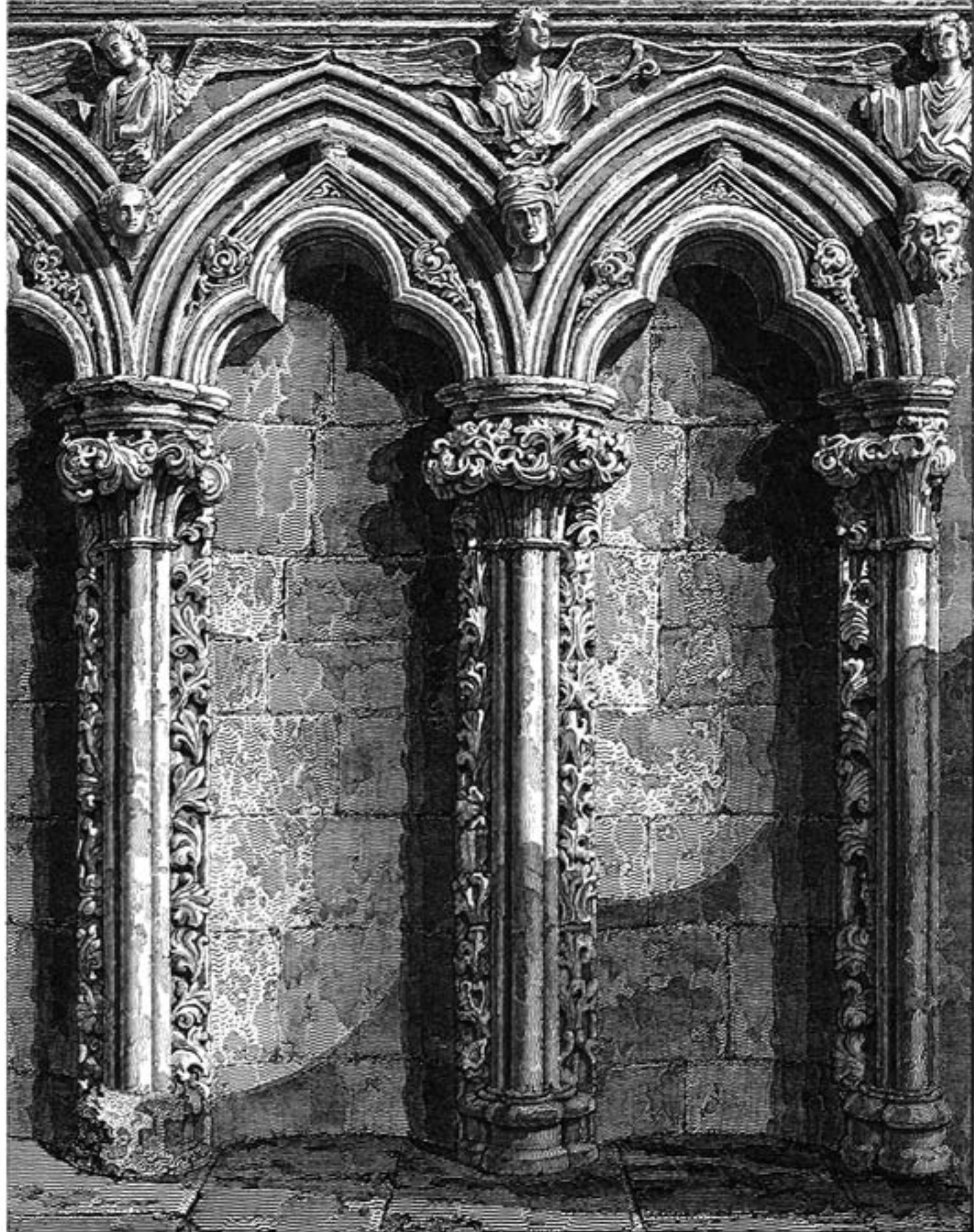
Woe be to any player who draws this block, for they (and anyone drinking with them)...

MUST SUFFER.

The round can resume or end afterwards if the group chooses.

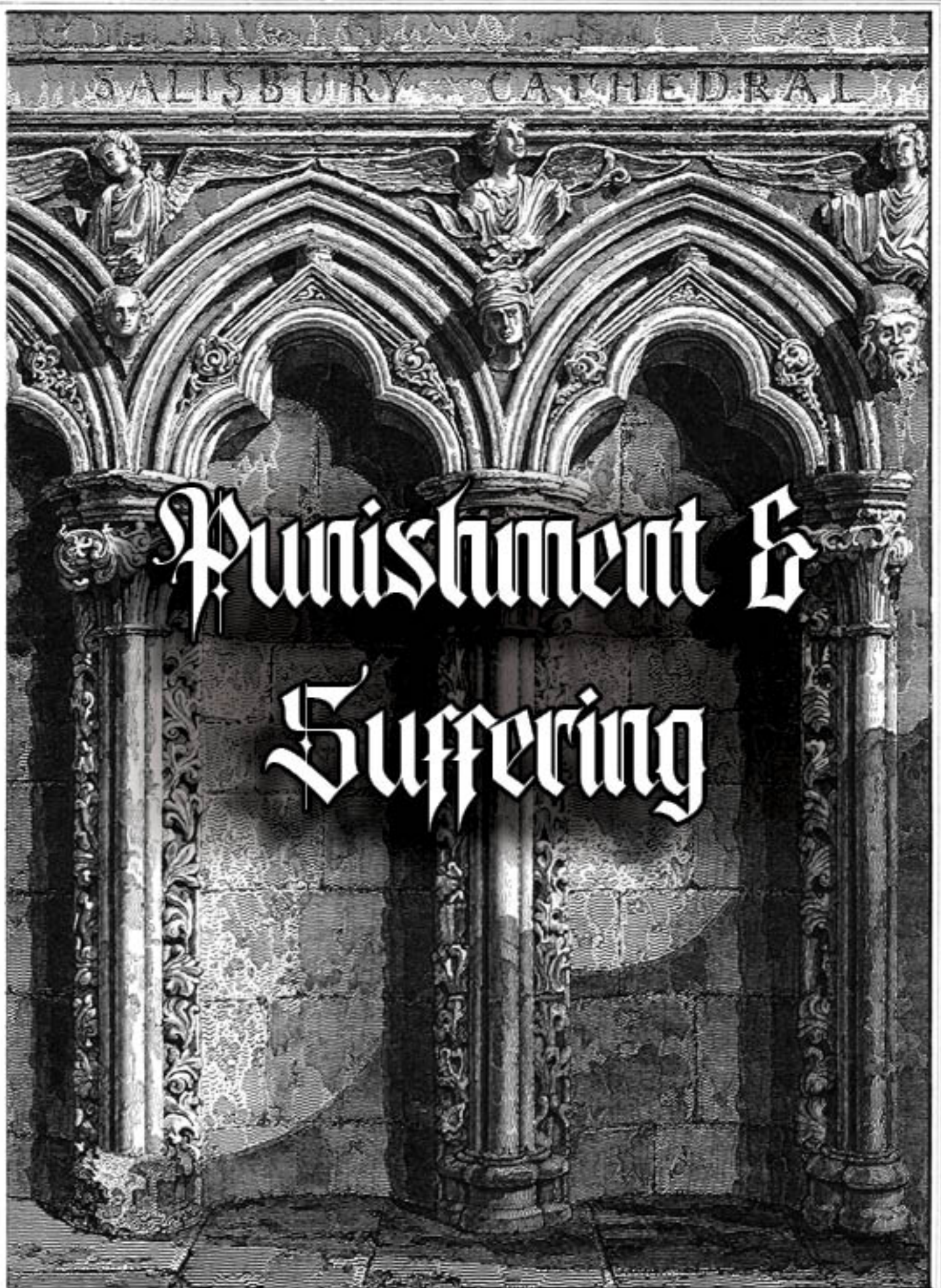


SALISBURY CATHEDRAL



SALISBURY CATHEDRAL

Punishment & Suffering



PUNISHMENT

You Dumbass.

Any player that breaks a block's rule that round could be punished any number of ways:



VERBAL ABUSE

The player is subjected to rigorous insult, roasting, and verbal scolding from the other players for their infraction. Insulting one's mother is obviously welcome.



MENIAL SERVITUDE

The player assumes the role of a lowly bar wench! They must fetch drinks at the service of the other players, open bottles, dispose of empty containers and caps, and dry beverages with a towel.



PHYSICAL LABOR

The player must do a pushups, sit ups, or hold a plank for 30 seconds. Put your back into it!



HUMILIATING EXPOSURE

The player must tell a hilarious story, secret, or experience to everyone for ridicule or silent judgment. Or one of your friends can do it for you. Lots of detail. Just remember what happens at the Terrible Tower...stays there.



THE CURSE

The player becomes the cursed! They must share the fate of whomever topples the tower or pulls The Skull. The curse can be transferred to the next person who says their name aloud or incurs the same punishment.



RESTRAINTS

If you thought playing the game normally is difficult, you're really in trouble now. The player's wrists must be bound in front of them using the wooden stocks until another player incurs this punishment.

🎭 SUFFERING 🎭

Welcome To Hell!

Any player that topples the tower, pulls The Skull, or shares that player's fate could be punished any number of fun and exiting ways:



THE WELL

The player(s) must take a junk shot from The Well, where everyone has poisoned it with a little of whatever swill they're drinking. Yummy!



THE HATEFUL HANDWRITING

The player(s) must send a family member, their partner, friend, an ex, or romantic interest a hilarious, embarrassing, or obscene text message decided by the other players. Any response should be publicly shared...obviously.



THE SCREW

The player(s) must double everything they drink for the duration of the following round. If you're a lightweight...you're probably screwed.



THE BRANDING BRONZE

The player(s) must allow someone to mark something hilarious, obscene, or text based on their body with a marker. Must be able to be covered by clothing because you're probably no artist and nobody wants to see that. But they'll know it's there!



THE DRAGON'S BREATH

The player(s) must consume food or beverage spicy enough to nearly exterminate their tastebuds and colon lining. I hope you brought something to read on the toilet.



THE BITTER BOTTLE

You really shouldn't drink this. The player(s) must do a shot of strong liquor. You've got a taste tester right?

SHARED FATE

Woe be to you!and you! ...and you!

It's not always the case that there will be a single player who suffers every time... Several circumstances can tie another player's fate to theirs! It's quite possible that a whole chain of players can wind up incurring the wrath of tower's nasty little rewards. The diagram on the following page illustrates a delightful example of a player who just toppled the tower and the other players who must also suffer.

For maximum entertainment, it's recommended to create relationships with other players who are already in a relationship to another player. This creates a chain of fate!

BEWARE

For these fates are shared with those who suffer!



The Lovers

Two players who are partnered via The Lovers drink together and suffer together!



The Whore

The victim in the relationship created by The Whore shares the fate of the player who pulled it. Not the other way around!

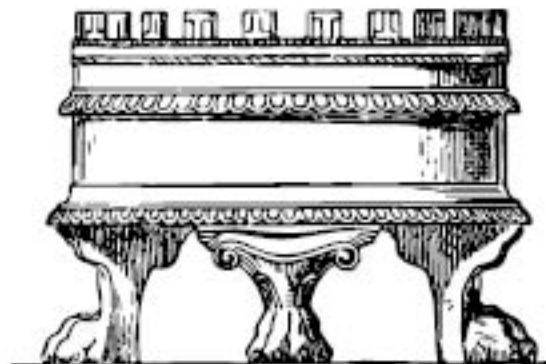
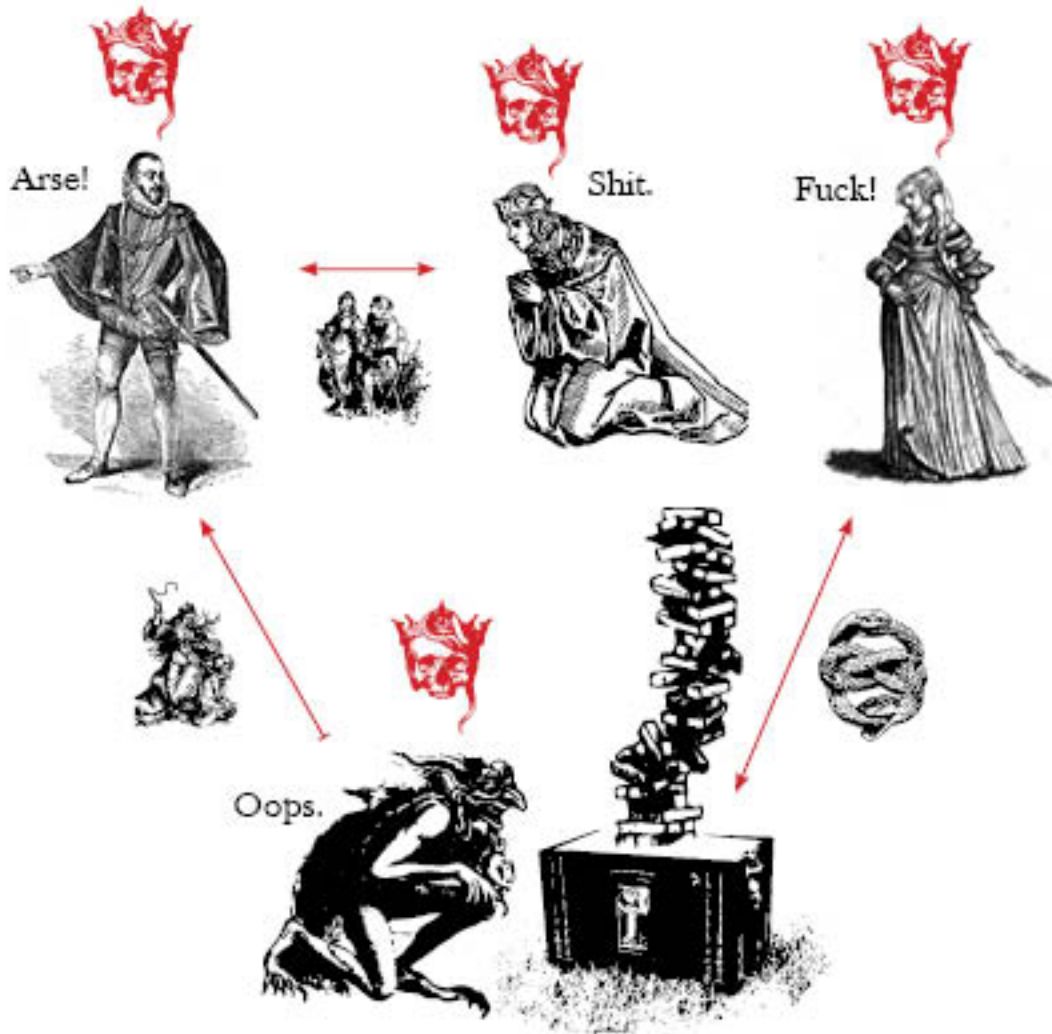


The Curse

The player who becomes the cursed must suffer alongside the loser.

EXAMPLE

The lower player lost the round by toppling the tower and must suffer. Because he pulled The Whore earlier and his victim is the left player, he too must suffer! The middle player must also suffer because he pulled The Lovers and partnered with the left player. Lastly, the right player rolled The Curse from a punishment and failed to rid herself of it before the end of the round...so she too must suffer!





HOUSE RULES



You may also want to implement these rules for smoother play and more fun:



DOUBLE-DIPPING

The Terrible Tower is a beverage friendly game that encourages alcoholic consumption. That said, only one hand may be used to manipulate blocks in the tower. The other hand is for holding your poison of choice. Break this rule, and you will **be swiftly punished.**



UTTERANCE

The Terrible Tower is NOT to be confused with Jenga®, a family-friendly game suitable for children of all ages. The Terrible Tower is neither. **Anyone caught saying 'Jenga' at any time during play shall be swiftly punished.**



BEAT THE BUILDER

Should any blocks be discovered face up in the first 18 layers... the BUILDER OF THE TOWER AUTOMATICALLY FORFEITS the round and is yet again.... the loser and **MUST SUFFER.** Face up blocks rob players of suspense and surprise. So you'd better build it right the first time!



BANISHMENT

ANYONE CAUGHT PEEKING underneath blocks yet to be pulled from the tower shall be **banished from the game**, as it is considered cheating. The group can determine the length of the banishment or make it permanent.

...and remember - all cheaters go to Hell.

ABOUT THE GAME

The Terrible Tower was inspired from the popular DIY enlarged version of Jenga® game and other drinking games like Circle of Death, Ring of Fire, and Kings. Others have created similar Jenga sets with hand-written marker instructions on the blocks for drinking rules, however The Terrible Tower was never meant to be so overly complicated.... or crudely made. (Of course, you're welcome - if not encouraged - to invent or manufacture a tall tale of the game's discovery from some tomb or ancient crypt in Europe to excite your more....gullible friends.) Due to the back-stabbing, malicious nature of the game, The Terrible Tower is designed with the darkness in our hearts in mind.

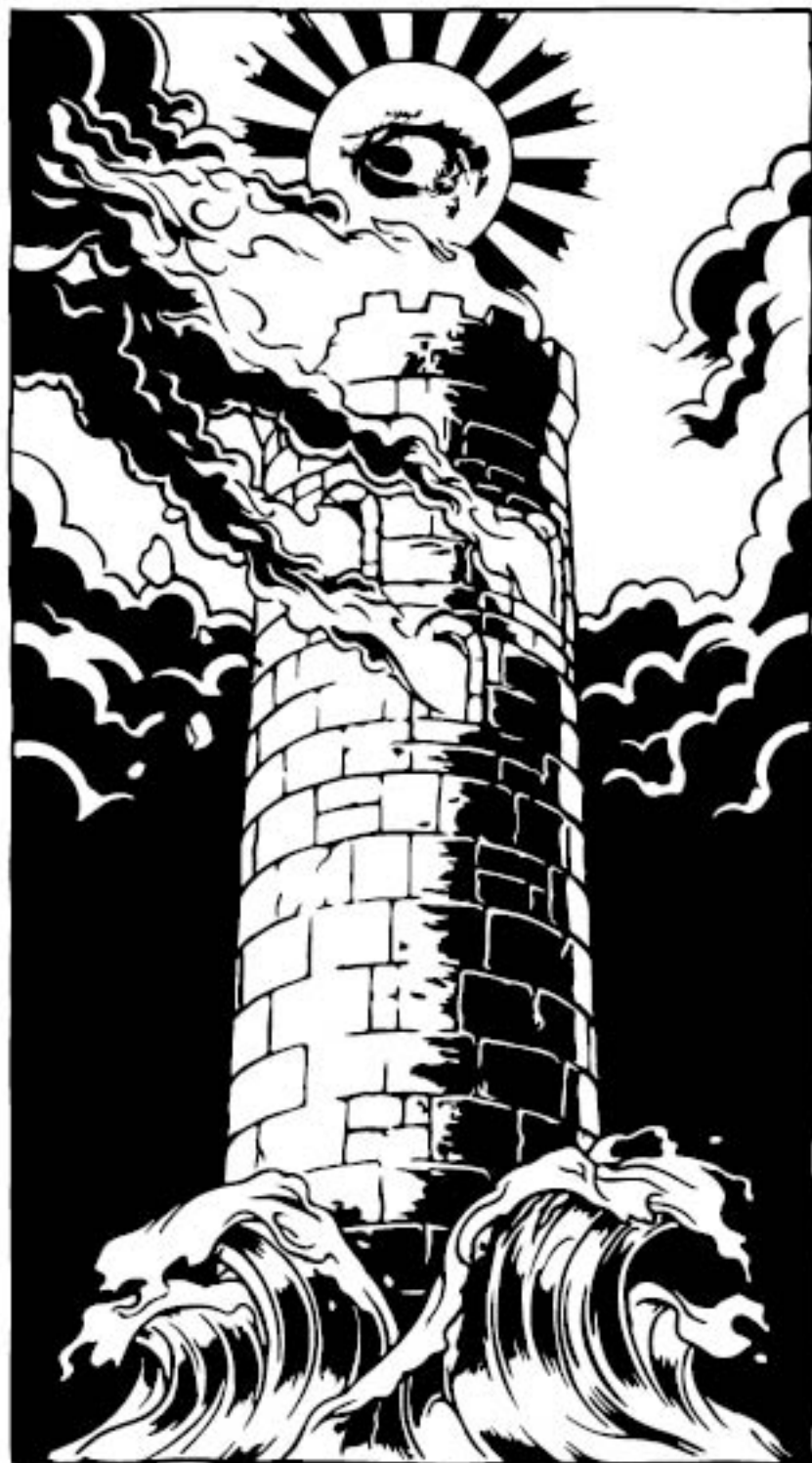
Many of the engravings on the blocks and case are sourced or inspired from 14th-16th century style woodcut prints similar to the work Albrecht Dürer as well as Tarot cards used for fortune telling, cartomancy, and other occult practice. The illustrations are dark, and show suffering, pain, anguish, treachery, and death. The designs were laser-engraved into the wood and infilled with paint for greater contrast and readability - which is important when you're seeing double from intoxication.

One could easily be led to believe that the purpose of this game is to persecute the poor bastards you call friends and force them to drink at your amusement. However from a higher perspective, the purpose is simply to bring people together, to drink in good company, to create exciting moments, and to ultimately remind us that even though our friends and loved ones often cause misery - it is through suffering that we find love, friendship, and ultimately a greater, fullsome, and lasting sense of happiness in our lives.

At least...that's what we tell ourselves.



The Terrible Tower



Don't Knock it Over.