

FOUR DOWN™

TOWER EDITION

OFFICIAL RULEBOOK

2-6 Players • Ages 8+ • 30-60 Minutes



WIN THE ROUND. TAKE THE TOWER. CONTROL THE GAME.

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2–6 Players • Ages 8+ • 30–60 Minutes

OBJECT

Play all your cards into the ARENA before your opponents.

After 10 rounds — or the number of rounds agreed upon — the player with the lowest total score wins.

1. QUICK START

TABLE SETUP

Place the **ARENA Card** in the center of the table.

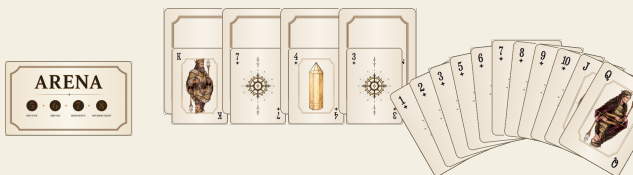
Choose any person to deal **19 cards face down** to each player. **Do not look at these cards.**

The dealer announces, “FOUR DOWN,” signaling all players to stack their 19 cards keeping them face down. Each player then:

- Places 4 cards face down in a row in front of them.
- Places 1 face-up card on top of each Four Down Card.
- Keeps the remaining 11 cards as their hand to look at and arrange.

Once you play your last Face-Up Card, your Four Down Cards are unlocked but remain unknown and face down. On your next turn, you may choose ONE of your Four Down Cards to flip and play to the ARENA.

TABLE SETUP



ARENA CARD • 4 FOUR DOWN CARDS + 4 FACE-UP CARDS • 11-CARD HAND

FIRST ROUND

Compare each player's **leftmost Face-Up Card**.

The player with the highest card takes the Stone Tower and becomes the **Stone Tower Holder**.

A Tower 4 Card beats every other card when determining the first Stone Tower Holder.

If there's a tie: Compare the tied players' next Face-Up Card. Continue from left to right until the tie is broken.

THE STONE TOWER HOLDER

The player who wins each round becomes the **Stone Tower Holder** for the next round. The Stone Tower Holder:

- Appoints the dealer
- May choose Game Variations (see p. 7)
- Determines the direction of play — left or right
- Goes first

Note: The first round of each game is always played **WITHOUT Game Variations**.

WIN THE ROUND. TAKE THE TOWER. CONTROL THE GAME.

HIGH TO LOW

Cards play from highest to lowest:

King → Queen → Jack → 10 → 9 → 8 → 7 → 6 → 5 → 3 → 2 → 1

King is highest. 1 is lowest. There is **no standard 4**.

The Tower 4 Card is a special card. It may be played at any time to clear the **ARENA**.

2. YOUR TURN

The Stone Tower Holder goes first and starts the ARENA by playing up to 4 of the exact same card, or a Tower 4 Card. Play continues in the direction chosen by the Stone Tower Holder.

The card/cards you play must be exactly the SAME or LOWER than the top card in the ARENA pile — or a Tower 4 Card.

Reminder: four of the same card clears the ARENA pile; therefore, there may never be more than four of the same card on top of the ARENA pile.

SEE FOUR OF THE SAME — CLEAR IT!

EXAMPLE

The top card in the ARENA is a 6. You may play another 6, two 6s, OR play three more 6s to clear the pile OR you may play up to four of any card LOWER than a 6 OR play a Tower 4 Card to clear the ARENA and go again.

ANNOUNCE YOUR PLAY

Announce every play out loud so the next player knows how many of the same card are currently at the top of the ARENA.

EXAMPLES

A King starts the pile...

Next player adds 2 Jacks and announces “TWO JACKS!”

Next player plays 1 Jack and announces “THREE JACKS!”

Next player adds 2 Tens and announces “TWO TENS!”

Next player adds 4 Fives and announces “FOUR FIVES...CLEAR IT!”

**ALWAYS ANNOUNCE THE CUMULATIVE TOTAL
OF THE CARD AT THE TOP OF THE ARENA.**

FOUR OF THE SAME — CLEAR IT!

There can never be more than **four of the exact same card consecutively at the top of the ARENA**. Whenever the fourth is played, the ARENA is cleared. The four cards may be completed **by one player**, or **across multiple players' turns**.

The player who plays the **fourth card** announces: “FOUR [CARD] — CLEAR IT!” For example: “FOUR JACKS — CLEAR IT!”

To **clear the ARENA**: move the entire ARENA pile off to the side. Those cards are **out of play for the rest of the round**. The player who clears the ARENA goes again.

EXAMPLE — BUILT ACROSS TURNS

There are two 5s at the top of the ARENA and you have three 5s in your hand. You may play only two of them, because that completes four consecutive 5s.

Announce: “FOUR 5s — CLEAR IT!” You may not play the third 5. Clear the ARENA and go again.

EXAMPLE — FOUR AT ONCE

The top card in the ARENA is an 8. You play four 6s because 6 is lower than 8.

Announce: “FOUR 6s — CLEAR IT!” Clear the ARENA and go again.

After clearing the ARENA, start a new pile just like the first play of the round: up to 4 of the exact same card, or a Tower 4 Card.

CLEAR IT WITH A TOWER 4

A Tower 4 Card may be played at any time. It immediately clears the ARENA. Announce:

“CLEAR IT!” Clear the ARENA and go again.



PICK IT UP

Can't—or don't want to—play? You can always choose to pick up the ARENA pile but if you do not have a playable card, you **MUST** pick it up. Pick up the entire ARENA pile and add it to your hand. The ARENA is now empty and your turn ends. The next player starts a new ARENA pile.

3. FACE-UP CARDS

Your **Face-Up Cards** are **part of your playable hand**. You may play a Face-Up Card by itself or combine it with **the exact same cards from your hand**. All normal play rules apply.

EXAMPLE

You have a Face-Up Queen and two Queens in your hand. You may play all three together.

Announce: "THREE QUEENS!"

**ALL 4 FACE-UP CARDS MUST BE GONE BEFORE TOUCHING
YOUR FOUR DOWN CARDS.**

4. FOUR DOWN CARDS

Once all 4 Face-Up Cards are gone, your **Four Down Cards are unlocked**.

CHOOSE ONE. FLIP IT. PLAY IT. NO PEEKING!

IF IT PLAYS

If the ARENA is empty, the card you flip must be played and starts the new pile.

If the ARENA has a pile, **you must play the flipped card if it is a Tower 4 Card or is the same as or lower than the top card**.

You may not add it to your hand and play a different card. You must play the flipped card or pick up the pile.

If you have one or more of the exact same card in your hand as the card you flipped, you may play those cards with it — but only enough to bring the consecutive total to four.

EXAMPLE

The ARENA shows a 7. You flip a 5. The 5 plays. If you also have two 5s in your hand, you may play them with your flipped 5. Announce: “THREE 5s!”

If a 5 was already on top of the ARENA, you may play only enough 5s to reach four total. Announce: “FOUR 5s — CLEAR IT!”

IF IT DOESN'T PLAY

If the ARENA has a pile and the card you flip is not a Tower 4 Card and is higher than the top card, it does not play. You do not need to show it to the other players. Simply pick up the entire ARENA pile, including the card you flipped, and add it to your hand. Your turn ends.

FLIPPING AGAIN

You may flip only ONE Four Down Card per turn. Exception: if your flipped card clears the ARENA, you continue your turn and may flip another Four Down Card.

**5. GAME VARIATIONS**

Before each round begins, the Stone Tower Holder chooses:

No Variations • Any Combination • All Variations.

Place the corresponding Variation Tokens beside the ARENA Card. Only the chosen variations are active for that round.

HOT FIVES — 5S ARE WILD

When active, Fives are wild and can be played as any card except a Tower 4 Card. When you play a Hot Five, announce the card it represents, adding it to the cumulative total. Once played, it remains that card while in the ARENA and counts toward a four-card clear.

EXAMPLE

Two Kings are in the ARENA. You play two Fives as Kings. Announce: “FOUR KINGS — CLEAR IT!” Clear the ARENA and go again.

SKIP SIXES — 6S SKIP THE NEXT PLAYER

Whether you play one 6 or multiple 6s together, **only ONE player is skipped**. Announce: “**SKIP [PLAYER'S NAME]!**”

EXAMPLE

You play three 6s together. The next player is skipped once, not three players.

If your play completes four consecutive 6s: “FOUR 6s — CLEAR IT!” The ARENA clears instead of causing a skip. Clear the ARENA and go again.

HIGH SEVENS — GO HIGH INSTEAD OF LOW

After a High Seven, the next player may play:

- Another 7 — or enough 7s to bring the consecutive total to four
- One or more of the **exact same card higher than 7**
- A **Tower 4 Card**

Another 7 keeps **High Sevens active**. Four consecutive 7s clear the ARENA. Once a higher card is played, **normal same-or-lower play resumes**.

EXAMPLE

A 7 is played: “HIGH SEVEN!” Another 7: “TWO HIGH SEVENS!” A third: “THREE HIGH SEVENS!”

The fourth: “FOUR HIGH SEVENS — CLEAR IT!” Clear the ARENA and go again.

REVERSE EIGHTS — 8S REVERSE THE DIRECTION OF PLAY

Whether one 8 or multiple 8s are played together, the direction reverses only **ONCE**. Announce: “**BACK ATCHA!**”

EXAMPLE

You play two 8s together. Direction reverses once, not twice.

If your play completes four consecutive 8s: “FOUR 8s — CLEAR IT!” The ARENA clears instead of reversing direction. Clear the ARENA and go again.

6. END THE ROUND

The first player to get rid of **all their cards** wins the round.

TAKE THE TOWER

The round winner **takes the Stone Tower** and becomes the Stone Tower Holder for the next round. They now control the next round.

WIN THE ROUND. TAKE THE TOWER. CONTROL THE GAME.

SCORING

The round winner scores 0 points. Everyone else scores the cards they have left:

- **1, 2, 3, 5, 6, 7 + Tower 4 Cards** = 5 points each
- **8, 9, 10, Jack, Queen, King** = 10 points each

After **10 rounds** — or the number of rounds agreed upon before the game — add your scores.

LOWEST SCORE WINS.

Clear the ARENA. Survive what lies beneath your Four Down Cards. Claim the Stone Tower and the title of Tower Master.

The player with the **lowest total score** earns the title of **TOWER MASTER**. The player with the **highest total score** earns the not-so-coveted title of **TOWER DISASTER**.

Score sheets: printable score sheets are available at **FOURDOWNGAMES.COM**.

QUICK REFERENCE

SETUP

- ARENA Card in the center; deal 8 cards face down to each player—players place 4 cards face down in a row in front of them with 1 Face-Up Card on each.
- Highest leftmost Face-Up Card takes the Stone Tower; deal 11 more cards.

CARD ORDER

K → Q → J → 10 → 9 → 8 → 7 → 6 → 5 → 3 → 2 → 1 • no standard 4

ON YOUR TURN

- Play up to 4 of the exact same card, or a Tower 4 Card.
- Must be the **same as or lower than** the top of the ARENA — or a Tower 4.
- Announce the total of that card now at the top of the ARENA.
- Fourth of the same card → announce **CLEAR IT!** Pile is out of play; go again.
- Can't or won't play → pick up the entire ARENA pile; turn ends.
- Face-Up Cards play with your hand; all 4 must go before Four Down Cards.
- Four Down Cards: flip one per turn, no peeking — it plays or you pick up.
- **If a Four Down Card is flipped, that flipped card must be played. You may not play a different card from your hand.**

VARIATIONS

- **Hot Fives** — 5s are wild; announce the card it represents.
Cannot represent a Tower 4 Card.
- **Skip Sixes** — 6s skip ONE player: “SKIP [NAME]!”
- **High Sevens** — after a 7, play Higher instead of Lower
or a Tower 4 Card.
- **Reverse Eights** — 8s reverse direction ONCE: “BACK ATCHA!”

SCORING

- Round winner: 0 points.
- 1, 2, 3, 5, 6, 7 and Tower 4 Cards = 5 points each.
- 8, 9, 10, Jack, Queen, King = 10 points each.
- Lowest total = **TOWER MASTER**. Highest total = **TOWER DISASTER**.

FOUR DOWN™

GAMES

Take The Tower. Control The Game.

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Round						
1						
2						
Subtotal						
3						
Subtotal						
4						
Subtotal						
5						
Subtotal						
6						
Subtotal						
7						
Subtotal						
8						
Subtotal						
9						
Subtotal						
10						
Total						

OPTIONAL ADVANCED GAMEPLAY

Hot Fives
Skip Sixes
High Sevens
Reverse Eights

SCAN FOR:



- ♦ Gameplay Videos
- ♦ Score Sheets

CARD VALUES:

Cards 1-7
5 Points Each

Tower 4 Cards
5 Points Each

Cards 8-King
10 Points Each



TOWER MASTER

TOWER DISASTER



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FOUR DOWN™

TOWER EDITION

FOUR DOWN™ — TOWER EDITION

Designed to bring people together around the table, FOUR DOWN™ — TOWER EDITION is a premium card game where strategy meets luck—and every game ends with someone saying, “Just one more round.”

Will you be the TOWER MASTER... or the TOWER DISASTER?



Scan for gameplay videos and printable scoresheets.

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