





studios  
about this game

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Instruções para impressão:

- não imprima as páginas 1 e 2,
- imprima as páginas ímpares e pares como frente e verso, respectivamente.

## Rules

PLACE TWO PILES OF CARDS, ONE FOR ABILITIES AND OTHER FOR BASES, ON THE DESIGNATED SLOTS ON THE BOARD.

PLAYERS DRAW 5 CARDS FROM ANY OR BOTH PILES, AND MAY PLACE THEIR BASES ON THE BOARD IF THEY ARE NOT SATISFIED WITH THEIR CARDS, THEY MAY DISCARD THEM ALL AND DRAW 5 MORE.

THEN THEY START PLAYING, ALTERNATING TURNS;

### A PLAYER'S TURN

1. IN HIS TURN, HE MUST DECIDE WHETHER TO RENEW THE GAME OR NOT.

RENEWING THE GAME MEANS BOTH PLAYERS MUST EXECUTE THE RENEWAL SEQUENCE BELOW.

#### RENEWAL SEQUENCE

RECRUIT TROOPS. THIS MEANS YOU MUST PLACE A COUNTER MARKING "1" ON EACH BASE THAT HAS NO COUNTERS, AND ADJUST IT TO MARK "2" ON BASES THAT ALREADY HAVE A COUNTER. NO BASE MAY EVER HOLD MORE THAN 2 TROOPS, AND TROOPS CANNOT EXIST WITHOUT BASES.

DRAW 2 CARDS (IF YOU EXCEED THE HAND LIMIT OF 5 CARDS, DISCARD UNTIL YOU REACH THE LIMIT).

PLAY NEW BASES.

2. AFTER RENEWAL OR HAVING ANNOUNCED NOT TO RENEW, THE PLAYER MAY DECLARE ATTACKS, AND BOTH PLAYERS MAY PLAY ABILITIES.

WHEN HE'S FINISHED, THE PLAYER MUST END HIS TURN. THE OPPONENT MUST THEN FOLLOW THE SAME STEPS, UNTIL ONE OF THEM DESTROYS THE OPPONENT'S CASTLE.

SINCE THERE IS A LUCK COMPONENT IN THE GAME, IT IS CUSTOMARY TO ALLOW THE LOSER A REMATCH, SO THE WINNER IS THE ONE TO WIN 2 OUT OF 3 MATCHES.

TO UNDERSTAND HOW COMBAT WORKS, NOTE THAT EACH PLAYER'S FIELD IS DIVIDED INTO THREE TERRITORIES, EACH ONE CONTAINING THREE BASES' SLOTS. BASES DICTATE WHICH TYPE OF TROOP YOU HAVE WILL BE AVAILABLE. TROOPS IN THE SAME TERRITORY SHALL BATTLE TOGETHER.

### BATTLES

TO LAUNCH AN ATTACK, ONE MUST CHOOSE ONE OF HIS TERRITORIES TO SEND HIS TROOPS FROM AND ONE OF HIS OPPONENT'S AS TARGET. ONLY ONE TERRITORY FROM EACH PLAYER MAY BE INVOLVED IN A BATTLE AND ALL TROOPS ON THOSE TERRITORIES MUST FIGHT.

KEEP THESE 2 CONCEPTS IN MIND:

- EVERY TROOP, BASE AND PALACE HAS A POWER LEVEL INDICATING HOW MUCH DAMAGE IT INFLECTS AS WELL AS HOW MUCH DAMAGE IT TAKES TO DESTROY IT. IF ITS POWER DROPS BELOW 1, A TROOP IS KILLED AUTOMATICALLY WHEN IN BATTLE (AS DO BASES, BUT ONLY IF THEY ARE UNDEFENDED).

- THE POWER OF TROOPS IS INDICATED ON THE BASE THAT RECRUITED THEM, BASES HAVE POWER 4 AND PALACES HAVE POWER 10.

BATTLES ARE DIVIDED INTO TWO STAGES. ON THE FIRST, BOTH PLAYERS MAY PLAY AS MANY ABILITIES AS THEY WISH. THE DEFENDER MAY PLAY THE FIRST ONE.

THE SECOND IS THE COMBAT STAGE, WHEN DAMAGE IS COMPLETED.

PLAYERS MAY CHOOSE THE ORDER IN WHICH HIS TROOPS DEAL DAMAGE AND TO WHICH TARGETS. WHEN A TARGET RECEIVES DAMAGE EQUAL TO OR GREATER THAN HIS OWN POWER, IT WILL BE DESTROYED BY THE END OF THE BATTLE, BUT IT WILL STILL INFLECT DAMAGE EQUAL TO ITS POWER.

WELL, EXCEPT FOR TROOPS WITH 'INITIATIVE'. TROOPS WITH THIS TRAIT, (E.G. SHOOTERS) MUST DEAL THEIR DAMAGE FIRST AND THEIR TARGETS ARE KILLED BEFORE THEY CAN DEAL THEIR OWN DAMAGE (EXCEPT IF TARGETS ARE BASES OR ARE OTHER TROOPS WITH 'INITIATIVE').

ANOTHER TRAIT AVAILABLE TO TROOPS IS 'ARTILLERY', WHICH MEANS THEY CANNOT DEAL DAMAGE TO TROOPS, ONLY TO BASES AND PALACES.

THE ATTACKER'S TROOPS ARE CONSIDERED 'IN COMBAT' AND ALSO THE DEFENDER'S TROOPS AND BASES, MEANING THEY CAUSE AND TAKE DAMAGE. BASES, THOUGH, CAN ONLY BE DAMAGED IF THERE ARE NO MORE TROOPS ALIVE DEFENDING THEIR TERRITORY.

IF THE ATTACKING FORCES MANAGE TO WIPE OUT THE ENEMY'S DEFENSES, THEIR SURVIVING TROOPS ARE FULLY HEALED AND BEGIN A NEW BATTLE, NOW AGAINST THE PALACE.

EXCEPT FOR THE RENEWAL STAGE, PLAYERS MAY PLAY ABILITIES AT WILL. THERE ARE THREE DIFFERENT KINDS OF ABILITIES, DESCRIBED BELOW.

### TYPES OF ABILITIES

TROOP ABILITIES CARRY THE ICON OF A TROOP TYPE, AND THEIR EFFECTS ARE TIED TO THAT TYPE.

COMMON ABILITIES CARRY A HAND ICON. THEY DON'T RESTRICT THEMSELVES TO A TROOP TYPE, AND BENEFIT THE WHOLE ARMY.

TROOP AND COMMON ABILITIES STAY IN EFFECT UNTIL THE END OF THE TURN, BEING THEN DISCARDED.

#### GAME ICONS



FROM LEFT TO RIGHT: LIGHT INFANTRY, SHOOTER, HEAVY INFANTRY, CAVALRY, SIEGE WEAPON, COMMON AND SPECIAL ABILITY.

SPECIAL ABILITIES CARRY A STAR ICON, AND ACT VERY DIFFERENTLY. YOU MUST PLAY THEM ON YOUR PALACE, WHERE THESE CARDS WILL ACT AS COUNTERS OF SPECIAL TROOPS. THESE TROOPS MAY ATTACK AND DEFEND NORMALLY, AND MOST HAVE UNIQUE CAPABILITIES.

YOU MUST OWN ONE TERRITORY COMPLETE WITH 3 BASES FOR EACH SPECIAL TROOP YOU HAVE. YOU MUST DISCARD THOSE TROOPS YOU CANNOT KEEP.

BELOW ARE DOUBTS THAT HAUNT SOME OF ATTACK THE TOWER'S GENERALS.

Does this manual contain all the rules?

Sort of. It contains enough rules to know and enjoy the game - you shouldn't need anything else. It is, though, a brief summary of the Tournament Manual. There you'll find the rules in detail, so to avoid ambiguity and omissions.

Where can I get the Tournament Manual?

At [www.ocastudios.com/bronze/attack-the-tower](http://www.ocastudios.com/bronze/attack-the-tower).

Are the cards used in Tournaments any different?

No. They're the same. The rules are more detailed but are also, essentially, the same.

The manual says that I must discard excess cards after drawing them. May I wait and discard them only by the end of the Renewal Sequence?

No. You must follow the steps in order.

Can I attack multiple times in a turn?

Yes, as long as you have Troops.

May I do one attack with multiple Territories?

No.

May I attack with Bases?

Nope. Only Troops may attack.

May Special Troops attack? Even the Treant?

Yes and yes.

Do Abilities that affect Bases also affect the Palace? For example, if a card destroys Troops on a Base, may I use it to destroy Special Troops on the Palace?

No. Palaces are not Bases.

My Troops have attack and failed to destroy the enemy's Bases. But the Defender has also failed to destroy my Troops. So what now?

In this rare event, the attacking Troops are sacrificed.

My Troops have successfully destroy the enemy Bases, but I don't want survivors to attack the Palace. Can they return or attack another Territory?

No. Troops never return from an attack. Marching forward is not optional in this case.

I caused x points of damage to the Palace. In another attack, does it only takes 10-x points to destroy it?

No. After a combat, all damage inflicted to surviving Troops, Bases and Palaces are forgotten. All damage necessary to destroy the Palace must come from one single attack.

May I play Bases on the opponent's turn? And Abilities?

Bases may only be played in the designated step during the Renewal Sequence, no matter if it's your turn or your adversary's. Abilities may be played at any time, no matter whose turn, except during the Renewing Sequence.

Neither me nor my opponent wish to attack. Has the game crashed?

It means someone should be paying more attention - attacking is bound to be advantageous for one of you. But if you insist on it, you may adopt the Tournament rule that state that, if a player does not Renewal or attack in one turn, the opponent is obliged to renew or attack.

May I attack with only some of the Troops of my Territory?

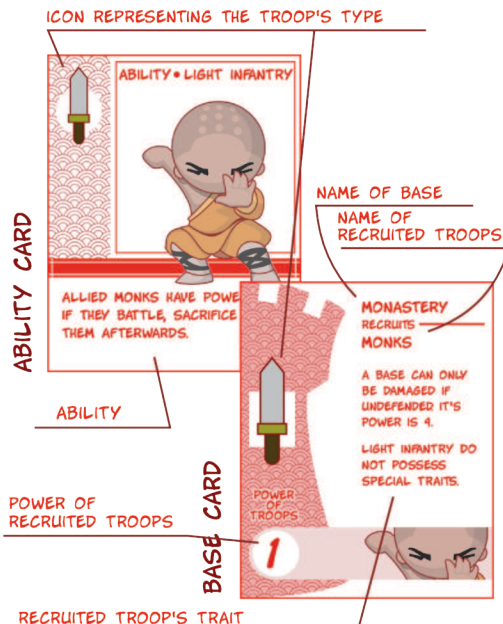
No. Once a Territory is assign to attack, all Troops in there must attack.

May I play an Ability "in response" to an opponents' card?

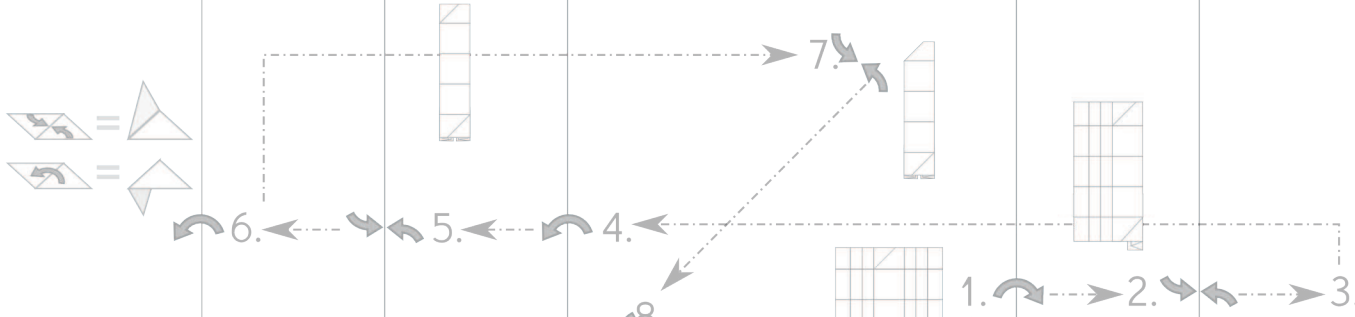
This question refers to the rule, popular among other card games, that states that a player may play a card right after ("in response to") an action by his opponent, and have its effects happen *before* it. For example, you would be able to annul an opponent's attack by playing the Fae's Common Ability, that prevents him from declaring attacks. This rule, surprisingly for some players, *does not exist* in Attack the Tower. Effects in this game take place in the order they are played, so the example above does not work.

Do Troops leave their Bases when attacking? I mean, may I play an Ability such as "Destroy all Troops in a Base" when these Troops are attacking?

When interpreting cards, assume Troops never leave their Bases. So no, they don't, and yes, you may.



*There is no life without honor.  
There is no honor without victory.*



Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



10.

III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



12.



ATTACK THE TOWER



ATTACK THE TOWER



EASTERNERS

VERSION 0.1.0

THIS FILE CONTAINS ONE ARMY BUT YOU'LL NEED TWO TO PLAY GET THE OTHERS AT WWW.OCASTUDIOS.COM/BRONZE/ATTACK-THE-TOWER

EASTERNERS



number of players	2	ages	12+
duration of a match	20	duration of assembly	15

\*LEARNING REQUIRES 20+ DURATION MAY VARY

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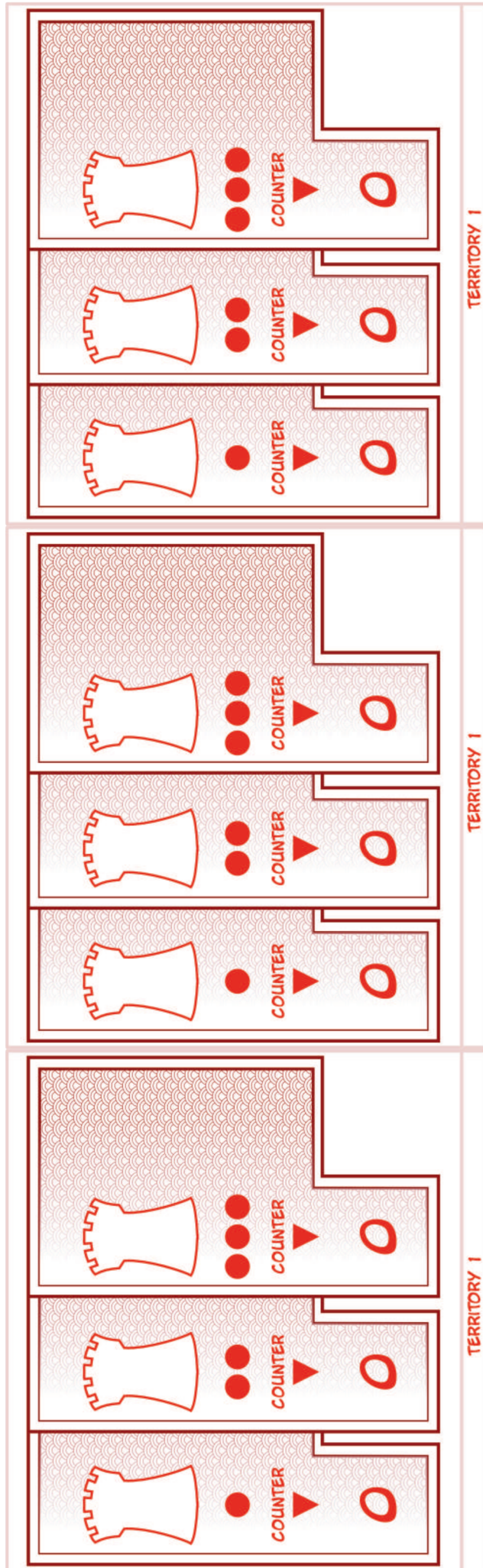
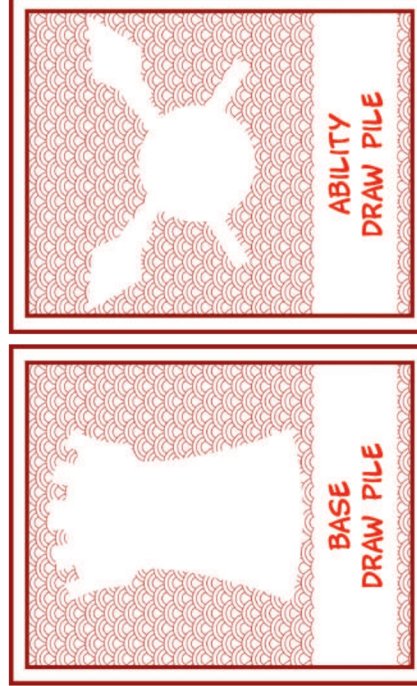


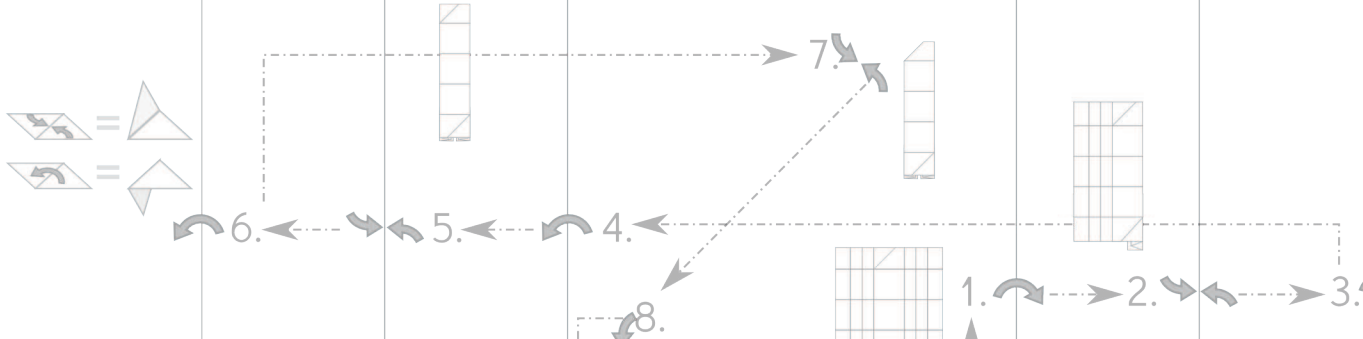




THE PALACE WILL ONLY TAKE DAMAGE IF  
UNGUARDED BY SPECIAL TROOPS. IT HAS POWER  
10 AND, IF DESTROYED, YOU LOSE THE GAME.

TO RECRUIT A TROOP ON THE PALACE, YOU'LL NEED A SPECIAL ABILITY CARD, WHICH MUST BE PLACED ON TOP OF THE PALACE AS A COUNTER.





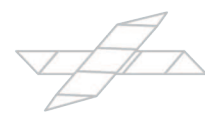
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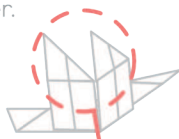
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<p>ABILITY • LIGHT INFANTRY</p> <p>ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.</p>	<p>ABILITY • LIGHT INFANTRY</p> <p>ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.</p>	<p>ABILITY • LIGHT INFANTRY</p> <p>ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.</p>	<p>ABILITY • LIGHT INFANTRY</p> <p>ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.</p>	<p>ABILITY • LIGHT INFANTRY</p> <p>ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.</p>
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<p>ABILITY • COMMON</p> <p>CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.</p>	<p>ABILITY • COMMON</p> <p>CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.</p>	<p>ABILITY • COMMON</p> <p>CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.</p>	<p>ABILITY • SPECIAL</p> <p>RECRUIT A SHENLONG ON YOUR PALACE. IT HAS POWER 4 AND WHILE IN PLAY IT ALLOWS YOU TO DRAW ONE EXTRA CARD DURING THE RENOVATION SEQUENCES.</p>	<p>ABILITY • SPECIAL</p> <p>RECRUIT A SHENLONG ON YOUR PALACE. IT HAS POWER 4 AND WHILE IN PLAY IT ALLOWS YOU TO DRAW ONE EXTRA CARD DURING THE RENOVATION SEQUENCES.</p>







MONASTERY  
RECRUITS  
MONKS

A BASE CAN ONLY  
BE DAMAGED IF  
UNDEFENDED IT'S  
POWER IS 4.

LIGHT INFANTRY DO  
NOT POSSESS  
SPECIAL TRAITS.



POWER  
OF  
TROOPS

1

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DOJO  
RECRUITS  
KYUDOKAS

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SHOOTERS' 'INITIATIVE'  
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TROOPS

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FEUD  
RECRUITS  
SAMURAI

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TROOPS

2

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POWER  
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TROOPS

2

STEPPE  
RECRUIT  
HUNS

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POWER  
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TROOPS

3

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RECRUIT  
HUNS

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TROOPS

3

ISLANDS  
RECRUIT  
KAJUS

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POWER IS 4.

SIEGE WEAPONS'  
'ARTILLARY' TRAIT,  
PREVENTS THEM FROM  
DAMAGING TROOPS.



POWER  
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TROOPS

4

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RECRUIT  
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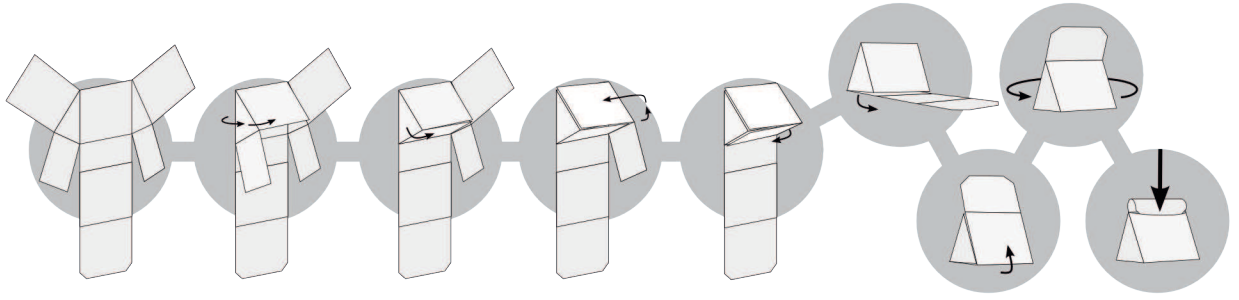
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EASTERNERS



