

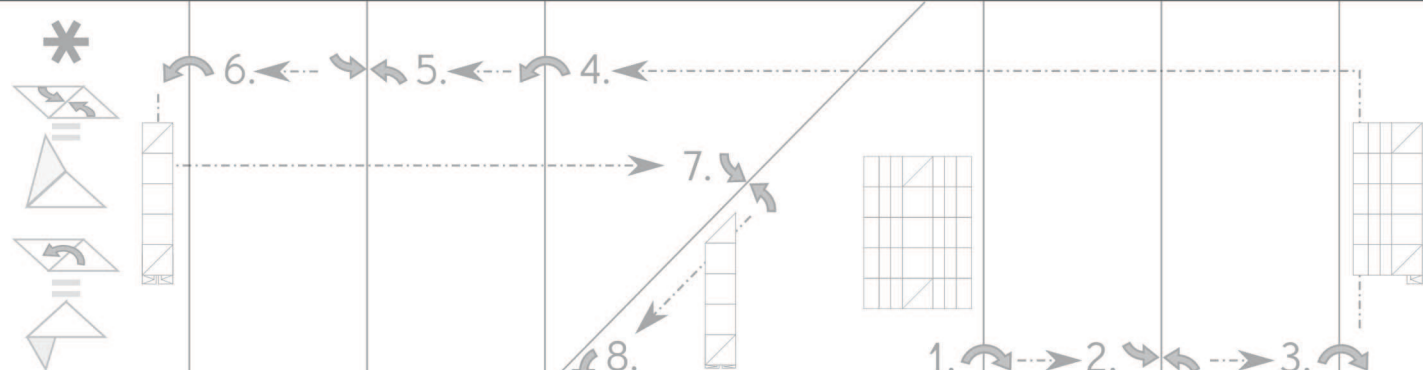




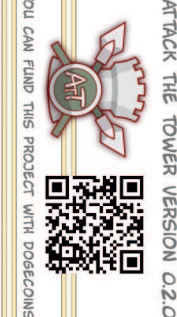
ocastudios

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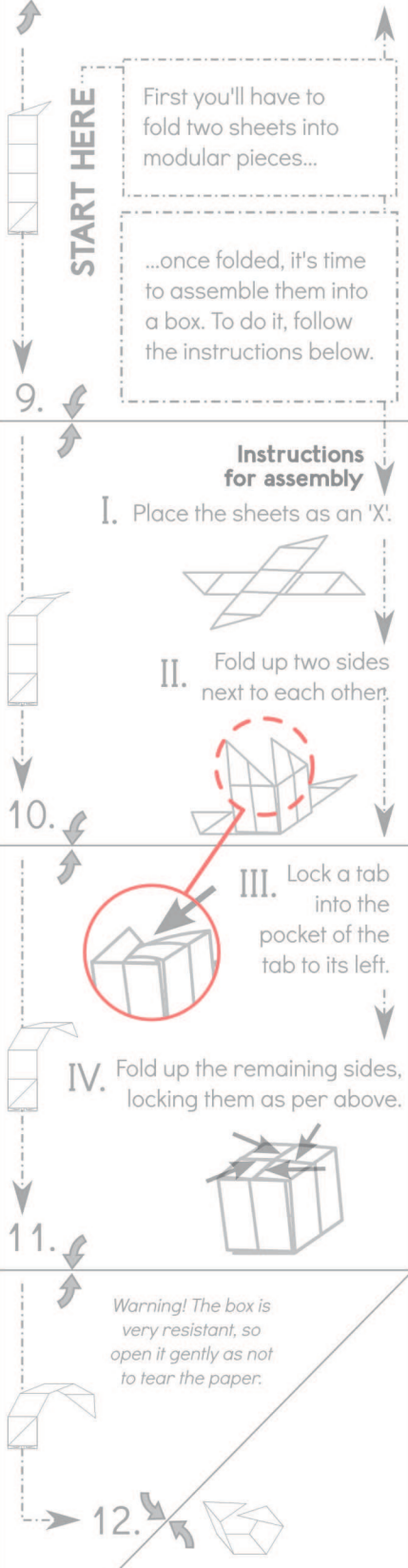
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ATTACK THE TOWER



NORTHERNERS



NORTHERNERS

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

*IT TAKES 3' TO LEARN THE GAME. DURATIONS MAY VARY





WHO GOES FIRST?

When both players are asked to do something, you do it first if it's your turn.

DRAWING CARDS

You may draw from either draw pile, or from both.

After taking the cards, you may decide to 'burn them' – you discard all your hand, and draw again the same amount you just drew.

Players have a limit of five cards in their hand. If you draw beyond the limit, you must discard the excess cards immediately.

If both players run out of cards, the discard piles are shuffled and placed as new draw piles.

BUILDING BASES

It means placing it on a slot in a territory. You may only do it when setting up the game and during renewal sequences.

You may build on top of a previous base if you want, but the old one and its troops are destroyed in the process.

RENEWAL SEQUENCE

Both players must:

A. Recruit Troops.

Each base with no troops gets one by placing a counter below it. Bases with one troop gets another by flipping the counter. No base can have more than two troops.

B. Draw 2 cards.

C. Build Bases, if he so chooses.



There is BUT one way to enter VALHALLA

Your goal is to *destroy your opponent's Palace*. You must send troops through one of three territories he controls, which acts as paths you can take when attacking.

Your opponent may build bases on his territories to block your troops though. Those bases will also recruit troops he may use to attack your palace in his turn.

SETTING UP

Each player must have his own army, composed of a deck with 25 ability and 25 base cards, 9 counters and a board.

Shuffle the ability and base cards *separately*, and place them as two distinct draw piles. Each player then draws five cards. Finally, they build their bases.

THE GAME TURN

Players alternate turns, in which one gets to attack the other. On your turn, follow the sequence below.

1. Decide whether or not to **renew** the game. A renewal is a short period of truce in which *both* players get to recruit troops and draw cards. If you decide not to renew, you must tell your opponent that.

2. You may **declare attacks**, as described in the *Battles* section. You can launch many attacks in a turn, as long as you have troops.

Both players may also play ability cards from their hands, either before or after the attacks are launched.

When you wish, you may end your turn, giving way to your opponent.

TYPES

Cards have icons that tell us to what type they belong.

A base always recruits troops of the same type, and thus defines its power and traits. An ability's type shows us what kinds of troops or bases it (usually) affects. If it is of the special type, it should follow its own specific rules (see the *Abilities* section).

The seven types of cards are:



Light Infantry. Troops have power 1.



Shooter. Troops have power 1 and initiative.



Heavy Infantry. Troops have power 2.



Cavalry. Troops have power 3.



Siege Weapons. Troops have power 4 and artillery.



Common.



Special.

ABILITIES

Each army has a unique set of skills that you can call upon by playing ability cards. Once played, an ability remains active until the end of the turn, and is then discarded. As with Bases, *abilities also have types*, and when you play an ability, you usually benefit the troops that share the type with it.

Common abilities tend to benefit your army as a whole, not only troops that share its type.

Special abilities are quite different, as they allow you to recruit a special troop on your palace. The card itself is used as the counter for that troop.

Special cards are not discarded at the end of the turn, but only when the troops they represent are killed. Special troops may be used in battle normally, even for attacking, and they usually have special effects that remain in place as long as the troop lives.

Special troops have one important limitation, though: for each special troop on your palace, you must control a complete territory with three bases in order to maintain it. If you fail to meet this requisite, the special troop is immediately destroyed.

TRAITS

Troops may have traits, which are unique powers or limitations.

Initiative. Allows the troop to inflict damage earlier in combat (see the 'battles' section). This trait does not apply against bases or palaces. *All shooters have this trait.*

Artillery. Prevents the troop's damage to be directed at enemy troops – in other words, they can only damage bases and palaces. Since buildings can only be targeted if *unmanned*, you should be careful when deploying artillery. *All siege weapons have this trait.*

SPECIFIC RULES

To play with the *Northerners*, you must know:

Unique (trait). You can only have one troop with this trait on the field. As a newer unique troop is recruited, any older one is destroyed.

POWER

Troops, bases and palaces have **power** levels, which measures both how much damage they do in battle and how much damage it is needed to destroy them.

BATTLES

To resolve a battle you must follow these steps:

1. **Declare your attack** by stating the attacking and target territories. All troops in the attacking territory will take part in battle. In the defending side, troops and bases will take part.

2. You and the opponent may play as many abilities as you wish.

Steps 3 and 4 are referred to as **combat** (steps).

3. Each player calculates his **initiative damage**. You must *add up the power levels of all troops with the initiative trait*. Then distribute this damage among the opponent's troops, killing them if they receive as much damage as their power levels.

Troops killed by initiative damage *will not themselves inflict damage* later in combat.

4. Each player must calculate his **regular damage**. You must add up the power levels of all troops (except, of course, those that already dealt their due damage, ie those with initiative).

The *defending* player, gets to add the power of the bases to his damage, since his bases are considered **in combat**.

Players must then distribute their damage among their opponent's troops, killing them if they get as much damage as their power levels.

If all troops in the target *territory* are killed, its bases become **unmanned**. The attacker can then distribute any left over damage to those bases, destroying them if they take as much damage as their power levels.

5.

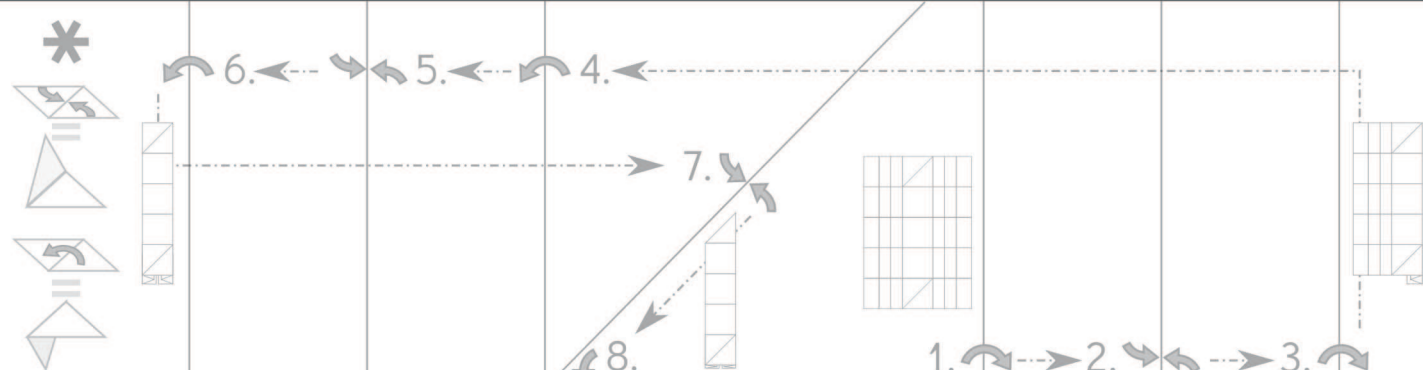
At the end of the battle, *all surviving troops and bases (and palace) heal completely*.

They will be good as new for future battles, even if it happens during the same turn.

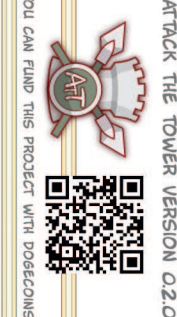
ATTACKING THE PALACE

If the attacking player *destroys all troops and all bases* in the target territory, and still some of his troops survive, these will *automatically start a new battle*, now against the opponent's palace.

This attack follows the same rules of a normal battle, except that the palace has power 10 and, if you destroy it, you win the game.



ATTACK THE TOWER



ATTACK THE TOWER VERSION 0.2.0



YOU CAN FIND THIS PROJECT WITH DOGEOONS!



NORTHERNERS

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



OCASTUDIOS

*IT TAKES 3' TO LEARN THE GAME. DURATIONS MAY VARY

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 assembly**
- Place the sheets as an 'X'.
 - Fold up two sides next to each other.
 - Lock a tab into the pocket of the tab to its left.
 - 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.

TERRITORIES

EACH TERRITORY IS A PATH YOUR OPPONENT MAY TAKE TO YOUR PALACE

YOU MAY DEFEND YOURSELF BY BUILDING BASES, BLOCKING THE TERRITORIES

PLACE YOUR BASES ON THE SLOTS

YOUR BASES THEN RECRUIT TROOPS YOU CAN USE TO ATTACK THE OPPONENT'S CASTLE
EACH TERRITORY MAY HOLD UP TO THREE BASES

ONE

COUNTERS ARE USED TO KEEP TRACK OF TROOPS

TWO

NO COUNTER MEANS NO TROOP

THREE

EACH BASE MAY HOLD UP TO TWO TROOPS

DISCARD PILES

YOUR DISCARD PILES GO HERE
THESE CARDS SHOULD BE REVEALED

DRAW PILES

YOUR DRAW PILES GO HERE
THESE CARDS SHOULD BE CONCEALED

COUNTERS GO HERE

THE PALACE'S POWER IS TEN
SPECIAL ABILITY TROOPS ARE PLACED ON TOP OF THE PALACE



FOR EACH SPECIAL TROOP ON THE PALACE, YOU MUST HAVE A COMPLETE TERRITORY WITH THREE BASES.

ABILITY LIGHT INFANTRY  COMBAT DAMAGE IS ASSIGNED TO ALLIED HUSCARLS PRIOR TO OTHER TROOPS	ABILITY LIGHT INFANTRY  COMBAT DAMAGE IS ASSIGNED TO ALLIED HUSCARLS PRIOR TO OTHER TROOPS	ABILITY LIGHT INFANTRY  COMBAT DAMAGE IS ASSIGNED TO ALLIED HUSCARLS PRIOR TO OTHER TROOPS	ABILITY LIGHT INFANTRY  COMBAT DAMAGE IS ASSIGNED TO ALLIED HUSCARLS PRIOR TO OTHER TROOPS	ABILITY LIGHT INFANTRY  COMBAT DAMAGE IS ASSIGNED TO ALLIED HUSCARLS PRIOR TO OTHER TROOPS
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