





studios
about this game

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SOUTHERNERS
VERSION 0.1.0

**THIS LAND IS POWERFUL
AND YOU ARE NOT WELCOME.**

Rules

OVERVIEW

YOUR OBJECT IN ATTACK THE TOWER IS TO DESTROY THE OPPONENT'S PALACE, AND TO DO IT YOU'LL HAVE TO RECRUIT TROOPS AND SEND THEM THROUGH ONE OF HIS THREE TERRITORIES.

EACH TERRITORY IS A PATH THAT LEADS TO THE PALACE AND ON THEM YOUR OPPONENT MAY BUILD BASES TO HALT THE ADVANCEMENT OF YOUR TROOPS.

BUILDING BASES AND CAREFULLY PLANNING YOUR ATTACKS, AS WELL AS WISELY USING YOUR ARMY'S UNIQUE ABILITIES, WILL ALLOW YOU TO CRUSH YOUR OPPONENT AND CONQUER VICTORY

SETTING UP

EACH PLAYER MUST HAVE HIS OWN ARMY, COMPOSED OF A DECK WITH 25 ABILITY CARDS AND 25 BASE CARDS, 9 COUNTERS AND A BOARD.

SEPARATE ABILITY AND BASE CARDS. SHUFFLE THEM SEPARATELY AND PLACE THEM ON THE BOARD IN THE SPACES RESERVED FOR THE DRAW PILES.

EACH PLAYER DRAWS 5 CARDS FROM ANY OF HIS PILES. IF YOU'RE NOT SATISFIED WITH YOUR CARDS, YOU MAY BURN THEM AS MANY TIMES AS YOU WANT (WHICH MEANS DISCARDING THEM AND DRAWING 5 MORE).

PLAYERS MAY THEN BUILD ANY BASES THEY'VE DRAWN.

BUILDING BASES

BUILDING A BASE MEANS PLACING THEM ON ONE OF THE RESERVED SLOTS ON THE BOARD. EACH TERRITORY HAS 3 SLOTS.

YOU MAY BUILD A BASE OVER ONE ALREADY ON THE BOARD. IN THIS CASE, THE OLD BASE IS DESTROYED ALONG WITH ITS TROOPS.

THE GAME TURN

IN ATTACK THE TOWER, PLAYERS WILL ALTERNATE TURNS IN WHICH THEY MAY ATTACK THEIR OPPONENT. THE PLAYER TO WHOM THE TURN BELONGS IS CALLED THE ATTACKING PLAYER.

1. IN THE BEGINNING OF HIS TURN, A PLAYER MUST DECIDE WHETHER OR NOT TO RENEW THE GAME. A RENEWAL IS A SHORT PERIOD OF TRUCE IN WHICH NEW TROOPS ARE RECRUITED AND NEW BASES ARE BUILT.

BUT RENEWALS APPLY TO BOTH PLAYERS! IF A PLAYER CALLS FOR IT, THEN BOTH SHALL FOLLOW THE RENEWAL SEQUENCE, BELOW.

BUT IF A PLAYER DECIDES NOT TO RENEW, HE MUST INFORM THE OPPONENT OF HIS DECISION.

RENEWAL SEQUENCE

DURING RENEWAL SEQUENCES, BOTH PLAYERS SHALL FOLLOW THESE INSTRUCTIONS.

A. RECRUIT TROOPS - EACH BASE RECEIVES ONE NEW TROOP. USE THE COUNTERS TO KEEP COUNT OF HOW MANY TROOPS EACH BASE HAS, BUT REMEMBER THAT THEY CANNOT HOLD MORE THAN TWO TROOPS.

B. DRAW TWO CARDS - THE LIMIT OF CARDS YOU MAY HOLD IS, INITIALLY FIVE. IF YOU DRAW ANY FURTHER, YOU'LL HAVE TO DISCARD TO COMPLY WITH THE LIMIT.

C. BUILD BASES - THIS IS THE ONLY MOMENT DURING THE TURN YOU'LL BE ABLE TO DO IT, SO USE IT.

2. THE ATTACKING PLAYER MAY DECLARE ATTACKS, AS DESCRIBED IN THE BATTLES SECTION, BELOW. HE MAY DECLARE SEVERAL ATTACKS IN A GIVEN TURN, IF HE HAS THE TROOPS FOR IT.

IN THIS SECOND PHASE OF THE TURN, PLAYERS MAY ALSO PLAY ABILITIES AT WILL.

WHEN HE WISHES, THE ATTACKING PLAYER MAY ALSO END HIS TURN, AND HIS OPPONENT THEN BECOMES THE ATTACKING PLAYER.

BATTLES

IN ATTACK THE TOWER, BATTLES HAPPEN BETWEEN TWO TERRITORIES. ALL TROOPS FROM THE ATTACKING TERRITORY WILL TAKE PART IN THE BATTLE. FROM THE DEFENDING TERRITORY, ALL OF THE TROOPS AND BASES WILL TAKE PART IN THE BATTLE.

TO RESOLVE A BATTLE, FOLLOW THESE STEPS.

1. THE ATTACKING PLAYER MUST 'DECLARE AN ATTACK', WHICH MEANS CHOOSING FROM WHICH OF HIS TERRITORIES THE ATTACK WILL COME, AND WHICH OF THE OPPONENT'S TERRITORIES IS THE TARGET.

2. BOTH PLAYERS MAY PLAY AS MANY ABILITIES AS THEY WISH.

STEPS 3 AND 4 ARE COLLECTIVELY REFERRED TO AS COMBAT (STEPS).

3. EACH PLAYER CALCULATES HIS INITIATIVE DAMAGE. TO DO IT HE MUST ADD UP THE POWER LEVELS OF ALL HIS TROOPS WITH THE INITIATIVE TRAIT (CHECK OUT 'UNDERSTANDING TROOPS AND BASES', BELOW).

THE PLAYERS MAY DISTRIBUTE THEIR INITIATIVE DAMAGE AMONG THE OPPONENT'S TROOPS, DESTROYING THEM IF THEY RECEIVE AS MUCH DAMAGE AS THEIR POWER.

TROOPS KILLED IN THIS THIRD STEP (INITIATIVE) WILL NOT INFLICT DAMAGE DURING THE FOURTH STEP (REGULAR COMBAT).

4. THE ATTACKING PLAYER CALCULATES HIS REGULAR DAMAGE, WHICH EQUALS THE COMBINED POWER OF ALL HIS TROOPS (EXCEPT, OF COURSE, HIS TROOPS WITH THE INITIATIVE TRAIT THAT HAVE ALREADY INFLICTED THEIR DUE DAMAGE). ANY LEFT OVER INITIATIVE DAMAGE WILL ALSO ADD TO REGULAR DAMAGE.

THE DEFENDING PLAYER'S REGULAR DAMAGE EQUALS THE COMBINED POWER OF ALL HIS TROOPS (AGAIN, EXCEPT FOR INITIATIVE TROOPS WHICH HAVE ALREADY INFLICTED THEIR DUE DAMAGE), PLUS THE POWER OF THE BASES ON THE TERRITORY (SINCE THE DEFENDING BASE ARE ALSO 'IN COMBAT').

EACH PLAYER DISTRIBUTES HIS REGULAR DAMAGE AS HE LIKES BETWEEN OPPOSING TROOPS, KILLING THEM IF THE DAMAGE EQUALS THEIR OWN POWER.

IF THE ATTACKING PLAYER MANAGES TO DESTROY ALL TROOPS ON THE TARGET TERRITORY, HE HAS MADE THE BASES ON THAT TERRITORY 'UNMANNED'. HE CAN THEN DISTRIBUTE ANY REMAINING DAMAGE TO THE BASES, DESTROYING THEM IF THEY TAKE AS MUCH DAMAGE AS THEIR POWER (NORMALLY 4).

5. AT THE END OF THE BATTLE, ALL SURVIVING TROOPS AND BASES HEAL COMPLETELY. NONE OF THE DAMAGE THEY RECEIVED WILL BE CONSIDERED IN FUTURE BATTLES.

ATTACKING THE PALACE

IF THE ATTACKING TROOPS HAVE DESTROYED ALL DEFENDING TROOPS AND BASES, THE SURVIVORS WILL THEN START ANOTHER BATTLE, THIS TIME AGAINST THE OPPONENT'S PALACE.

THIS ATTACK WILL HAPPEN AUTOMATICALLY - WITH NO NEED OF IT BEING DECLARED - AND FOLLOWS THE STEPS 2 TO 5 OF THE BATTLE SEQUENCE, ABOVE. THE PLAYER WHO MANAGES TO DESTROY THE OPPONENT'S PALACE WINS THE GAME.

UNDERSTANDING TROOPS AND BASES...

TROOPS, BASES AND PALACES POSSESS A POWER LEVEL THAT DEFINES BOTH HOW MUCH DAMAGE THEY CAUSE IN COMBAT AND HOW MUCH DAMAGE IT IS NEEDED TO DESTROY THEM. THE POWER OF TROOPS VARIES BUT THE ALL BASES HAVE POWER 4 AND PALACES HAVE POWER 10.

ALL TROOPS AND BASES HAVE TYPES. THE TYPE OF THE BASE IS REPRESENTED ON ITS CARD AND DEFINES THE TYPE OF TROOPS IT RECRUITS.



LIGHT
INFANTRY
HAVE
POWER 1.



HEAVY
INFANTRY
HAVE
POWER 2.



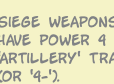
CAVALRY
HAVE
POWER 3.



SHOOTERS HAVE
POWER 1 AND
'INITIATIVE' TRAIT
(OR 'I').



SIEGE WEAPONS
HAVE POWER 4 AND
'ARTILLERY' TRAIT
(OR 'A').



COMMON
HAVE
POWER 4.

ABILITIES

THROUGHOUT THE GAME PLAYER MAY PLAY ABILITY CARDS, WHICH REFLECT THE CAPABILITIES OF EACH INDIVIDUAL ARMY.

ONCE PLAYED, AN ABILITY REMAINS ON THE FIELD UNTIL THE TURN ENDS, AND IS THEN DISCARDED AS WITH BASES. ABILITIES ALSO HAVE TYPES, AND AN ABILITY WITH THE SAME TYPE AS A TROOP OR BASE WILL TEND TO BENEFIT THOSE.

THE SEVEN TYPES OF CARDS



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

COMMON ABILITIES, AS OPPOSED TO THOSE OF THE FIRST FIVE TYPES, WILL TEND TO BENEFIT THE WHOLE ARMY, AD NOT JUST TROOPS OF THE SAME PARTICULAR TYPE.

SPECIAL ABILITIES ARE DIFFERENT. THEY RECRUIT SPECIAL TROOPS ON THE PALACE, AND YOU USE THE VERY CARD AS THE COUNTER FOR THAT TROOP.

SPECIAL ABILITIES ARE NOT DISCARDED AT THE END OF THE TURN, BUT ONLY WHEN THE TROOP IT REPRESENTS IS DESTROYED. SPECIAL TROOPS MAY BE USED IN COMBAT NORMALLY, EVEN FOR ATTACKING. THEY WILL ALSO USUALLY HAVE SPECIAL EFFECTS THAT REMAIN IN PLAY AS LONG AS THE TROOP IS ALIVE.

BUT SPECIAL TROOPS HAVE AN IMPORTANT LIMITATION: FOR EACH SPECIAL TROOP ON YOUR PALACE, YOU'LL HAVE TO CONTROL A COMPLETE TERRITORY WITH THREE BASES TO MAINTAIN IT. IF YOU FAIL TO MEET THIS REQUISITE, THE SPECIAL TROOP IS IMMEDIATELY DESTROYED.

THE ARMIES

THERE ARE MANY ARMIES AVAILABLE IN ATTACK THE TOWER, EACH WITH ITS OWN SET OF ABILITIES. SOME ARE SIMPLE AND DIRECT, WHILE OTHER REQUIRE COMPLEX TACTICS.

FIND NEW ARMIES ON OUR SITE:

WWW.OCASTUDIOS.COM/ATTACK-THE-TOWER

MORE ABOUT THIS GAME

IF YOU WISH TO KNOW MORE ABOUT THIS GAME, OR WANT THE RULES EXPLAINED IN GREATER DETAIL, YOU CAN LOOK FOR THE TOURNAMENT MANUAL ON THE SITE ABOVE.

YOU CAN ALSO REACH US AT OUR PAGE AT [FACEBOOK/OCASTUDIOS](https://www.facebook.com/oCASTUDIOS) OR VIA EMAIL: OCA@OCASTUDIOS.COM.

AND, LASTLY, YOU CAN ACQUIRE A COMMERCIAL VERSION OF THIS GAME AT OUR E-STORE: WWW.OCASTUDIOS.COM/STORE.

...AND TROOP TRAITS

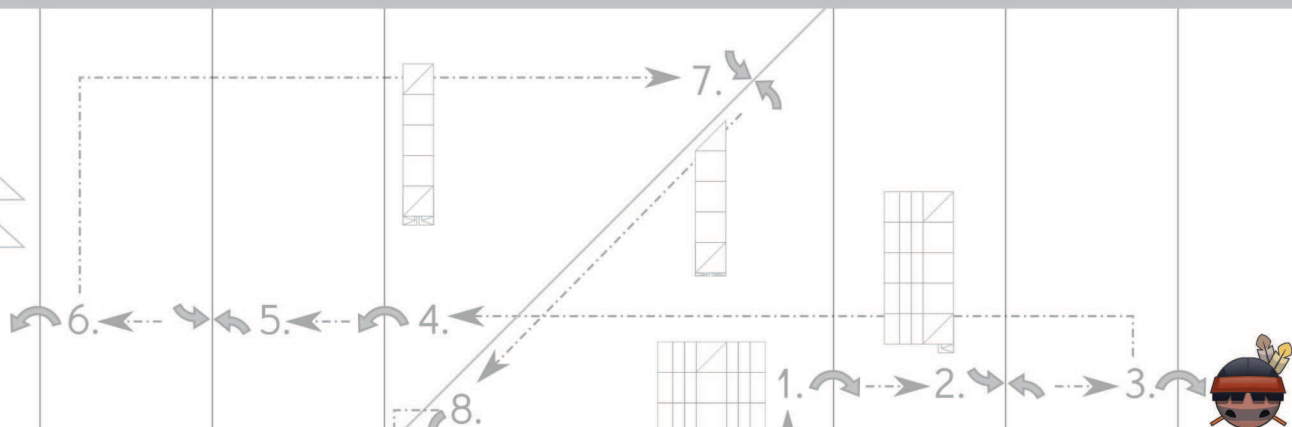
ALSO, TROOPS MAY HAVE ADDITIONAL 'TRAITS'. POSSIBLE TRAITS ARE:

INITIATIVE. ALLOWS THE TROOP TO INFLICT DAMAGE EARLIER IN COMBAT (SEE 'BATTLES', ABOVE). THIS TRAIT DOES NOT APPLY AGAINST BASES.

ARTILLERY. DAMAGE CAUSED BY TROOPS WITH ARTILLERY CAN ONLY BE ASSIGNED TO BASES OR PALACES - OTHER TROOPS ARE IMMUNE TO IT. SINCE BASES CAN ONLY BE DAMAGED IF 'UNMANNED' (IF THERE ARE NO DEFENDING TROOPS ON THE TERRITORY), BE CAREFUL WHEN DEPLOYING ARTILLERY.

UNIQUE. YOU CAN ONLY HAVE ONE TROOP WITH THIS TRAIT ON THE FIELD AS A NEWER UNIQUE TROOP IS RECRUITED, AN OLDER ONE IS DESTROYED.

LOYAL. APPLIES ONLY TO SPECIAL TROOPS. THIS TROOPS DO NOT REQUIRE A COMPLETE TERRITORY WITH 3 BASES TO MAINTAIN THEM.



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.



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.

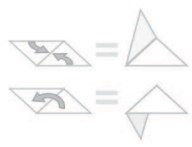


SOUTHERNERS

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

*IT TAKES 20' TO LEARN THE GAME. DURATIONS MAY VARY

SOUTHERNERS



ATTACK THE TOWER



VERSION 0.1.0
SOUTHERNERS

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TERRITORY 1

TERRITORY 2

TERRITORY 3

DISCARD PILE BASES

DISCARD PILE ABILITIES

DRAW PILE BASES

DRAW PILE ABILITIES

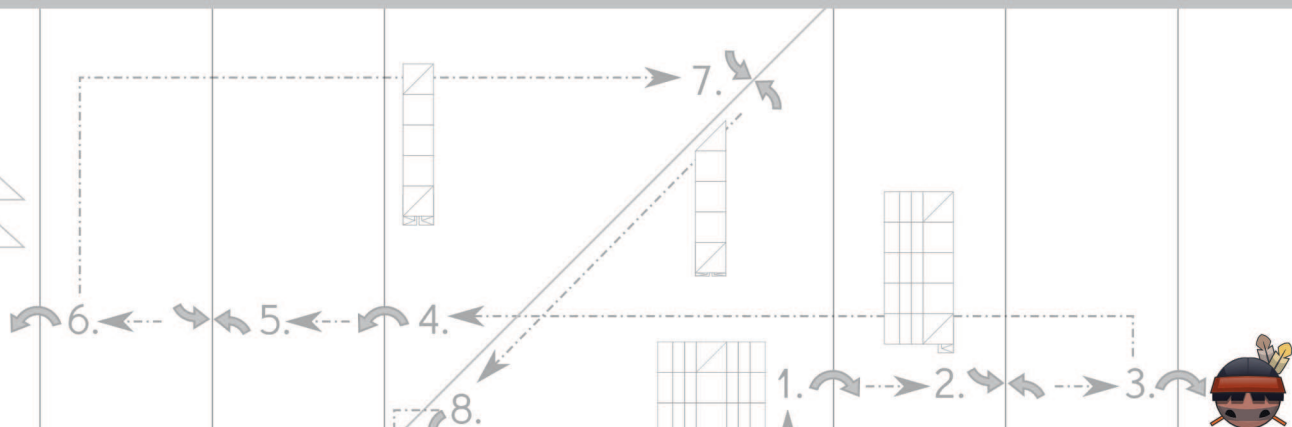


PALACE

DAMAGE CAN ONLY BE ASSIGNED TO THE PALACE IF UNMANNED ITS POWER IS 10 AND IF IT IS DESTROYED, THE GAME ENDS.

A SPECIAL ABILITY CARD IS NECESSARY TO RECRUIT ON THE PALACE. IT IS THEN USED AS A COUNTER INDICATING THE PRESENCE OF THE TROOP





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SOUTHERNERS



ATTACK THE TOWER

ATTACK THE TOWER

THIS FILE CONTAINS ONLY ONE ARMY BUT YOU'LL NEED TWO TO PLAY.

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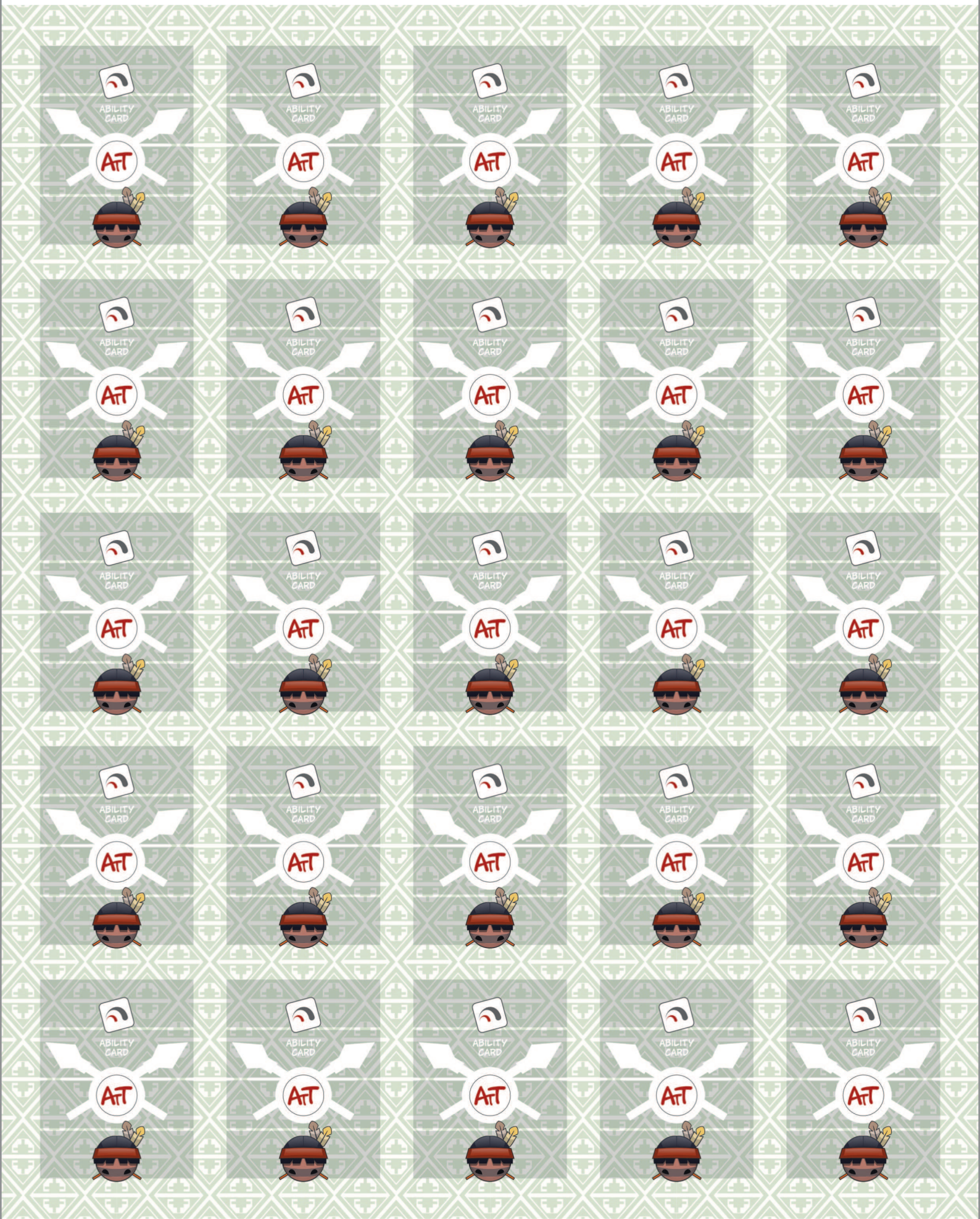
SOUTHERNERS

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 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>	 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>	 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>	 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>	 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>
 <p>ABILITY • LIGHT INFANTRY</p>  <p>SACRIFICE ANY ALLIED WOODS. AT THE END OF THE TURN, PLAY ANY NUMBER OF WOODS FROM THE DISCARD PILE.</p>	 <p>ABILITY • SHOOTER</p>  <p>RECRUIT ALL NATIVES IN TERRITORIES WITH EMPTY SLOTS.</p>	 <p>ABILITY • SHOOTER</p>  <p>RECRUIT ALL NATIVES IN TERRITORIES WITH EMPTY SLOTS.</p>	 <p>ABILITY • SHOOTER</p>  <p>RECRUIT ALL NATIVES IN TERRITORIES WITH EMPTY SLOTS.</p>	 <p>ABILITY • SHOOTER</p>  <p>RECRUIT ALL NATIVES IN TERRITORIES WITH EMPTY SLOTS.</p>
 <p>ABILITY • SHOOTER</p>  <p>RECRUIT ALL NATIVES IN TERRITORIES WITH EMPTY SLOTS.</p>	 <p>ABILITY • HEAVY INFANTRY</p>  <p>PLAY A BANDEIRA FROM YOUR DISCARD PILE AND RECRUIT A BANDEIRANTE ON IT.</p>	 <p>ABILITY • HEAVY INFANTRY</p>  <p>PLAY A BANDEIRA FROM YOUR DISCARD PILE AND RECRUIT A BANDEIRANTE ON IT.</p>	 <p>ABILITY • HEAVY INFANTRY</p>  <p>PLAY A BANDEIRA FROM YOUR DISCARD PILE AND RECRUIT A BANDEIRANTE ON IT.</p>	 <p>ABILITY • HEAVY INFANTRY</p>  <p>PLAY A BANDEIRA FROM YOUR DISCARD PILE AND RECRUIT A BANDEIRANTE ON IT.</p>
 <p>ABILITY • CAVALRY</p>  <p>THE POWER OF ALLIED HEADLESS MULES INCREASES BY 2 FOR EACH EMPTY SLOT ON THEIR TERRITORIES.</p>	 <p>ABILITY • CAVALRY</p>  <p>THE POWER OF ALLIED HEADLESS MULES INCREASES BY 2 FOR EACH EMPTY SLOT ON THEIR TERRITORIES.</p>	 <p>ABILITY • CAVALRY</p>  <p>THE POWER OF ALLIED HEADLESS MULES INCREASES BY 2 FOR EACH EMPTY SLOT ON THEIR TERRITORIES.</p>	 <p>ABILITY • SIEGE</p>  <p>DURING THE OPPONENT'S TURN, DISCARD UP TO 5 BASES FROM YOUR DRAW PILE. PLAY ONE OF THEM AND IF IT'S A JUNGLE, RECRUIT A WOODLAND FATHER ON IT.</p>	 <p>ABILITY • SIEGE</p>  <p>DURING THE OPPONENT'S TURN, DISCARD UP TO 5 BASES FROM YOUR DRAW PILE. PLAY ONE OF THEM AND IF IT'S A JUNGLE, RECRUIT A WOODLAND FATHER ON IT.</p>
 <p>ABILITY • COMMON</p>  <p>IN EVERY COMBAT CURUPIRA WILL DESTROY ONE ENEMY TROOP FOR EACH EMPTY SLOT IN THE DEFENDING TERRITORY.</p>	 <p>ABILITY • COMMON</p>  <p>IN EVERY COMBAT CURUPIRA WILL DESTROY ONE ENEMY TROOP FOR EACH EMPTY SLOT IN THE DEFENDING TERRITORY.</p>	 <p>ABILITY • COMMON</p>  <p>IN EVERY COMBAT CURUPIRA WILL DESTROY ONE ENEMY TROOP FOR EACH EMPTY SLOT IN THE DEFENDING TERRITORY.</p>	 <p>ABILITY • SPECIAL</p>  <p>RECRUIT A LOYAL IARA ON YOUR PALACE. IT HAS POWER 2. THE OPPONENT MUST SACRIFICE ONE TROOP AFTER EACH RENEWING SEQUENCE.</p>	 <p>ABILITY • SPECIAL</p>  <p>RECRUIT A LOYAL IARA ON YOUR PALACE. IT HAS POWER 2. THE OPPONENT MUST SACRIFICE ONE TROOP AFTER EACH RENEWING SEQUENCE.</p>
				



WOODS
RECRUIT
SACIS-PERERÊ

A BASE CAN ONLY
BE DAMAGED IF
UNMANNED
IT HAS POWER 4.

LIGHT INFANTRY DO
NOT POSSESS
SPECIAL TRAITS.



POWER
OF
TROOPS

1

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POWER
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1

SETTLEMENTS
RECRUIT
NATIVES

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SHOOTERS' 'INITIATIVE'
TRAIT ALLOWS THEM
TO STRIKE FIRST IN
BATTLE.



POWER
OF
TROOPS

1+

BANDEIRA
RECRUITS
BANDEIRANTES

A BASE CAN ONLY
BE DAMAGED IF
UNMANNED
IT HAS POWER 4.

HEAVY INFANTRY
DO NOT POSSESS
SPECIAL TRAITS.



POWER
OF
TROOPS

2

CROSSROADS
RECRUIT
HEADLESS MULE

A BASE CAN ONLY
BE DAMAGED IF
UNMANNED
IT HAS POWER 4.

CAVALRY DO
NOT POSSESS
SPECIAL TRAITS.



POWER
OF
TROOPS

3

WOODS
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POWER
OF
TROOPS

2

JUNGLE
RECRUITS
WOODLAND FATHER

A BASE CAN ONLY
BE DAMAGED IF
UNMANNED
IT HAS POWER 4.

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



POWER
OF
TROOPS

4-

WOODS
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SACIS-PERERÊ

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