

# GAME RULES

# YSNP

created by Léandre Proust

n°3



15'



1-2



8+

## Game Objective

Build defense Towers to annihilate hordes of Monsters swarming your Kingdom.

## Game components

One A5 cardboard sheet. Once all components are cut, you'll have:

- 6 Monster Tokens (2 Skeletons, 2 Wolves, 2 Daemons)
- 1 Boss Token (1 Necromancer)
- 9 Tower Tokens (3 Archers, 3 Guards, 3 Wizards)
- 1 Kingdom Game Board (8 squares; 1 Village)

## Setup

Place the Kingdom Board Game first.

Shuffle all Monster Tokens to form a Monsters' Stack, face up, near the Kingdom's first square. Place the Necromancer Token below that Stack. This Monsters' Stack embodies the horde ready to swarm your Kingdom.

Finally, place all Tower Tokens, face up, near the Kingdom Game Board. These are the buildings you can build and upgrade to improve your defenses.



## How to Play

A turn consists of four Phases:

- 1 - Deploy Monsters
- 2 - Build or improve a Tower
- 3 - Activate Towers
- 4 - Move Monsters



### Deploy Monsters

On turn 1, take the first Monster Token from the Monsters' Stack and place it on the first square of your Kingdom.

On turn 2, take the two first Monster Tokens from the Monsters' Stack and place them on first and second squares of your Kingdom.

On turn 3, take the three first Monster Tokens of the Monsters' Stack and place them on first, second and third squares of your Kingdom.

On turn 4, take the Necromancer Token and place it on the first square of your Kingdom.

After turn 4, the Monsters' Stack is empty.



## Build or improve a Tower

During this Phase, you must build a new Level 1 Tower on an empty square of your Kingdom or upgrade an existing Tower (Level 1 > Level 2 > Level 3). In the latter case, put the lowest level Tower back in your Supply and substitute it with the next level Tower. Each Tower possesses its own Attack Value and Special Ability (see Appendix).

Example of a Tower's build.



Example of a Tower's build.



## Activate Towers

You can attack with each Tower, in any order. A Tower does Damages equal to its Attack Value.

A Level 1 Tower can attack a Monster in the 4 adjacent squares.

A Level 2 Tower can attack a Monster in the 4 adjacent or diagonal squares.

A Level 3 Tower can attack a Monster in the 4 adjacent or diagonal squares (2 squares' range).



All Monsters possess a Hit Points Value indicated in the red circle. During the same turn, if a Monster is attacked by one or several Towers and takes Damages exceeding its Hit Points Value, discard it from the Kingdom and put it in the Monsters' Discard.



### Move Monsters

All Monsters on the Game Board move toward the Village, one by one. The closest to the Village moves first. The Monster's Speed is indicated in the yellow circle. A Monster moves a number of squares equal to its Speed.

Several Monster can be on the same square. When a Tower attacks a square containing Monsters, the attack targets the Monster on the top of the Stack. If a Monster stops in the Village or goes through its square, destroy one Tower of your Kingdom. Then the Monster is discarded in the Monsters' Discard.

## Victory Conditions & End of Play

If the Necromancer reaches the Village, you have lost.

If there are no more Towers in your Kingdom, you have lost.

If the Necromancer and all Monster are discarded in the Monsters' Discard, you win the game.

## ANNEXES

Skeleton



Daemon



Necromancer



Wolf



SPEED

HIT POINTS

**Special Ability:** After his move, invoke a Monster in the preceding and following squares of the Necromancer's one. Invoked Monsters are drawn from the top of the Monsters' Discard.



**Special Ability:** Each time a Monster is killed, you can perform another attack with this Tower.



**Special Ability:** When attacking a Monster, you inflict Damages to adjacent Monsters too.



**Special Ability:** None.



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Ouch!!!



Oops...

