

TOWER DEFENSE

2 players 15 minutes Age: 8+

GAME RULES

Your spies assure that an army is closing to your Castle. Ring the alarm bell! Archers in position inside the towers! Defenses must immediately be organized! You must hold this army back to protect your citizens!

GAME OBJECTIVE

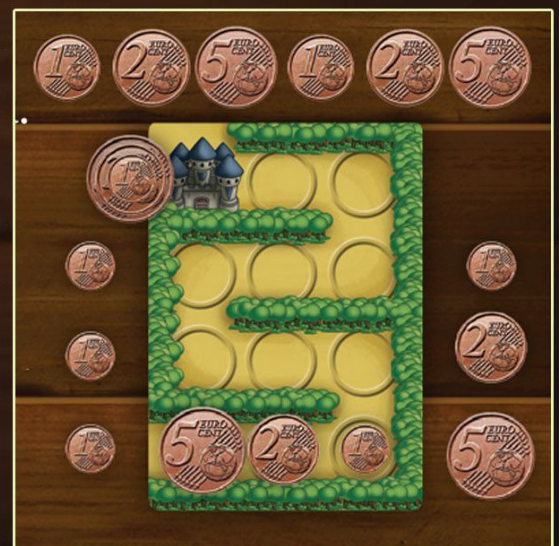
One player defends the castle. He must repel the assault of the other player, the Attacker. The latter tries to destroy the Castle as fast as possible.

GAME COMPONENTS

Before play, you need the map and 30 coins: ten 1 cent coins, ten 2 cents coins and ten 5 cents coins.

SETUP

- Place the map in the middle of the play area.
- The Defender stacks up one 5 cents coin, one 2 cents coin and one 1 cent coin on the Castle. They embody its 8 Hit Points (HP). The Defender also gets his "Garrison", three 1 cent coins.
- The Attacker puts a 5 cents coin on the first square of the Pathway, one 2 cents coin on the second square of the Pathway and one 1 cent coin on the third square of the Pathway. He also gets 3 "Reinforcement" coins: one 1 cent coin, one 2 cents coin and one 5 cents coin.
- Line up 6 coins next to the map, in the following order: 1 cent, 2 cents, 5 cents, 1 cent, 2 cents, 5 cents. They embody the Lap Counter.
- The remaining coins constitute the Supply and are placed next to the map.



HOW TO PLAY

Players perform their turn one after the other, until one of the two victory conditions are achieved. The Attacker plays first.

Attacker's turn: Shuffle all "Reinforcement" coins in your hands and toss them on the table. If some coins are tails up (Value shown), you can combine two of them to move a Soldier already on the Pathway or place a new one, taken from the Supply. The Value of one of the two coins shows the Soldier's type that can be moved (1 cent, 2 cents or 5 cents); the Value of the other coin indicates the total number of squares the Soldier moves. Then, the two coins are discarded. The Attacker cannot move any Soldier if no combination is available (no coin tails up or only 1 coin tails up). Several combinations can be achieved at the same time (as soon as he gets at least 4 "Reinforcement" coins). Once all moves are resolved, the Attacker gets the discarded coins back. The Attacker then repeats the whole action twice (for a total of 3 times).

Example: By combining a 1 cent and a 5 cents coin, the Attacker can:

- Move a 1 cent Soldier from 5 squares,
- Move a 5 cents Soldier from 1 square,
- Place a new 1 cent Soldier on the fifth square,
- Place a new 5 cents Soldier on the first square.

Warning! A Soldier that enters a square already occupied by another one(s) (by simply going through the square or ending its move on the square) must be of a strictly lower Value than one of the Soldiers already in that square (1 or 2 for 5, 1 for 2).

A Soldier moves with all other ones stacked above him. A Soldier on top of another one can break with the other ones when he moves. A Soldier can only move once per turn (when a Soldier comes into play, he's regarded as having moved).

When a Soldier comes into play, he's placed tails up. If a Soldier moves on the Castle's square, he inflicts Damages equal to his Value (1, 2 or 5 HP). He is then put back into the Supply. At the end of the Attacker's turn (when the 3 Tosses are resolved), each Soldier moves one square (starting by the one nearest the Castle).

During the 6 firsts turns, the Attacker gets one "Reinforcement" coin from the Lap Counter after his 3 Tosses are resolved:



On turn 2, he tosses 4 coins; on turn 3, he tosses 5 coins, and so on... At the beginning of turn 8, no more Soldiers can be placed on the map. The Attacker can only move the ones already on the map.

Defender's turn: He shuffles all his "Garrison" coins in his hands and tosses them on the table. If at least one coin is played tails up, he can add all visible Values. He can toss his 3 coins if he wishes and cumulate the visible Values. At the end of any Toss, he can decide to stop. He then inflicts Damages equal to the total of cumulated visible Values he got. But two specific situations can abruptly end his turn:

- 3 coins are played heads up: It's a critical failure. He cannot toss any more coins. He inflicts no Damages to Attacker's Soldiers this turn.
- 3 coins are played tails up: It's a critical success. Add +1HP to the Castle by placing on it a 1 cent coin taken from the Supply. Add the Value of this toss with those of the previous ones (if applicable). The Defender cannot perform any new Toss but inflicts Damages to the Soldiers. When he stops, the Defender inflicts as much Damages as the total Value he obtained (except if he got a critical failure). He allocates the Damages on soldiers on the map as he wishes.

A Soldier possesses as much HP as his Value. If it suffers more Damages than his HP Value, he's wounded. After his first wound, a Soldier stays on the map, but he is placed heads up. If he suffers another wound, he is put back in the Supply.

If several Soldiers are stacked, you must kill the top one before wounding the following one.

Defense's example: After 3 Tosses, the Defender gets $1+1+2 = 4$ Damages.



For each Soldier killed during his turn, the Defender can evolve one of its 3 coins by exchanging it by another taken from the Supply. The 1 cent coin becomes 2 cents coin, and 2 cents coin becomes 5 cents coin.



Warning! You must evolve all the 1 cent coins before evolving the 2 cents coins into 5 cents coins. In the example above, the Defender can evolve two 1 cent coins in two 2 cents coins. His defense will then be more efficient on the following turns.

VICTORY CONDITIONS & END OF PLAY

- When the Castle is destroyed (0 HP), the Attacker immediately wins.
- Starting in turn 8, if there are no more Soldiers on the map and the Castle has not been destroyed, the Defender wins.

In the following paragraphs you'll get rules for 1-4 players' play.

SOLO PLAY

The Game Objective is the same. According the side you choose (Attacker or Defender), you toss coins for your "adversary", applying the following rule adjustments:

- You are the Defender: choose a Difficulty

Difficulty	Easy	Normal	Heroic
Number of Attacker's Tosses	3	4	5
Value of Soldiers' move at the end of your turn	1 sq	2 sq	3 sq

As the Defender, when you're assuming the Attacker's role, you must place new Soldiers on the map as soon as possible. Otherwise, move first and foremost the 5 cents Soldiers, then the 2 cents Soldiers and the 1 cent Soldiers. You can move the same Soldier several times during the same turn.

- You are the Attacker: choose a Difficulty

Difficulty	Easy	Normal	Heroic
Number of Defender's Tosses	2	3	4

As the Attacker, when you're assuming the Defender's role, critical failures or successes are ignored during the 2, 3 or 4 tosses (according to Difficulty). Add all values then choose one of the two following options:

- Inflict Damages to your Soldiers
 - Toss again until you get a critical failure or success.
- Damages are applied on the nearest Soldier from the Castle first.

CRUSADE 2-4 PLAYERS

Each player needs a map, ten 1 cent coins, ten 2 cents coins and ten 5 cents coins.
According to players' number, use the related setup:



The first player is chosen randomly. On your turn, choose a role: Attacker or Defender, then follow the basic rules.

You must move all your Soldiers, take one coin from the Lap Counter and add it to your attacking coins even if you choose the Defender's role for this turn. The Soldiers on your map "get out" your Castle and move forward to the Pathway of the player on your right.

From the beginning of turn 8, at the end of one's player's turn, it's Castle loses 1 HP. If a Castle is destroyed, remove the map of the corresponding player and rearrange the remaining ones in a coherent setup. The winner is the last standing player.