

Rulebook

Thematic Backstory

Love the game of War, but hate that you are powerless to choose your card? Perhaps you enjoy the mind games of Rock Paper Scissors, but want more variety? Well, Castle Wars may be the game for you!

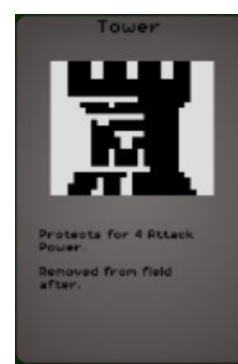
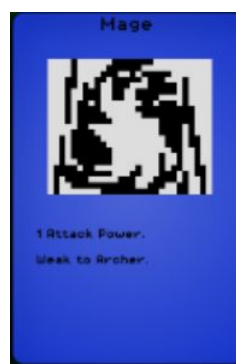
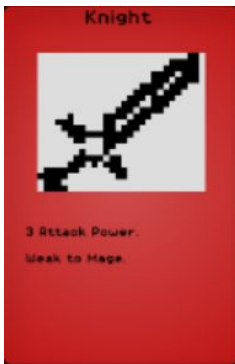
There is a struggle for power in a land of Kings and Queens. Castle Wars allows players to dominate the kingdom.

How will you arrange your forces in order to topple enemy castles? Will you meet allies on the battlefield or will you encounter overwhelming odds?

Assemble your army, and strategically plan your battles, both offensive and defensive.

List of Game Components

- **15 Knight Cards** **15 Archer Cards** **15 Mage Cards** **6 Tower Cards**



- **1 Instruction Manual**
- **1 Cheat Sheet / Quick Reference**
- **4 Whiteboards and Markers**

Game Setup / Players

Shuffle all the cards:

- For **2 players** use **1 Tower card**
- For **3 players** use **3 Tower cards**

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- For **4 players** use **6 Towers cards**

Place the deck of cards in the middle of the players. Players begin the game with empty hands.

Using the provided whiteboards or another note-taking device, record each player's name followed by his **15** starting Hit Points.

You are now ready to begin.

Objective

The objective of the game is to be the last player with Hit Points remaining.

Turn Overview

The youngest player will begin the first round of the game and play will follow a clockwise direction. In following rounds, the player with the least amount of Hit Points will begin. If players end the round with the same amount of Hit Points the youngest will still go first.

Each round of Castle Wars consists of two phases:

1. Build Phase
2. Battle Phase

Build Phase

In the Build Phase, players will draft from a set of face-up cards which are drawn from the deck. After the draft is complete, players will make the decision to either Attack or Defend in the Battle Phase.

The Draft

The Build Phase will consist of **five turns** of drafting.

Each turn players will place:

- **3 cards** from the deck face up for **2 players**
- **4 cards** from the deck face up for **3 players**
- **5 cards** from the deck face up for **4 players**

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If the deck is depleted, shuffle the discard pile and replace it.

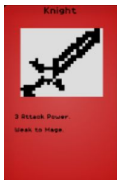
Note: Players without remaining Hit Points drop out of the game, which would reduce the number of cards placed each turn.

Moving clockwise, players will take a single card of their choosing. Each turn players will have the opportunity to collect either a **Unit card** (Knight, Archer, or Mage) or a **Tower card** from the face-up cards in the middle. It is important to watch what cards your opponent(s) take as certain Unit cards are foils to others.

As players assemble their hands they are free to arrange Unit cards however they wish. Tower cards must be kept to the **right** of any/all Unit cards in a player's hand. How players choose to arrange their Unit cards will determine the order they send them forth in the Battle Phase, beginning with the **leftmost** card. So, it is important to arrange your hand with consideration of who you wish to Attack or Defend against in order to opponents' weaknesses. **Your arrangement should not be revealed to other players until the Battle Phase.**

Note: When a Unit card meets its **weakness** in the Battle Phase, it will be discarded and its weakness will remain unscathed. When two of the same Unit cards meet in the Battle Phase both cards are discarded.

Unit Cards



The Knight card possesses **3 Attack Power** and the Mage card is its **weakness**.

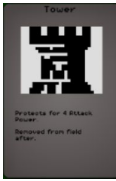


The Archer card possesses **2 Attack Power** and the Knight card is its **weakness**.



The Mage card possesses **1 Attack Power** and the Archer card is its **weakness**.

Tower Card



The Tower card will protect against **4 Attack Power** in a Battle Phase. Once the Tower has protected against this Attack Power it is discarded. The Tower does not have a weakness.

Also, players may hold no more than:

- **1 Tower card** for a round with **2 players**
- **2 Tower cards** for a round with **3 players**
- **3 Tower cards** for a round with **4 players**

Note: If an opponent does not have a total of 4 or more Attack Power then your Tower will not be discarded and will still protect against 4 Attack Power in the next Battle Phase.

Players may hold a **maximum of 5** cards.

If a player retains cards from a previous round she may **exchange** an owned Unit card for another Unit card from the face-up cards. Tower cards, however, may only be taken from the cards which are face-up each turn and may not be exchanged once acquired by a player.

After completion of the five turn Draft, players secretly decide to either send their Units Attack an opponent or hold their Units back in order to Defend. **In a game of 2 players, players must Attack each other.**

Note: At this point, players may no longer rearrange their hands.

Attack/Defend

In a game of 3+ players, players now decide whether they will Attack an opponent or Defend themselves. **A player's decision is not revealed until the Battle Phase.** Using the provided whiteboards, players will record either a player to Attack or write "Defend."

Attacking

If a player decides to Attack he will send forth their Unit cards, based on his chosen arrangement, to meet his target's forces in the Battle Phase. Any Tower cards a player possesses will not be sent forth to Attack, instead, the Tower cards are revealed only if that player has Attacks incoming.

Note: If player #1 were to Attack player #2 and player #3 chose to Attack player #1, then the only cards which player #3 would encounter in his Attack would be the Tower cards of player #1, assuming player #1 had Tower cards. Otherwise, player #3 would proceed to directly reduce player #1's Hit Points. (The Battle Phase example covers this scenario)

Multiple players may end up Attacking the same target, so be sure your decision to Attack is well thought out! In the event of this, the Attacking players would alternate sending forth a Unit.

Defending

If a player decides to Defend she will only send forth cards to combat incoming Units. If a Defending player is Attacked and the Defending player retains Units after, those Units are not sent forth to Attack her assailant.

Defending is advised when a player does not possess her opponent's weaknesses.

Once players have made up their minds it is time for the Battle to unfold.

Battle Phase

At this point decisions to Attack/Defend are locked in, and it is time for the reveal!

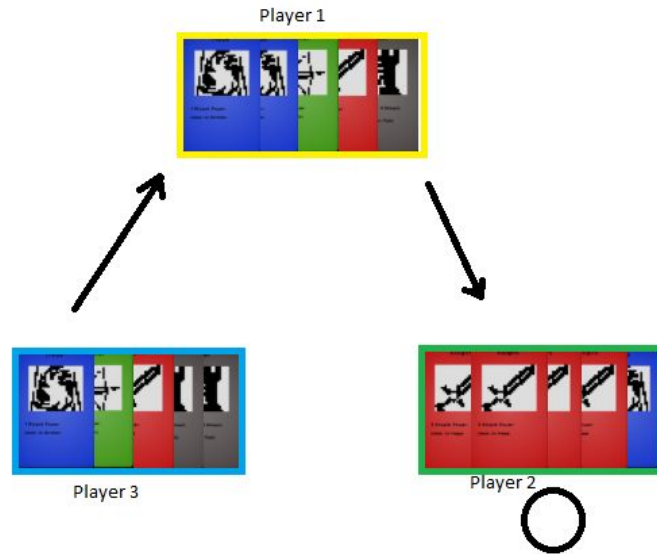
The Battle now unfolds and depending on how players arranged their Units, they may either reduce a target's Hit Points, take a hit to their own, or remain unscathed. Let's take a look at Battle Phase in a 3 player game.

Note: All interactions in the Battle Phase occur simultaneously, but the example breaks it down one step at a time

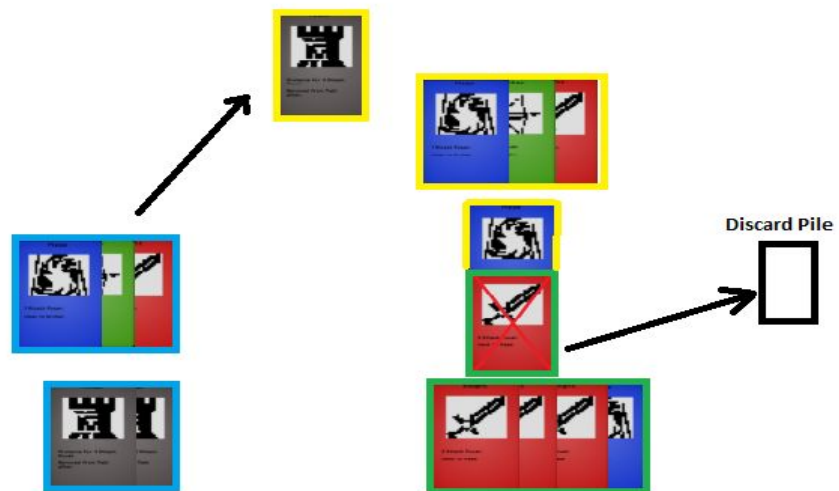
Example Battle (with 3 players)

1. Player's hands are open to show their chosen arrangements. The players' have completed their first round of drafting and their Attack/Defend decisions are indicated. Player #1 intends to Attack player #2, player #2 will Defend, and player #3 plans to Attack player #1. Next, the Battle Phase will unfold. (Player's cards are outlined to help you follow the flow)

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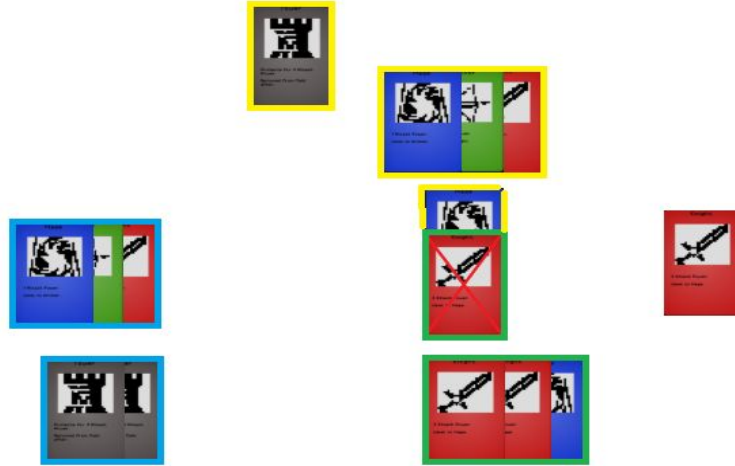
2. The Battle Phase has now begun and we will first cover the interactions between player #1 and player #2's cards. **We will come back to the interactions between player #3 and player #1 in step 8.**



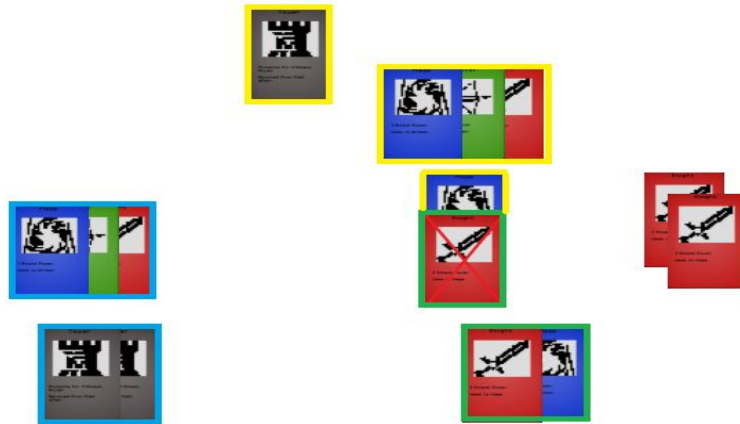
Player #1 chose to have Mage cards to the left of his hand. Perhaps this was done in response to all of the Knight cards he saw player #2 pick up. Player #2's Knight is weak to the Mage and is discarded off to the side.

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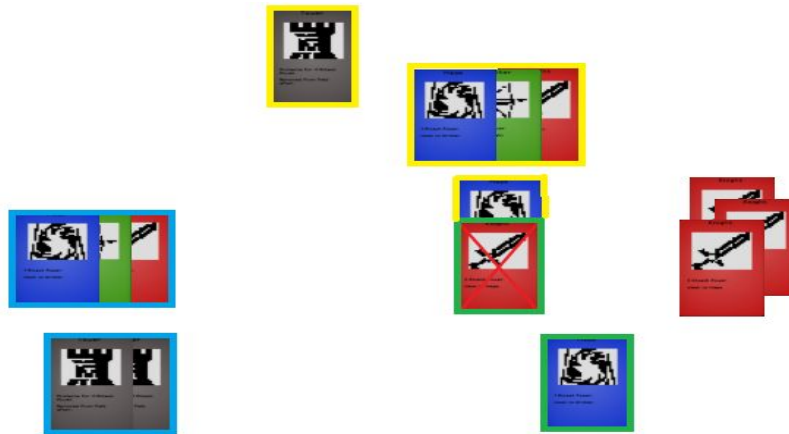
3. Player #2 has set her Knights to lead and, once again, player #1's Mage sends the Knight to the discard pile.



4. Player #2's Knights cannot take down the Mage.

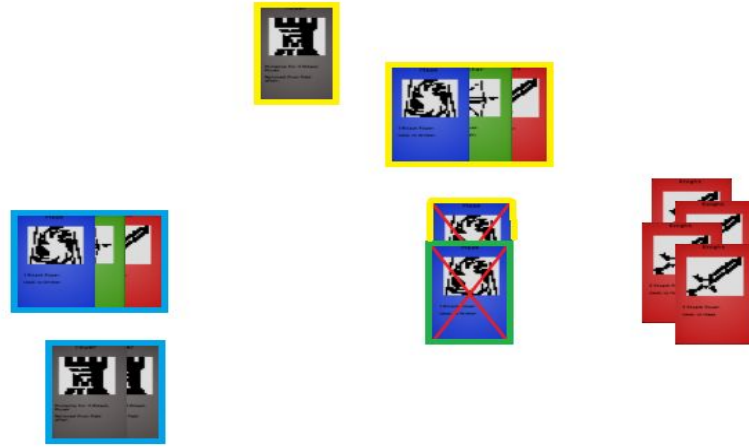


5. Same thing. At this point, player #2 may be wishing she had placed their Mage further to the left, but the outcome would not be much different.

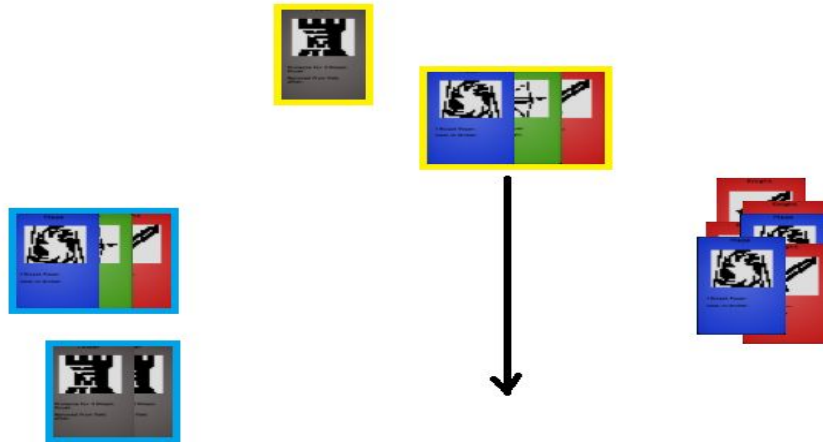


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6. Finally, player #2 is able to send forth a Mage of her own, causing both Mages to be discarded.



7. With all of player #2's Defenses sent to the discard pile, player #1 is able to deal direct damage with his remaining units. A Mage, Archer, and Knight would have a total combined Attack Power of 6, leaving player # 2 with 9 Hit Points at the end of this round.

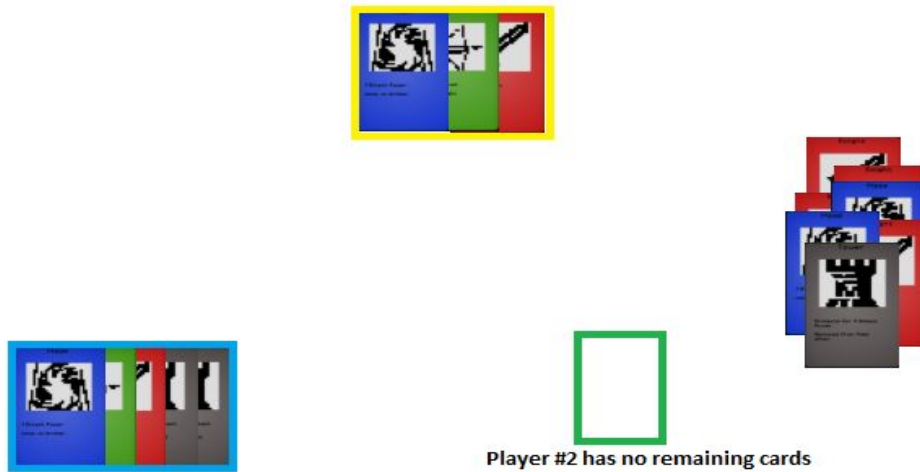


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8. Let us return to player #3 choice. Player #3 chose to Attack player #1 and, while player #1's Units were off fighting player #2, player #3 is able to topple player #1's Tower. Player #3 has a total of 6 Attack Power and will be able to deal 2 direct damage to player #1 after dealing with the Tower. This would put player #1 at 13 Hit Points and player #3 would still have 15.



9. At this point the Battle Phase is complete, any cards which were not discarded will stay in their player's hands going into the next Build Phase, and player #2 would draft first since she has the lowest Hit Points at the end of the round.



Ending the Game

A player wins once she is the only player with Hit Points remaining. In the event all players simultaneously have their Hit Points depleted, the player who would have the highest negative Hit Points would be declared the winner.

Frequently Asked Questions (FAQ)

If I choose to Attack, and a player other than my target Attacks me and reduces my Hit Points to 0, what happens?

In this scenario, once your Attacking Units complete their Battle Phase interactions, you will be eliminated and any remaining Units you owned would be discarded.

Documentation Updates (Patch Notes)

Version 0.2 - After an Observed Playtest (Undocumented below due to amount of changes)

Greatly clarified the Game Setup and revamped Turn Overview, Details Regarding Various Game Mechanics, and Examples of Play. Turn Overview was simplified to give a very general idea of the play. Details Regarding Various Game Mechanics and Examples of Play were combined then divided into Build Phase and Battle Phase. Better images were also provided for these sections.

Version 0.3 - After Feedback from Playtest #1 Players on Version 0.2

Added the statement about War to the Thematic Backstory. Some Notes in the Build Phase were reordered. Colored outlines added to diagrams in Battle Phase to make it easier to follow player's actions. Added the question about 'respective' phrasing in the FAQ.

Version 0.4 - After Observed Playtest #1

Temporarily removed cheat sheet from the included components to see if players asked for one in following playtests. Added 5 more of each Unit card, but left the number of Tower cards the same.

Version 0.5 - After Observed Playtest #2

An older cheat sheet was implemented as the cheat sheet originally used this week was long and underutilized. Specifically, I reintroduced the cheat sheet from the Week 3 assignment.

Version 0.6 - After Peer Review

Removed note about Attack Power before Unit Cards sections. Replaced all instances of they/their, in respect to players, with he/she/it pronouns. Added bullet points rather than the statement about cards for a respective number of players. Added an important FAQ question about having Hit Points reduced to 0 by another player when you Attacked someone else.