

Danger at the Walls

Matt Worden, 2014 (*version beta-2.2, October 31, 2014*)

2 Players, 30 Minutes
Area Control

Components

54 Poker-Sized Cards:

- 5 Wall Cards
- 8 Cards in Red's Personal Deck
- 8 Cards in Blue's Personal Deck
- 33 Cards in the Main Deck



Overview

It's a well-worn story by now in the Land of Danger: An army attacking a castle. Somehow, though, the story keeps happening, and another bellicose mob has advanced on the imposing walls of someone else's keep. The clash to control those walls is at hand.

Lead the Blue attackers or the Red defenders, using clever card play and a touch of luck to control more sections of the wall than your opponent.

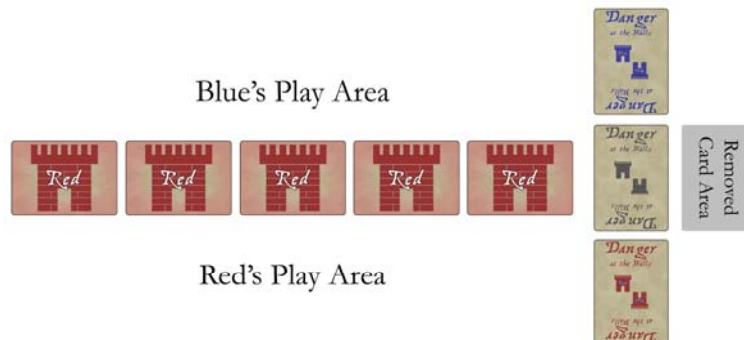
Setup

Divide the cards by type – walls, Red deck, Blue deck, and main deck.

Place the 5 wall cards, horizontally, in a row from left to right, dividing your play area from your opponent's. Leave some room between cards and have the Red side up.

Keep either the Red or Blue personal deck for yourself and give the other to your opponent. Shuffle your personal deck and set it to the side of your play area. Have your opponent do the same.

Remove the 2 Flag cards from the main deck, then shuffle the deck and deal 6 cards from it to each of you. These will be your starting hands. Insert 1 of the Flag cards near the midpoint of the main deck, and insert the other Flag somewhere in the bottom half of the deck. Then set the main deck to the outside of the wall cards.



Objective

Play cards from your hand to the five walls in order to control as many walls as possible. Control more walls than your opponent at the end of the game to win.

Playing the Game

Playing Cards at the Walls

The personal decks and main deck contain cards that fit into 5 different categories, as shown on the bottom of each card: Archers, Cannons, Attacks, Leaders and Flags. Archers, Cannons, and most Leaders are played at any of the five walls, on your side of the wall. **Each wall may have any number of Archers and Leaders at it, but may only have a single Cannon on each side.**

To make it clear which cards are played at which walls, layout the cards you've played in columns, with the Archers fanned-out near the wall, the Cannon card behind the Archers, and any Leaders placed behind the Cannon. (see example to the right)



The Archer & Cannon cards each have a strength value in a circle in the upper corners, underneath their type symbol. (see examples to the left) A player's strength at a wall is the sum of the values on the Cannon and Archers on their side of the wall. **To control a wall, your total strength must be greater than your opponent's.**

As strength at a wall changes, flip the wall card to the proper side to indicate which player is currently in control of the wall. If, after a play, both players have the same strength at a wall, the control of that wall does not change. A player needs to exceed the opponent's strength in order to take control of the wall away from them.

A Flag is played on top of a wall card in order to **lock that wall's control** for the rest of the game. Once a Flag has been played on a wall, you may still play cards at that wall, but the control of that wall never changes.

Taking a Turn

The game is played in alternating turns, with Blue taking the first turn.

On your turn, you will do the following, in order:

1. Make a Play (required)
2. Refill your hand to 6 cards (required, if possible)

Continue taking alternating turns until the third Flag has been played, or one of you has no cards left in your hand at the end of your turn. Once either of these conditions has occurred, the other player gets one more turn and then the game is over.



Make a Play (required)

You must make exactly one play from your hand: play one Flag, one Leader, one Attack, one Cannon or any number of Archers to a single wall.

Archers: You may play any number of Archers from your hand to a single wall, even if it already has Archers on your side. Fan the Archers so that all of their values can be seen.

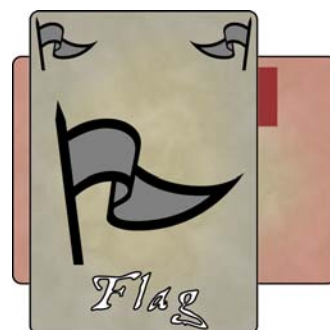
Cannons: Each wall can only show a single Cannon on each side. If you play another Cannon to a wall that already contains one, place the new one on top of the existing one so that only one Cannon is showing.

Attacks: Attacks are used to remove Archers or a Cannon from your opponent's side of a wall. Reveal the Attack to your opponent, indicate the wall you are attacking, and say which type of card they should remove. You must have a Cannon on your side of the wall you are attacking. You choose if your opponent removes their Cannon or all of their Archers from that wall. If you choose Cannon and your opponent has more than one Cannon stacked, they only remove the top Cannon. The Attack card and all removed cards are put into a face-up pile to the outside of the main deck.

Leaders: Most Leader cards are played on your side of a wall and change how strength is calculated at that wall. (*Spy and Assassin are the exceptions.*) The specific effects of each Leader card are explained on the front of the card. For more details on each Leader card, see the "Leader Cards" section on page 4.

Flags: A Flag is placed on top of a wall and locks that wall from any further changes in control. Whichever player is currently in control of that wall will be in control of that wall through the end of the game.

When a third Flag is played, it triggers the end of the game. After the current player refills their hand, if possible, the other player takes one more turn and then the game is over.



Refill Your Hand to 6 Cards (required, if possible)

Draw cards from your personal deck or the main deck until you have 6 cards in your hand. If you need to draw multiple cards, each card may come from either deck.

If both your personal deck and the main deck have run out of cards, you will not be able to fill your hand any further. If you have no more cards left in your hand and you are not able to refill, the other player takes one more turn and then the game is over.

Winning the Game

When the game ends, the player that controls 3 or more walls is the winner.

Leader Cards

Red's Leaders

The following Leader cards are found in the Red personal deck ...



KING - *Place at a Wall. Your strength is doubled at this wall.* Your strength value at your King's wall is the sum of the Archers and Cannon on your side of the wall, multiplied by two.



WIZARD - *Place at a Wall. Both players Archers are ignored at this wall.* Only count the strength value of the Cannons on both sides of the wall to determine who controls it.



BUILDER - *Place at a Wall. Both players' Cannons are ignored at this Wall.* Only count the strength value of the Archers on both sides of the wall to determine who controls it.



SPY - *Place on top of any card on Blue's side of the Wall. Its strength or ability is ignored.* The card that the Spy covers is treated as if it isn't even there. Once the Spy is placed on a card, the only way it can be useful again is if the Spy is removed by the Assassin.

Blue's Leaders

The following Leader cards are found in the Blue personal deck ...



GENERAL - *Place at a Wall. Your strength is doubled at this wall.* Your strength value at your General's wall is the sum of the Archers and Cannon on your side of the wall, multiplied by two.



NOBLE - *Place at a Wall. Double the strength of your Archers at this wall.* Multiply the sum of your Archers by two before adding them to your Cannon to determine your strength value at your Noble's wall.



ENGINEER - *Place at a Wall. Double the strength of your Cannon at this Wall.* Multiply the value of your Cannon by two before adding it to your Archers to determine your strength value at your Engineer's wall.



ASSASSIN - *Reveal & Remove. Remove any 1 of your opponent's cards from play.* The Assassin is a one-time attack that takes out a single card. But the target can be **any** card controlled by the Red player, including the Spy. Place the Assassin and the targeted card in the removed card pile next to the main deck.

Card Distributions

The decks have the following cards:

- Personal Decks:
 - 1 Flag
 - 1 Cannon Attack
 - 1 Cannon-6
 - 1 Cannon-8
 - 4 Unique Leaders
- Main Deck:
 - 13 Archer-1
 - 7 Archer-2
 - 5 Archer-3
 - 5 Cannons: Cannon-5, Cannon-6, Cannon-7, Cannon-8, Cannon-9
 - 2 Flags
 - 1 Cannon Attack

Graphics Attributions

The following graphics were used in the card art:

- Archer's Arrow – “High Shot Icon” by Lorc via game-icons.net
- Cannon Attack Background Graphic – “Cannon ball icon” by Lorc via game-icons.net
- Assassin's Knife – “Knife” by Antony Bayo via thenounproject.com
- Engineer's Gears – “Gears” by Jerry Wang via thenounproject.com
- Noble's Money Bag – “Bag” by Brennan Novak via thenounproject.com
- Spy's Spyglass – “Spyglass” by Dusan Popovic via thenounproject.com
- Castle on first page of these rules – adaptation of “The Kamianets-Podilskyi Castle in Kamianets-Podilskyi, Ukraine” by Dmytro Sergiyenko via commons.wikimedia.org

All other graphics and design elements were created by Matt Worden.

©2014 Matt Worden Games LLC

Instructions for Print-and-Players

Feedback Wanted

First of all, thank you very much for your interest in this game. I would very much like your feedback on how the game works for you, where you see room for improvement, and what suggestions you might have to make the game better.

Feedback can be directed to me via ...

- **Twitter:** @MattWordenGames
- **E-mail:** matt@mwgames.com

How to Print the Cards

There are 54 total cards – 5 wall cards, 8 Red personal deck cards, 8 Blue personal deck cards, and 33 main deck cards.

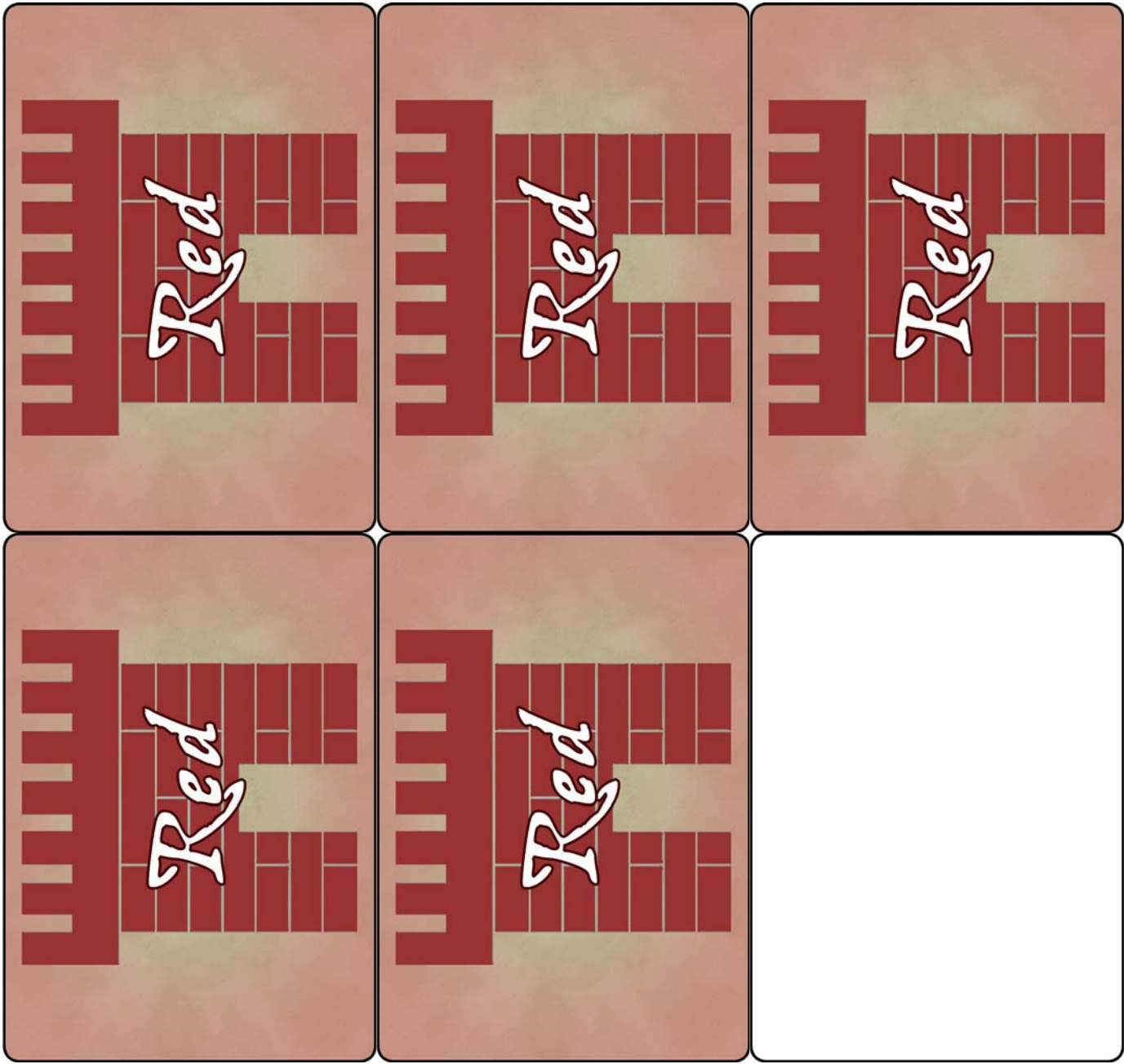
The wall cards are setup to print as full poker sized cards. The rest of the cards have been reduced to 90% poker cards size in order to fit 9 per sheet.

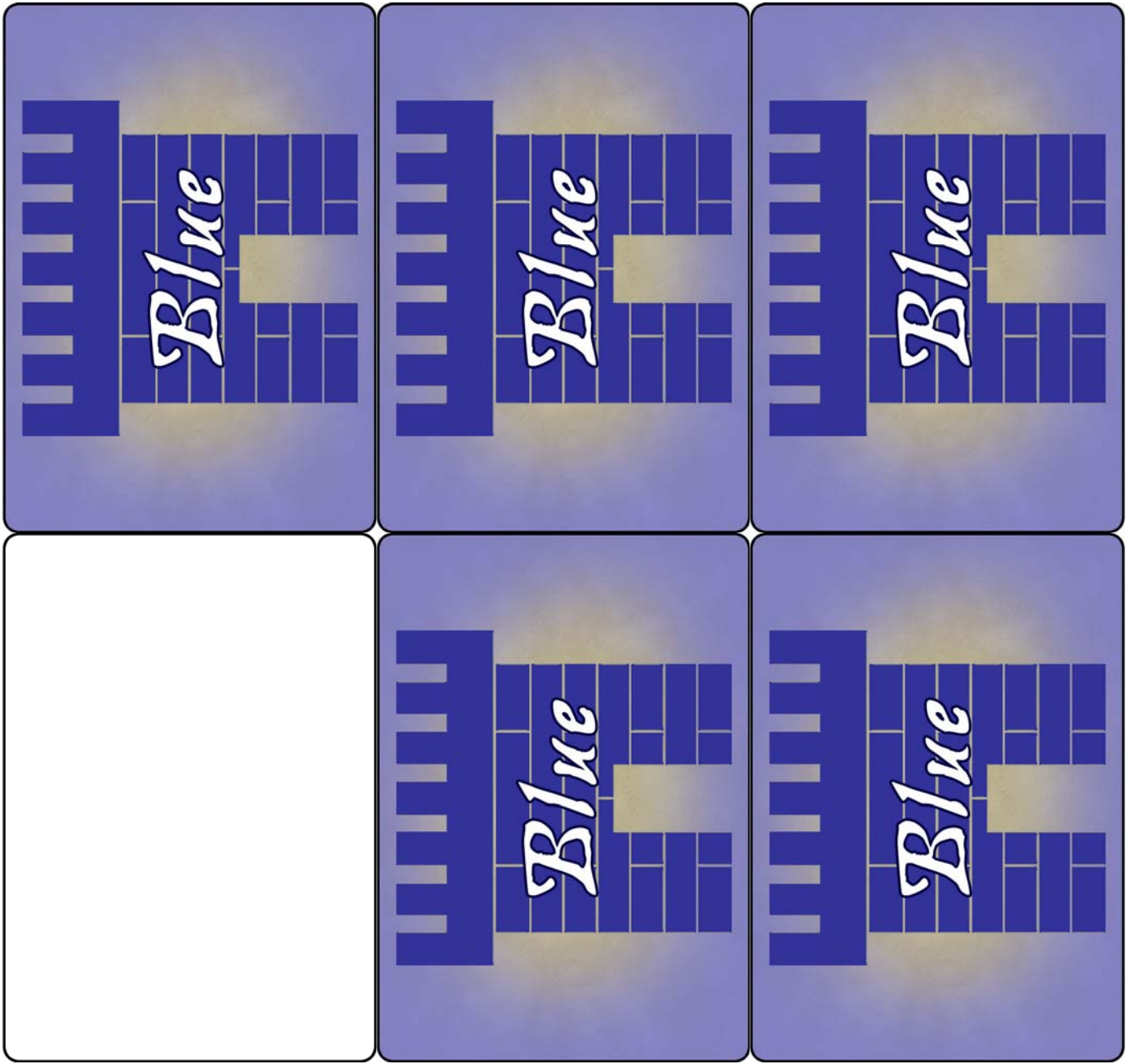
They are setup with the assumption that you will be printing them out onto standard paper using a standard home inkjet/laser printer, cutting them with a paper cutter or scissors, and then putting them into sleeves with a normal playing card sandwiched in between. While they are shown as rounded-corner rectangles, they can be cut as simple rectangles if sleeves are used.

Wall Cards – The five wall cards each have a Red side (page 7) and a Blue side (page 8). The blank card can be discarded.

Personal Decks – There are eight cards in each of the personal decks. Pages 9 – 12 hold the Red deck backs, Red deck fronts, Blue deck backs, Blue deck fronts, in order. There is one blank card in each personal deck that can be discarded.

Main Deck – There are thirty-three cards in the main deck. The main deck backs are on page 13, and will need to be printed 4 times to cover all of the cards. **(Alternate option: Don't print out the main deck backs and just use a normal poker card as the back.)** The main deck fronts are on pages 14 – 17. There are three blank cards that can be discarded.










Flag



Cannon Attack!
 Reveal, pick a Wall, and remove.
 If you have a Cannon at that Wall, remove your opponent's top Cannon
 OR all of their Archers.
(your choice)

Attack



Cannon




Cannon



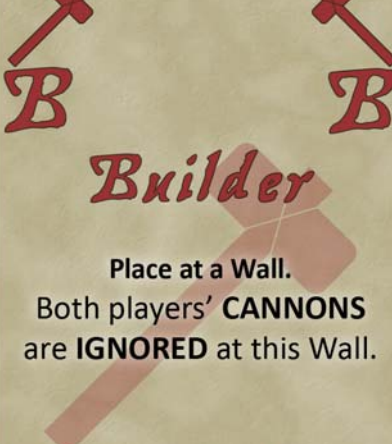
King
 Place at a Wall.
 Your strength is **DOUBLED** at this Wall.

Leader



Wizard
 Place at a Wall.
 Both players' **ARCHERS** are **IGNORED** at this Wall.

Leader



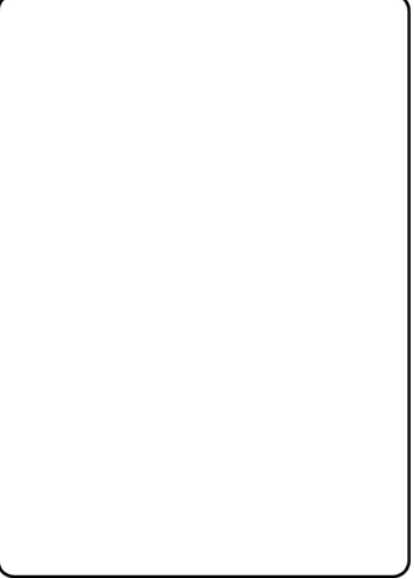
Builder
 Place at a Wall.
 Both players' **CANNONS** are **IGNORED** at this Wall.

Leader


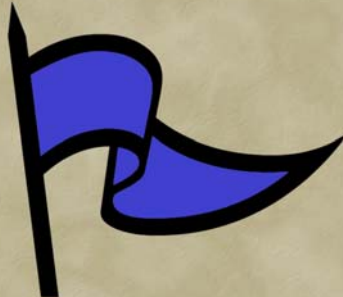


Spy
 Place on top of any card on Blue's side of the Wall.
 That card cannot be moved and its strength or ability is ignored.





Leader












Flag





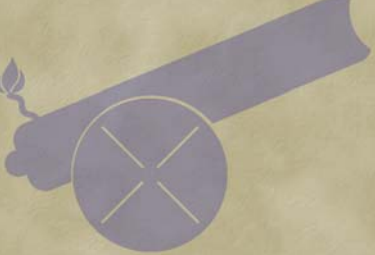





Cannon Attack!
 Reveal, pick a Wall, and remove.
 If you have a Cannon at that Wall, remove your opponent's top Cannon
 OR all of their Archers.
(your choice)


Attack

Cannon

Cannon










General

Place at a Wall.
 Your strength is **DOUBLED** at this Wall.





Leader

Noble

Place at a Wall.
DOUBLE the strength of your **ARCHERS** at this Wall.

Leader

Engineer

Place at a Wall.
DOUBLE the strength of your **CANNON** at this Wall.

Leader

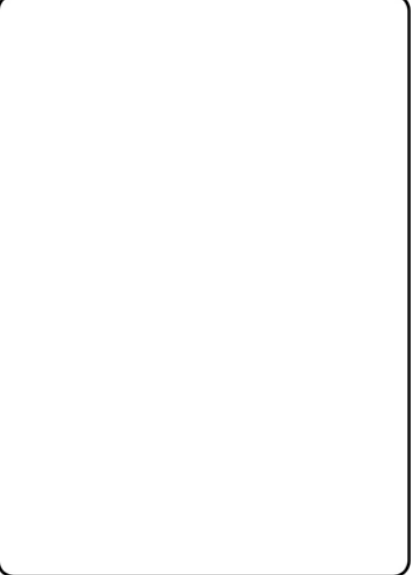





Assassin

Reveal & Remove.
REMOVE any 1 of your opponent's cards from play.

Leader













7



Cannon



7



8



Cannon



8



9



Cannon









Flag





Flag

Cannon Attack!
 Reveal, pick a Wall, and remove.
 If you have a Cannon at
 that Wall, remove your
 opponent's top Cannon
 OR all of their Archers.
(your choice)

Attack

