

Attack Right



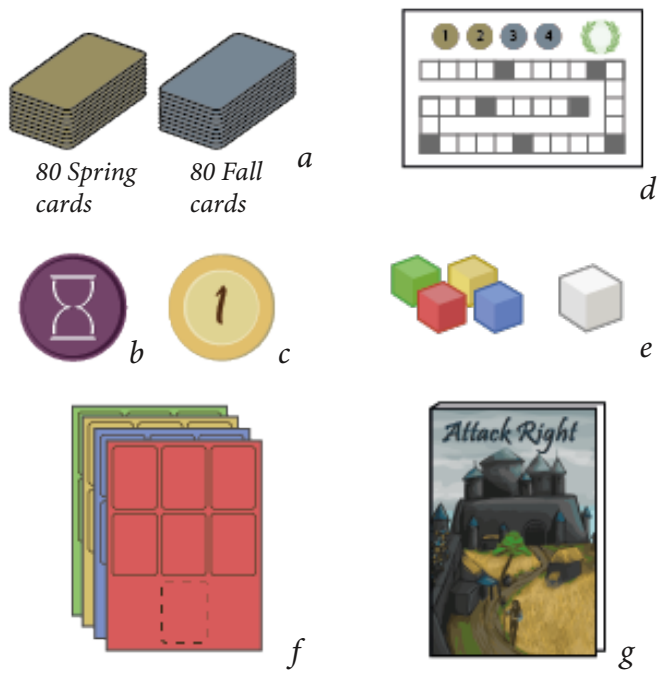
On a newly discovered island, you and your rival kingdoms will compete to determine who can build the mightiest Kingdom over the span of four seasons. To abide by the old virtues of fairness, each Kingdom has decreed to attack only the Neighbour to their right, in a test of strength once every season.

Attack Right is a tableau-building game with a drafting mechanic for 2-4 players. During the game, players will use their limited resources and space to build up their Kingdom and economy to score the most glory points. This is primarily done by successfully attacking the player to their right and defending against the player to their left.

The game is played over 4 rounds, with an average playtime of 40-70 minutes.

COMPONENTS

- 160 game cards (a)
- 30 Age tokens (b)
- 40 Coin tokens (c)
- 1 Scoreboard (d)
- 4 Score tokens & 1 Round token (e)
- 4 Player boards (f)
- 1 Rulebook (g)

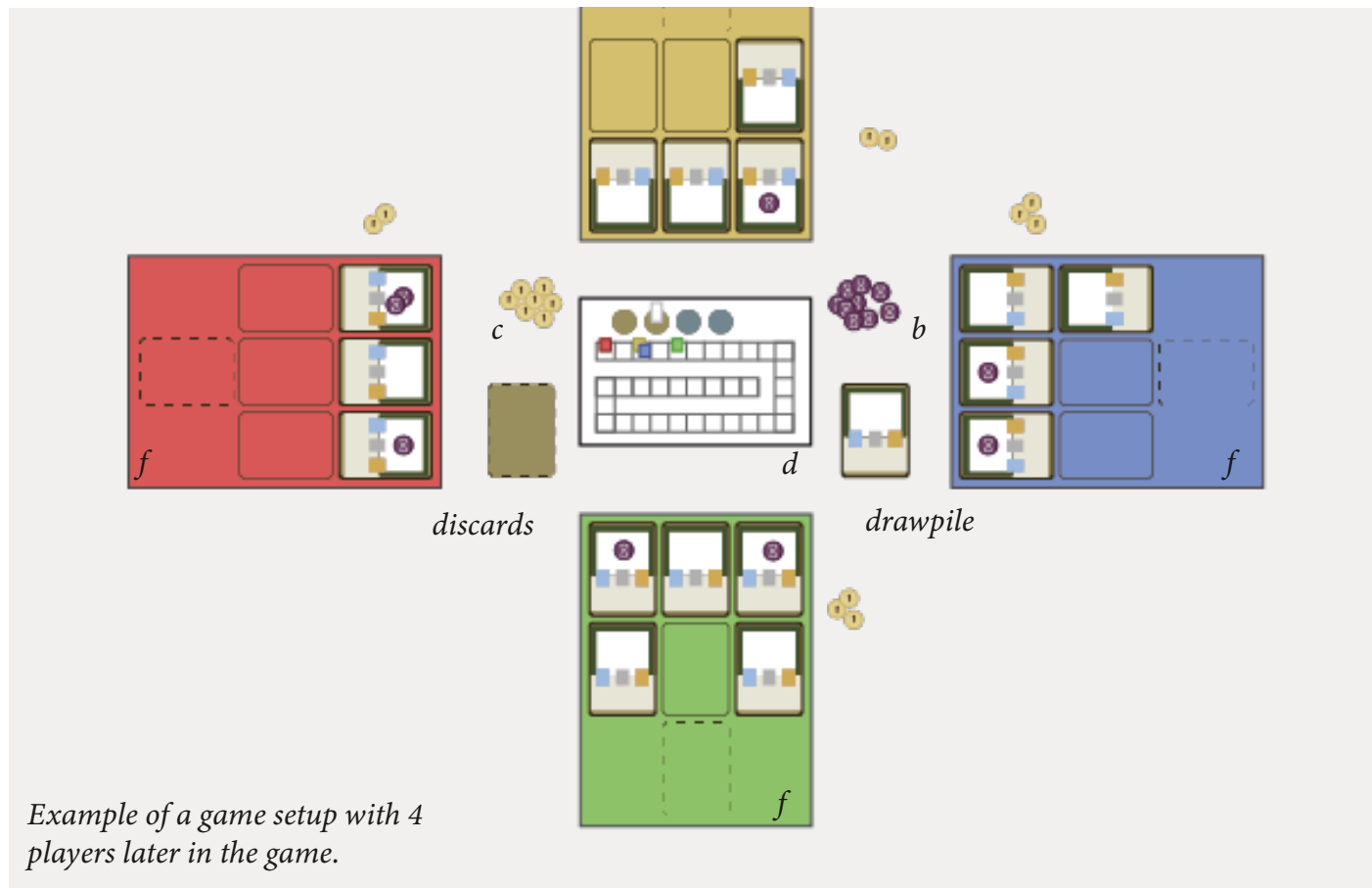


PURPOSE OF THE GAME

During the game, players will develop their Kingdom by purchasing units and buildings, which they will place in their tableau. These cards will provide the Kingdom with power (defensively or offensively) depending on where they are played. Cards can also produce resources, increase your income or synergise with each other in several ways to become stronger.












The goal of the game is to gain the most Glory points by the end of the 4 Rounds. Glory is awarded for winning battles each Round, but it can also be gained by certain card abilities.

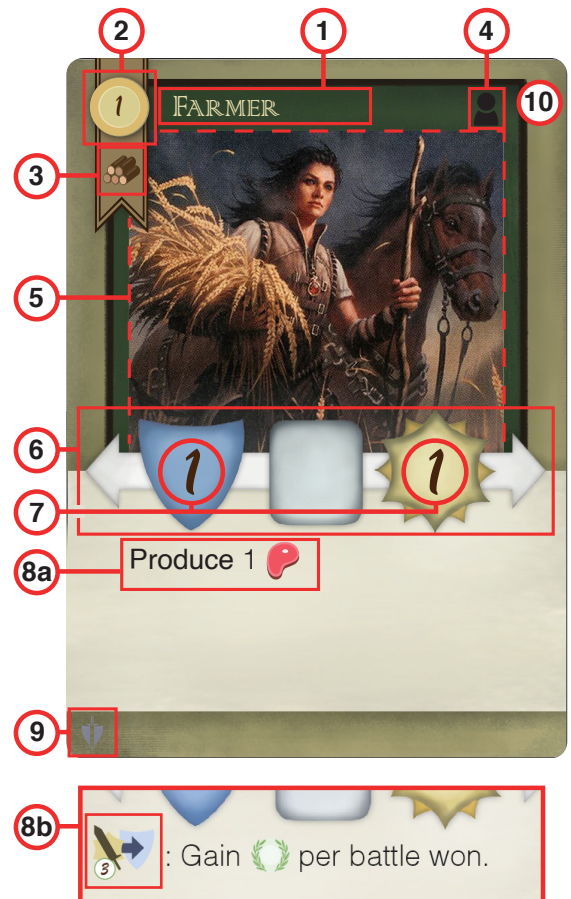
During the game you need to build up a working economy, boost your forces, and keep an eye on your opponents to stop them from gaining the upper hand against you in an ever-changing board state.



Example of a game setup with 4 players later in the game.

ANATOMY OF CARDS

- 1 - Name of the card
- 2 - Cost of playing the card
- 3 - Ressources, that provides discount to cost
- 4 - Unit  or building 
- 5 - Artwork
- 6 - Placement:
The symbols indicate where in your tableau a card can be placed:
To the left , in the middle , to the right 
- 7 - Power:
The numbers in  (defence) and  (attack) is how much power the card has.
(Note that “ - “ is not the same as ” 0 “)
- 8a - Card effect
- 8b - Many cards display which phase the effect takes place (Battle Phase in this example)
- 9 - Deck icon:
 Battle deck,  Age deck
 Resource deck  Spy deck
- 10 - A card's background indicates if the card is a spring card (green) or a fall card (blue)



TERMINOLOGY

Units and buildings: Cards are either units or buildings (4). Units gain age tokens and die of old age. Buildings do not gain age tokens, and cannot die of old age.

Neighbour: Some card effects refer to “Neighbour”, which is another player’s Kingdom. The Neighbour to a card is the opposing player closest to the card; eg. if a card is placed to the left in your Kingdom, its Neighbour is the player to your left. Some cards refer to Neighbours, plural, therefore it refers to the players on your left AND right.

Note: Unless specified, cards that refer to other players’ cards, always refer to the cards in the players tableau that either defend or attack you.

Coins on cards: Certain card effects can put coins on top of cards: these coins are **always** taken from the bank. Unless otherwise stated, these coins become available to the **player who owns the card**, when that card **dies**.



Resources and discount: Some cards are cheaper if a player produces certain resources in their Kingdom. The relevant resource(s) for a card is printed below the price of that card (3). If a player produces (8a) the corresponding resource(s) in their Kingdom, reduce the price of playing the card by -1 for **each** of relevant the resource you produce. A card’s cost can be reduced by the same type of resource multiple times if the player produces more than one.

Note: The price of a card cannot be reduced below 0.

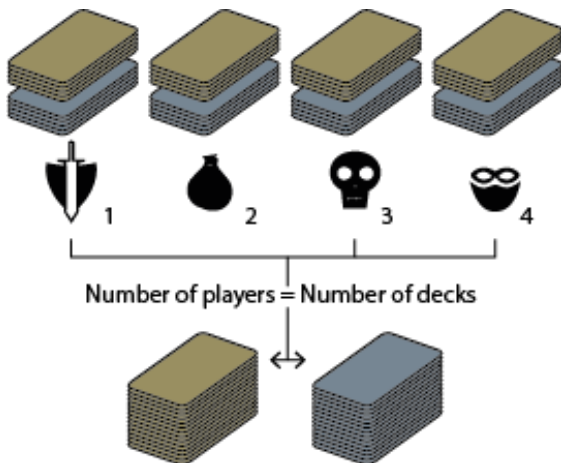
When a card leaves play: Several cards have special effects when a unit **dies**, so for clarification:


- Units can **only die** during the Age Phase.
 - Cards can be **removed** during the Play Phase to make room in the tableau.
 - Cards removed from a player’s hand, by a card effect or by the end of the Drafting Phase, are **discarded**.
- All the cards that either die, are removed or are discarded, are put into the same discard pile.

GAME SETUP

1) Place coin tokens  and age tokens  into two piles. All the players start with 5 coins from the bank.

2) Each player then picks 1 of the 4 provided battle decks, each consisting of 20 spring cards (green) and 20 fall cards (blue).




Note: Deck 4 () is only recommended in a game with 3 or more players.

3) From the chosen battle decks, separate all the spring cards and fall cards into two decks. Shuffle the two decks separately. The deck with spring cards will be used for Rounds 1 and 2, while the fall cards will be used for Rounds 3 and 4.

The game is now ready to begin.

1ST GAME

Attack Right is designed to be played multiple times so one can explore the different cards and abilities.

To ease new players into the game, we recommend playing without the cards marked with a star icon, eg: , during your **first game**.

This will make for a faster and less complicated first game. In this simplified game mode, players will only draw **6 cards** instead of the usual **8**. Otherwise the same rules apply

For your second game and onwards, we recommend that you play with the full scope of the different battledecks, as this will make for a more fun, complex and varied experience.

PHASES OF PLAY

A game is composed of 4 **Rounds** of 5 successive **Phases**. During each of the phases, players take actions (drafting and playing cards) **simultaneously** until the end of the phase. When all players are finished taking actions, move on to the next phase.

The 5 phases are as follows:



Drafting Phase

- Players draft the cards available to them for the Playing Phase. Cards are always passed clockwise.




Playing Phase

- Players play cards from their hand to their tableau.



Battle Phase

- Each player compare their attack with the defence of the player on their right and gain Glory 



Income Phase

- Players gain income and pay upkeep, if relevant.



Age Phase

- Age tokens are added to units and old units die.

A Round ends after completing the Age Phase and a new Round begins.


When 4 Rounds have passed, the game is over and the player with the most Glory wins.

The phases will be detailed in the following pages:



DRAFTING

In the beginning of the Drafting Phase, each player is dealt a hand of 8 cards from either the spring or fall deck.

Reminder: If this is your first game, and you are playing without any star  cards, instead deal a hand of 6 cards to each player.

During Round 1 and 2, the cards are drawn from the **spring deck**.

During Round 3 and 4, the cards are drawn from the **fall deck**.

The players each keep 1 card of their choice from the dealt cards and put it **face down** in front of them. All players then pass the **remaining cards** to their **left Neighbour**.

Repeat this process until each player has 2 cards remaining to choose from; The players then choose 1 card and discard the remaining card.

Reminder: If this is your first game, do not discard any cards.


Continue to the Play Phase.



PLAYING

Players will now play and pay for the cards just drafted. This is done **simultaneously**: Each player chooses 1 card from their hand, and places it **face down** in front of them **on their tableau**.

Once all players have done so, all cards are flipped **at the same time**.

Certain cards have effects **when they are played** (marked by ). These are resolved when the cards are flipped and the cost of the cards are paid. Once a card is placed in your Kingdom, it cannot be moved.

Each Kingdom can hold 6 cards in spring, and 7 cards in fall:


- In spring, you may place 2 cards to the left, middle and right of your Kingdom.
- In fall, you may place 2 cards to the left, 3 in the middle, and 2 to the right.

If you want to place a card in your Kingdom on a spot already occupied by another card, you may **remove** the previous card to make room for the new card. This is done when all cards are flipped. *Reminder: Removing a card and a card dying are two different things. This will be explained*

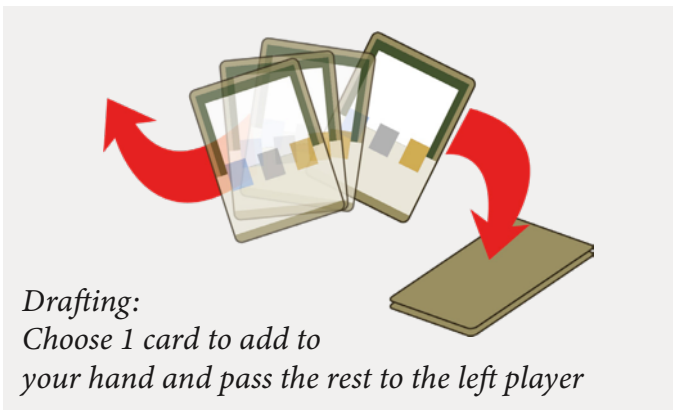
further in the Age Phase, .

Ending your turn:

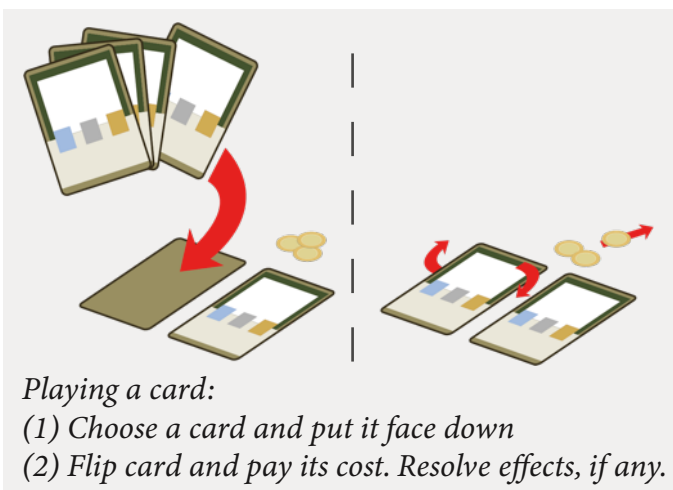
When you cannot play anymore cards or want to end your turn, **choose 1 card** from your hand (if you have any left) and place it **face down** in front of you. **Instead of flipping this card, discard any remaining cards in your hand.** The face down card is **saved** for the **next** Playing Phase. After you have done so, you are out of the phase and cannot play anymore cards this Round.

The first player to discard their hand and end their turn, gain 1 coin  from the bank. If several players do this in the same turn, they all gain 1 coin.

When every player has ended their turn, continue to the Battle Phase.



Drafting:
Choose 1 card to add to your hand and pass the rest to the left player



Playing a card:
(1) Choose a card and put it face down
(2) Flip card and pay its cost. Resolve effects, if any.



BATTLE

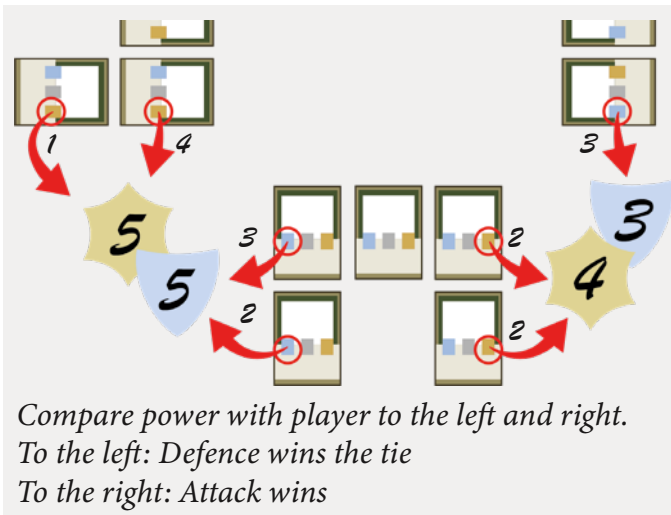
During the Battle Phase, starting with one player and going counter-clockwise, compare that player's **combined attack power** against the **combined defence power** of the player to the **right**.

In each battle, the player with the greatest power gains 3 glory 🌿. In case of a tie, the defending player wins.

The battles are resolved **one by one**, starting with the player furthest behind on the score track and going **counter-clockwise**. In case of a tie, choose a random player to start.

Some cards provide additional effects that **can** be activated during this phase. These are resolved in **play order**.

When every player has battled their right Neighbour, move on to the Income Phase.




INCOME

During the Income Phase, every player **gains 3 coins** from the bank. Certain cards can provide you with **additional coins** in this phase.

After each player has received their income, certain cards require **payment**, which is illustrated with 🟡.

If a player cannot pay the required amount, they **lose all their coins**, and **all cards that need payment** are **removed** from their tableau. It is **not** possible to pay for some cards, and not others.

Afterwards move on to the Age Phase



AGE

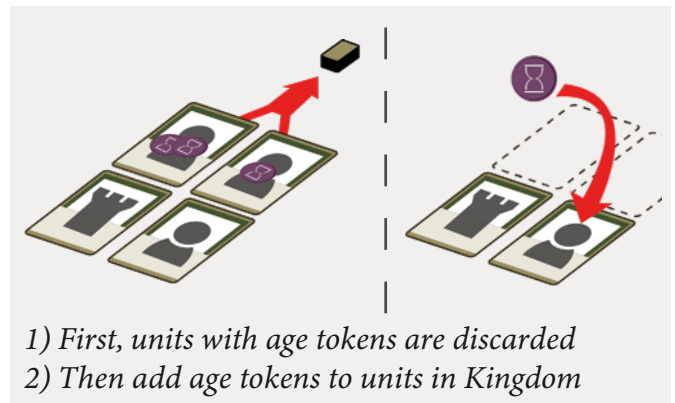
At the beginning of the Age Phase, look for any unit cards in your Kingdom with **at least 1** age token 🕒. Each unit with **at least 1** age token dies, and is put into the discard pile. *Note:* That cards can die **only** during this phase.

After this, put an age token on all units in your Kingdom.

Remember: Buildings and units are different; buildings **do not** gain age tokens. Thus buildings **cannot die of old age**.

Certain cards have effects that activate **at the very start** of this phase and/or when units **die**. Resolve those effects.

After the Age Phase, a Round is completed and the next Round begins with the Drafting Phase. If this constitutes the end of the 4th Round, the game is finished.



END OF GAME

After 4 Rounds the game ends. All players gain 1 glory 🌿 per 3 coins they have remaining in their Kingdom. Coins on cards are not counted.

The player with the most glory wins.

In case of a tie, the player with the most coins wins. Coins on cards are not counted.

If this is also a tie, the player with the most remaining cards in their tableau wins.

If the tie is not resolved by then, all tied players win and get to rule the island together.

CLARIFICATION

Cards in **ATTACK RIGHT** have many different effects that reference, affect or synergise with other cards. As a **general rule**, all cards follow the rules as written in the previous sections, **unless exceptions are written on the card**. The following section clarifies what happens to a card that gets played, if another card with a relevant effect gets removed at the same time.

REFERENCING THE STATE OF THE GAME

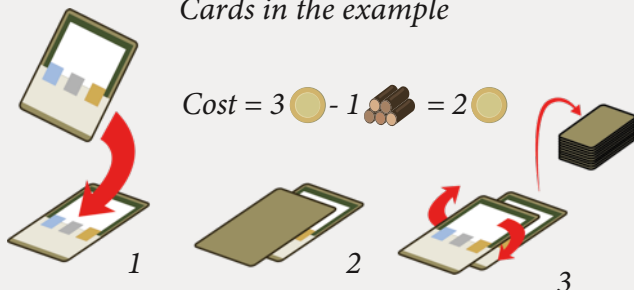
During the Play Phase, cards **always** refer to how the state of the game is, while cards are being chosen and **before cards are flipped**.

This means, for example, that if **card (a)** is in play and produces a resource, that resource is available for a **card (b)**, **even if card (a)** gets removed, as **card (b)** is flipped/played.

As all cards are played **simultaneously**, this also means that flipped cards cannot target other cards that are being flipped at the same time.



Cards in the example



Example:

A **Woodcutter** will be removed by a player to place a **Wall** (1). Even though the **Woodcutter** is replaced (3), the Kingdom still counted as producing 1 when the **Wall** was played (1) thus reducing the cost of the **Wall** by 1 . After the flip, the Kingdom no longer has a **Woodcutter** and not longer produces .

THE BATTLE DECKS

Each deck has a theme, which means that cards included in one deck will often synergise well with each other.

The four themes are:

Battle deck: *“For might and glory”*

This deck is primarily focussed on power and gaining more glory and riches by winning battles. Use your mighty units to overpower your enemies - or by optimising your resources to fill up your Kingdom.

Resource deck: *“More resources, less problems”*

Resources and coins are power. No army could ever invade a Kingdom without food, and no Kingdom is worth invading if it is poor. This deck focuses on using buildings and synergising your resources to get stronger.

Age deck: *“Old is always better”*

This deck understands that whatever is born, must serve its purpose and then die - and if death does not stop it, it must keep on fighting. The deck focuses on cards that have powerful effects when they are played, while manipulating and getting more powerful with Age in your Kingdom.

Spy deck: *“Chaos is a ladder”*

In warfare, you must always be one step ahead of your opponent and be ready to change your strategy: this is the only way to stay alive. This deck allows you to spy on your opponents cards and remove them before they are even played, while moving or hiding your own cards for cunning surprises (3+ player games).

CREDITS

Game design: Jonas Rønn Bohnsen & Christian Buhl

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Graphic design: Christian Buhl

The artwork used on the cards is purely a placeholder and is in no way meant to appear in the final product. It is only added to give a sense of the illustrations we want to make, once the game leaves testing. We do not claim to own nor to have produced the artwork on the cards.