

# Siege of Eternal Night - a Single Page Solo Game

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Special thanks for playtesting and rules revision: C. Sgattoni & G. Uitz.

**Number of players:** 1 **Duration:** 10-15 min **Age:** 8+

**Needed to play:** Battleground Sheet, 2 d6 dice, a pen/pencil and this Rules Sheet.






*History repeats itself but no one remembers what happened last time, the silence was interrupted by war songs, the moment had arrived...*

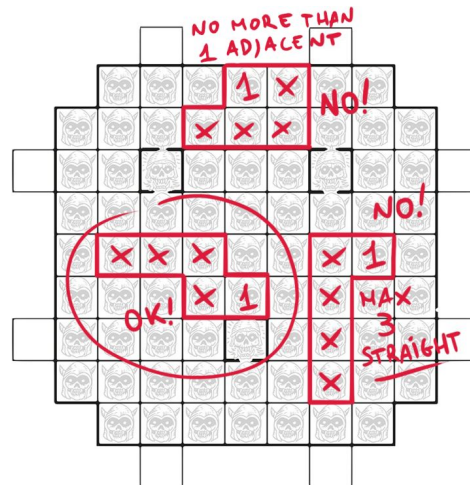
## Object of the game

Defeat all the enemies (grey squares) on the **Battleground** grid before the **End of the Night** (9th Turn).



## How to play

Roll 2 dice at the beginning of each turn. The results will be used to either **deploy troops** outside the gate, **cast magic spells** or **launch a crossbow volley** towards the enemies:


- , , ,  or  allows you to **deploy a troop**, whose size equals the rolled die value. Mark a sequence of enemy squares on the battleground sheet, following the **Deployment Rule\*** (explained in page 2). You may draw any shape with the following two restrictions:
  1. A sequence cannot have more than three crosses in a straight line.
  2. Each cross in a shape may only be orthogonally adjacent to one other cross of the same shape.Imagine a snake which can turn left and right but not turn by 180°. See the examples below:





Example of a "5" Troop deployment in the 1st turn.

In addition, for each , ,  rolled, cross off one circle in the **Altar** (the lower center section).

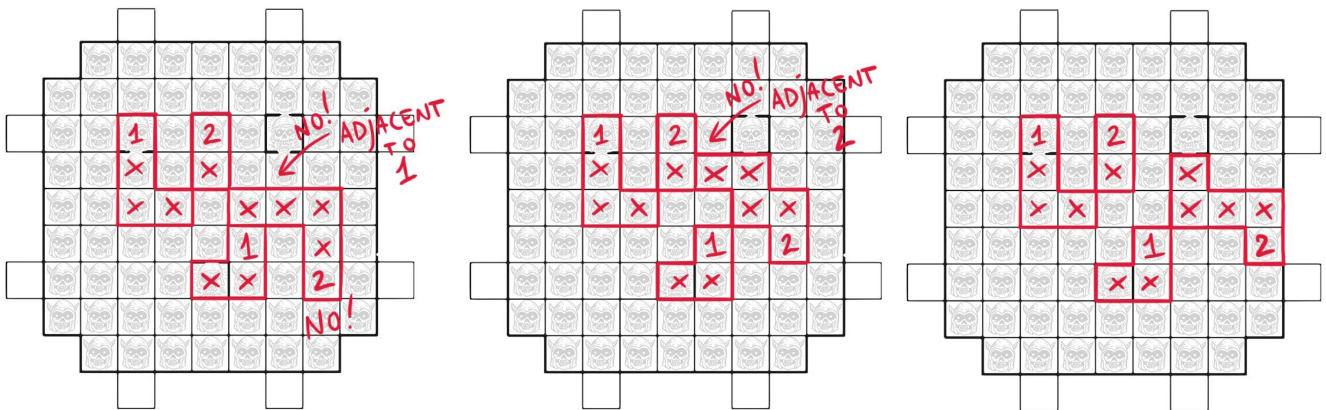
Once you complete a row of three circles in the **Altar**, you can deploy a **Hero** leading a troop of any size between 1 and 5 which can be deployed anytime during any turn in addition to the dice results **following** the **Deployment Rule\***.

-  allows you to **cast magic spells**. Pick one spell out of the two (*Flamestrike* or *Divine Hammer*) shown in the bottom right corner of the Battleground Sheet and mark enemy squares on the **Battleground** grid using the respective shape **following** the **Deployment Rule\***.

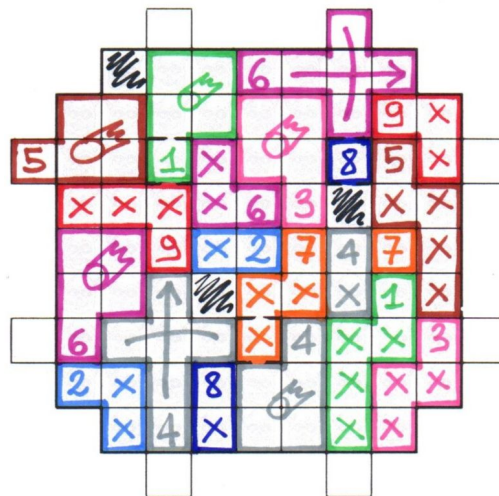
-   (doubles) of any value allow you to **shoot with the crossbow**. Mark enemy squares on the Battleground grid using the respective shape following the Deployment Rule\*. This is a **bonus action** and does not replace your regular action in this turn. You are not able to cross off **Altar** circles but you can then re-roll the dice and perform your regular dice action.

The shapes of the Magic Spells and Crossbow Shot may be oriented in any direction (rotated and flipped).

**Deployment Rule\*** Shapes drawn in a turn may never be orthogonally adjacent to shapes drawn in the same or the immediately preceding turn. This means that the second drawn shape in turn 4 may neither touch the first drawn shape of the same turn nor touch any shape drawn in turn 3. The shapes drawn in turn 4 can be fully adjacent to the shapes drawn in turn 2 or earlier. To track this is recommended to draw the turn number inside the marked shape. See the example below showing the two conditions:



Example of a "5" Troop deployment in the 2nd turn respecting the **Deployment Rule\***.



Example of a Battleground Grid completely filled respecting the **Deployment Rule\***.

To start a new turn and roll 2 dice again you have to mark the corresponding moon on the turn track.

*What are those? Explosives?!?!*

3 enemy shapes in the **Battleground** are outlined with square brackets. These enemies are called **Wallbreakers**. Whenever you mark one of them as part of your regular action, you may, as a free action, immediately mark another single enemy square anywhere on the **Battleground** without having to follow the Deployment Rule\*.

*If we enter from here we will be behind them!*

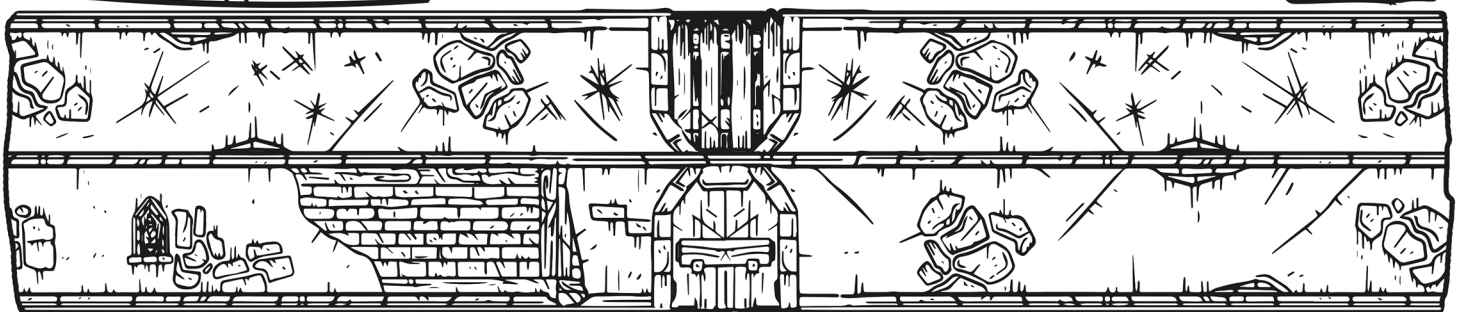
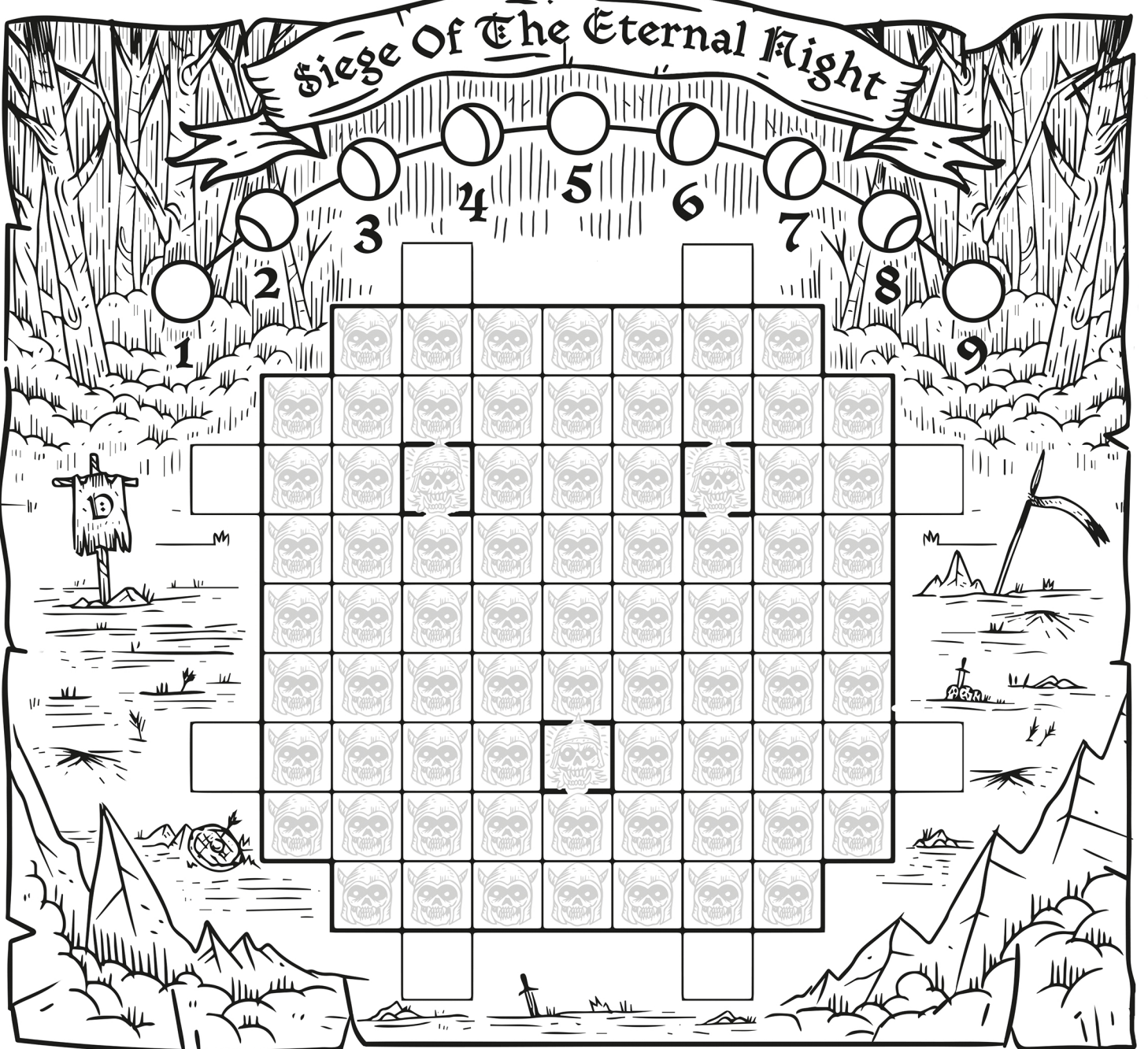
8 squares around the edge of the **Battleground** (2 on each side) don't have enemies printed. They can be used at will to deploy troops and are ignored during final scoring.

**End of the Night** After **Turn 9** count the number of unmarked enemy squares on the **Battleground**, the total is your score. The lower the score, the better.

*Finally dawn has come, the warm sun illuminates the troop who answered to the last call...*

**Variant - Last Call** Check the time (a.m. - p.m.) before the **Turn 9** ends, **deploy** a last **Troop** with a value up to the current hour, following the Deployment Rule\*.

# Siege Of The Eternal Night



Legend for game pieces and symbols:

- Three hooded figures (left) and three different monster heads (right).
- Decorative vertical symbols (left and right).
- Three sets of three circles (left and right).
- Three squares (right).
- Three cross-like symbols (right).
- Three square tiles with different patterns (right).
- Bottom center:  $\square \cdot \square \cdot \square = \otimes$