



Glossary

- **ConKUeror: Koç University Dominion** — Name of the game being specified, a strategy game inspired by RISK, in which players battle to conquer the world.
- **World Map**: The political map of the world on which the game is played, divided into territories and continents.
- **Continent**: A group of territories on the game map that are geographically connected and share a common color.
- **Territory**: A single area on the game map that can be occupied or defended by players using armies.
- **Reachability**: A condition that ensures all territories on the game map are accessible by players, connecting territories either by the principle of adjacency or sea-line.
- **Sea-line**: An over-sea connection between two territories separated by a water body, making all territories accessible to the player, no matter where they are.
- **Die**: A tool used to determine the outcome of battles between players' armies. Also used to decide which player starts first.
- **Player**: Actors in **ConKUeror**, possessing the ability to occupy territories, fortify positions, trade army units, and play cards, making strategic decisions to win during a single round of the game. A typical **ConKUeror** game consists of 2-6 players (including game-controlled players).
- **Initial Sharing of Territories and Army Placement**: The process by which players initially claim territories and place armies onto them at the beginning of the game.
- **Game Loop**: The game loop in **ConKUeror** consists of a series of rounds, with each round comprising three phases: Draft, Attack (optional), and Fortify (optional). The game continues until a player has achieved complete world domination by occupying every territory on the map and eliminating all other players.
- **Round (or Turn)**: A game state that allows each player to choose game actions, wherein after every player, the player to the left goes next, and chooses game actions until they decide they have reached their goals for that moment.
- **Draft**: A game phase in which a player receives a number of army pieces depending on the amount of territories they own, and the player is asked to station them on own territories.
- **Fortify**: A game phase in which a player strengthens their position by moving armies between adjacent territories.
- **Attack**: A game phase in which a player attempts to capture an opponent's territory by engaging in battles.

- **Defense:** A game rule that allows the armies of a territory under attack to defend itself, not directly triggered by the player occupying the territory under attack.
- **Winning Condition:** A condition, asserting that for a player to win and the game to be over, the player needs to conquer the whole map (all territories), and thus, eliminate all opponents (including the computer).
- **Armies:** The game pieces used by each player, denominated by three different types, representing their military forces, used to occupy and defend territories, and engage in battles.
- **Infantry:** The basic army unit.
- **Cavalry:** Army unit worth 5 Infantry.
- **Artillery:** Army unit worth 10 *Infantry* or 2 *Cavalry*.
- **Cards:** Elements that influence gameplay, including territory, chance, and army cards.
- **Territory cards:** Cards for each territory on the game map. If a player collects cards for all territories of a continent, he can conquer the whole continent without needing to attack.
- **Army cards:** Cards for each type of different army units, namely infantry, cavalry and artillery. Used to gain an additional army if a player has a set of 3 such cards. Different combinations of these cards can be traded to gain different army units, determined by specific table.
- **Chance cards:** Cards that introduce random events and opportunities during a player's turn. *See the "Chance Cards Mechanics" section for a list of all chance cards.*