

If a player chooses not to attempt a conquer, they are to pay the space occupier the fee:  
Blue - 1 Resource  
Green - 2 Resources  
Yellow - 2 Resources  
Red - 3 Resources

## RESUPPLY

Players can obtain extra resources either by landing on the “RESUPPLY” space or making a full revolution of the board. They will be awarded with 2 resources.

## JAIL

A player can be sent to jail by landing on the “Go to jail” space or pulling the “BUSTED” card.

The play is to stay in jail for 3 turns. They player can get to of jail by paying the fine of 2 resources or rolling a six.

Players can avoid going to jail by having the “Bribe” card.

## CARDS

The player is to draw a card from the deck if they land on the “?” space. Cards come in two categories, Active Effect and Immediate Effect.

Active Effect cards can be held onto and played at a player’s discretion. Immediate effect cards are to be played immediately and returned to the deck.

Active Effect Cards:

Allied Support, Enemy Support, Bribe, Player Target

Resource Forfeiture cannot be played on a player if the target player’s net resource amount will be negative or zero.

Immediate Effect Cards:

Resource Gain/Loss, Advance, Retreat, BUSTED.

Player who have been moved back does not need to pay the fee and cannot conquer the space.

## Credits

The following people made this game possible.

**Game Concept:** Calvin Tran  
**Artwork:** Calvin Tran

## Legal

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