

# **CONQUER**

**CONTROL IT ALL.**

Ages 10+

 2-4 Players

Take it all by capturing, conquering, and selling your territories.

## **Objective**

Control the greatest area of the board by capturing and conquering the board spaces.

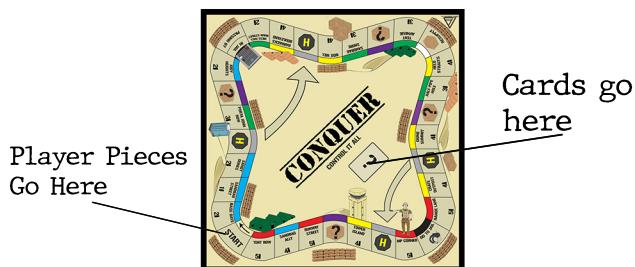
The game will end once all spaces are captured.

## **Components**

1 of each color player pieces, red, blue, green, and yellow. 20 of each color claim pieces: red, blue, green, and yellow. 100 resources. 20 cards.

## **Setup**

The board is to be placed on the table and unfolded. All players will choose what color they want to be represented by.



Place the player pieces at the space labeled "START".

Place the deck of cards on the allocated spot on the board.

Each player should roll a six-sided die. The player who rolled highest goes first, then play continues clockwise around the table.

## **Starting The Game**

The first player will roll the dice. The player will then move the amount of spaces that is shown by the dice.

## **Winning And Losing The Game**

The game will end once all spaces have been captured by a player. The winner of the game will be the one that has occupied the most amount of spaces on the board.

The player that has expended all their resources, meaning that their resource has reached zero, will have to retreat from the area of operations and will be removed from play.

## **Additional Instructions**

If a player lands on a space, they can capture it in exchange of resources.

Resource Cost to Capture:

Blue Space - 2

Green Space - 3

Yellow Space - 4

Red Space - 5

## **CONQUER**

When a player lands on a space that is occupied by another, they have the option of conquering and taking the space from that player at the cost of two additional resources and the roll of a dice.

Resources and dice value needed for conquer:

Blue - 4 resources, Dice: 3 or Higher.

Green - 5 Resources, Dice: 4 or Higher.

Yellow - 6 Resources, Dice: 5 or Higher.

Red - 7 Resources, Dice: 6 Exactly.