

CONQUER

CONTROL IT ALL

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 the space 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.

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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