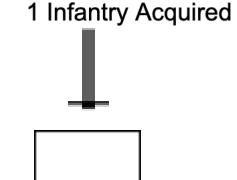
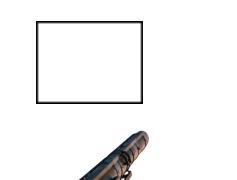
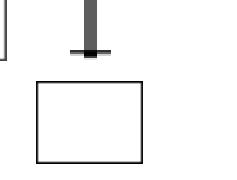
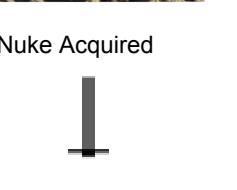
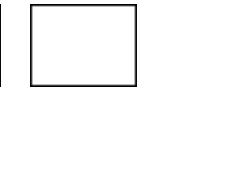
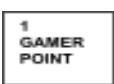
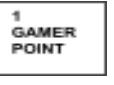
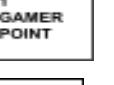
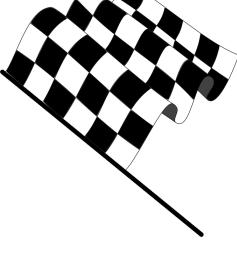
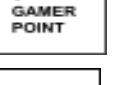
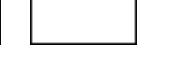


TOTAL WORLD CONQUEST

Elect a representative and then a leader. Recruit soldiers and develop technologies. Make alliances or mortal enemies. While you participate during class, you'll earn stamps. These stamps will act as currency to buy power ups for your class.

Remember, your actions/behaviors will translate to rewards...or disasters.

GAME RULES:

Every class will represent an empire. You will elect a representative per group. That representative will run for leader. After voting, 1 student will be elected leader (all decisions come from leader), second place will be military general (rolls against teacher to determine winner) and finally cartographer...you will color in the territories acquired.

When the game begins, the leader will determine what three countries will be represented by that hour. The different color combinations exist below...

1st Slaughter - Red

2nd Slaughter - Green

5th Slaughter - Yellow

6th Slaughter - Blue

1st Palmer - Pink

2nd Palmer - Purple

When you participate in class, you earn stamps that can be turned into extra credit and game bonuses. Once you pass each bonus, you acquire 1 for the class and it is added to your inventory. The class leader can elect to use the items in inventory when the turn begins.

TURN PLAY

Before each class, the leader will speak with their representatives to determine what will take place during the turn. You may do 1 of the following...

1. Take an unoccupied territory and claim it for your hour - Cartographer keeps track of country acquisitions
2. Attack a neighboring (border) country - The general rolls a 20-sided die against teacher to determine winner - ties always go to defense
3. Attack a continental country (must use ICBM, Nuclear Warhead or Battleship if separated from water)

TOTAL WORLD CONQUEST STORE



Add +1 to roll (Can be stacked)



Can attack a country across continents Add +5 to roll (Can't be stacked)



Add +2 to roll (Can be stacked)



Can attack a country across continents



Roll again if you lose (Can't be stacked)



Destroy any country that will never be used again



Use to subtract 3 from defensive role (Can't be stacked)