Game rules:

* In the expansion phase player can only conquer unoccupied resources that are neighbouring your own resources unless there are no available resources then you can choose any other available resource on the map
* At the start of the game to choose your main base there will be one question and the order is decided by who answers the fastest correctly and everyone that answers wrong is assigned randomly after the ones that answer correctly.
* Players will occupy remaining land by answering the same question at the start of the round and if they answer correctly they can choose land based on how fast they answered and you answer wrong you get nothing.
* In the conquering phase Player can only conquer resources neighbouring his own resources.
* Conquest order is the original order (the order that decides the base)
* To attack a neighbouring resource you both have to answer a question and the winner gets the resource; if both are wrong then the state of the resource remains the same
* To conquer a base is a could have
* The game ends when after 5 rounds of conquest