

Conqueror

*Conqueror is a 2 – 4 player strategy board game inspired from Risk, Civilization and chain reaction. Each player takes one corner of the 6*6 board as their empire and begins the conquest of harvesting resources, commanding large armies, building strategic defense structure and battling other empires and be the last conqueror standing.*

How to get started:

1. In a 2-player game both the player decides their color and start on the opposite corner of the board.
2. For 4 player each player can choose their respective color and choose their corners based on their color.
3. You can play this game in 3 player mode but it is not recommended as the 3rd player will be on a slight disadvantage.
4. Each player should decide the order of their turns and the one who makes the first move will be named the counter, the counter is tasked to increment the turn counter each time his turn comes (as we don't have a proper system in place, many players will be required to do certain tasks).
5. After each player has chosen their color and their corner of the board, the game can commence.

Gameplay loop:

1. This loop is to be followed by each player each turn
2. On the start of the game the counter (first player) will increment the counter by one.
3. On each players turn they supposed to take 2 ap by pressing the deal button right next to it. And moving them to your deck

4. The player must check the board to see if they have any soldier/fort on a resource, if they have soldier/fort on a resource, they should take one gold for each gold resource tile and one lumber for each lumber tile occupied.
5. After the player has gotten all their resources and ap they can proceed to make their move.
6. When they are done with their actions the player must declare they end their turn.
7. After 10 turns, each player will take 4 ap per turn instead of 2, and after 15 turns, each player will take 5 ap.

Constraints:

1. A player cannot have more than 5 ap, lumber, gold
2. If you have saved up 4 ap then on the next turn when you get 2 ap, the player must only take 1 ap and discard the remaining ap.
3. You cannot have more than 6 soldiers on one tile.
4. If your tile has a fort, that tile can only have 4 soldiers on it.
5. The 6*6 board can be divided in 4 quadrants, each quadrant having 3*3 tiles. In these 3*3 = 9 tiles there can only be 2 blank resources, if you get a blank resource after already having 2 blank tile, you will get a bonus roll till you get a resource other than blank.
6. Each player can only build 4 forts.

How to play:

1. Each player starts with one soldier, to start the game a player must use their ap to move their soldier on any tile right next to them (soldier moves just like a king moves in a chess game).
2. After landing on a tile the player taps on random resource dice to know what resource lies on that tile, if they get 1 or 4 on the dice that tile contains gold, for 2 or 5 the tile will contain lumber and

for 3 or 6 the resource will be a blank resource which will provide you with nothing.

3. If you still have AP left the player can choose to move the soldier again or to end their turn to save that ap. (its recommended to stay on the tile if you get gold resource)
4. After you have run out of ap and any moves to do, declare you end your turn so the next person can continue.
5. When you get your turn again, check if you have any soldiers or fort occupying a resource, if you have at least one soldier on a tile containing a resource you are going to take one of that resource.
6. Even if you have multiple soldiers occupying a single tile containing gold or lumber, you can only harvest one gold or lumber from that one tile.
7. To get more gold/lumber harvest per turn you need to find more tiles which have those resources and station your soldier on that tile or build a fort.
8. You can purchase more soldiers from the left-hand side shop by using gold.
9. To do this you discard the gold coin respective to the number of soldiers you want, 1 soldier costs 1 gold. All soldiers will spawn on the base and you can only use 1 ap to move one stack of soldiers(6).
10. You can also get gold by converting it from AP or Lumber, by this method 2 Lumber = 1 Gold and 1 AP = 2 Gold.
11. You can also create a stack of soldiers by moving them in one tile, you can make a stack of 6 soldiers max.
12. You can move the stack of soldier by only using 1 AP, exactly like you move a single soldier.
13. Having a stack of soldiers is the best way to defeat your enemies on the field.
14. Later on, in the game by giving up 2 Lumber, 2 gold and 2 AP you can construct a fort on the tiles where your soldiers are present.

15. A Fort is a defensive structure which will keep collecting resources even if you have not soldier stationed on that tile.
(Warning! If you have no soldier on the fort enemy can capture the fort without any effort, at least keep one soldier on the fort for increased defense).
16. If your opponent has an undefended fort, you can just move on that tile with your soldiers in order to capture it
17. The captured fort will be destroyed and the player who captures it will get 1 gold and 1 lumber.
18. You can decide to destroy your fort if you want without any cost, but you will not gain any resources in doing so.
19. For battle follow the battle guide below.
20. To win the game player has to defeat the enemy by destroying its base which has 5 health points.

Battle guide:

To declare attack on opponent you give 1 ap and move your soldiers on the tile. If your attack is successful the enemy soldiers will be discarded and your soldiers will occupy that tile.

If you lose that battle your units will either get fully discarded or they will lose some soldiers and move back to your original tile.

1. You can choose to attack with a full stack (6) or your desired number of soldiers. The battle results will be declared based on situations shown below
2. When attacking the opponent, the outcome is decided by the number of soldiers on both sides.

Battle cases:

3. Case 1: If the number of attacking and defending soldiers are the same then the outcome of the battle will be 50/50 , this means the

defender will need to roll the dice till he gets 3 unique numbers and after that the attacker will roll his dice , if the number rolled by attacker matches any one of the three numbers of defender , the defender wins the battle and half of the attackers soldiers are discarded , and if the number rolled by attacker is different from any one of those three unique numbers, the attacker wins the battle and he will still lose 1 soldier from this battle.

4. Case 2: If the attacker has more than twice the number of soldiers (for example: 1 vs 3 or 2 vs 5) than the defender then the attacker wins without rolling the dice, but he will still lose soldiers based on the number of enemy soldier.
5. Case 3: when the attacker has one soldier more than defender, then the defender has to roll the die till they get 2 unique numbers and then the attacker will roll the die, if attacker gets one of the 2 unique number of defender, defender wins the battle and attacker loses 1 soldier, and if attacker gets one of the remaining 4 numbers, attacker wins the battle and moves on defender tile while defender discards all of his soldiers.
6. Case 4: when the attacker has 2 more soldiers than opponent like 2 vs 4 and 3 vs 5 and 4 vs 6 only in these cases the defender will only get 1 number to choose from the dice and the attacker will only lose 1 unit when he gets the unique defender number.
7. Case 5: when a stack of soldiers (6) attacks 1 or 2 soldiers, the defender will lose and the attacker will not lose any soldiers. This is known as absolute victory.

Attacking forts:

8. when the fort has no soldiers, the attacker can capture the fort just by moving on it without battle.
9. If there is at least 1 soldier on the fort, the fort will act as 2 soldiers so when battle is declared on it, we will consider it to be fight against 3 soldiers. In the same way when there are 2 soldiers on the

fort we will consider it 4 soldiers just during the battle, 3 will be considered 5 and so on.

10. If the attacker loses the battle, they will lose the number of soldiers based on the normal battle rules as given above.
11. When the attacker wins the battle, the enemy soldiers will be discarded from the fort but the fort will still remain on the tile, which means the attacker will stay on its original tile even after winning the battle.

Attacking the Enemy base:

12. While declaring attack on enemy base all the attacks will be decided by 50/50 rule as given in case 1.
13. If the attacker has 3 or less than 3 soldiers, even if they win the battle, no damage will be received on the enemy base.
14. To inflict damage the attacker needs 4,5 or 6 soldiers to attack on the base.
15. The damage inflicted on the base will be number of attacker – 3, which means when attacker uses 4 soldiers the outcome will be as follows $4 - 3 = 1$, in this case the enemy will lose 1 health point.
for 5: $5 - 3 = 2$ damage on base health and so on.
16. If the attacker wins or lose the battle they will still loose half of their soldiers.
17. When the enemy base is defeated all of their soldiers will be discarded from the board and only their forts will remain to get captured by other players.