



Introduction

ConKUeror: Koç University Dominion

Competitive multiplayer strategy game inspired (i.e. stolen) from RISK.



Introducing the Game

Introducing ConKUeror

ConKUeror is a fun and exciting strategy game inspired by the popular game *RISK*. In this game, players compete to conquer the world by launching daring attacks, defending themselves on all fronts, and sweeping across vast continents with boldness and cunning. However, be careful! Your opponent may strike and take away your progress just when the world is within your grasp!

ConKUeror is played on a political map of the world. The map is divided into territories and grouped into continents. Players control armies of playing pieces and try to capture territories from other players. The goal of the game is to occupy every territory on the map and eliminate the other players.

So why not gather your friends and start playing today?



Players battling for dominance —
generated by AI.

- **Build an army to clash against your foes!** You'll get to recruit and train soldiers from various parts of the world, each with their own unique strengths and weaknesses. It's up to you to build the perfect army that can conquer any challenge that comes your way.

Features

- **ConKUeror** is designed to be played on a single device by 2-6 players, much like a board game.
- **ConKUeror** can either be played by a single player against the computer, or by multiple human players on the same device. The user can specify exactly how many human and computer players there will be.
- **ConKUeror's** design allows it to be cross-platform, meaning *Windows*, *MacOS* and *Linux* users can get the same gaming experience.



Troops on different territories, ready to attack — generated by AI.



An army piece and die — generated by AI.

Game Objects

World Map

Game is built around a world map, consisting of 6 continents divided into 39 territories. Each continent is a different color and contains 6 territories. Some territories share a border between them, and some are connected by what's called a sea-line. Yet, some territories are separated by a sea, but not connected by a sea-line. Armies are stationed directly on the territories for attack/defense.



Player rearranging armies — generated by AI.

Game Die

The game uses a six-sided die to determine the outcomes of attacks and who goes first in the first round of the game.

Armies

Players battle for world domination using armies denominated by three distinct types: *Infantry*, *Cavalry*, and *Artillery*. Armies can be exchanged at any point in the game.

Game Deck

There are three kinds of cards in the game: *territory cards*, *army cards*, and *chance cards*. Chance cards are shuffled and form a separate deck. Territory and army cards are shuffled together, making the count of decks in the game two. At the beginning of



Players in medieval costumes over the board game battling for dominance — generated by AI.

“alea iacta est”, roman saying — *the die has been cast.*

any turn, the player picks a chance card, and at the end of any turn in which the player has captured at least one territory, they earn one territory or army card from the deck.

Territory Cards

There are as many territory cards as the number of territories in the game. During the game, the aim of collecting territory cards is to conquer a continent without attacking. When the player collects all territory cards of a continent, the player conquers all territories of that continent without a need to attack them.

Army Cards

Just like the armies, there are three types of army cards: *infantry*, *cavalry*, and *artillery*. For each player in the game, there are three infantry, two cavalry, and one artillery card. Players can trade army cards to gain an additional army if they have a set of 3 cards. They can place the new armies on any of their own territories.

Chance Cards

There are 9 unique chance cards, varying in the opportunities and losses they create for the players. These cards add randomness to the game, occasionally disrupting players' plans to test their flexibility.

Gameplay

Game Setup

Adding Players — in order to create a game environment, the user specifies the number of human and computer-controlled players. The user chooses a distinct username and color for all the players.

Enabling/Disabling Territories & Continents — There is a fixed world map in the building screen. The user can enable/disable the continents and the territories. Disabled territories/continents cannot be owned, attacked and no player can station troops on them.

How the game starts

At the beginning of the game, depending on the number of players, each player gets a number of infantry pieces as indicated in the game specification. Each player rolls a die to determine who goes first, and the first player places exactly one army on a territory of his choice. After this, players take turns to place one army onto unoccupied territories until all territories are claimed.



Medieval armies on borders, preparing for attack — generated by AI.

“dura lex, sed lex”, roman saying — *the law is harsh, but it is the law.*

After this, the first round of the game begins, and the game continues until a player has reached complete world domination.

A single round of the game

Onset: Chance Cards

At the beginning of a round, the game might randomly decide to give the player a **chance card** from the deck. The chance card is applied immediately, unless the user decides to skip, in which case, he won't get it back.

During the round, each player completes the following steps *in this exact order*:

Phase 1: Draft

The player is given a number of armies depending on the number of territories he occupies, and they place it on the territories they own.

Phase 2: Attack (Optional)

- The player has the option to attack territories adjacent (or connected by a sea-line) to one of their own. To attack a territory, the attacking territory must have at least as much matching types of armies as the defending territory. For example, you cannot attack Cavalry pieces with Infantry pieces.
- To launch an attack, the player sends over some of their army pieces to the defending territory (the armies are sent only from the attacking territory). The player can attack and conquer as many territories, however much as he wishes.
- The outcome of an attack is decided by dice roll. Each player rolls a die, and the one with the highest roll wins. In case if the attacker loses, he loses 2 army pieces. Once the player defeats the last remaining army on a territory, he conquers it by moving army pieces there. *However, at least 1 army must be left on the attacking territory for defense.*
- At the end of a turn, player draws one card for each territory he conquered. As specified, player might decide to exchange army cards for armies, or territory cards for territories, or even infantry pieces with equivalent cavalry and artillery pieces.
This finalizes the attack step before the fortify option.

Phase 3: Fortify (Optional)

As a final optional move, the player is allowed to move armies from exactly one of their territories to another territory.

"veni, vidi, vici", roman saying — I came, I saw, I conquered

Vision

"Victory comes from finding opportunities in problems."

— Sun Tzu, Art of War

Le Début

Inception

ConKUeror is a competitive multiplayer strategy game that offers an exciting opportunity for strategy gaming enthusiasts to experience the thrill of devising plans to conquer and invade countries in a virtual multiplayer world. The game combines fun and challenge, allowing players to battle it out for world domination, while challenging their strategic thinking and decision-making skills, making it a fun and educational experience for all ages. **ConKUeror** can be played across multiple platforms including Windows, MacOS, and Linux, making it accessible to a wider audience. In today's world where gaming has become a popular way of entertainment for people of all ages and backgrounds, **ConKUeror** presents a very appealing opportunity for all sorts of interest groups, or stakeholders, to capitalize on a growing market of gamers who enjoy strategy games that require critical thinking and tactical planning.

ConKUeror allows players to conquer countries, invade territories, and send soldiers to defend their borders. The game offers a unique and immersive gaming experience that is both challenging and entertaining. With a wide range of customizable features and gameplay options, **ConKUeror** is designed to keep players engaged and entertained for hours on end. From new players to seasoned strategy-game veterans, **ConKUeror** offers something for everyone.

Parties intéressées

Interested parties

Our stakeholders include **players**, **game developers**, **investors**, and **advertisers**. The players are the primary stakeholders who participate in the game and provide feedback on the game's features and performance. The game developers are responsible for designing, developing, and maintaining the game. Investors provide financial support for the development and marketing of the game, while advertisers sponsor the game and advertise their products or services to the players.

- **Players:** The players' primary interests are to have a fun and engaging gaming experience while improving their strategic



Team Nerd^5 gather to discuss the game — **ConKUeror**.

Generated by AI.



Medieval generals planning an invasion — *generated by AI*.



Folks of the last supper (Jesus in the middle) amazed by the mobile version of ConKUeror — *generated by AI.*

thinking and decision-making skills. They want the game to be challenging, exciting, and fair.

- **Game Developers, i.e. Nerd^5:**

The game developers' primary goal is to design and develop a high-quality game that meets the players' expectations. They want the game to be user-friendly, visually appealing, and bug-free.

- **Investors:** The investors' primary goal is to see a return on their investment. They want the game to be successful and generate revenue through in-game purchases, sponsorships, and advertising.

- **Advertisers:** The advertisers' primary goal is to reach the game's players and promote their products or services. They want the game to have a large player base and a high engagement rate.

“Great results can be achieved with small forces.”
— Sun Tzu, Art of War

*“Software is like s*x. It’s better when it’s free.”*
— Linus T., creator of Linux

Proposition d'affaires

Business Proposition

We envision a multitude of ways we can generate revenue using **ConKUeror**, of course without violating the core principles of our game, including but not limited to marketplaces like Steam, in-app purchases and non-invasive in-app advertisement.

Game Marketplaces

With the amount of work and dedication poured into the game, it would definitely be a sin not to seek revenue from the game, especially if it allows our team to further improve the game. The marketplace of choice for desktop gaming is Steam, which is popular among all players. Being offered on Steam, it would definitely help garner a lot of attention that we most certainly need. We think it will be a valuable offer for gamers of all ages. If we decide to pursue this option, we aim to choose a fair price, to provide best value for the buck.

In-app Purchases

The game is based around a single game session, where all the action happens. However, we are considering the possibility of adding daily rewards, bonuses, custom characters and all sorts of different add-ons to monetize the game. We could, for example, have extra characters that you can purchase with game currency, which you purchase with your credit card. This is an especially popular monetization method for mobile games, which means we won't be short of business ideas, if decide to create a mobile version for *iOS* and *Android*.

In-app Advertisements

Advertisements would be very out-of-place, in games center around a fun and long-term gameplay experience such as **ConKUeror**. It's an approach that we do not favor, but still would consider, if it will yield the same revenue as the above two, and won't spoil the game experience.