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| |  | | --- | | Who we are Don’t be shy! Let them know how great you are. This is the back cover of your booklet, so it’s one of the first and last things the recipient sees.  It’s a great place for your ‘elevator pitch.’ If you only had a few seconds to pitch your products or services to someone, what would you say?   * Consider including a couple of key takeaways on this back cover… * Just remember that this is marketing—if you want to grab their attention, keep it brief, friendly, and readable.  Contact Us If you have a physical location, provide brief directional information, such as highways or landmarks:  [Street Address] [City, ST ZIP Code]  Phone: [Telephone]  Email: [Email address]  Web: [Web address] | | |  |  | | --- | --- | | Placeholder logo | [Company Name] [Street Address] [City, ST ZIP Code] | | |  |  | |  | | --- | | Castle Conquest | | |  | | --- | |  |   Icon  Description automatically generated with low confidence | | A game of strategy, combat and honour | |

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| Maimed pieces A maimed piece is replaced by a Countdown piece. The losing player now has five turns to heal the maimed piece and bring them back into the game. Healing is achieved by moving your Medic to the adjacent square to the maimed piece and rolling an even number on 1 x D6 die. All must be done within the 5 turns, after which, if not successful, the maimed piece dies and can no longer be brought back. Storming the Castle You must enter the opposing castle to capture the King and Queen. Entry happens at the square directly in front of the castle, and in the centre, indicated by the Draw Bridge.  The King and Queen are hidden in locked rooms at opposite ends of the castle with a single guard at the door (this guard is assumed and is not one of the 13 active player pieces). The King or Queen is captured by defeating their Guard using the same Combat play as any other, specified above (both players roll for highest number). If the attacker wins, that Monarch is captured and the attacker claims the piece. This must be repeated with both Monarchs.  The defending player may fortify their castle if they wish, by moving guards and/or soldiers both inside and outside their own castle.  Guards inside the castle may attempt to throw and attacker over the wall by following the same rules as Standard combat. Both players roll for highest number and if the Guard wins, the Enemy Soldier is moved to the nearest empty square directly outside the Castle Wall. This is the only scenario (and location) where a Guard can “attack”.  Once both Monarchs are captured, the game is over and the Captor has won. |  |  | Or… For an extended version of the game, you could continue following capture of the King and Queen by then moving your own King and Queen to the newly captured castle. Once both are in the castle, the game would end but the defending player may try to use any remaining Soldiers or Archers to attack and kill one or both Monarchs. If they succeed, then their own Monarchs are returned to their Castle and they win the game. If not, then the attacking Monarchs win the game once both are safely in the Castle, locked in their rooms at opposite ends of the Castle. |

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| Table of Contents  Overview of Programs 1  Getting Started 2  What to Include 2  Focus on What You Do Best 2  Don’t Forget the Mission 3  Make It Your Own 4  Customize in Almost No Time 4  Make It Picture Perfect 4  Our Products and Services 5 |  | Step 3: Combat Once all moves are made, it’s time for combat.  Only one type of attack can be used per turn, so a decision must be made between Soldier, or Archers. Both cannot happen in the same turn. Attacking with Soldiers Choose one soldier to perform the attack.  Your soldier can attack another soldier or guard. They must occupy the space next to the piece you want to attack.  Guards cannot attack, only defend.  Both players roll 1 x D6 die. The highest number wins the fight. Both players rolling the same number ends in a draw and both players roll again until one gets a higher number than the other.  If the attacking Soldier wins the fight, then the attacked Soldier or Guard is Maimed  If a defending Soldier wins the fight, then the attacking soldier is the one who is Maimed.  If a defending Guard wins the fight, then nothing changes. Neither player is Maimed, and both are still active in the game. Attacking with Archers Your Archers all fire at once but can only fire straight forward, and only into No Man’s Land. Roll 1 x D6 die to determine how far their arrows reach. 1 = NML square closest to you, 6 = farthest. Ending your turn Your turn ends once combat is finished, or you can choose to end it without fight by announcing “I end my turn”. |  |
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| It’s Go Time! Now you’re set up, it’s time to play. You take turns perform actions and each turn looks like this: Step 1: Roll the dice Roll 2 x D6 dice to determine your “movement budget”. The total number achieved by both dice equals the total number of squares you can move. Step 2: Manouvres Your movement budget can be split across multiple pieces if you want to, or all used on one piece for a long distance move. It is not necessary to use up every move in the budget if you don’t want to.  Moves can be made as follows:  Soldiers can move in any direction except diagonally. They cannot pass through occupied spaces.  Guards can move in any direction except diagonally. They cannot pass through occupied spaces.  The Medic can move in any direction except diagonally. They can move through an occupied space but cannot stop on it. This means there must be enough left in the movement budget to take that extra step onto the next space.  Archers can only move horizontally. They cannot move through an occupied space.  **NOTE: Soldiers and Archers cannot be moved within the same turn.** |  |  | Objective Defeat your opponent by storming their castle, capturing their King and Queen, and moving your own monarchs into their new residency safely.  It’s up to you how you build your army and the strategy you employ, but your early choices could have serious consequences! Do you have what it takes to command an army in the name of your Sovereign? It’s time to find out… Setup Here’s a rundown of the Game Pieces:   |  |  | | --- | --- | |  | This is your castle. Your King and Queen live in it and your job is to protect them as well as capturing your opponent’s. | |  | These are your King (left) and Queen (right). They spend the game locked in their bedrooms at opposite ends of the castle. It’s your job to keep them safe. | |  | These are your soldiers. Command them to attack your opponent’s Subjects when necessary. Your soldiers will also be responsible for capturing your opponent’s Monarchy. | |  | These are your Guards. Command them to protect your King and Queen, or other Subjects as necessary. They can block and deflect attacks, but cannot attack others. | |  | These are your Archers. They can move sideways but must not leave Archers’ Hill. They can mount a long-range attack by firing into no Man’s Land. | |  | This is your Medic. It can travel around the board and heal any injured Subjects. Your Medic cannot be attacked. This would be a war crime. | |
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| Board Layout The Game Board is split into three distinct areas. The six rows closest so you on the main grid are your Homeland, and the six rows at the opposite end are your opponent’s. The six rows in the middle, separating the two, are No Man’s Land.  The final row, separated from the main grid and closest to you overall, is Archers’ Hill. This row is used exclusively by your Archers, should you choose to employ them. Building your nation The first step is to build your army and fortify your Monarchy inside the boundaries of your Homeland.  Place your castle on the back row of your Homeland. You can place it anywhere along the back row as long as all sections are on the board. The drawbridge should face your opponent. Your King and Queen are then hidden safely in their bedrooms at opposite ends of the castle (the two circular cutouts in the Castle piece).  Place your Medic anywhere on the board, either within your Homeland or within No Man’s Land.  Now your “set” pieces are done, you can build your Army. You can have any combination of soldiers, Archers and Guards you wish, as long as they don’t exceed 10 in total. Place your Archers anywhere on Archers’ Hill, and place your Soldiers and Guards anywhere on the back row of the main grid.  You should now have one castle and a total of 13 playable pieces on the board. |  |  | Setting traps If you choose to include traps, then you should set these next. The traps don’t have physical pieces as they should be placed in secret and noted down so your opponent cannot see it. Your three traps are as follows:   |  |  | | --- | --- | | Bear Trap | If an enemy lands on this, they must miss 1 turn. | | Spring Trap | If an enemy lands on this, they must move backwards 5 spaces in the opposite direction to their last move. | | Net Snare | If an enemy lands on this, they are immobilised until freed by an allied Soldier. To free someone caught in a Net Snare, the player must occupy the space next to the trapped Soldier and roll a 5 or 6. |   You can place a total of one of each trap. They must be placed in your own Homeland, and must have at least 1 square clearance on all sides at the start of the game. No objects will be placed on the board to show where the traps are located, so it is up to you to write down the traps’ locations during setup on the Trap Card, and remember to enforce their use when an enemy steps on it. Writing it down ensures you can prove the pre-determined location.  Once placed, traps can not be moved, and all traps are single-use only. If your opponent lands on a trap square, you must call it out within that same turn. Once your opponent ends their turn, the chance to use the trap has expired. |
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