



# Kingdom conquest

RULEBOOK

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### II - GENERAL INFORMATIONS

**Type of game:** *Kingdom Conquest* is mostly a strategy-based game. Yet, some luck will be necessary to be victorious.

**Number of player:** *Kingdom Conquest* can be played by 1 to 4 players.

**Time of a game:** Two game modes are available: normal game and short game. A normal game takes around 30 minutes for a multiplayer game, and 10 minutes for a single-player game. The short game takes around 10 minutes.

**Players:** *Kingdom Conquest* can be played by everybody, except babies. The game contains small pieces and pawns that could be swallowed. Also, young children may have issues to fully understand the rules and/or to organize strategies.

## III - GAME'S PHYSICAL ELEMENTS

- 1 foldable magnetic board (12x12 tiles)
- 50 cards (30 unit cards and 20 spell cards)
- 4 checkpoint pawns (1 red, 1 blue, 1 green, 1 yellow)
- 30 unit pawns (one for each unit card)
- 3 six-sided dice (1 white one, 1 blue one, 1 red one)
- 2 twelve-sided dice (1 blue one, 1 red one)



### IV - STORY

Once upon a time, there were four kings.

The Red king ruled over the Southern Empire.

The Blue king ruled over the Northern Empire.

The Yellow king ruled over the Western Empire. The

Green king ruled over the Eastern Empire.

They all lived in peace and harmony and ruled over their respective kingdoms. One day, the kings decided to go hunting. They chose an uninhabited region with dense forest cover which lay outside any of their territories. On their hunt, they came across a golden deer, which quickly took off into the jungle on seeing them, with all four kings in pursuit.

The kings chased the deer for a long time, until they came across a fountain. Being tired, they decided to rest for some time and drink from the fountain.

Shortly after they had drunk the water from the fountain, the kings began to feel a few changes taking place inside them. Suddenly, they all started to feel younger, healthier and more energized. As they drank more water from the fountain, they began to feel even better.

Soon the four kings grew greedy – they all wanted the fountain for themselves.

The Red King announced, “I claim this land, and this fountain and its water along with it!”

The Blue King retorted, “I came here before you did, this land is mine!” The Yellow King intervened, “It was my idea to rest here at the fountain, hence I deserve this land!”

The Green King roared, “I will have this land and I will fight all of you if I have to!”

Blinded by greed and the desire to possess the Fountain of Youth, all four kings now fight for supremacy. Little do they know that the land which they wish to conquer is protected by an ancient curse which stops all invaders and no one has been able to conquer the land till now.

You are one of the four kings. Will you capture the land of the Fountain of Youth?  
Or will you die trying...?

Anything can happen in *KINGDOM CONQUEST*.

### V – RULES

#### 1) Glossary

**Turn:** A turn corresponds to all the actions one player do when he/she can play.

**Round:** A round corresponds is finished when all the players have finished their turns (including the dark force).

**Dark force:** It corresponds to the automatic player displayed by the game system. Its role is different depending if *Kingdom Conquest* is played by one or several players.

**Free territory:** A free territory is a square on the board that hasn't been conquered yet. Every white square are free territories.

**Conquered territory:** A conquered territory is a square controlled by one player. Colored squares, except black ones, are conquered territories.

**Obstacles:** Obstacles are squares that can't be conquered. They are black and don't belong to any player. Obstacles are created by the dark force.

**Unit:** Units are conquered-territories power-up that makes them stronger or more resistant. They are represented by cards and by pawns on the board.

**Spell:** A spell is a single use only card that can have several effects. Spells help the player who uses them.

### 2) Objective, winning and losing conditions

#### a) Normal game

In a normal game, the game ends when one player is the only one left on the board; that is to say when there is only one color left on the board (except black and white). The player whose color is still on the board wins.

A player whose color disappears from the board has lost and is eliminated.

#### b) Alternative game (a.k.a. short game)

In an alternative game, the game ends after a predetermined number of rounds. The players can choose which number they want, 10 being a good base. This type of game can be used to reduce the length of a game.

Again, a player whose color disappears from the board has lost and is eliminated.

The player who possesses the most conquered territories at the end of the rounds wins and the other player(s) loose(s). In case of an equal number of conquered territories between 2 or more players, the game is considered as nil-nil.

#### c) The dark force

##### a. One player

In a single player game, the dark force is considered as the player opponent. Its objective is identical to the player's one and it uses a color that the player is not using, except black.

Two endings are possible: either the player wins and the dark force loses or the player loses and the dark force wins.

##### b. Multiplayer (2 to 4 players)

In a multiplayer game, the dark force is neutral and cannot win. It will only create obstacles that will obstruct the players. The obstacle's color is black.

### 3) Setting the board, the obstacles and starting the game:

#### a) Setting the board for one player

In a single-player game, only a quarter of the board is used, which makes a 6x6 board.

The starting corner will be filed by a square of 2x2 conquered territories with the player's color.

The dark force starts by creating 2 random blocks of conquered territories. See d) to check how to randomly create conquered territories for the dark force.

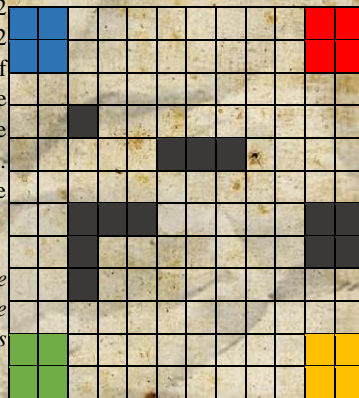


*Example of a single player game at the beginning.*

*The blue corresponds to the player, the red to the dark force.*

#### b) Setting the board for 2 to 4 players

In a multiplayer game, the whole 12x12 board is used. Each player places a 2x2 square of conquered territories of his/her color on the corner with the corresponding color. The dark force starts by creating 4 random obstacles.



*Example of a four players game at the beginning. The colors correspond to the players, and the black to the obstacles created by the dark force.*

#### c) Cards at the beginning of the game

All the cards are gathered in the same deck and shuffled. The deck is then placed face down next to the board.

Before starting the game, every player must draw 2 cards. The dark force can't draw and use cards.

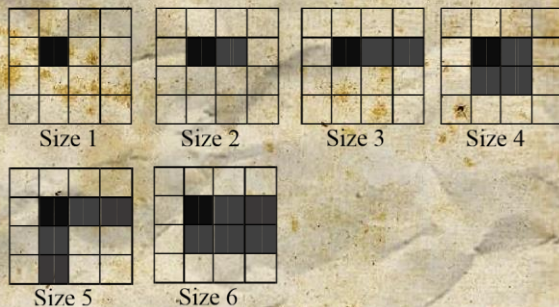
## d) Creating the obstacles and the dark force's conquered territories

In order to create the obstacles in case of a multiplayer game or the dark force's conquered territories in case of a single player game, the player or one of the players will have to use dice throw.

3 dice are thrown: the blue one will determine the X position (horizontal), the red one the Y position (vertical) and the white one the size of the obstacle/the conquered territories. In case of a 12x12 board, 2 twelve-sided dice will be used for the X and Y position. In case of a 6x6 board, six-sided dice will be used. A six-sided dice will always be used to determine the size.

Here are the shapes created according to the number obtained. The dark-grey square corresponds to the obstacle/conquered territory origin and will be the square used to calculate its X and Y position.

At the beginning of the game, if an obstacle or dark force's conquered territory should overlap one player's starting corner, just ignore the overlapping squares.



## e) Starting the game

Each player can choose his/her color. The game turns are taking place in this order: red player, blue player, yellow player, green player, dark force (whatever its color in case of a single player game).

If the players have issues determining their colors, they can use dice throw to determine the first, second, third and fourth player. They can also choose to make the youngest player art first (Highest number = first to play, lowest number = last to play)

## 4) Proceedings of a turn:

When it is his/her turn, a player has to choose one action to perform between these 3: conquering a free territory, drawing a card and playing a card.

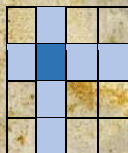
### a) Conquer a free territory

Every free territory on the board is available to be conquered by any player. To conquer it, a player just has to color it with his/her color.

#### a. Restriction

When a player conquers a free-territory, he/she can't conquer a free-territory on the same row and column the following turn.

To remember the last free territory conquered, a checkpoint-pawn is placed on it. At the beginning of the game, no pawns are placed; the player(s) can conquer where he/she/they want.



*On this example, the last square conquered is represented in dark-blue. The light-blue represents the squares that can't be conquered the next turn.*

### b) Draw a card

Drawing a card counts as one action.

The maximum number of card in a player's hand is 5. Players with 5 cards can't draw cards until they have less than 5 cards.

### c) Play a card

After playing a card, the player must discard it. A discarded card goes under the deck. The card can be a unit or a spell.

#### a. Unit

When a unit card is played, the player chooses any of his/her conquered territory to place to corresponding unit on it. The unit is represented by a pawn on the board.

The unit corresponds to a power-up for the conquered square. Its effect is described on the card.

#### b. Spell

A spell card is single-use only. The effect(s) of the card will be described on it.

### **d) Player in danger**

When a player has only three squares conquered or less, he/she can perform two actions in the same turn instead of one. The changes on the board involved by the action happen after each action, not at the end of the turn.

### **e) The dark force's turn, board evolution**

#### **a. Single player**

In case of a single-player game, the dark force will create (a) new conquered territory(ies) during each of its turn.

To create the territory, the player follows the instructions as described in 3 – d). The dark forces territories can overlap the player's ones, which are then destroyed.

#### **b. Multiplayer (2 to 4 players)**

In case of a multiplayer game, the dark force will create a new obstacle during each of its turn, and remove the oldest obstacle created (so players must remember or write which one is it). When an obstacle is removed, it leaves free territories underneath.

To create the obstacle, the players follow the instructions as described in 3 – d). The dark forces obstacles can overlap the player's conquered territories, which are then destroyed.

## 5) Conquering opponent's conquered territories:

### a) Basic mechanic

This is the core system of the game. Whenever a conquered territory of X color is surrounded by at least two conquered territories of a Y color, the X-colored territory will turn Y-colored.

Except if a unit is placed on a territory, diagonals territories don't count as surrounding territories.

*In this example, the blue square, surrounded by two red ones, is turning red.*



### b) Conflict

There can sometimes be conflicts between two colors, when each one of them could win against the other.

To solve this problem, the player whose turn is going on is considered as being the strongest and wins the conflict by conquering the contentious territory.



*In this example, a red square is placed at the right of the blue one. Even if the blue square is surrounded with two blue squares, the red wins, because it was the red player's turn*

### c) Chain reactions

By following the basic game mechanic rule, chain reactions can be triggered.



*Example of a chain reaction; the red player conquers all the blue territories.*

## **6) End of the game:**

See part 2 for other information

### **a) Normal game**

#### **a. One player**

The game ends when there is only one color left on the board (excepting white): either the player's color, either the dark force's color.

If the only color is the player's one, he/she wins, otherwise he/she loses.

#### **b. Multiplayer (2 to 4 players)**

The game ends when there is only one color left on the board (excepting white and black).

The player's whose color is still there wins, whereas the others have lost.

### **b) Alternative game**

Whatever the game is single-player or multiplayer, the game ends when the last round finishes. The number of round is predetermined by the players before starting the game. When the game ends that way, the player with the highest number of conquered territories wins, and the other loses.

### VI – WALKTHROUGH

Jack (Red), Jil (Blue), Tom (Yellow) and Jerry (Green) are playing a game of *Kingdom Conquest*.

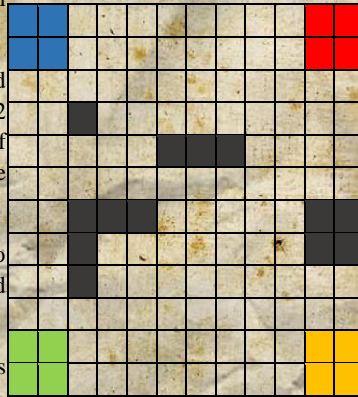
Tom, being the youngest player, gets to roll the three dice first (white six-sided, blue and red twelve-sided). On the six-sided, he gets a one which gives him the size of the first obstacle. With the twelve-sided rolls, he gets 3 with the blue (horizontal pos.) and 4 with the red (vertical pos.) respectively which gives the position of the first obstacle.

Tom then repeats the process until three more obstacles are created.

Each of the players are then assigned colors and they each mark a 2x2 square of territories on their corner of the game board with their respective colors.

The players are also handed two cards each, after shuffling the card deck thoroughly.

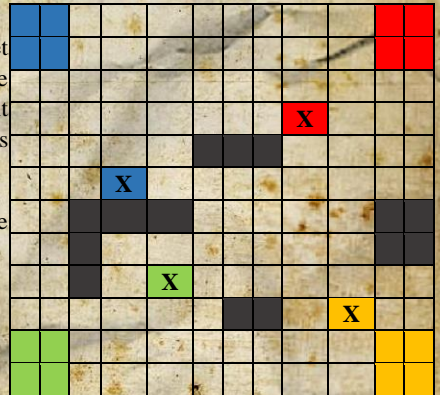
Here, is what the game board looks like at the beginning of their game:



Its Tom's turn to place his color on any free tile (white tiles are the free tiles) on the board to indicate the territory he has captured in this round. Next, the player on Tom's left marks his territory. The 'X' represents the last played position on the board. On the real board, these positions would be marked by checkpoint pawns. This continues in a clock-wise direction until everyone has completed their turns.

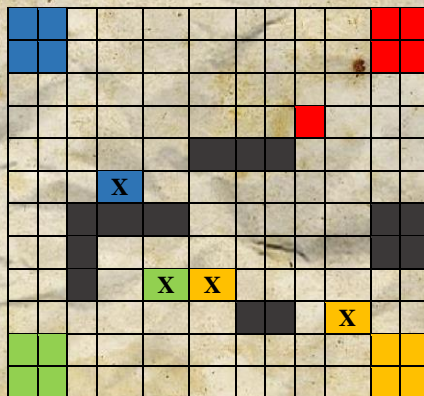
Now Tom rolls the die one more time to set the position of the next obstacle. He erases the oldest obstacle on the board and replaces it with the new one ensuring that four obstacles are always present on the board

At the end of round 1, the board looks like this:



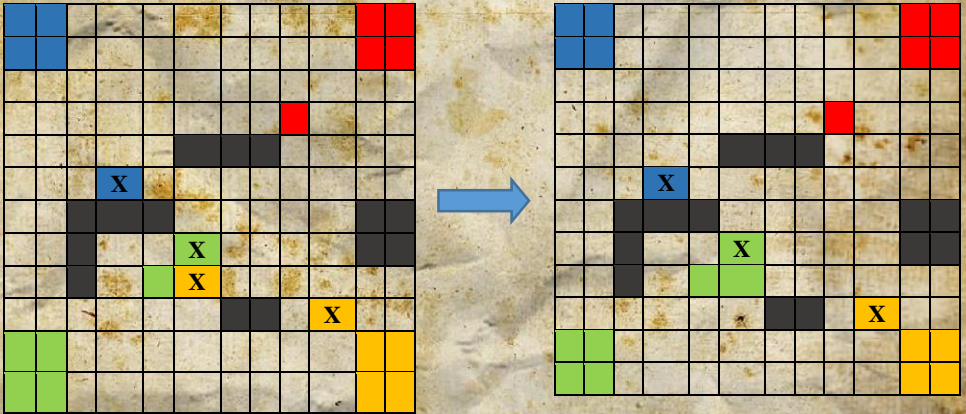
Again, as usual, Tom plays another turn and this time, he chooses to mark a tile beside

Jerry's last marked tile, and the board looks like this:

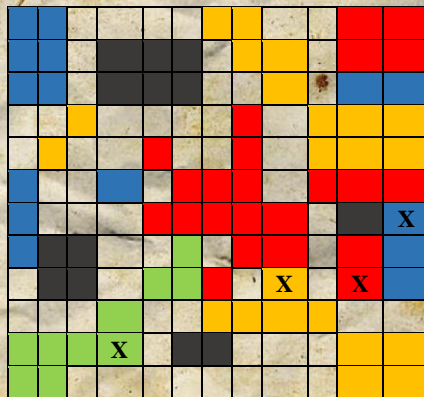


Then, as usual, it is Jerry's turn and he found an opportunity to conquer one of Tom's territories and add to his own.

He very cleverly marks a tile directly above Tom's played tile and the resulting in him capturing Tom's newly conquered territory:

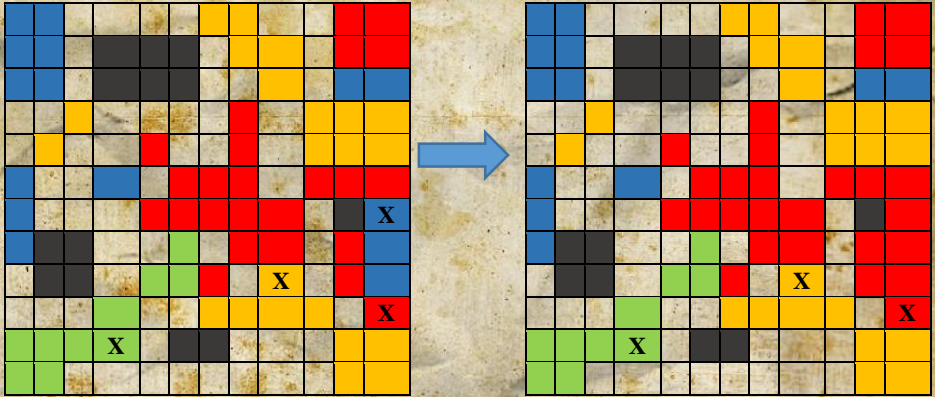


This way, about fifteen minutes into the game, the board looks like the following:



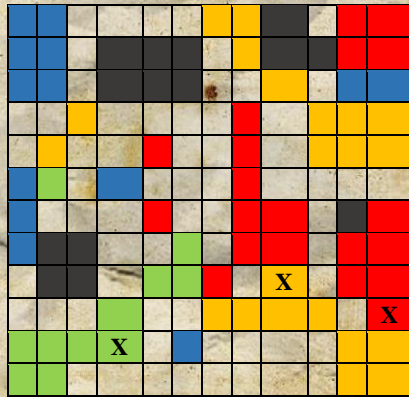
At the current position, Jack marks a tile right next to a cluster of Jil's tiles which sets off a chain reaction. Resultantly, Jack captures all of Jil's tiles within the range of his chain reaction.

The board now looks like this:



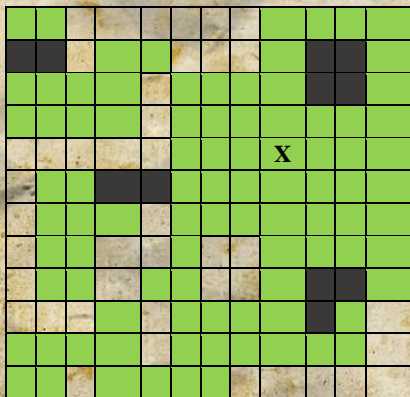
In the next turn, Jack decides to pick a card from the card deck instead of marking a territory. Jil marks a tile. Tom decides to play a card for his turn. He plays a spell card, Fireball - Destroy 2x2. Tom has his revenge by destroying a portion of Jack's territory. Jerry finishes his turn, ending the round.

The board looks like this:



After several more minutes of play, all the players are eliminated except Jerry.

Jerry is the unexpected winner of the game! Congratulations Jerry!



Now you have been warned, a game of *Kingdom Conquest* can be very unpredictable.

Good luck and have fun!

