

The game of Conquests

Introduction

“The Game of Conquests” is an abstract, combinatorial 1v1 strategy game. You must plan your fighters’ moves, but also anticipate your opponent’s. However, defeating a fighter won’t necessarily lead you to victory, because your opponent can bring them back to the battlefield even stronger! You’ll therefore need to outsmart your opponent to capture their general without being too aggressive, because the conquest doesn’t end as long as the general is still present!


Number of players

















- 2 players

Game content

- 1 board with 6x6 squares.
- 8 unpainted fighters
- 8 painted fighters

Setup

- Place the fighters as shown in the diagram, positioning the cubes so that the side with a single chevron is facing up 

Archer 	Lancer 	General 	Champion 	Lancer 	Archer 
	Soldier 			Soldier 	
	Soldier 			Soldier 	
Archer 	Lancer 	General 	Champion 	Lancer 	Archer 

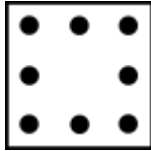
Rules

Gameplay

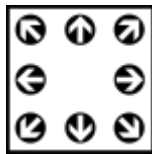
- Players take turns
 - The game begins with the player who took the uncolored fighters
- A player must move a fighter on their turn

Moving a fighter

- A player must move a fighter to a new square, following these movement rules
 - An dot in a direction indicates that the fighter can move one square in that direction



- An arrow pointing in a direction indicates that the fighter can move as many squares as they wish in that direction.




- A fighter is blocked by fighters from the same faction and cannot move past them

Capture, promotion, and retirement of combatants

- A player can capture an opponent's fighter by moving one of their own fighters onto a space occupied by an opponent's fighter. The captured opponent's fighter is then removed from the board and returned to its owner in their reinforcement area.
 - The fighter returned in this way is promoted.

- It is then turned to face forward so that its visible side shows one more chevron than before.




- Not all fighters have the same number of promotions
- A fighter who has reached their maximum promotion level  can no longer level up after making further captures; they must retire and be completely removed from the game
- The "Champion" is the only fighter who gets weaker as he moves up in promotions


Placing a Captured Fighter

- After moving the “General,” a player may return a fighter from their reinforcement area to an **empty space adjacent** to the fighter’s space.

- A fighter may be placed in the following slots:

X	Général 	X
X	X	X

- A “Soldier”-style fighter has the advantage of being placed in the following slots:

X	X	X
X	Général 	X
X	X	X

Victory Conditions

General in Danger

- When a player's "General" can be captured by an opposing fighter on the next turn, it must be declared to be in "**Danger.**"
 - For example, a player moves their "Lancer" so that it is in position to capture the opposing "General" on the next turn; that is, if the opposing "General" does not move, the "Lancier" will be able to capture it on the next turn.
 - We then say that the "Lancer" puts the opposing "General" in "**Danger.**"
 - You must announce "**Danger**" aloud when you put the opposing "General" in "**Danger.**"
 - It is forbidden to move one of your fighters if that move results in putting your own "General" in "**Danger.**"

Capture of the General

- If a "General" is in '**Danger**' and cannot move to avoid being in "**Danger,**" it is considered captured.
 - The player whose General is captured loses the game, and their opponent is declared the winner.

Fighters movement reference

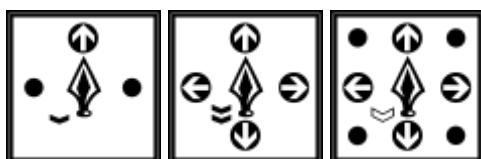
Soldier



Archer



Lancer



Champion



General

