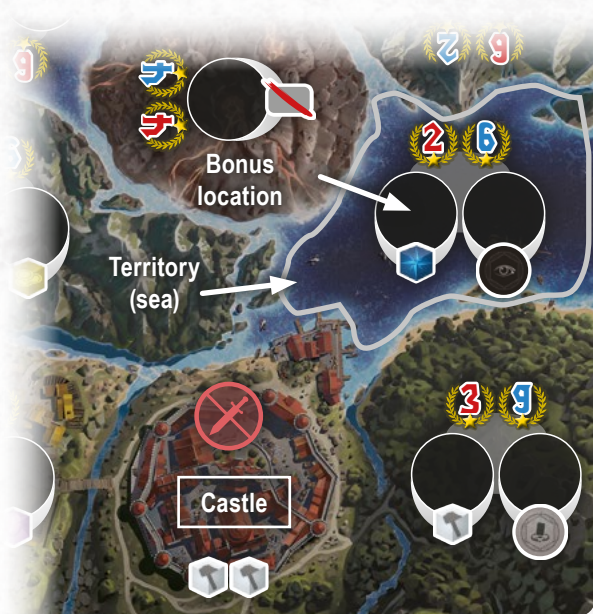


COMPONENTS

- 2 Special Duchy cards
- 24 Army pawns
- 1 Conquest board (double sided)
- 2 additional Trap tokens
- 2 Spy tokens

CONQUEST BOARD ANATOMY

The Conquest board is double sided to offer more replayability; choose which side you will play before beginning the game. Each side of the Conquest board is divided into territories. The territories are delimited by waterways. Seas work just like land territories, and their shores are their borders with land territories. Within each territory, you will find one or more bonus locations... except at the castles, where there are none.



You can move your armies from territory to territory, in order to seize control of them. Each territory can only be controlled by one player at a time. You always have control of your castle (even if you have no more Army pawns there). You cannot seize control of your opponent's castle.

When you have armies in a territory, you can divide them up among bonus locations in the territory in order to take advantage of their bonuses (see the Bonus Effects list). There is no limit to the number of Army pawns you can have in a single territory; however, each bonus location can only accommodate a single Army pawn.

SETUP

Deal out the Special Duchy cards, rather than the normal Duchy cards. These Special Duchy cards do not produce any resources, because you can produce additional resources on the Conquest board. Do not take any Trap tokens by default (you only have them if you control the appropriate bonus locations).



Place the Conquest board in the middle of the table, oriented so each player's castle (of their color) is in front of them.

Take the 12 Army pawns of your color, and place 4 of them on your side of the board, as indicated in the diagram (1 on each space of the territories beside the castle). In this example, you control 2 bonus locations that provide Trap tokens; so you also take 2 Trap tokens. Place the rest of the Army pawns beside the board to form your reserve.

MODIFICATIONS TO THE GAME PHASES

During the Production phase, count not only the icons on the cards constructed in your Duchy, but also those from the bonus locations you control, as well as those in your Castle territory.

There is a new phase at the end of the round: the Conquest phase.

CONQUEST PHASE

During this phase, you and your opponent will take turns doing things on the Conquest board, until you both Stop your Conquest. The player with more Soldier tokens goes first. If it is a tie, the 1st player for the Round goes first.

On your turn, you do one of the following:

- Recruit armies
- Move armies
- Stop your conquest

You take one action, then your opponent takes one action; then you, then your opponent, and so on.... Continue like this until both you and your opponent have Stopped Your Conquest one after the other.

Recruit Armies

Spend 1 Soldier token per army you wish to recruit, then take that number of Army pawns from your reserve, and place them in your castle's territory. You cannot recruit if all of your armies are already on the board.


Move Armies

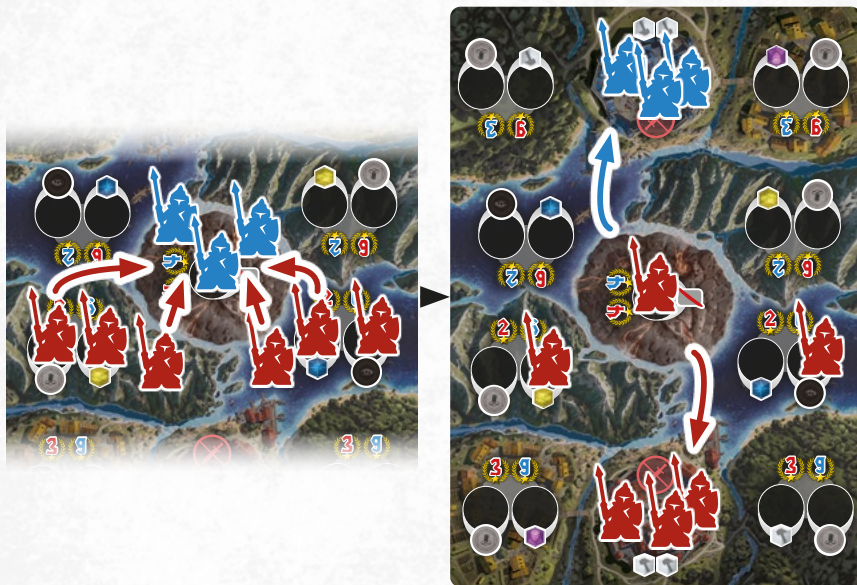
Choose a destination territory and any number of your adjacent territories. Spend 1 Soldier token per army you wish to move from your starting territories, then move these armies to the destination territory.

You can only move into the territory if the number of armies you move into it is greater than the number of enemy armies already there. All enemy armies in the destination territory return to their castle, and you return the same number of armies from this territory to your castle (in other words, equal “losses” for both sides).

Remember: You cannot move your Army pawns onto your opponent’s castle.

If you remove an army from a bonus location, or this army is returned to your castle, you immediately lose the bonus effect associated with this location. If it was a Trap or Spy token, you must discard the corresponding token.

Example: It’s Red’s turn. Red takes the Move Armies action, and chooses to invade the central territory from 2 adjacent territories south of it. Red spends 4 Soldier tokens to move 4 Army pawns, which is more than the 3 enemy armies in the destination territory. The 3 blue armies and 3 of the red armies return to their respective castles. After this move, Red has lost control of 2 bonus locations, and thus discards the Trap token provided by the one, and will produce 1  less in the next Production phase because of losing the other. However, Red has secured a new bonus effect, card destruction, taken from Blue in this action.



Stop Your Conquest

When you stop your conquest, you do nothing. If your opponent Recruit or Move their armies, you will be able to carry on playing. If your opponent Stops Their Conquest just after you have, it ends the Conquest phase.

BONUS EFFECTS



Additional Trap token: You have an additional Trap token to use.



Spy token: You have a Spy token. During the Choice phase, you can use this token to peek at a face-down card. If you do, flip this token to its Used side; it will become available again for the next round.






Card destruction: At the beginning of the Planning phase, after revealing the face-down cards, you may discard one of the cards from your opponent’s Selection area.



Double move: During a Move Armies action, after having chosen the destination territory, you can choose your starting territories not only from those adjacent to it, but also from your territories adjacent to those. Thus your Army pawns can move 2 territories at once, as long as they do not move through enemy territories this way.



Krystallium production: During the Production phase, after the  step, produce 1  (you may keep this  to use it later).

END OF THE GAME

At the end of the game, the territories you control earn you additional victory points.

In each territory, the number in your color indicates the number of gross victory points it earns you if you control it.

SOLO MODE

Soon