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www.historicalconquest.com/rules.html

HISTORICAL CONQUEST

A JOURNEY THROUGH TIME

www.HISTORICALCONQUEST.COM

OBJECTIVE

HISTORICAL CONQUEST™: THE CARD GAME is an epic strategy game that combines historic figures, armies, events, and technologies on a world stage. Players take turns exploring the globe, building civilizations and having fantastic battles with leaders and prominent figures from our real world's history. You are declared the winner when you conquer all of your opponent'(s) countries or reach the maximum Morale points! For two or more players; recommended for ages 7 and up.

CARD SETS

STARTER DECKs contain an assortment of 51 playing cards randomly selected throughout world history. BOOSTER PACKS contain an assortment of 20 playing cards based on a single event or era in history. Each player needs no less than 50 assorted cards to participate in a game. Players can also incorporate their favorite cards from different STARTERS and BOOSTERS to create their own custom decks. There is no limit to the number of cards that can be used in a play deck to enhance your game!

Choose from seven STARTER DECKS:

- TESLA
- CHESWELL
- SALEM KNIGHT
- MT. VESUVIUS
- STEMLAR
- BOUDICA
- CONFUCIUS

(Please note the MONGOLIANS and FLEURY DECKS have been discontinued) AND nine BOOSTER PACKS:

- AMERICAN REVOLUTION
- ROMAN EXPANSION
- WORLD WAR I
- 1st CRUSADES
- THE RENAISSANCE
- AMERICAN CIVIL WAR
- WILD WEST
- WORLD WAR II
- INDUSTRIAL REVOLUTION

TYPES OF CARDS

TYPES OF CARDS: There are over ten different types of cards in Historical Conquest™. These cards are used to build civilizations, attack and defend against your opponent(s) and calculate your STRENGTH and MORALE POINTS. Whether playing with a specific STARTER DECK or assembling your own custom set, it is recommended each player start with no less than 50 cards with at least six LAND CARDS and an assortment of twenty-six CHARACTER (including five EXPLORER), four ARMY, four EVENT, and various TECHNOLOGY, LOCATION, KNOWLEDGE, DOCUMENT and ORGANIZATION CARDS.

LAND CARDS: LAND CARDS serve as the foundation for your civilizations. LAND CARDS and CHARACTER CARDS are played together in a vertical column on the BATTLE FIELD with the LAND CARD on the bottom row; at least one LAND CARD per civilization to be in the game. If you run out of active LANDs you must automatically withdraw from the game. Each STARTER DECK contains six distinct countries, one from each continent; but players can add an unlimited number of LAND CARDS to his or her custom decks to draw from. Each LAND CARD lists the specific country or continent's name, population and land size, interesting historical facts and the specific card's abilities it can add to the CHARACTER CARDS that players place above it. Each LAND CARD can support up to four CHARACTER CARDS, and placement above each is random. Card Color and Pattern: Green/Map.

CHARACTER CARDS: CHARACTER CARDS are comprised of real historical figures, each with a unique CHARACTER skill set based on his or her true to life abilities and experiences. Each CHARACTER CARD gives the person's name, title or profession, date or era from history, important facts, his or her specific game contributions, MORALE and STRENGTH POINTS. There are more than 20 distinct subsets of CHARACTER CARDS:

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|-------------|----------------|---------------|--------------------|
| • ACTIVISTS | • BUSINESS MAN | • INVENTOR | • PHILOSOPHER |
| • ARTIST | • CONQUERER | • LAW ENFORCE | • POLITICIAN |
| • ASSASSIN | • ENTERTAINER | • LEADER | • SCIENTIST |
| • ATHLETE | • ECONOMIST | • MUSICIAN | • SPIRITUAL LEADER |
| • AUTHOR | • EXPLORER* | • OUTLAW | • WARRIOR |

*The EXPLORER CARDS are considered a SPECIALTY CHARACTER CARD with distinct playing characteristics separate from the other CHARACTER CARD subsets. Each LAND CARD in your CIVILIZATION can support up to four CHARACTER CARDS OR three CHARACTER CARDS and one ARMY CARD. Place all characters in each land directly above the LAND they occupy. Card Colors and Patterns: CHARACTER CARD colors and patterns vary by subcategory.

SPECIALTY CHARACTER CARDS-EXPLORER CARDS: EXPLORER CARDS have four special subcategories: EXPLORER-SEA, EXPLORER-LAND, EXPLORER-AIR, EXPLORER-SPACE. (Card Color and Pattern: Blue/Watermark)

- All EXPLORERS discover new LANDS when initially placed into your battlefield. If the LAND is not claimed when the EXPLORER is initially played, the LAND may not be drawn later for that EXPLORER. (There are other specialty cards that may also discover new LANDS!) The EXPLORER is then placed in that LAND.
- EXPLORERS may escort one CHARACTER (including an ARMY) between continents at the end of a turn after all three cards are played from your hand.
- EXPLORERS may transport one CHARACTER OR ARMY CARD to an opponent's LAND on a different continent and both card may attack that LAND combining their STRENGTH. If they win enough times to remove all occupants, the LAND is placed in your CIVILIZATION and the EXPLORER and other CARD they transported must remain in that LAND. If they are not able occupy the Land by the end of the two attacks, they return to the Land they came.

ARMY CARDS (PLACED ABOVE A LAND): ARMY CARDS are comprised of several famous historical groups, armies and/or units that can add significant strength or abilities to your civilization in an attack. An ARMY's ability is constantly in effect and often improves your fighting capability. Only one ARMY CARD is allowed above a particular LAND CARD. ARMY CARDS are not classified as a CHARACTER CARDS. Card Color and Pattern: Brown and Gold/Metal Plating.

VESSEL CARDS (PLACED IN A LAND): VESSEL CARDS are cards with vehicles as the subject and are not classified as a CHARACTER CARD. These cards may be placed in a LAND

without taking up the space of the four CHARACTER or CHARACTER/ARMY cards. Their abilities are used for that LAND only. Card Color and Pattern: Blue/Watermark.

EVENT, TECHNOLOGY, KNOWLEDGE, LOCATION, ORGANIZATION AND DOCUMENT CARDS: These action cards are all non-human playing cards that may affect both/either the LAND and CHARACTER CARDS in your CIVILIZATION. These cards are played at the beginning of a turn and have an instant impact on the game for a single turn or over multiple rounds. The card's influence is described in its ABILITY PLATE. The cards that have an immediate (not lasting) effect may be placed in the DISCARD PILE after being in the ACTIVE AREA at least one turn.

The cards with a continuous impact on the CIVILIZATION are placed in the ACTIVE AREA directly above the DRAW DECK at the end of a turn. Once this card's ability is satisfied it is moved to the DISCARD PILE. Card Colors and Patterns:

- EVENT CARD Blue/Desert Landscape
- TECHNOLOGY CARD-Green/Circuit Board
- KNOWLEDGE CARD-Green& Grey/ Stone
- LOCATION CARD-Blue/Desert Landscape
- ORGANIZATION CARD- Mustard/Green Texture
- DOCUMENT CARD-Grey/Granaie

ABILITY CATEGORIES

SYMBOL #1: IMMEDIATE (I), HOLD (H), CONSTANT (C) – The (I) symbol marked at the bottom of the card's illustration means that the abilities on the card must be used as soon as the card is placed in your civilization. If you forget during your turn, the ability is not able to be used again. The (H) symbol means that you may hold on to this ability and use it once or twice, depending on the second symbol which tells frequency. To keep track of the use of this ability, slightly angle your card diagonally to track its use, up on the right means you haven't used it once, up on the left means you haven't used it the second time, if it allowed to be used twice. After the ability is used lay it straight like all other cards.

SYMBOL #2: ONCE (1), TWICE (2), INFINITE (∞) – The (1) symbolizes that the abilities may only be used once. If the symbol is on a CHARACTER/SPECIALTY CARD, they may continue to attack/defend in their LAND. If the symbol is on any other CARD, they may use the ability and discard the card, though all cards must stay active in the CIVILIZATION for one round before discarding. The (2) symbols simply means they can use the ability twice. The (∞) means they may use the ability as long as the card is in play.

INTERRUPT CARDS may be played at any time, whether it's your turn or your opponent's, or whether a card is being played against you or played against another opponent (if not stated in its abilities). The symbols will tell you if the abilities must be played immediately or may be held even if played in your CIVILIZATION.

CHOICE CARDS, when played, their abilities must be chosen immediately which ability you will use.

ONCE/CONSTANT CARDS are a mix of two frequencies. The ability that is marked ONCE is immediate and the those marked CONSTANT are infinite. Claim the once right when the card is played. If this is a HOLD/CONSTANT CARD, the HOLD ability is used once/twice during the game on your turn.

NOTE: When a Character dies or any card is being sent to the discard pile, at the moment of their death, their abilities are no longer valid. Interrupts may be used to stop the Character's death, but any ability that is postmortem (after death) such as an ability that could save themselves from being discarded, after their death, does not apply.

HOW TO PLAY

SET-UP:

- Beginning with no less than 50 cards per player, (no duplicates may be in your deck), separate the LAND CARDS into their own pile and place them face-down and to the far right of your PLAY MAT or playing space. This becomes the LAND PILE. (Optional Quick Game Rules: Take all the LAND from all your Starter Decks, from one continent, and divide them between the players and battle over a single continent with Characters from that area of the world)
- Shuffle and place the remaining cards face-down and to the left of the LAND PILE. This is now your DRAW DECK.
- Provide a sheet of paper & writing tool or other counting method for the players to keep track of their MORALE points during the game, if you don't have a play mat, otherwise track your MORALE at the top of the mat.

ROUND 1 & 2:

- The first two rounds are considered civilization building rounds and there is no player interaction with cards. This means no trading, using cards against each other, confiscating unoccupied LAND, or attacks may occur.
- This is a turn-based card game and the youngest player goes first. Player 1's turn: Take one LAND CARD and place it face up and to the left of your DRAW DECK, first row. This card represents the land where your civilization first begins.
- Draw five cards from the top of your DRAW DECK, being careful not to reveal these to your opponent(s).
- You may only look at the active cards in your hand and the cards already played by each player. (Players may not leave their seats to look at their opponent's cards or count their ATTACK/DEFENSE points) Read each card's ABILITY PLATE for any special abilities or points awarded. You do not need to read these out loud unless someone asks you a particular card's abilities, then you must, for all cards in play. Tally up the total number of MORALE on the score sheet as you play each card. STRENGTH points are tallied during battles, attack or defense.
- Choose up to three cards from your hand to play per turn. Place all CHARACTERS in each LAND directly above the country they occupy. This area is called your

CIVILIZATION. Subsequent CHARACTER CARDS added to this LAND will be laid above each other, forming a column with the characters "protecting" each LAND. When choosing which cards to play first, consider that ARMY and CONQUEROR CARDS have larger STRENGTH POINTS (or other special abilities) helpful to protect your LANDs, while other cards (e.g.- MUSICIANS, INVENTORS, ACTIVISTS, TECHNOLOGIES, EVENTS, etc.) can boost your civilization's MORALE.

- Each LAND CARD supports up to four CHARACTER CARDS OR three CHARACTER CARDS and one ARMY CARD.
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- Abilities on each card supersede the rules as stated on this page. For example, if a specific card says you may have 2 ARMY CARDS in a LAND, then it is acceptable.
- You may discard cards from your HAND or CIVILIZATION at any point during your turn. If they are from your HAND, that counts as one card, of the three you may play from your Hand each turn. You can discard as many from your CIVILIZATION as you like. Place active or used EVENT, TECHNOLOGY, KNOWLEDGE, LOCATION, DOCUMENT and ORGANIZATION CARDS in the ACTIVE AREA. All cards played during a turn must sit in your CIVILIZATION for one turn before you are allowed to discard that card.
- EXPLORER CARDS (and cards giving this specific ability to find LAND) may discover a new LAND when first played. Play the EXPLORER CARD immediately in an empty column (even if your mat is full and you must place the LAND off the mat) giving space for the LAND to be placed underneath the EXPLORER.
- There may be one transportation per player per turn. CHARACTER CARDS can move between Lands on the same continent during a turn. EXPLORER CARDS can escort one CHARACTER/ARMY CARD between continents after your three cards, from your hand, are played.
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- If you discard a card from your hand during your turn that counts as one of the three cards you can play in a turn.
- End your turn by replenish your hand back to 5 cards by drawing cards from your DRAW DECK. After you discard, no further action may be taken until your next turn, unless using an INTERRUPT CARD.
- When Player 1 draws cards from their Draw Deck, Player 2 then takes his/her turn, following the same steps as Player 1.
- Alternating turns, each player continues to select three cards from his/her active hand (5 cards) to play while recording points and following the instructions in the card's

ABILITY PLATE.

ROUND 3 AND ON:

- Once your civilizations are developed then you can begin attacking and conquering your opponent's LAND.
- **ATTACK:** Civilizations with greater than 800 MORALE points may attack after playing their three cards. (For quicker games, remove this rule of needing 800 points before attacking) When you attack, choose an opponent's LAND within the same continent as one of your LANDS and inform your opponent which LAND you're attacking. Count the STRENGTH listed at the bottom right corner of each LANDS' CHARACTERS: ATTACK POINTS are on the left and DEFENSE POINTS are on the right. The attacker should add the ATTACK POINTS of each CHARACTER in your attacking land while the defender adds the DEFENSE POINTS of the characters in the defending LAND. If the attacker's points are greater than the defender's points, then the defender loses this battle and must discard a CHARACTER CARD of their choice and lose 100 MORALE POINTS. If the defender's points are greater than the attacker's points, then the attacker has lost the battle and loses 100 MORALE POINTS. If the numbers are equal or both attacker and defender have cards that say they automatically win their first battle, then it is a draw and no one wins the battle and no CHARACTERS or MORALE is lost.
- You may attack up to twice during your turn. These two attacks may be divided between two LANDS, one attack per LAND. If your opponent's LAND is unoccupied after your attacks, then (before ending your turn) you may move that LAND CARD to your CIVILIZATION and place a CHARACTER CARD from the attacking LAND above it as described earlier. If you don't have a CHARACTER to be placed in that LAND, your opponent keeps the LAND until another opponent may transport one of their CHARACTERS to that LAND, on their turn or the owner replenishes that land.
- A LAND is unoccupied if it has no CHARACTER CARDS above it. Any opponent (during their turn) may capture your unoccupied LAND using a CHARACTER already in the same continent, or by sending an EXPLORER to discover it from a different continent. This does not count as an attack against your opponent.
- It is possible that two opponents will have the same LAND CARD in their CIVILIZATIONS. This describes a divided land. When one of the players attacks (i.e. civil war) and removes all CHARACTERS from the other's duplicate LAND, then the extra LAND CARD is now moved to its owner's discard pile. The conqueror's LAND is no longer divided; each LAND CARD is still limited to four CHARACTER CARDS.
- Players who want their cards returned after the game may request that they be turned sideways on their opponent's CIVILIZATION, list them on the score sheet or sleeve the card to mark who they belong. Once captured these cards should only be discarded into its owner's DISCARD PILE.

- If you run out of cards in your draw deck there are three options: 1) shuffle your discard pile and place the pile face down where your draw deck was, 2) carry a backup deck for a more diverse selection of cards, or 3) end the game and tally up your Morale points as described below.
- When you confiscate any card from your opponent or pull from your discard pile, that repurposed card's ABILITIES may be used again by you. If you are retaking a card from your opponent that originally belonged to you, the ABILITIES may not be claimed a second time.

THERE ARE FOUR WAYS TO WIN:

- 1) A player that accumulates -2000 MORALE POINTS automatically forfeits and is out of the game.
- 2) The WINNER is declared when a player accumulates 3000 MORALE POINTS
- 3) The WINNER is declared when a player accumulates all their opponent's active LANDS.
- 4) In a timed game of 30 or 45-minute, the WINNER is declared by adding up the number of LANDS they have acquired multiplying that number by 300 and adding that to the Morale points. The player with the most overall points wins.