

HISTORICAL CONQUEST

A JOURNEY THROUGH TIME
WWW.HISTORICALCONQUEST.COM

OFFICIAL GAME RULES

Video tutorials and rules are available at: www.historicalconquest.com/rules

OBJECTIVE

HISTORICAL CONQUEST™: THE CARD GAME is an epic strategy game that combines historical figures, armies, events, and technologies on a world stage. Players take turns exploring the globe, building civilizations, and engaging in fantastic battles with prominent figures from real world history. The winner is the first player to conquer all opposing countries or to reach the designated amount of MORALE points. For two or more players; recommended for ages 7 and up.

CARD SETS

STARTER DECKS contain a randomly selected assortment of 51 playing cards spanning all ages of world history. BOOSTER PACKS contain an assortment of 20 playing cards based on a particular event or era in history. Each player needs a minimum of 50 cards to participate in a game. Players can mix their favorite cards from different STARTER DECKS and BOOSTER PACKS to create their own custom decks. There is no limit to the number of cards that can be used to enhance a playing deck.

Choose from seven STARTER DECKS:

- TESLA
- CHESWELL
- SALEM
- MT. VESUVIUS
- KNIGHTS TEMPLAR
- BOADICEA
- CONFUCIUS

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

TYPE OF CARDS

There are over ten different types of Historical Conquest™ cards. These are used to build civilizations, attack and defend against opponent(s), and increase MORALE points. Whether playing with a specific STARTER DECK or assembling a custom deck, each player should start with a minimum of 50 cards including at least the following: six LAND cards, an assortment of twenty-six CHARACTER cards (including five EXPLORER cards), four ARMY cards, four EVENT cards, and various TECHNOLOGY, LOCATION, KNOWLEDGE, DOCUMENT, and ORGANIZATION cards.

LAND CARDS: LAND cards serve as the foundation of each civilization. LAND cards and CHARACTER cards are played together in a vertical column on the BATTLEFIELD with the LAND card on the bottom row. At least one active LAND card is required for a civilization to remain in the game. A player who runs out of active LAND cards must automatically withdraw from the game. Each STARTER DECK contains six different LAND cards, one from each continent, but players can add an unlimited number of LAND cards from other decks to customize the playing deck. Each LAND card lists the specific country and its continent, population, land area, interesting historical facts, and specific abilities it adds to the CHARACTER cards placed above it. Each LAND card can support up to four CHARACTER cards or three CHARACTER cards plus one ARMY card, which are placed above it. Card Color/ Pattern: Green/Map.

CHARACTER CARDS: CHARACTER cards represent real historical figures, each with a unique skill set based on true-to-life abilities and experiences. Each CHARACTER card lists the name, title or profession, date or era from history, important facts, specific game contributions, as well as MORALE and STRENGTH points. There are more than 20 distinct subsets of CHARACTER cards:

- ACTIVIST
- ARTIST
- ASSASSIN
- ATHLETE
- AUTHOR
- BUSINESSMAN
- CONQUEROR
- ENTERTAINER
- ECONOMIST
- EXPLORER[†]
- INVENTOR
- LAW ENFORCEMENT
- LEADER
- MUSICIAN
- OUTLAW
- PHILOSOPHER
- POLITICIAN
- SCIENTIST
- SPIRITUAL LEADER
- WARRIOR

[†]The EXPLORER cards are considered SPECIALTY CHARACTER CARD with distinct playing characteristics separate different from the other CHARACTER card subsets. Place all characters in each land directly above the LAND they occupy. Card Colors/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, and EXPLORER-SPACE. Card Color/Pattern: Blue/Watermark.

- An EXPLORER may discover a new LAND, drawn from the LAND pile, when initially placed in your CIVILIZATION. If a player instead chooses to play the EXPLORER in an existing land, the right of discovery is forfeit and a LAND card may not be drawn later for that EXPLORER. However, there are other specialty cards that may also discover new LANDS (For Example: Gold Rush, The Tea Party, Etc).
- An EXPLORER card is placed directly above the land in which it is played or discovers.
- An EXPLORER may escort one CHARACTER or ARMY between continents at the end of a turn after all three cards in the hand have been played.
- An EXPLORER may transport one CHARACTER or ARMY to an opponent's LAND on a different continent and both cards may attack that LAND, combining their STRENGTH. If they win enough times to remove all occupants, the LAND is placed in the attacker's civilization and both attacking cards 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: An ARMY card may consist of either a famous historical group, an actual army, or another unit that may add significant strength or abilities to a civilization engaged in an attack. An ARMY's ability is constantly in effect and often improves fighting capability. Only one ARMY card may be placed above each LAND card. ARMY cards are NOT classified as CHARACTER cards. Card Color/Pattern: Brown and Gold/Metal Plating.

VESSEL CARDS: VESSEL cards are cards with vehicles as the subject and are not classified as CHARACTER cards. 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/Pattern: Blue/Watermark.



EVENT, TECHNOLOGY, KNOWLEDGE, LOCATION, ORGANIZATION AND DOCUMENT CARDS:

These action cards are all non-human playing cards that may affect either or both the LAND and CHARACTER cards in a civilization. These cards are played at the beginning of a turn and may have either a single immediate impact on the game or continued impact over multiple rounds. Each card's influence is described in its ABILITY PLATE.

- The cards that have an immediate and non-lasting effect are placed in the DISCARD PILE after being in the ACTIVE AREA for at least one turn.
- The cards with a continuous impact on a civilization are placed in the ACTIVE AREA directly above the DRAW pile at the end of a turn. Once the card's ability is satisfied, it is moved to the DISCARD pile.

Card Colors/ Patterns:

- EVENT CARD: Blue/Desert Landscape
- KNOWLEDGE CARD: Green and Grey/ Stone
- ORGANIZATION CARD: Mustard/Green
- TECHNOLOGY CARD: Green/Circuit Board
- LOCATION CARD: Blue/Desert Landscape
- DOCUMENT CARD: Grey/Granite

CARD ABILITIES

ABILITY CATEGORIES

SYMBOL #1: USAGE INDICATOR: IMMEDIATE (I): The (I) symbol at the bottom left of a card's illustration means that the abilities on the card must be used as soon as the card is placed in a civilization. If a player forgets to use it during that turn, the ability may not be used in a subsequent turn. HOLD (H): The (H) symbol means that a player may hold onto this ability and use it either once or twice, depending on the card's frequency indicator (bottom right of illustration). To keep track of this ability, slightly angle the card diagonally to the right to indicate zero uses, diagonally to the left to indicate single use, and straight when the card's abilities are finished. CONSTANT (C): The (C) symbol means that a player may use this ability until the end of the game or until the card is discarded, whichever comes first. When a card is discarded, the abilities automatically go away.

SYMBOL #2: FREQUENCY INDICATOR: ONCE (1): The (1) indicates that the ability may only be used once. If the symbol is on a CHARACTER/SPECIALTY card, the card may continue to attack or defend in its own LAND. If the symbol is on any other CARD, the card may be discarded after use. However, all cards must stay active in the CIVILIZATION for one round before discarding. TWICE (2): The (2) simply means the ability may be used twice. INFINITE (∞): The (∞) symbol means the ability may be used as long as the card is in play.

ABILITY CATEGORIES

INTERRUPT CARDS: may be played at any time, regardless of whose turn it is, or whether a card is currently being used to mount an attack. The symbols will tell you if the INTERRUPT abilities must be played immediately or may be held even if the card is played in a CIVILIZATION.

CHOICE CARDS: must have their abilities chosen and used immediately upon playing or held depending on the Usage Indicator Symbol on the illustration.

MULTI-ABILITY CARDS: ONCE/CONSTANT CARDS contain both an IMMEDIATE ability that is to be used one time and a CONSTANT ability that may be used infinitely. HOLD/CONSTANT CARDS contain both a HOLD ability that is used either once or twice during the game as indicated in the frequency circle and a CONSTANT ability that may be used infinitely.

CARD LAYOUT



- **CARD CATEGORY:** Describes the type of card—LAND, CHARACTER, ARMY, EVENT, TECHNOLOGY, KNOWLEDGE, LOCATION, ORGANIZATION, or DOCUMENT. These categories include card subtypes. For example, "Timer the Lame" is a CONQUEROR CHARACTER subtype.
- **HISTORY PLATE:** Read about the life of a CHARACTER, stats about a LAND, or fascinating facts about a TECHNOLOGY, EVENT, ORGANIZATION, etc.
- **ABILITY PLATE:** There are three types of special abilities which may be found on each card—single, double, or continuous use. Some cards will offer only one type while others will offer two types. A few cards will have a choice of abilities or other specialty instructions. If the card offers MORALE points, they will be listed here and are added to the civilization's total.
- **STRENGTH (ATTACK/DEFENSE):** The ATTACK NUMBER (left) represents the amount of damage a card does when attacking another player's LAND. The DEFENSE NUMBER (right) represents how much damage a CHARACTER or ARMY must receive in a single turn to be battle. When a player declares an attack, the total ATTACK numbers from all the cards in the attacking LAND column are added and pitted against the total DEFENSE numbers from all of the cards in the defending LAND column. The highest number wins the battle. LAND cards do not have STRENGTH points, only abilities as described in their ABILITIES PLATE.
- **ILLUSTRATION, DATE AND REFERENCE PLATES:** These sections give additional information about a card that may affect the way that card may be played. Continent names are listed in the REFERENCE PLATE of each LAND, as well as that country's type of government (not shown here).

HOW TO PLAY

SET-UP

- Each player should start with his or her own deck with a minimum of 50 non-duplicate cards. It is acceptable, however, for multiple players to have the same card(s) as other players in their deck(s). Players should separate their LAND cards and place them face-down in a pile on the far right of their individual PLAY MAT or playing space. This becomes the LAND pile. (Optional Quick Game Rules: Take all LAND cards belonging to one from all available Starter Decks and divide them equally between the players. Battle over this single continent using only CHARACTER cards from that area of the world.)
- Shuffle and place the remaining cards face-down to the left of the LAND pile. This is now the DRAW pile.
- If using a PLAY MAT, track MORALE at the top of the mat. Otherwise, use a sheet of paper or other scoring method to keep track of MORALE points during the game.

ROUNDS 1 & 2

- The first two rounds are considered civilization-building rounds and there is no player interaction using cards. This means that no trading, using cards against each other, confiscating unoccupied LANDS, or attacking may occur.
- This is a turn-based card game and the youngest player goes first.

FIRST TURN

- Take one LAND card and place it face up and to the left of the DRAW pile, first row. This area is called your CIVILIZATION. Subsequent LAND cards added to your civilization are to be laid out in a row going to the left.
- Draw 5 cards from the top of the DRAW pile. Be careful not to reveal these to any opponents. This is your HAND.
- Players may only look at the active cards in their hand and the cards already played by other players. Players may not leave their seats to look at their opponents' cards or to count their ATTACK/DEFENSE points or read each card's ABILITY PLATE for any special abilities or points awarded. Those who leave their seats forfeit 100 MORALE points to the opponent whose CIVILIZATION they got up to see. These do not need to be read out loud unless a player asks to hear a particular card's abilities. Tally up the total number of MORALE on the score sheet or play mat as each card is played. A max of 800 MORALE may be acquired and/or lost per round. STRENGTH points, whether attack or defense, are tallied during battles.
- Choose up to three cards from your HAND to play per turn. Place CHARACTER cards in a column directly above whichever LAND you want them to occupy and protect. When choosing which cards to play first, consider the fact that ARMY and CONQUEROR cards have greater STRENGTH points (or other special abilities) which are helpful in protecting LANDS, while other cards (e.g. MUSICIANS, INVENTORS, ACTIVISTS, TECHNOLOGIES, EVENTS, etc.) can boost a civilization's MORALE.
- Each LAND card may support up to four CHARACTER cards or three CHARACTER cards + one ARMY card.
- Abilities on each card supersede the rules as stated on this page. For example, if a specific card says two ARMY cards may occupy a LAND, then it is acceptable in that instance.
- Cards may be discarded from a player's hand or CIVILIZATION at any point during that player's turn. Cards discarded from the HAND count as one of the three cards which may be played from the HAND on each turn. An unlimited number of cards may be discarded from the CIVILIZATION. Place active or used EVENT, TECHNOLOGY, KNOWLEDGE, LOCATION, DOCUMENT, and ORGANIZATION cards in the ACTIVE AREA. All cards played during a turn must remain in the civilization for one turn before they may be discarded.
- EXPLORER cards and other cards given the special ability to find LAND may discover a new LAND when first played. Play the EXPLORER card immediately in an empty column. If the mat is full, the LAND may be placed off the mat. Leave space for the LAND to be placed underneath the EXPLORER.
- Only one transportation per player per turn is allowed. CHARACTER cards may move between LANDS on the same continent at the end of your turn. EXPLORER cards may escort one CHARACTER/ARMY card between continents after the three cards from the hand are played.
- A player's turn is ended when that player replenishes his or her HAND back to five cards by drawing cards from the DRAW pile. After the HAND is replenished, no further action may be taken by that player until his or her next turn, unless using an INTERRUPT card.

SUBSEQUENT TURNS

- When the first player's hand has been replenished, player two proceeds according to the same rules described above.
- Alternating turns, players continue to select and play three cards from their active HAND of five cards until at least one civilization is sufficiently developed to begin the conquest phase of the game. MORALE points are recorded during this initial phase, and players are to follow the instructions on each card's ABILITY PLATE.

ROUNDS 3 AND HIGHER

- Once players' civilizations are developed, they may begin attacking and conquering each other's LANDS.
- **ATTACK:** Players with civilizations having more than 800 MORALE points may attack during their turn after playing three cards from their HAND. For quicker games, lower the amount of MORALE points required to attack or remove the requirement altogether. When attacking, choose an opponent's LAND located on the same continent as the attacking LAND and declare the LAND to be attacked. Count the STRENGTH listed at the bottom right corner of each LAND'S CHARACTER cards: ATTACK points are on the left and DEFENSE points are on the right. If the attacker's total ATTACK points are greater than the defender's total DEFENSE points, the defender loses this battle and must choose a CHARACTER or ARMY card to discard and subtract 100 MORALE points. If the defender's DEFENSE points are greater than the attacker's ATTACK points, the attacker loses the battle and subtracts 100 MORALE points. If the ATTACK/DEFENSE numbers are equal or both attacker and defender have cards that say they automatically win their first battle, then the battle is a draw and no one loses CHARACTERS or MORALE.
- Players may attack up to two times during each turn. These two attacks may be divided between two LANDS, by mounting one attack per LAND. If an attacked LAND becomes unoccupied after an attack, then that LAND may be claimed by the attacker and moved to his or her civilization. The LAND must be claimed before the turn ends and must be claimed by placing a CHARACTER or ARMY card from the attacking LAND in the column above the newly claimed LAND. If the attacker does not have a CHARACTER or ARMY card to place in that LAND, the defender keeps the LAND until either: another opponent transports a CHARACTER to that LAND and claims it, or the owner replenishes the LAND with a new CHARACTER or ARMY.
- A LAND is unoccupied if it has no CHARACTER or ARMY cards above it. Any opponent may capture an unoccupied LAND during his or her turn 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 an opponent.
- It is possible that two opponents will have the same LAND card in their CIVILIZATIONS. This creates a divided LAND such that when one attacks the other, it becomes a civil war. When the attacker defeats all CHARACTERS from the duplicate LAND, the defeated LAND card is moved to its owner's DISCARD pile. The conqueror's LAND is no longer divided but is still limited to four CHARACTER cards.
- Players who want captured cards returned after the game may keep track of captured cards in one of several ways: the player may request that the opponent turn the card sideways on the battlefield, may list the card on the score sheet, or may use color-coded card sleeves to indicate the owner. Once captured, cards should only be discarded into the original owner's DISCARD pile.
- If a player runs out of cards in the DRAW deck, there are three options: 1) shuffle the discard pile and place it face down as the new DRAW deck, 2) carry a backup deck for a more diverse selection of cards, or 3) end the game and tally up each player's MORALE points as described below.
- When a card is confiscated from an opponent through another card's abilities or pulled from the DISCARD pile, that repurposed card's ABILITIES may be used a second time. If a player reclaims a card that has been captured and reused from their CIVILIZATION, that card's ABILITIES may not be used a third time.

FOUR WAYS TO WIN

1. A player who accumulates negative 2000 MORALE points is automatically forfeited.
2. A WINNER is declared when one player accumulates 3000 MORALE points.
3. A WINNER is declared when one player accumulates all opponents' active LANDS.
4. In a timed game of 30 or 45 minutes, a WINNER is decided after each player multiplies the number of LANDS he or she has acquired by 300 and adds that number to his or her MORALE points. The player with the most overall points wins.