

LOOK BACK: WORLD WAR I:
DAWN OF AIR WARFARE

DECK ANALYSIS:
CONFUCIUS

'CREATE YOUR OWN
CARD' CONTEST

CARD ABILITY
TECHNIQUES

WHO INFLUENCED
THE RENAISSANCE

UPCOMING
PRODUCTS



HISTORICAL CONQUEST™

A JOURNEY THROUGH TIME

Historical Conquest: The Periodic Journal

Sep-Oct, 2015



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A Letter from the Editor:



To All HC Fans and those that want to make history more exciting,

FIRST OFF... Let me start off by reminding everyone about the 'Create Your Own Card' contest. Last year, we had just under a hundred entries. Now just 30 days in, 60 to go, and we already have over 100 entries and many coming in daily. You can enter any name in history you like, giving a summary of their background and the abilities they should have for the game. You may also submit as many entries as you like—the more entries, the better chance you have to win. See the 'Upcoming Events' section of this eMagazine for more information.

NOW... May I tell you how excited I am about all of your support? In the last three years, Historical Conquest has spread to all 50 states and two foreign countries (Japan and Canada). The first two years were hard because we were just trying to figure out our niche and the whole gaming industry, but with your help, we have made this hobby into a full-time career, and put this game on its way to a worldwide success.

In March, we opened the opportunity for players to host tournaments of their own across the United States and now they are found in 22 states, in over 50 cities throughout the country. We are constantly signing up new Ambassador (those that host the games), three more just this week. They are earning money on the side, receiving great discounts, and making many new friends.

If you haven't had a chance to attend one of these tournaments, watch your emails and you may find an invitation. If no invitation arrives or you just can't wait, email us (<http://www.historicalconquest.com/tournaments.html>) and we will locate one for you.

If there are no tournaments in your area, try it out and host a few games of your own. Go to the link above and learn more by pushing the buttons at the bottom of the page. They are easy to host and some Ambassadors make them very profitable.

You may not have seen them, but we just released the two newest Expansion packs: The First Crusades and WWI: The Dawn of Air Warfare. In addition, we are working on two more, the Renaissance and the Industrial Revolution. We hope to release one new pack every three months, so the next pack would be available around the end of November, just in time for Christmas.

One more new item you may be interested in. We have just signed a contract for a new international TV ad campaign for the world to see. This will hopefully grow our company to new heights and bring many new players. New interests means new releases of Starter decks, Expansion packs, Playmats, and soon our new App, but more on that in the next eMagazine, so check it out at HistoricalConquest.com.

To the past and the future,

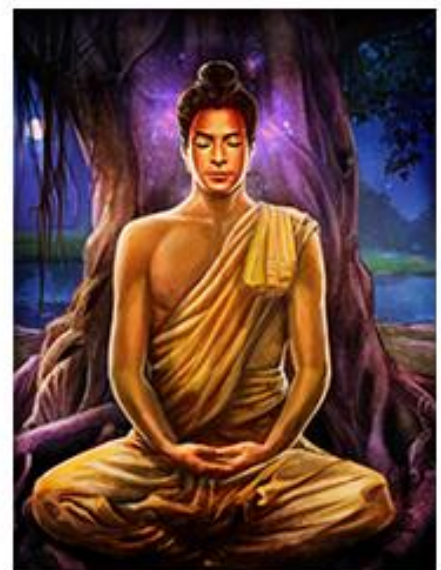
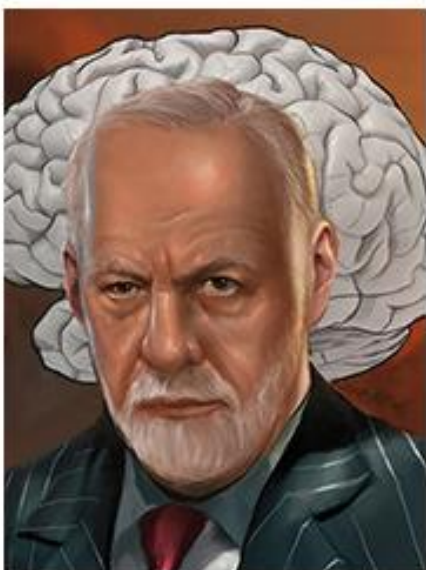
Zack Edwards
Editor and Chief of Historical Conquest and our new e-Magazine



HISTORICAL CONQUEST
PRESENTS

'CREATE YOUR OWN CARD' CONTEST

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World War I: The Dawn of Airpower: A Historical Look Back

While World War I is one of the least popular and least written about major conflicts in American history, from a historical technological advancement perspective, it is one of the most significant major conflicts in American, as well as World, history.

When it comes to technological advancements in the world of waging war, there are certain events that stand out above the rest. These are moments which, until that point in history, completely changed how mankind thought about, approached, and executed the waging of war. Some of these watershed moments include the manipulation of iron into hand weapons, the invention of the bow and arrow, Dionysius the Elder's invention of the catapult, and the discovery of how to make gunpowder (consequently the invention of the gunpowder triggered the invention of the rifle and cannon, and let us not forget the inventing of the submarine). Another such advancement was introduced to the world of combat during World War I, that advancement was the airplane.

Manned flight was used in warfare decades before World War I. Hot-air balloons were used during the U.S. Civil War for observing troops movements. A German scientist actually traveled to the United States



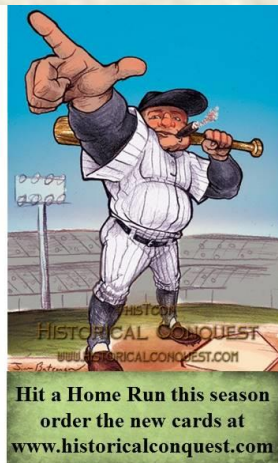
to observe this amazing phenomenon in hopes of taking it back to Europe. Ferdinand von Zeppelin observed the Union hot-air balloon operations and went back to Germany and designed a lighter-than-air craft that would go on to bear his name, the Zeppelin. But the moment that truly changed warfare regarding "lighter-than-air craft" was on December 14, 1903. Wilbur and Orville Wright achieved their monumental accomplishment of powered aero-foil craft on that fateful day in Kitty Hawk, North Carolina. From this day forward, the world of armed combat would be completely changed forever.



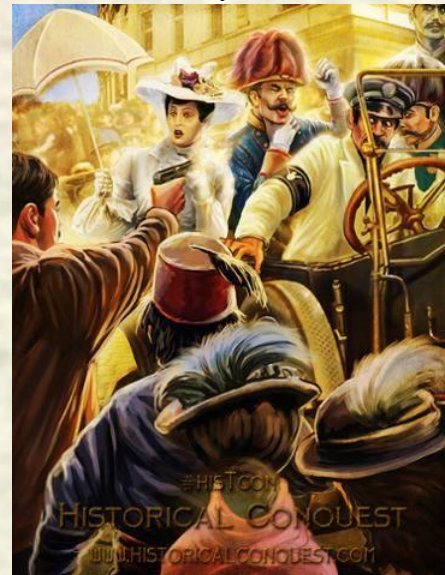
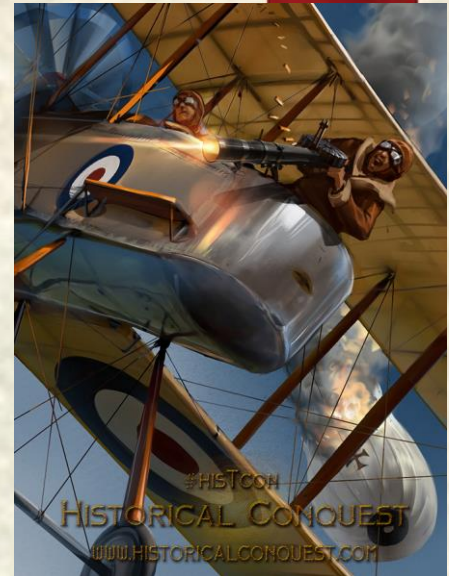
In 1909, the Wright Brothers sold a small number of their inventions to the U.S. Army's Air Signal Corps. This marked the beginning of the U.S. military building what we now know as the United States Air Force. Some may ask, "How did airplanes make such a big difference in fighting wars?" Prior to and in the earliest days of World War I, commanders thought of fighting wars a lot like playing a board game like Risk. Everything was very two-dimensional. Battles were won by moving troops on the ground (to the left, or to the right, or forward or backward) into positions that would give them an advantage over the soldiers they were fighting.

Commanders would constantly monitor the enemy because moving troops was very time consuming and a good attentive commander could see movements and have a good idea what was coming and could counter the movement. All of that changed with the invention of airplanes like the Vickers E1. It allowed commanders to think about battles from a three-dimensional aspect. Commanders could attack from the left, the right, the middle, and more importantly above.

One of the truly great visionaries of this era who had an amazing understanding of how vital airplanes could be in warfare was Major William "Billy" Mitchell. Billy Mitchell, after seeing a display of the Wright Army Flyer, undertook a vast tour Europe and Asia to learn more about how other nations were performing research and development on airplanes. He came back with an amazing understanding of the capabilities of what airplanes could accomplish in the realm of warfare. He saw the construction of such iconic World War I airplanes as the British Vickers FB5 and the German Fokker E1.

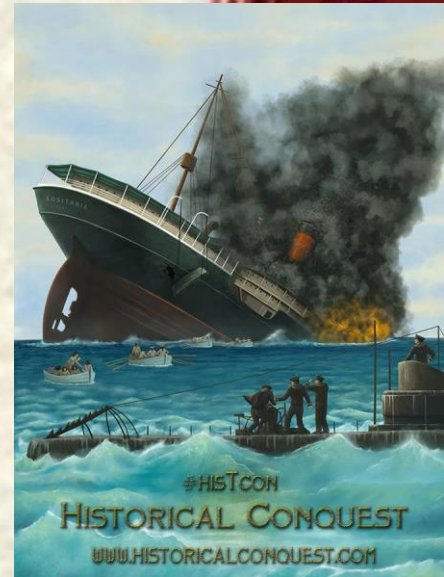


Months later, the assassination of Archduke Franz Ferdinand of Austria by Gavrilo Princip, a socialist Yugoslav nationalist, served as the spark to ignite the powder keg that became The Great War, the contemporary name for what we now know as World War I. The United States

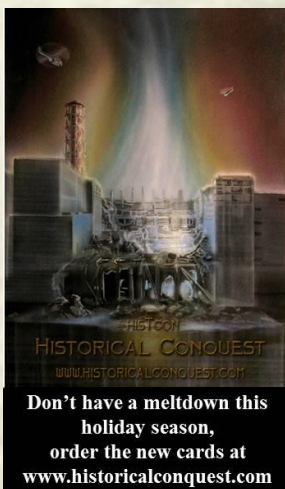


military did not participate in combat operations in the beginning of World War I due to President Woodrow Wilson's campaign promise to keep the United States out of The Great War.

Americans who desired to fight would travel to Europe and enlist in the military forces of European nations such as England and France. The U.S. would eventually enter The Great War, as result of a number of events such as the Zimmerman telegram. But the single event that is credited with primarily inspiring the U.S. to enter The Great War was the sinking of the RMS Lusitania. The RMS Lusitania was a British commercial ocean liner which was sunk by a German U-Boat (submarine) because Germany thought it was transporting war supplies to Allied forces. The reason it is considered the trigger to the U.S. entering World War I is because 128 Americans died as result of the U-Boat attack.



The vast expansive nature of The Great War provided an opportunity for world leaders such as Kaiser Wilhelm II to test this new form of military weapon in actual combat operations. This, as stated before, completely changed how war was waged from that point forward. With the new concept of attacking ground forces from the air, a new type of skill set and a new type of warrior started to



emerge. This new type of warrior became known as the pilot. Commanders also discovered the need for a very specific type of pilot. They needed a pilot who had the reaction and hand eye coordination necessary to shoot down other planes. This produced a whole new generation of military heroes. Names like Billy Bishop, Frederick Libby, and Douglas Campbell captured the hearts and imaginations of people all over the world. There were two names that rose above all the rest to become the benchmark for those who were the masters of air combat.



The first was an extremely popular American race car driver—Eddie Rickenbacker. The second was a German Cavalryman from Breslau, German Empire (Wroclaw, Poland today) named Manfred Albrecht Freiherr von Richthofen.

Richthofen was amazing in an airplane, and developed a reputation most pilots feared. Richthofen's brash, audacious personality was fueled by his success. He was so confident no pilot was his equal in air-to-air combat, later to be called dogfighting, that he requested that his plane be painted the brightest shade of red the German military had available. He felt enemy pilots could see him from a great distance and still could not shoot him down. Many consider his 80 air combat victories to be the best among all World War I pilots.



The Commander of all Allied Forces in World War I, John J. "Black Jack" Pershing was still unsure of the impact airplanes could have on military operations. Billy Mitchell went to Pershing and asked to use his air forces to mount a large attack from the air prior to the start of the Battle of St. Mihiel near Saint-Mihiel salient, France. The resulting destruction that Mitchell's men levied on the German ground forces was more than Pershing could have hoped for. The German forces suffered 22,500 casualties (and 450 German artillery guns captured) compared to the 7,000 Allied casualties, a rate of 3.2 German casualties for every 1 Allied casualty.



Over the course of fifteen years, man went from achieving the milestone of powered flight to completely changing how war is fought. Due to visionaries like Billy Mitchell, Manfred von Richthofen, Eddie Rickenbacker, and Ferdinand von Zeppelin, every military commander since has come to the realization that having superiority of the air during combat operations is not only important, it is critical to military victory.



Jeff Jones
~ Game Historian

A Starter Deck Analysis:

The Confucius Deck

As of the time of this article's release, there are six starter decks. Among these, one of my personal favorites is the Confucius starter. It's fairly unique in that it is very balanced on its own, and has some really good cards that can fit in well with any type of deck. It also has some very unique effects that can really throw an opponent's strategy off balance, thus helping you secure victory.

Knowing what is in your opponent's hand can be very helpful toward victory. Seeing interrupt cards coming and planning ahead can be a huge help. Both Allan Pinkerton and Graf von Zeppelin allow you this advantage. Pinkerton also gives you the benefit of protecting you from being spied on or assassinated. This gives you some useful protection against card abilities that force you to discard valuable cards. Jason Cunningham also offers protection for characters in a country that is under threat of defeat. It allows you to protect cards that you might need later on, or that have protective effects like Pinkerton.

Morale, as we know, is an important aspect of the game. You need it to attack or win outright. Cards such as Edgar Allan Poe and Brothers Grimm can help you keep your



opponent's morale low, preventing a morale rush or, in some cases, attacks. The best morale deduction card in this starter has to be the Black Plague card. It decreases your opponent's morale by 600, the largest single card morale point deduction in the game. If your opponent tries to retaliate with their own morale reduction, Tokyo Rose comes in to save you, preventing any one morale deduction instance against you. It also has a nice variety of other cards that increase your morale, such as the Eiffel Tower, The Dead Sea Scrolls, and Laika, the only animal character card (and my personal favorite card in the entire game). Laika can double as an explorer.



If you don't need any new lands and happen to have Russia, Laika is an excellent morale gain card. One of the best cards for morale gain is also present in this starter, Eli Whitney, who allows you to gain 200 morale and strength every turn, by discarding a character card. This gives you a constant form of morale gain, which is useful if your opponent plays a lot of morale deduction cards.

There are plenty of combat cards in this starter, with a very nice balance between offensive cards and defensive cards. The best example of this is the Apache Tribal Warriors, which allow you to win the first attack, but have a very high defense strength. Other cards such as Constantine, Ashoka the Great, French Musketeers, and Jason Cunningham either have high base defenses, or boost the defense of your country with their effects. There are also plenty of attack-based cards, such as the Ming warriors, Vlad III, and Pedro Cabral.

The lands are also very balanced, having a little bit of everything you need. Israel and Mali can provide morale, Samoa provides you with some natural defense, and the USA East Coast can help you move your characters around a little easier. While there are some good lands, this deck lacks a bit in having good explorers, so you may want to get some explorers to go with this starter.



Overall, this starter has a lot of useful cards that you can easily pick up and use for your own strategy, or serve as an excellent basic foundation for your own deck building. If you plan to use this deck, you may want to add in some explorers, as most of the explorers in this deck can cause issues, like John Hawkins with his Morale deduction and Joshua Slocum with no additional ability. I hope that this guide helps you, and always have fun!



Thomas Jones
~ Game Strategist

Card Highlight:

Johannes Kepler

Johannes Kepler was a German mathematician and astronomer. He was a key figure in the scientific revolutionary facet of the Renaissance.

Kepler is most renowned for his laws of planetary motion. Some of his most well-known works include *Astronomia nova*, *Harmonices Mundi*, and *Epitome of Copernican Astronomy*. The *Astronomia nova*, published in 1609, illustrates Kepler's ten-year-long observations and investigations into the motion of Mars. Considered one of the greatest books on astronomy, it provided strong arguments for heliocentrism, the theory that the planets revolve around the Sun. *Harmonices Mundi* discusses harmony and congruence in geometrical forms. The final section discusses his discovery of a "third law of planetary motion", which outlines how to calculate the orbit of a planet. *Epitome of Copernican Astronomy* further illustrates his "third law of planetary motion". He also made some significant advancements in the fundamental field of optics. Kepler is credited with inventing an improved version of the refracting telescope.



One of the least known aspects of Kepler's work is the influence his faith had on his work. Kepler incorporated religious arguments and reasoning into many of his works. His works were motivated by his religious conviction and belief that God created the world according to an intelligible plan. He believed this was accessible through the natural light of reason.

Johannes Kepler is considered one of the most influential figures in the history of astronomy. His three astronomical works are considered fundamental, foundational influences on Isaac Newton and his theory of universal gravitation.

Jeff Jones
~ Game Historian



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Card Highlight:

Nicolaus Copernicus

Nicolaus Copernicus was a Prussian Renaissance mathematician and astronomer. He was also a polyglot and polymath who obtained a doctorate in canon law. Copernicus also practiced as a physician, classics scholar, translator, governor, diplomat, and economist.

His book *De revolutionibus orbium coelestium*, translated as *On the Revolutions of the Celestial Spheres*, published just before his death in 1543, is considered one of the most significant events in the history of astronomical science.

Not only was he influential in the world of astronomy, he was highly respected in the world of economics. In 1517, he arrived at a quantity theory of money, a key concept in economics. In 1519, he formulated a version of what later became known as Gresham's Law. Gresham's Law is commonly described as "Bad money drives out good". This is when a government overvalues one type of money and undervalues another. This usually causes the undervalued money to leave the country or be hoarded by investors. As a result, the overvalued money floods into circulation. This causes significant stress on the nation's entire economic system.

Nicolaus Copernicus is still to this day considered one of the most influential scientific figures in not just the Renaissance, but in the history of scientific advancement.

Jeff Jones
~ Game Historian



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An Overall Deck Strategy:

Card Ability Techniques

This can be done by gathering together a large number of strong cards and using their strength boosting effects and technologies to overpower your opponent's army.

However, there is another way to win battles and conquer your opponents, and all while not having to stack your strength above your opponents. You can do this through various card effects that do things from letting you automatically win battles, to cards that can turnaround an apparent victory to your favor. This can allow you to win without having to worry about getting the highest strength card in your hand. This strategy can be called the technicalities strategy, and if played right can give you an edge against any attack based deck.

A good card to start off with is the Mongolian army. This card nets you an automatic win on your first attack, allowing you to weaken their army without having to strengthen your own to match. They also have 4000 offensive strength, so they can help you beat up the opposing army on the second attack too. The Apache Tribal Warriors have the same effect, so they can be useful too. The Vikings take it one step further and allow you to just take any land that you win a battle against once. Combine these effects to allow for a swift takeover of any one land, and all leaving you with the option to attack again this turn, seriously and potentially catastrophically ruining your opponent's strategy. Nebuchadnezzar II allows you to automatically win two battles, as long as they happen in Asia or Africa, so stacking countries from there will give you this advantage. Adding in Cortez allows you to force your opponent to discard another card, increasing the power your first attack gives you. Finally, Tombstone, AZ allows you to move cards that might cause you problems in a fight to other countries. This gets them out of the way so you can defeat your opponent's other countries without interference.



Of course, attacks aren't the only way you can cause grief for your opponent and pursue victory. Sir Francis Drake allows you to steal any country your opponent tries to discover, allowing you to beat a country before it can even become a problem. Quintus Fabius Maximus can help add some defense to the country, because he wins you the second attack your opponent performs.

This means that you can keep that country safe for a long time thanks to the reduced losses. James Armistead will allow you to win any one attack against you, saving you in case something goes wrong.

If your opponent does manage to take one of your countries, D-Day Normandy allows you to take it back, forcing your opponent to discard their character cards on it in the process. Pocahontas is a good card to play if you have just a morale card sitting in your hand that you don't need, as it allows you to search their hand and take a card that might be a potential problem, such as the U.S. Senate. Allan Pinkerton allows you to look at your opponent's hand every turn, and protects you from assassinations, which can easily ruin the best of strategies. Rasputin can be played to disrupt your opponent by filling a slot in their land, causing them to be weakened and thus ensuring that you will win all battles against it. This opens the door for you to take other lands and leaving that one land to take at your leisure.

Furthermore, you must have morale gain cards to use, so that you can attack. High morale gain cards such as the invention of ice cream and Gutenberg both can help you get a high amount fast. Pope Gregory will allow you to keep that amount high, allowing you to evade the heavy punishment that morale deduction cards can dish out. Having a couple of morale deduction cards such as the Salem witch trials can help you set your opponent back, giving you time to set up a strategy. Finally, card removal such as William Brocius and the sinking of the Titanic both can help you clear out a card if it becomes too much of a problem for you.

I hope this guide helps you, and as always, have fun playing!

Thomas Jones
~ Game Strategist



Influences in History:

The Effects of the Battle of Hastings

Coming in a few days is the anniversary of one of the most influential battles in European history. October 14th is the 949th anniversary of the Battle of Hastings. Some consider the Battle of Hastings to be just another 11th Century battle between a conquering force and a defending force. This is a very significant misunderstanding and we will discuss the influence and impact this battle had on Western Europe, eventually America, and much of Western society.

From a military standpoint, the Battle of Hastings was between William II, Duke of Normandy against King Harold Godwinson. William II led his French-Norman Army against King Harold Godwinson's English-Anglo Saxon Army. Hastings is a small coastal town in southeast England. It is located 38 miles west of Dover, 72 miles southeast of London, and 83 miles east of Portsmouth. It has a population of a little over 90,000 people, about the same as Boulder, Colorado or Miami Beach, Florida. But to find out what makes it so historically significant, we have to go back to the year 1066.

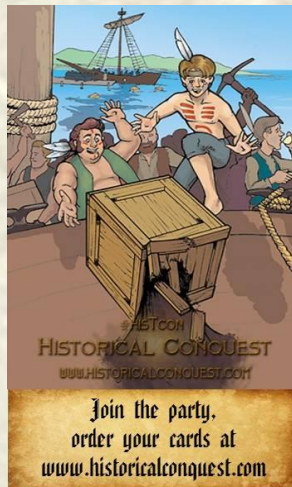
King Harold Godwinson and his English-Anglo Saxon Army took the field against William II, Duke of Normandy and his French-Norman Army. William II was looking to expand his influence from mainland Europe into the English island. William and his Normans were just too much for Harold and the Anglo Saxons to handle. While the Normans lost approximately 9,500 men and the Anglo-Saxons lost approximately 9,000 men, William and the Normans took the battle when an arrow is reported to have penetrated Harold's eye and skull during the battle. This gave William the foothold he needed to spread his influence across the island. William would go on to control much of the English island and would acquire the name William the Conqueror. He is still considered one of the greatest leaders in English history and is still to this day considered the last invading commander to conquer the English island.



Now, you may ask, “What kind of influence could this have?” Well, we know many of our nation’s Founding Fathers were either born in England or their family lineage traces back to England. You also only have to go as far as the everyday words we use in society today. We will start with food. If you are eating a piece of meat from a cow, do you say, “I am eating Cow.” No, you say I am eating beef.

If you are eating a piece of meat from a pig, do you say, “I am eating pig.” No, you say I am eating pork. If you are eating a piece of meat from a sheep, do you say, “I am eating sheep.” No, you say I am eating mutton. Beef comes from the French word boef, pork comes from the French word porc, and mutton comes from the French word muton. The small orange vegetable that is found underground, the carrot, comes from the French word carotte. (Ironically, the color of that vegetable, orange, comes from the French word orange. If we look at colors, the word blue comes from the French word bleu and the color scarlet comes from the French word escarlata.)

If we look at many of the words used in the English language to describe royalty and titles of nobility, we find many words that trace back to that French-Norman influence. Many of these include government, vassal, chancellor, council, minister, baron, duke, prince, and sir. This brings us to another major influence, in the form of one of England’s most enduring figures. If you ask most people to name the most famous literary King in English history, most people will say King Arthur. The story of King Arthur draws much of its origin from the 1485 literary series of works *Le Morte d'Arthur*, a story originally written in French by author Sir Thomas Malory. Also, the very concept of knights, ladies, and chivalry are derived directly from those same French Normans. Additionally, many of the names used for military ranks in our country today draw their origin from French.



So, the next time you sit down to dinner and look at the beef or pork on your plate or you see a member of the military or even the color orange, remember, the name that pops into your head is very likely a result of the success of William the Conqueror on the island of England.

Jeff Jones
~ Game Historian

Upcoming Products:

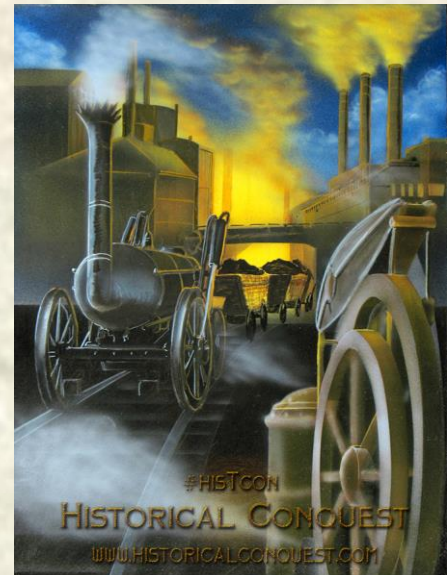
The Renaissance

Next we are looking at shifting gears away from active combat and looking into a time period that is considered one of the most influential in modern history, The Renaissance. The Renaissance, a word that translates to “rebirth” from French, is considered by many as the era that pulled Europe out of the Dark Ages. We will look at great scientists like Francis Bacon, Johannes Kepler, Nicolaus Copernicus, and Paracelsus. We will also talk about advancements like the Invention of the Arquebus and the Invention of the Microscope. Also, look for people like Thomas More, Queen Mary I of England, and Niccolò Machiavelli. Start looking for these amazing cards in time for Christmas this year.



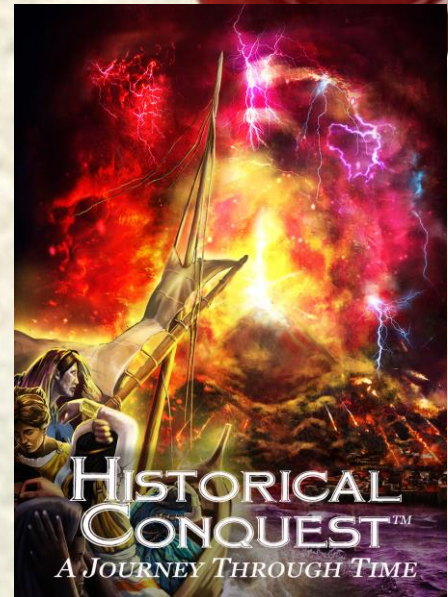
The Industrial Revolution: Transportation

The Industrial Revolution is one of the most significant events in modern history. It introduced so many things that have become critical components of today’s everyday life. We have decided to look into many of the indispensable people and advancements that emerged in the world of transportation. Learn about people like Cornelius Vanderbilt, Leland Stanford, Nikolaus Otto, and Robert H. Goddard. You can also look forward to the moving assembly line and the internal combustion engine. This will be an excellent booster pack to really get you deck moving. Start looking for these awesome cards in the spring of 2016.



Vesuvius (New Starter Deck)

The next starter deck we are planning on producing is going to be different from any other we have released yet. For those who read the article by our Game Strategist entitled *Morale Rush* and thought, “Wow! How would you defeat a strategy like that?” Well, have no fear, this new starter deck is just what you are looking for. The Vesuvius starter deck will be geared toward defeating that *Morale Rush* strategy with plenty of *Morale* deduction cards and a way to handcuff your opponent. With cards like the *Kamakura Shogun Army*, *Bram Stoker*, the *Malleus Maleficarum*, the *Galveston Hurricane of 1900*, *Felix Dzerzhinsky*, and the deck’s namesake—the *Vesuvius Eruption of 79 AD*—this will be a can’t miss starter deck. Start looking for this new style of starter deck in 2016.



Gameplay Q&A:

In this forum we will touch on some of the questions various players have submitted to us regarding gameplay.

Q: The Edgar Allan Poe card says he "scares an opponent" and they lose 300 morale. Does this mean whenever he attacks your opponent loses some morale or when he enters does his effect go off?

Brock R.

A: It is a good question. The effect on the Edgar Allan Poe card can only be used once. Due to it not being an INTERRUPT card, the ability does not have to be used when first played, but can be played once at any time on your turn as long as he is still on the field.

Q: If two cards, each player having one of them, have the same ability (Example: Davy Crockett and Peter Salem) whose ability wins?

Everette

A: Excellent question, if one card's ability is an INTERRUPT, that card wins. If neither card is an INTERRUPT, then it is a draw—both cancel each other out and neither card gets to use its ability.

Q: The Eli Whitney card says, "Increase both your morale and strength by 200 points if you discard a Character card (other than Eli's)". Do these bonuses continue to stack and does the player keep them permanently?

Thomas E.

A: As for the first part of your question, no, the bonuses do not continue to stack; you get the bonus only once. Second, yes, you keep the one-time bonus even after Eli is discarded. Excellent question.

Q: If the nuclear bomb is played against a land that is divided (multiple players occupy the same country) do both players feel the effects of the damage?

Wynne D.

A: Yes, in this situation, both players take the damage from the atomic bomb.

If you would like to see your question appear, in this magazine, email us at historicalconquest@gmail.com or send us a message on Facebook at www.facebook.com/historicalconquest.





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Ask the Historian:

In this forum we will look at some of the questions that have been addressed to our resident historian who does much of our research for these amazing cards.



Q: Are Mary Queen of Scots and Bloody Mary the same person?

Kim R.

A: This is a very good question. These are two different individuals that many people very commonly confuse with one another. While they were both English monarchs and were both Catholic, the similarities for the most part end there. They were each on opposite sides of one of the most significant struggles for power in English history. Mary Queen of Scots was a member of the House of Stuart and Mary I (Bloody Mary) was a member of the House of Tudor. (Look for Mary I in the upcoming Renaissance booster.)

Q: If I wanted to see the real Constitution of the United States, where would I find it?

Jonathan

A: The Constitution, the Declaration of Independence, and the Bill of Rights can all be found in the same place, the National Archives in Washington, D.C.

Q: There are so many important topics in history, how do you decide which topics to make cards about?

Annalise

A: Outstanding question. We usually approach it in two ways. One source is our customers; if many customers want to see cards on a particular subject (such as The Renaissance) then we use that as a topic. If we feel there is a topic that many people don't know much about but we think people should know about (like World War I), then we go in that direction. That is why it is always good to tell us what you think.

Q: Will you ever have cards about Sept. 11th, 2001 and how it started the Iraq War?

LeAnn

A: We have considered a card about September 11th because it is such a significant event in American history, but we are not sure when we will make the card. We will probably not discuss the Iraq War on that card because it was not a direct cause.

If you would like to see your question appear, in this magazine, email us at jeff@historicalconquest.com or send us a message on Facebook at www.facebook.com/historicalconquest.

Upcoming Events:

Create Your Own Card Contest

If you have not heard, we currently have our annual “Create your own Card” contest currently ongoing. Is there a historical person, event, document, army, technology, or location (not currently in the game) that you would like to see made into a card? Here is your chance. Visit the [contest rules](#) on our website and submit your entry. You may enter as often as you would like. If your idea is selected as one of the 12 finalists, you win a stack of your card to hand out to friends and family and you are entered into a chance to win \$300 if your card is selected as the most popular among the 12 finalists. The 12 finalist cards will go on to be highly rare cards and will be given out as prizes for tournaments and other contests and promotions. So don’t hesitate, enter your card idea today. All entries must be in by December 1, 2015.

