CONQUEST



A card game for 2 players

By Quincy Rock

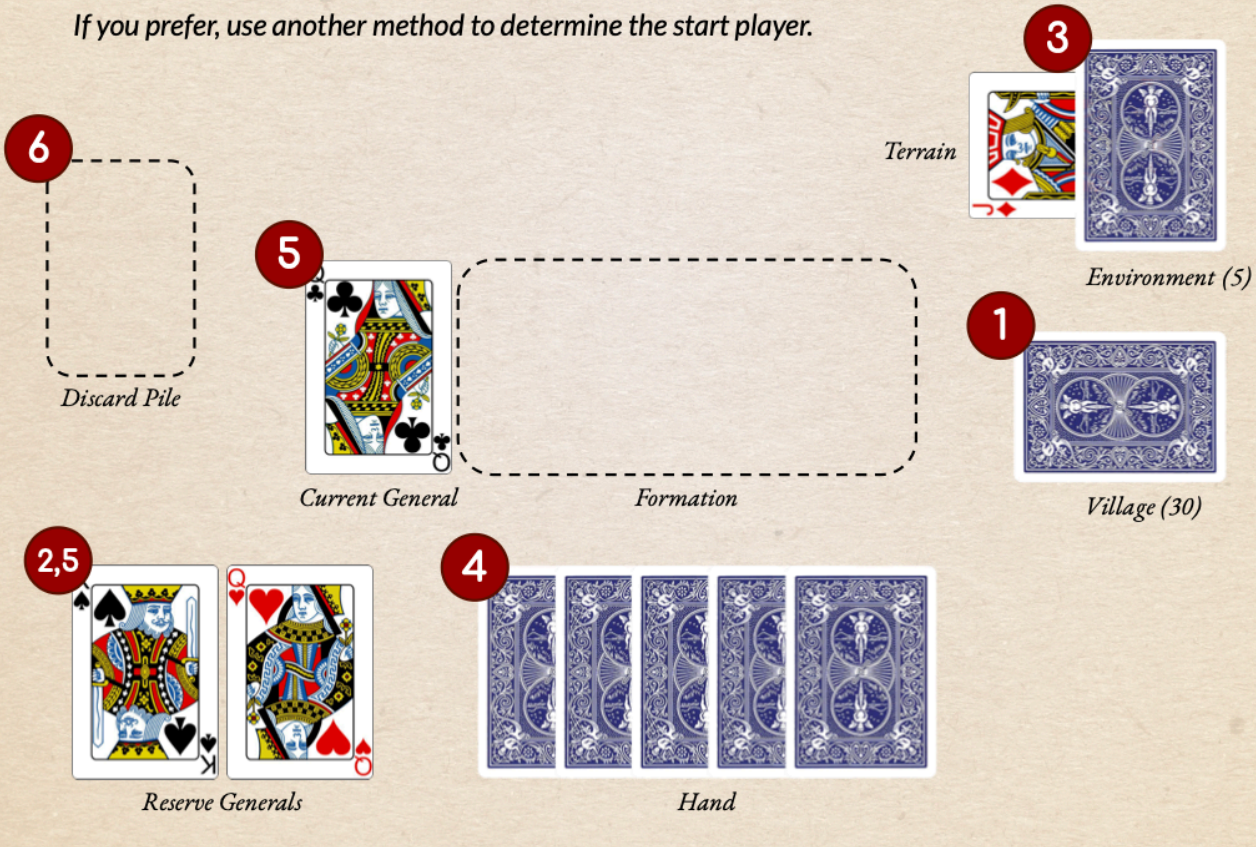


Conquest is played in a series of three rounds, each starting with a village phase and ending with a battle. The game ends after resolving the third battle; whichever player has the most points is the winner!

Required Components: 1 standard deck of 52 playing cards (jokers optional)

SETUP

1. Separate the face cards from the deck, shuffle them, and deal 3 to each player. Shuffle and set aside the numbered cards (and aces) facedown to form the **village**.
2. Each player selects 1 face card from the 3 dealt to them and hands the rest to their opponent, repeating this process until there are no more of these face cards left to draft. Your 3 selected face cards are your **generals**.
3. Flip over a face card from the ones that were not dealt and then place the remaining 5 on top at a right angle; this is the **environment**. The face card underneath the environment is the **terrain**.
4. Deal 5 cards from the village to each player (these 5 cards are your hand), then place the village beside the environment.
5. Each player selects one of their generals and places it faceup in front of them to lead their **formation**. Set aside your remaining generals, faceup.
6. Reserve space off to one side for a shared discard pile.
7. Randomly give one joker to each player. The player with the red joker is the start player.
   If you prefer, use another method to determine the start player.

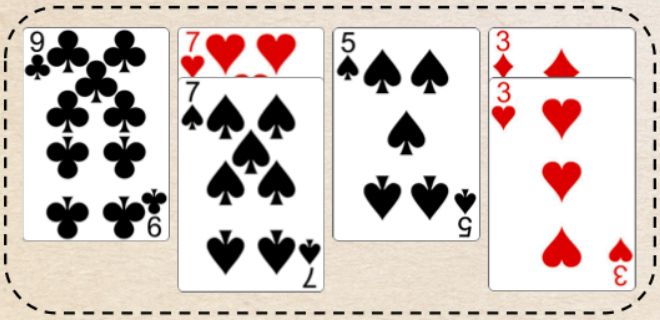


VILLAGE PHASE

In the village phase, players alternate taking turns until the village runs out of cards. The start player takes the first turn.

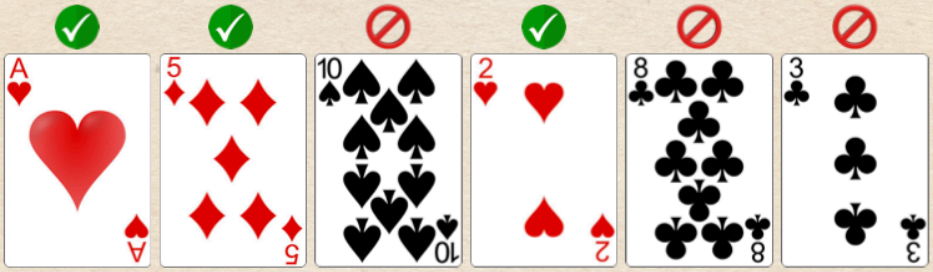
On your turn, **draw 1 card** from the village and take one of the following three actions or pass:

I. CONSCRIPT: Play a card from your hand to your formation. This card's value must be 5 or lower (an ace's value is 1). **Your formation cannot have more than 9 cards** (your general does not count towards this limit). **Your formation cannot have 3 cards of the same value at any time.**

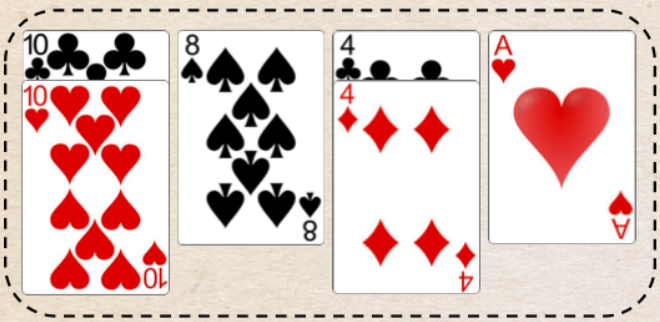


Conscription Example

- The A♥, 2♥, and 5♦ can be conscripted because they have a value of 5 or lower.
- The 10♠ and 8♣ are too high-value to be conscripted.
- The 3♣ cannot be conscripted because there is already a pair of 3s in play.

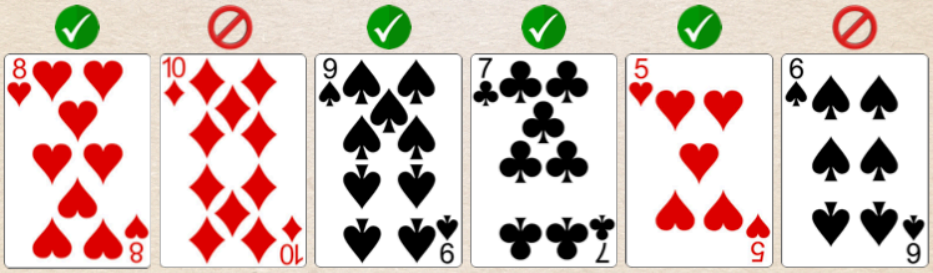


II. TRAIN: Replace a card in your formation with a card of the **same suit** and a higher value from your hand. The replaced card is discarded faceup to the shared discard pile. **Your formation cannot have 3 cards of the same value at any time.**



Training Example

- The 5♥, 8♥, 9♠, and 7♣ can be trained because of the A♥, 8♠, and 4♣ in play.
- The 10♦ cannot be trained because there is already a pair of 10s in play.
- The 6♠ cannot be trained because there is no lower ♠ in play.



III. REORGANIZE: Discard 2 cards from your formation (in any order), then conscript.

If you cannot or do not wish to take any actions, you must pass. **When you pass, discard 1 card from your hand and end your turn.**

GENERALS

Each type of general provides a different power that reduces the restrictions when taking certain actions in the village phase:

- **KING:** When conscripting, you may conscript cards whose value is 7 or lower (an ace's value is 1).

EX: 6s and 7s of any suit may be conscripted using the King's power.

- **QUEEN:** When training, you may replace a card in your formation with a card of the **same color** instead of the same suit. The trained card doesn't need to be higher value.

EX: To train a ♥, you may train from any ♥ OR ♦ in your formation using the Queen's power.

- **JACK:** **You may have up to 3 cards of the same value in your formation.** You may conscript twice in one turn: both cards must have values of 3 or lower (an ace's value is 1). At the end of your turn, draw the top card of the discard pile (or village if there is no discard pile). **You do not draw an additional card when you only conscript 1 card.**

EX: You may conscript A+A, A+2, A+3, 2+2, 2+3, or 3+3 using the Jack's power.

BATTLE START

When the last card of the village is drawn and that player resolves an action or passes, the battle phase begins:

1. Flip the top card of the environment and set it by the terrain. This is the **weather**.

2. Whichever player's current general has the same suit as the weather leads the first engagement.
   - If **both** players' current general has the same suit as the weather, then the player with the higher-value general leads the first engagement (K > Q > J).
   - If **neither** player's current general has the same suit as the weather, whichever player has the highest total value of the **terrain** suit in their formation leads the first engagement (an ace's value is 1).

   ✱ If both players have the **same** total value of the terrain suit in their formations, whoever drew the last village card leads the first engagement.

3. If a player has fewer cards in their formation than their opponent (excluding generals), they MUST conscript cards **one at a time** from their hand (following normal restrictions) until they have the same number of cards in their formation as their opponent.
   - If the player still does not have the same number of cards after using the above method, then they MUST conscript cards **one at a time** from the discard pile (following normal restrictions), starting from the top and going down. If this still is not enough, then the other player MUST discard cards of their choosing from their formation until both players' formations have the same number of cards.

4 Compare the value of the weather to the terrain (K > Q > J):
ADAPT: You may train a card from your hand as if your general is a Queen.

- If the weather's value is the **same** as the terrain's, nothing happens.
- If the weather's value is **higher** than the terrain's, the player with the **highest** total value of the **weather** suit in their formation MAY adapt.
- If the weather's value is **lower** than the terrain's, the player with the **lowest** total value of the **weather** suit in their formation MAY adapt.

* If both players have the **same** total value of the weather suit in their formations, then both players MAY adapt.

5 Each player sets their hand off to one side, facedown.

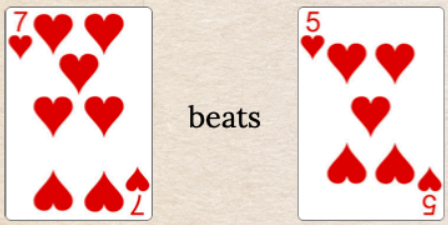
6 Each player shuffles their formation and draws 3 cards from it to form their **vanguard**, placing any remaining cards facedown next to their current general to form their battle deck.

BATTLE RESOLUTION

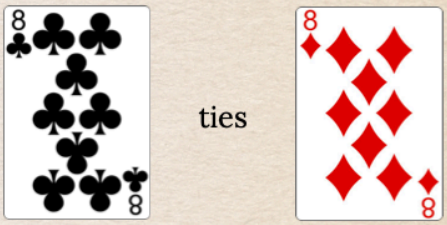
The player leading the first engagement (see **Step 2** of **BATTLE START**) plays **any** card from their vanguard. The other player (the defender) then plays a card from their vanguard, and one player wins the engagement. Engagements continue until each player has no cards left in their battle deck and vanguard.

The defender may play any card from their vanguard UNLESS the leader's card is the **same suit as the terrain**. If so, then the defender MUST play a card from their vanguard that **matches the terrain suit**. If that isn't possible, then the defender may play any card from their vanguard.

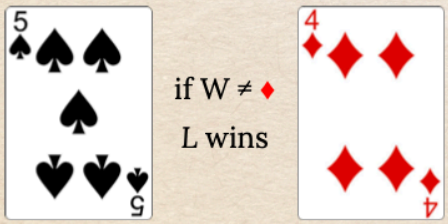
- If both cards are the same suit, the one with the higher value wins (an ace's value is 1).



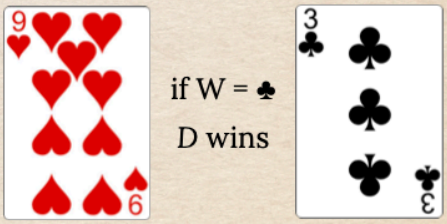
- If both cards are the same **value**, both players lose (even if one card was the weather suit).



- If the cards have a different suit AND the defender's card is **not** the same suit as the weather, the leader wins.



- If the cards have a different suit AND the defender's card **is the same suit** as the weather, the defender wins.



The winner of the engagement discards their played card. The loser places their played card on the winner's general. **If both players lose the engagement, then both cards are discarded.**

Each player draws another card from their battle deck and a new engagement begins, with the winner of the last engagement leading. If both players lost the last engagement, then the leader remains the same. When the battle decks are empty, engagements continue until each player has no cards left in their vanguard.

BATTLE END

After resolving the last engagement, you MUST **garrison** your general and all cards on top of it (**prisoners**). Set garrisoned cards in a faceup stack off to one side. Each garrisoned card is worth its value in points at the end of the game (an ace's value is 1; a face card's value is 0).

You may discard a prisoner **from this battle** to garrison a card from your hand **of the same suit** (e.g., 4♥ → 8♥); you may do this up to the number of cards in your hand.

Garrisoned cards are open information, meaning either player may examine them. The discard pile and removed cards are also open information.

NEW ROUND

1. **Each player may discard their entire hand;** then, shuffle the discard pile to form the new village. Each player draws until they have 5 cards in their hand (if applicable).
2. Remove the current terrain and weather cards from the game. Flip over the top card of the environment and slide it underneath the deck at a right angle, faceup. This is the new terrain.
3. Each player selects a new general from their remaining reserve.
4. The start player transfers to the other player, and a new village phase begins.

GAME END

The game ends after garrisoning cards from the third battle (and from players' hands, if applicable). Each player totals their points by adding up the values of their garrisoned cards (an ace's value is 1; a face card's value is 0). Whichever player has more points is the winner.

If players are tied, then whichever player has the highest number of garrisoned cards wins.

If still tied, both players lose together.

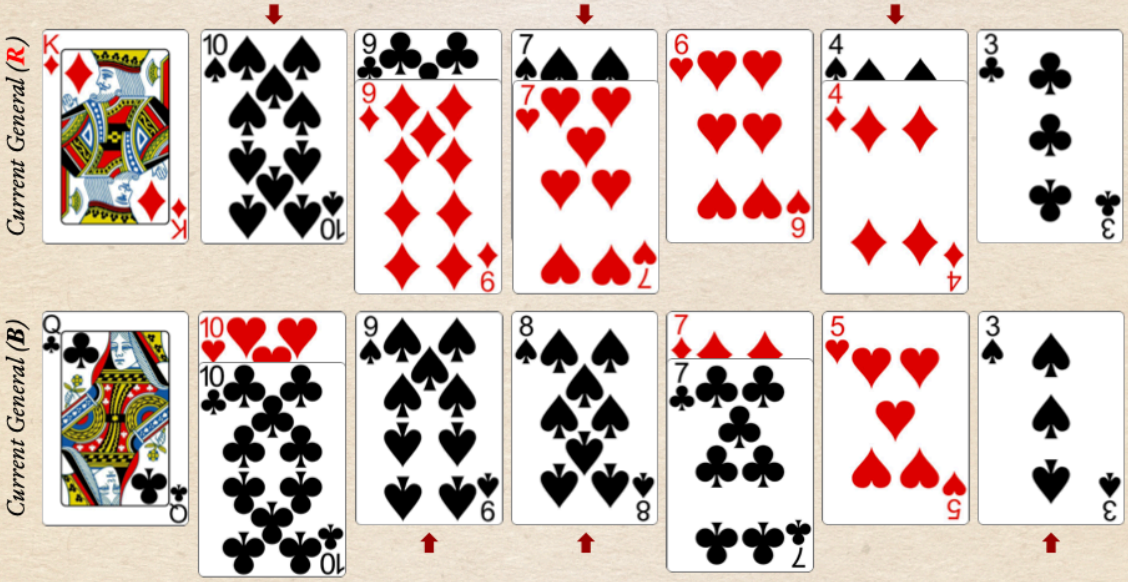
EXAMPLE OF BATTLE START

The **Red** and **Black** players have finished the first village phase and are starting a battle.

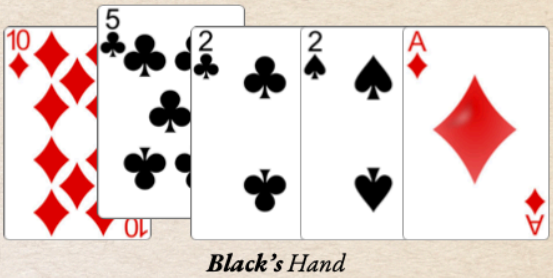
First, they reveal the weather by flipping over the top card of the environment (**Step 1**).



Neither player's general is the same suit as the weather (♥), so each player totals the value of **terrain** suit (♠) in their formations to see who will lead the first engagement (**Step 2**).



Black has one less card in their formation than **Red**, so **Black** must conscript one card from their hand (**Step 3**). **Black** conscripts the 5♣.



The weather value is greater than the terrain value (K > Q), so the player with the highest total value of the weather suit (♥) can adapt (**Step 4**). **Red** has 13 and **Black** has 15. **Black** can adapt any card except the 10♦, but chooses to forgo adapting for this battle.

Both players set aside their hands (**Step 5**), shuffle their formations to form a battle deck, and draw 3 cards from it to form a vanguard (**Step 6**). Both players place their battle deck facedown next to their current general. ***Engagements now begin, with Red leading the first one.***



QUICK REFERENCE

VILLAGE PHASE

Draw 1 card from the village, then take one action or pass (discard 1 card to pass).

Your formation (FOR) cannot have 3 cards of the same value or more than 9 cards.

I. **CONSCRIPT:** Play 1 card to FOR whose value ≤ 5 (A = 1).

II. **TRAIN:** Discard 1 FOR card, then play a higher-value card of the same suit to FOR.

III. **REORGANIZE:** Discard 2 FOR cards, then conscript.

GENERALS

- **KING:** You can conscript with values ≤ 7 (A = 1).
- **QUEEN:** You can train by color instead of by suit; cards don't have to be higher value.
- **JACK:** Your FOR can have 3 cards of the same value; you can conscript twice if both values ≤ 3 and then draw 1 from discard pile (or village if discard pile is empty).

BATTLE START

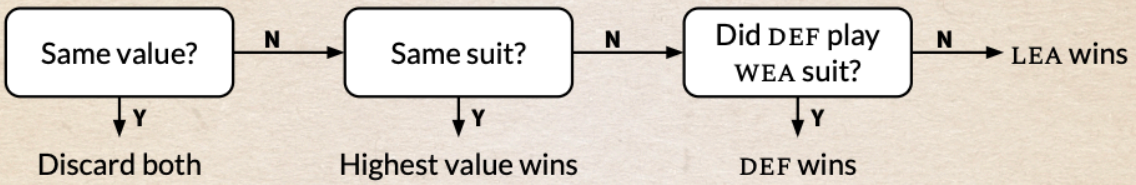
1. Flip top card of environment for weather (WEA).
2. To determine leader (LEA): how many players' generals match WEA suit?

   0: Highest total value (HTV) of terrain (TER) in FOR; on tie, whoever drew last village card.
   1: That player = LEA.
   2: Highest-value general (K > Q > J).
3. If your FOR is smaller, conscript from hand. If not enough, conscript from discard.
4. For bonus action **ADAPT** (train like a Queen): is WEA value = TER value?

   Yes: Nothing happens; go to **Step 5**.
   No, WEA > TER: HTV of WEA in FOR can adapt; on tie, both adapt.
   No, WEA < TER: Lowest total value (LTV) of WEA in FOR can adapt; on tie, both adapt.
5. Set aside your hand; shuffle your formation and draw 3 cards to form your vanguard.

ENGAGEMENTS

If LEA plays TER suit, defender (DEF) **must match suit** if possible. Otherwise, DEF can play anything. To resolve engagements:



The winner's card is discarded; loser's is placed on winner's general. The winner of the engagement is the next LEA (if both lost, LEA remains the same). Draw 1 card from your battle deck and continue engagements until your vanguard is depleted.

BATTLE END & NEW ROUND

Garrison your general & prisoners; you may replace cards by suit in your garrison.

You may discard your hand; then, shuffle the discard pile to form a new village. Draw until you have 5 cards in hand. Remove current TER and WEA; draw a new TER.

Select a new general. Alternate the start player and begin a new village phase.