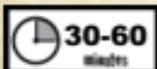


Royal Conquest

**A Go-Stop Card Game
With A Twist!**

RULE BOOKLET



Created by DropDatMike Games

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Royal Conquest is largely based on an old Korean card game called Go-Stop. Match cards from you hand to those on the table and form winning combinations to score points.

Call STOP once you've earned the minimum points and win the hand. Stay alert because another player may have an Action card that could stop you from winning the game.

The addition of Action cards gives this game its unique gameplay.

So pull up a chair, grab a drink and get ready for your Royal Conquest.

There are a total of 72 cards.

48 are pictured cards (4 each of the same picture).

The pictures are of medieval Coat of Arms.

This is the War Deck.

26 War cards have Special Tokens:

- Wands (RED)

3 Wand tokens

- Weapons (GREEN)

3 Bow & Arrow tokens

3 Sword tokens

3 Axe tokens

- Armor (BLUE)

3 Helmet tokens

3 Body tokens

3 Shield tokens

- Crowns (PURPLE)

5 Crown tokens



These cards make up the highest points when constructing winning combinations. A player should always seek these cards.

22 War cards have **Castle** tokens.

These cards have no real value except when collected in large quantities.



24 Action cards, (Identified by the green backs).

This is the Action Deck:

6 **THIEF** cards

4 **SWEEP** cards

4 **DEFEND** cards

4 **POISON** cards

2 **REVEAL** cards

2 **DRAGON** cards

2 **POTION** cards



These Action cards are used throughout the gameplay to change it's course. A player can ultimately reverse the outcome of a player's hand.

How To Play:

To begin, pick out the Action cards (Green Backs) from the deck and shuffle them. Everyone draws an Action card until someone gets a **DRAGON** card. This player goes first!

Hereafter all players are chosen to go first if they've won a hand. Reshuffle the Action cards and lay them face down on the right side of the table.

Shuffle the remaining 48 War cards (Purple Backs).

The War Deck dealt as follows:

-Two player game

Each player is dealt (10) War cards and (1) Action card.

*The Battlefield is dealt (8) War cards face up.

-Three player game

Each player is dealt (7) War cards and (2) Action cards.

*The Battlefield is dealt (6) War cards face up.

-Four player game

Each player is dealt (6) War cards and (3) Action cards.

*The Battlefield is dealt (4) War cards face up.

The remaining War Deck is placed facedown on the table. Battlefield can be set up in any convenient way.

***NOTE: If 3 matching cards are dealt to the Battlefield then the deck is reshuffled and dealt again.**

POSSIBLE TABLE LAYOUT



There are 3 phases:

- ~BATTLE Phase
- ~ACTION Phase
- ~CALL Phase

BATTLE Phase:

On each turn a player must play a card from their Hand to the Battlefield face up, usually trying to match another War card on the Battlefield.

A card is then drawn and played from the War Deck to the Battlefield.

When either the played Hand card and/or War Deck card match Battlefield cards, those matched cards are added to the player's Stacks.

However, if both the Hand card and the War Deck card match the same Battlefield card, those **3** matching cards will be frozen on the Battlefield until the **4th** matching card is played.

Matches are made by the COAT OF ARMS pictures on each card. If a player cannot make a match, they must play any card from their Hand to the Battlefield and draw a card from the War deck, placing it on the Battlefield hoping to make a match.

If a player does any of the following Special Instances, they draw an Action card from the Action Deck:

- 1) Unfreezes a Stack on the Battlefield by playing the *4th* matching card.
- 2) Draws a War Deck card that matches a War card that the player just placed on the Battlefield.
- 3) Clears the Battlefield on their turn. Clearing means taking the last War card on the Battlefield.
- 4) Makes a match with a card that includes a DRAW CARD  symbol.

--This ends the BATTLE Phase--

ACTION Phase:

Action cards can turn a game around for players depending on when they are used.

Any player can play ONE Action card at the end of their BATTLE Phase with the exception of stopping a played Action card against them using the **DEFEND** card. This card can be used instantly by any player at any time during the game. Played Action cards are put in a discard pile next to the Action Deck.

--This Ends the ACTION Phase--

***Next 2 pages explains each Action card**



- THIEF -

Used to take one, and ONLY one, Weapon, Armor, Magic, or Crown Token card from ANY ONE player.

DEFEND card can be played to stop this card.

*Can only be played on Action Phase.

- SWEEP -

Used to take ONE Castle Token card from EVERY player.

DEFEND card can be played to stop this card.

*Can only be played on Action Phase.



- DEFEND -

No cards are taken by **SWEEP** or **THIEF** if played after those cards.

*This card can be played instantly.

- REVEAL -

Force another player to expose their Action cards to you.

*Can only be played on Action Phase.



- **POTION** -



Can be played as ANY Action card, but can be stopped if a **DEFEND** card is played that would normally stop the effect.

Example: **POTION** is played as a **SWEEP** card. Another player plays a **DEFEND** card to stop it

*Can only be played on Action Phase unless used as a **DEFEND** card.



- **POISON** -

Randomly choose ONE Action card from player's hand and add it to the discard pile.

*Can only be played on Action Phase.



- **DRAGON** -



Removes all War cards from the Battlefield and shuffles them back into the War Deck.

The exact number of cards cleared must be dealt onto the Battlefield

**The clearing of the Battlefield with this Action card does not count as a Special Instance and does not allow you to draw another Action card.

*Can only be played on Action Phase.

CALL Phase:

If a player has earned the minimum points required to end the game, they **must** call out either STOP or GO.

STOP = Ends the game and player wins hand even if another player has a higher score.

GO = Game continues until the player who called GO receives at least one more point to call STOP or another player earns enough points to call STOP. The player who calls GO, places a GO Chip on the table in front of them.

A player can call GO as many times as they want, but they must earn at least one point to make another call.

--This ends the CALL Phase--

STOP can only be called once and no other players can take another turn. Hand has ended!

Reshuffle all cards and begin a new hand.

Scoring:

Each player continues matching cards and taking those matches into their stacks. Once a player has earned the **required minimum points**, they must call STOP or GO.

Minimum Points:

Two Player game - 5 points

Three Player game - 3 points

Four Player game - 2 points

Stacks:

5 Crowns (Player must STOP)



3 Wands (5 pts)



3 Crowns (4 pts)



3 Matching Weapons (3 pts)



3 Matching Armor (3 pts)



5 Random Weapons (2 pts)

(+1 for each additional Weapon card)



5 Random Armor (2 pts)

(+1 for each additional Armor card)



8 Castle cards (1 pt +1 for each additional Castle card)

GEMS:

There are **25** gems. Once a player wins a hand by calling **STOP**, they collect Gems from the Gem Pot; **ONE** for every player, including themselves, who played that hand.

If a player has called **GO**, they collect a **GO Chip**. The player must then earn at least one additional point before they can call **STOP** or **GO** again. If they **STOP** and have **GO Chips**, they receive **ONE** additional Gem for first chip, **TWO** for the second chip, **THREE** for the third chip, etc.

If the player has **5** Crowns, they **MUST** call stop and they receive **ONE** additional Gem as a reward.

If a player has called **GO** and another player calls **STOP**, the player who called **GO** must give his **GO Chip** to the player who won.

Hands continue to be played until no Gems are left in the pot. Whoever has the most Gems wins the game.



How to read a War card



Castle Token Card

Token Pips

Coat Of Arms

Draw A Card



Special Token Card

FAQ:

-When I draw a War card, can I place it in my hand?

No, the drawn card must be placed on the Battlefield.

-If a player takes a card that brings me below the minimum points required, can I still make a call after gaining one point even if I didn't make the minimum points again?

No, you must make the minimum points required again to make another call.

-If I match the last card on the Battlefield with a War card in my hand, does that count as a Special Instance to draw an Action card?

No, because when you draw a War card and place it on the Battlefield, there will be no War card to match it with, leaving a card still on the Battlefield. The Battlefield must be clear at the end of the Battle Phase.

-If I do more than one of the Special Instances in my turn, can I draw more than one Actions card?

Yes, you can draw one card for each instance.

-Three matching cards were drawn to the Battlefield at the beginning and now 2 matching cards are stuck on the table, what do I do?

You should have reshuffled the deck in the beginning when 3 of the same card was drawn out. So since you didn't, reshuffle the two stuck cards into the deck and redraw 2 more.

-If I have 5 random weapons and gain another weapon that matches 2 alike weapons in the stack, do I get the score for both stack combinations?

No, the three matched weapons becomes a new stack so you only get 3 points for the matched weapons and must get 2 more random weapons to gain the 2 points.

-What happens when I use the Dragon card and there is a frozen stack on the battlefield?

The frozen stack is also shuffled into the deck and the same amount of cards is redrawn onto the battlefield.

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