

PIECE PACK: THE CONQUEROR

No. of players : 2 - 4

Board size: 8x8 tiles or Custom (see Setup)

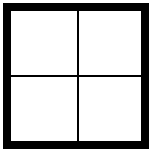
Components Needed:

- Player Tokens: 2 - 4
- Coins - 48 (12 of each players' color)
- Tiles - 16 pieces of 2x2 tiles
- A Dice

SUMMARY | HOW TO WIN

The player that claims the most number of *islands* wins.

- An *island* consists of **4 tiles (2x2)**

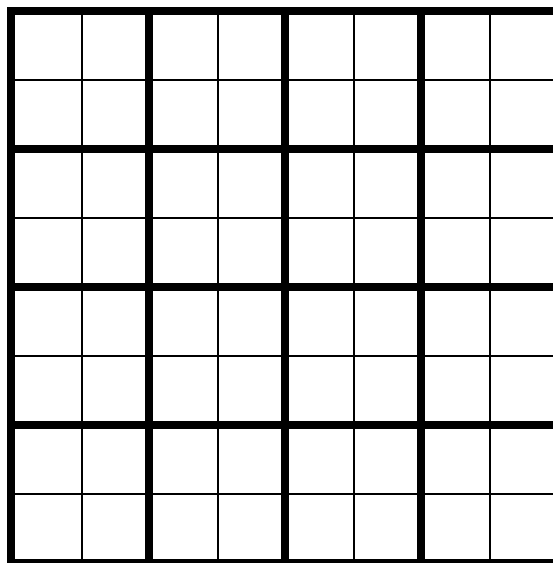


- How to claim a *tile*: Place a coin on the tile you're on before rolling the dice to move.
- How to claim an *island*: By claiming the last available tile of an island.

HOW TO PLAY

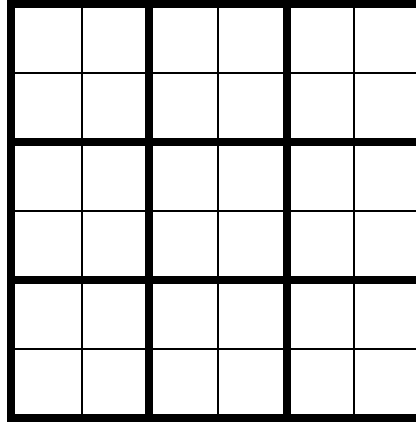
SETUP

- 1) **Basic**: Set up the board using 8x8 tiles (16 islands)



OR

Custom: Set up the board using a base of 6x6 tiles and place the remaining 7 islands anywhere around it, making sure the edges are connected

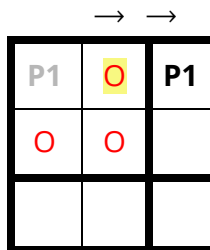


- 2) Place each *Player Token* on **different corner tiles** of the board depending on the number of players. *How you define a corner is up to you but generally, a corner is a tile at a sharp edge end of the board.*
- 3) Decide the order of players with a quick round of *Rock paper and scissors*. Players are allowed to use their own methods.

MOVEMENT

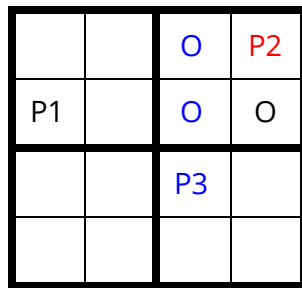
- 4) Each player throws the dice to determine the amount of steps they can take.
 - a) Depending on what number the dice lands on, take the appropriate amount of steps:
 - 1 or 4 = 1 step
 - 2 or 5 = 2 steps
 - 3 or 6 = 3 steps
 - b) Players can only move in the following directions:
 - (1) Up
 - (2) Down
 - (3) Left
 - (4) Right
- ii) You are **not allowed to land on a claimed tile**. However you may pass over a claimed tile if you have enough steps. **It is considered one step** if a player passes over a tile that has been claimed.

Eg. P1 rolled a 2 and needs to take 2 steps. One step is used when he/she passes the first step (**highlighted in diagram below**) and lands on the right tile.



CLAIMING TILES & ISLANDS

- 5) At the start of each turn, **claim the tile** you are standing on by placing a coin on the tile. Do so **before rolling the dice**.
- 6) The player that lands on the **last available tile** of an *island* claims the *island*.



- a) In the event of a *floating island/islands* (surrounding islands connected to any player has been removed and there is no way to access it in 3 steps) or an incomplete island. Refer to section **'ADDITIONAL SCORE TABULATION'** below.
- 7) After an island is claimed, **remove it from the board**. The player keeps island. Coins from the claimed island are returned back to respective players.

PLAYER MOBILITY & HOW TO KNOW IF YOU'RE DEAD

- 8) Players are not allowed to step on any claimed *tiles*.
 - a) If the player finds themselves **stuck/unable** to move to any other tile:
 - i) If there are still **possible moves** but limited due to dice roll, the player **remains on the spot**. *Until the player rolls the required number of steps and is able to move off.*
 - ii) If there are **no possible moves**, player forfeits the game.
 - iii) The player is **not allowed to "swim"** or place player tokens outside the board.

END GAME

- 9) When all islands are claimed or there is only one player left.

ADDITIONAL SCORE TABULATION

- 10) How to know if the **floating/incomplete island is yours**, choose either or follow accordingly:

- a) The player with the **most number of coins** on the island can claim it.

If island has an **equal number** of players' coins choose from:

- i) The player with the **last claim** on the island gets the island.

(Memory skills/jot down on paper.)

- ii) The player with the **highest dice roll** can claim the island. Each coin you have on the island is the number of times you can roll the dice. Lowest 1, highest 6.

- (1) Example: if **P1** has **2 coins** while **P2** has 1 coin, **P1** gets 2 chances to roll for a higher number.

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