



**Card.** All game pieces apart from **supplies**:  
**Supplies.** These **small** pieces (2 of each):

**Field.** This is the playspace of the game. When the game begins, all objects are part of it.  
**Reserves.** This is a collection of all **pieces** that both players draw from. It is outside the **field**.  
**Touching.** Two **pieces** are **touching** when their borders are physically in contact (no gap).  
**Line of Sight.** If there is an uninterrupted line from the **centre** of this **card** to **anywhere** on another thing, it has **line of sight** to that thing.  
**Place.** Put a card from the **reserves** onto the **field**. It mustn't **touch** a piece you didn't **place**.  
**Remove.** Take a piece from the **field** and return it to the **reserves**.

## Key Words

# CASTLE



A MINI  
CONQUEST

## Playing the Game

**To set up:** Both players **place** a **castle card** (marked with  on the back) anywhere in the **field**, so long as there is **line of sight** between them. When their castle is **removed**, they lose the game. Randomly choose a player, they are the **offense**.

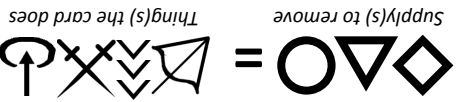
◆ **Every turn:**  
**Pick & Place.** The **offense** picks 3 **supplies** & **places** them anywhere on the **field** closer to their **cards** than any other **cards**. The **non-offense** then does the same.

◆ **Pay & Play.** The **non-offense** player **removes** a **supply** (or 2) from the **field** and activates a matching **action** (see next page) on one of their cards. The **offense** then does the same.

◆ **Swap.** The turn starts again, but the player order is swapped (use the  to track). Repeat this step until all **supplies** are removed.

## Card Actions

Cards have **symbols** that determine what they can do, shown opposite. Some of these are **actions**. **Actions** are written like this:



If there's 2 **symbols** together (such as , it means both, in the order presented. If they're separated by a slash '/' it means either.

Some symbols aren't used in actions. These are always applicable.

## Symbols on Cards

 Place a **card** so it's **touching** this one.

 Move this **card** in a straight line until something blocks it.

 Remove a piece this **card** is touching.

 Remove a piece this **card** has **line of sight** to.

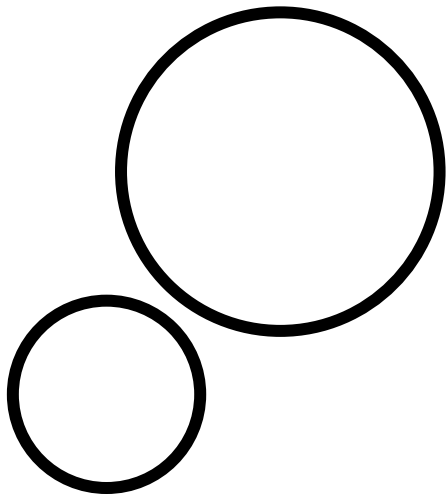
 Ignore the first time this **card** would be removed.

 You cannot **place** another **card** with this symbol (until this is removed).

 This is the angle this **card** can have **line of sight** in. It is along the edge of a card.

# The Armoury

A few blank **cards** are left...



## FAQ & Clarifications

**Can supplies be removed by cards?**  
Yes.

**How close is touching?**  
Only actually touching counts. Even small gaps are important.

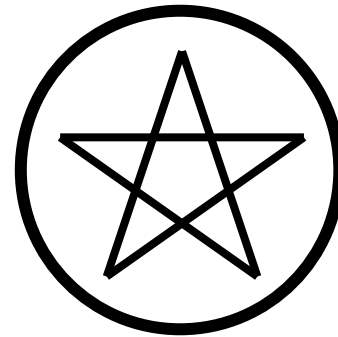
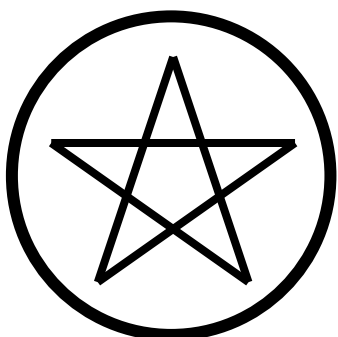
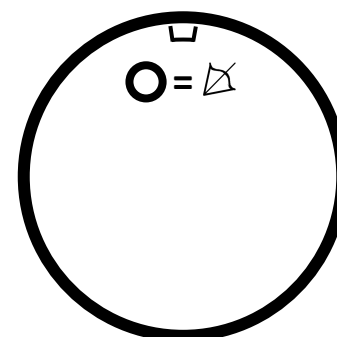
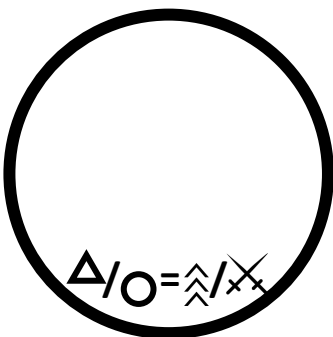
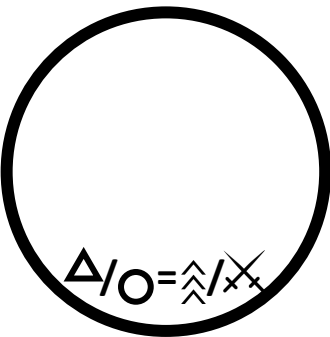
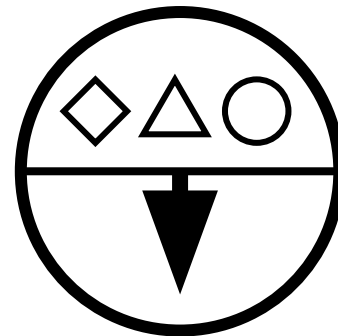
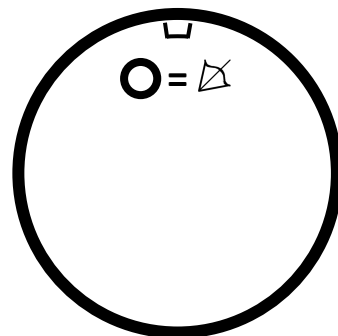
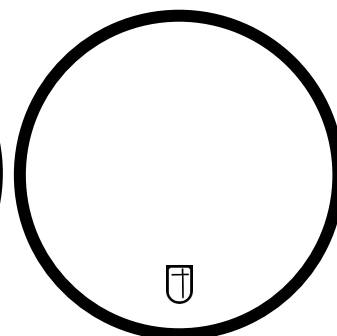
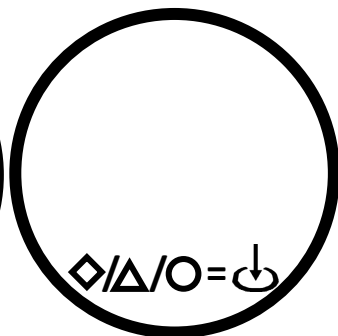
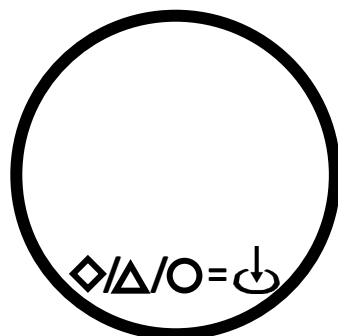
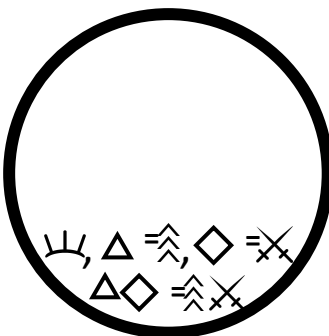
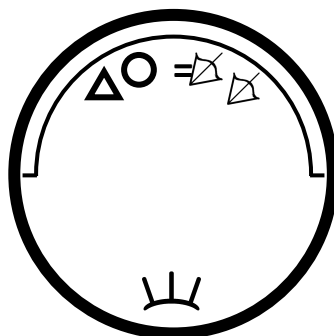
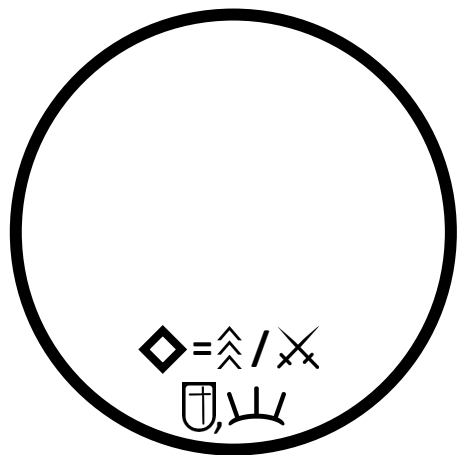
**Can I use supplies for nothing?**  
If you have an action available, you must choose it. If you there's no way to spend a resource: you just **remove** it.



This **card** **removes** 2 **cards**, or the same **card** twice. It cannot remove 2 **cards** if one blocks the other.



By Nick Furniss & Matt Edwards



< Back of castles

