

The Game of Conquest

Recommended # of players: 3-6

Approximate playing time: 5-15 minutes

For ages 13 and up

Game contents:

15 Girl cards

30 Trait cards

32 Action cards

Welcome to The Game of Conquest! You and your companions are lonely single males seeking companionship with the opposite sex. To assert dominance and prove your superiority as the alpha male among your group, you endeavor to be the first to get a girl – but other desperate men will be actively attempting to thwart your every step.

This game is quick to set up and easy to pick up. Its lively pace will provide many opportunities for everyone to impress the girl and bring her home.

Game rules:

Starting out:

1. Separate trait, action, and girl cards into their own stacks. Place each stack face down in the middle of the table, while leaving room for discard piles next to each stack.
2. The dealer is chosen by finding out the player who has most recently obtained a girl's phone number. For back-to-back games, the winner of the previous game becomes the dealer.
3. Place one girl card face up in front of each player. As the game progresses, the girls may change, increase, move, etc., but they must always remain face up and visible to all players. You must always have at least one girl card in front of you. If circumstances leave you with no girl, immediately take another girl from the pile and play it.
4. Each player also receives 2 trait and 2 action cards, face down. These cards make up the starting hands. Each player may look at his hand at any time and organize it as he sees fit.

Play:

5. The dealer goes first. Players take turns going clockwise during gameplay.
6. At the beginning of each turn, a player draws 1 card from the action pile and 1 card from the trait pile. During a player's turn, he may play up to 1 trait card, and 1 Swagger card.
7. During his turn, the player has the option of discarding any two cards in his hand and, afterwards, drawing a single card either from the trait pile or the action pile. This action counts as playing a Swagger card and can only be done once per turn.

Playable cards:

8. Trait cards are always placed face up in front of a player. Traits are only considered in play when placed in this manner, not when they are merely in a player's hand.
9. Action cards are made up of Swagger and Burn cards.

Swagger cards may only be played on your turn, and are placed into the action discard pile after use, unless specified otherwise.

Burn cards may be played at *any* time during gameplay, and are also discarded upon use, unless specified otherwise.

Winning:

10. Your objective is to win the girl (or one of them, provided a player has multiple girls) by having all the traits the girl desires in play. If a player achieves this, and none of the other players can stop him, he wins!

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CMS.608 / CMS.864 Game Design
Fall 2010

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