

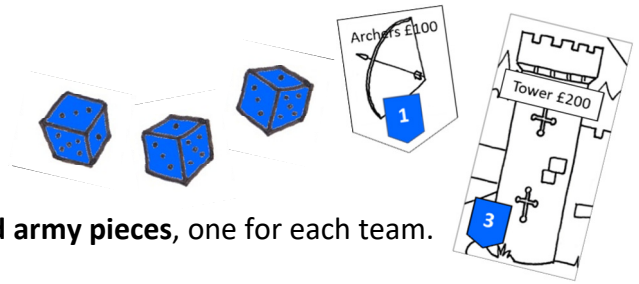
# Castle Conquest

Here is your chance to try your hand at Castle Building – but don't be slow about it, your enemy is poised to attack at any moment! Can you keep your defences ahead of their growing army and withstand their final onslaught?

## Instructions

### Set-Up

Print out the **background board** and the **castle and army pieces**, one for each team.  
Cut out the castle pieces and army tokens.



Place your background board on the table in front of you, sitting directly opposite your opponent at a table. Each player needs **seven x 1 pence coins**. Place **three dice** on the table in between you.

### Play

The game is divided into **three rounds**. In each round, players get to spend their money (purchasing phase) and then each player gets to attack their opponent by throwing the dice (attacking phase).

### Purchasing Phase

Players take turns to buy a piece of castle or army token, until both players have spent all their money for that round. Each coin represents £100. In Round 1 players can spend **£500** each, Round 2 **£600** each, Round 3 **£800** each. To keep track, place your fund of coins on your playing board and remove them as you spend them.

For a quirky game, you can build anything you like in any order! For a more realistic game, players must start by building the curtain wall. Agree together which approach to take before you start.

Place your **archers** so the bottom of the token is pointing at the crenellations from where they are shooting.

### Attacking Phase

Each player then takes a turn to throw a dice, up to the total number of soldier tokens they have (for example, if you have two soldier tokens, you can throw two dice). The dice must be thrown by hand and the player's hand must not go over the playing board.

Once all the dice have been thrown, for each castle:

First, count up the **total of all the dice** that have landed on the playing board (more than half the dice must be on the board). If the total dice roll exceeds the total of the defensive points on the board then the attacking player can remove one castle piece from their opponent's castle. Only dice that land on the opponent's playing board count!

Second, look at **each individual dice**. If a dice lands more than half on a castle piece (or archers), and the amount rolled is greater than the defensive points on the piece, then that piece is also removed. Continue to the next round of purchasing until you have completed 3 rounds.

### Winning

At the end of three rounds the player with most defensive points remaining on the board wins.