

Conquest

Mystic Invasions

Rulebook



2 to 4



30'



14+



About the Game

In *Conquest: Mystic Invasions*, players take on the role of powerful sorcerers, tasked with recruiting wizards and using their skills to conquer mystical towers so as to build the grandest of all kingdoms.

Challenge your opponents in epic battles, strengthen your towers with enchanted upgrades, and summon magical monsters to defend them. At the end of the journey, the player who gets the most victory points will be crowned the great Mystic Conqueror!

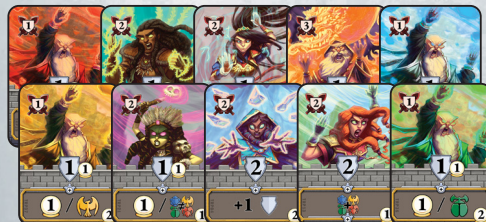
Components



12 Tower Cards (3 of each color: Yellow, Blue, Red and Green)



8 Monster Cards (2 of each type)



40 Wizard Cards (4 of each type)



8 Trophy Tokens



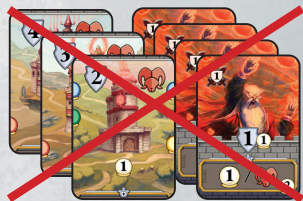
1 Era Marker

Preparation

Select the components as indicated in the table below, removing Monsters at random when necessary.

No. of Players	Tower Colors	Monsters	Trophies	Wizards
4	4	8	8	40
3	3	6	6	36
2	3	4	4	36

*Note: In a match for 3 or 2 players, remove all Towers of one color, as well as the 4 Wizard cards that score for Towers of the color removed from the game (see **Upgrades and Monster Skills**).*



Place the Towers in the center of the table, in columns ordered by color and from highest to lowest Defense Value, so that the Tower with Defense 2 stays on top of the others.

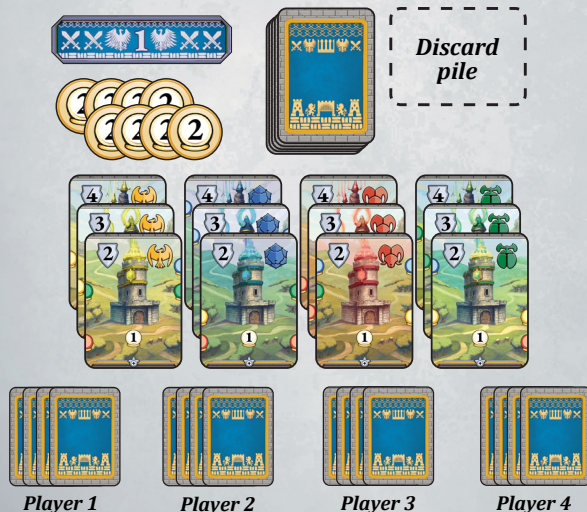
Shuffle the Monster cards together with the Wizard cards, forming a single deck. Deal 4 cards to each player and arrange the rest in a pile, face down. This will be the first Draw Deck. Reserve a space for the discard pile. Discarded cards must be placed face down and players must not look at them.

Place Trophy Tokens within reach of players.

Place the Era marker next to the Draw Deck. The **1st** Era side must be face up.

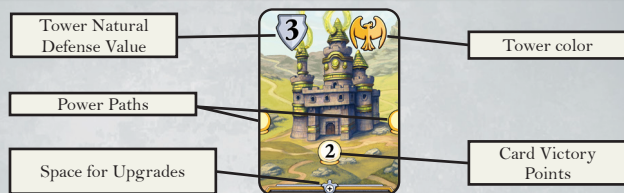
The starting player will be the one who has most recently built a wall, or players can decide the way they see fit.

Game prepared for 4 players:



Cards Description

TOWER CARDS



WIZARD CARDS



MONSTER CARDS



Game Objective

Conquest: Mystic Invasions is played over several rounds, in which players take turns fighting their Opponents, Fortifying their Towers with Walls and Upgrades and Summoning magical Monsters to Defend them, seeking to obtain the highest score at the end of the game.

The game ends immediately after the turn of the player who draws the last card from the second Draw Deck (see **End of the Game and Score**).

Building your Kingdom

Starting with the first player, clockwise, each player, in their turn, can perform **2** among the following actions, and may even repeat the same action:

- Recruiting
- Fortifying a Tower
- Conquering a Free Tower
- Attacking an Opponent's Kingdom
- Defeating a Monster

Players can also Summon Monsters freely, as long as they have Towers to Defend (see **Summoning a Monster**).

RECRUITING

Players can Recruit Wizards and Monsters. Wizards strengthen Defenses, perform powerful Attacks and Fortify Towers, while Monsters act as shields, positioned between Towers and Opponents, using Skills that can change the course of battle.

When performing a Recruit Action, players must draw 2 cards from the top of the Draw Deck. If there are no more cards in the deck, the discard pile must be shuffled and a new Draw Deck is formed.

When the first Draw Deck runs out of cards, flip the Era Marker to reveal the **2nd** Era side.

When a player draws the last card from the second Draw Deck, the end of the game will be triggered. Each 2 cards in a player's hand are worth 1 Victory Point at the end of the game (see **End of the Game and Score**).

Hand Size: There is no limit to the number of cards players can have in their hands during their turns. If players end their turns with more than 4 cards in their hands, they must discard cards at their choice until there are only 4 left.

FORTIFYING A TOWER

During the game, players will be able to develop their Kingdoms, improving their Defenses and building Upgrades with unique Skills that will lead them to victory.

To fortify a Tower, players must play a Wizard card from their hand, partially hiding it behind one of their Towers. The card played may be used as a Wall or an Upgrade. Any Wizard cards can be used to Fortify Towers of any colors.

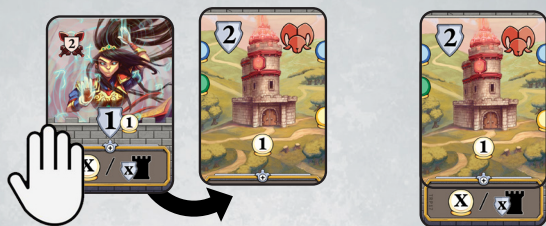
Fortifying with a Wall: Players place the card behind the top of the Tower, leaving the Defense Value of the Wall visible, which will be added to the Defense Value of the Tower if it is attacked (see **Attacking an Opponent's Kingdom**).

Immediately after Conquering a Free Tower or an Opponent's, players can perform a Free Action to Fortify the conquered Tower with a Wall.



In this example, the Wall adds 1 to the total Defense of the Tower and grants 1 Victory Point to the player.

Fortifying with an Upgrade: Players place the card behind the bottom of the Tower, leaving only the Upgrade Skill visible (see **Upgrades and Monster Skills**).



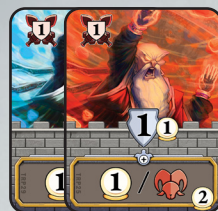
In this example, the Upgrade grants the player Victory Points equal to the Defense Value indicated on the Tower card connected to it, i.e. **2** Victory Points.

Players can perform an action of Fortifying a Tower to replace an existing Wall or Upgrade with a new one. The replaced card must be discarded.

Each player can only have one Upgrade of each type in their Kingdom, and each Tower can only have one Wall and one Upgrade.

CONQUERING A FREE TOWER

To Conquer a Free Tower, players may reveal and discard any number of Wizards from their hand whose total Combat Value is equal to or greater than the Defense Value of the attacked Tower.

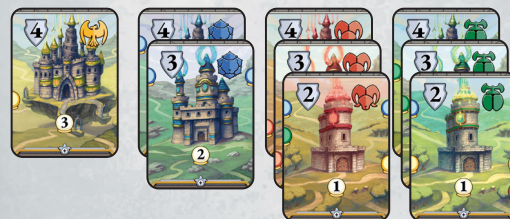


VS



In this example, the player revealed two cards of Combat Value **1**, totaling the **2** Combat Points needed to Conquer the attacked Tower.

Only the fully visible Towers of each column in the center of the table are considered Free and can be conquered.

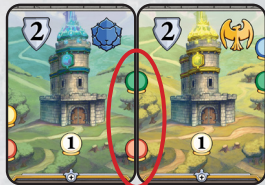


In the example, players can only Conquer **4** Defense **Yellow** Tower, **3** Defense **Blue** Tower, **2** Defense **Red** Tower and **2** Defense **Green** Tower.

Conquered Towers will be positioned in front of the player who conquered them. They can be fortified with the addition of Walls and Upgrades, as well as be protected by Monsters.

When you Conquer a Tower for your Kingdom (see “Attacking an Opponent’s Kingdom”), you may perform a Free Action to Fortify it with a Wall by placing one on the conquered Tower (see Fortifying with a Wall).

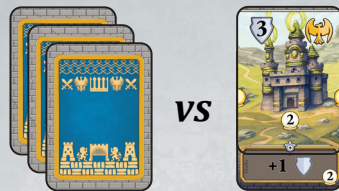
Remember that Towers have Power Paths. At the end of the game, players will be able to realign their Towers to connect as many Power Paths as possible. Be careful to keep their respective Walls and Upgrades. Every connected Path is worth **1** extra Victory Point.



In this example, the player has two connected Power Paths, which are worth **1** Victory Point each.

ATTACKING AN OPPONENT'S KINGDOM

The Attacking player indicates the target Tower in an Opponent’s Kingdom, who will be the Defender. The Attacking player then lays up to **3** cards from their hand on the table, face down, so that the Defender knows how many cards the Attacker is using, but does not know the total Attack Value. At this point, the Defender must decide whether to Retreat or to Combat.



Retreat: The Attacker conquers the Tower without revealing the cards played. The Defender may retrieve the Wall and Upgrade cards from the target Tower back to their hand, exceeding the hand size until the end of their next turn. Cards used in the Attack are discarded.



Combat: The Defender can either play a card from their hand or draw the top card from the Draw Deck so as to add its Combat Value to the total Defense of the attacked Tower. The Attacker then reveals the cards and the players compare their total Combat Values.

Monster cards used by the Attacker or Defender in this step will not add any Combat Value.

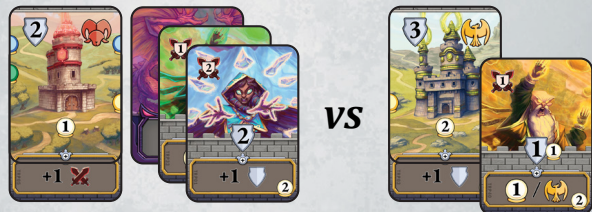
The Attacker's total Combat Value will be the sum of the Wizards used and Upgrades on their Towers that increase Combat Value.

The Defender's total Combat Value will be the sum of the Defense Value indicated on the card of the attacked Tower, the Combat Value of the Wizard used (from the hand or from the top of the Draw Deck), the Wall on the Tower (if there are any), and any Upgrades that increase its Defense Value.

Attack Value equal to or greater than Defense Value:

The Tower is conquered. Upgrade cards on the conquered Tower, i.e. Walls and Upgrades, must be discarded.

Defense Value higher than Attack Value: The Defender keeps their Tower intact.



In the example above, the player is using 2 Wizard cards with a total Attack Value of 3 points and a Monster card that does not add Attack Value to this Action. The Upgrades on their Towers add up 1 to the Attack Value, thus totaling an Attack Value of 4 points.

The Defender has a Tower with Defense Value 3 and a Wizard with Defense Value 1. Their attacked Tower has an Upgrade with defense value 1, thus totaling a Defense Value of 5 points.

The winning player is the Defender, therefore they keep their Tower intact.

If the Attacker conquers the Tower, regardless of whether the Defender chose Combat or Retreat, they may take a Free Action to Fortify the conquered Tower with a Wall (see Fortifying with a Wall).

- **When the Attacker Conquers another player's Tower they receive a Trophy token, if they are available.**
- **All Wizard and Monster cards used for both Attacking and Defending must be discarded, even if the Defender Retreats.**

DEFEATING A MONSTER

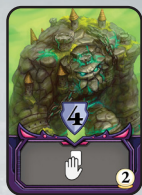
These mystical beings stand between the invaders and the conquest. But if the Attacker's Combat strength equals or surpasses the Monster's Defense, the creature will be Defeated and victory will be one step closer.

To Defeat a Monster that is defending an Opponent's Tower, players must reveal and discard any number of Wizards from their hand whose total Combat Values are equal to or greater than the Defense Value of the attacked Monster.

Wizards used to Attack the Monster are discarded, and the Defeated Monster's card is placed face down next to the player who defeated it, awarding them Victory Points at the end of the game.



VS



In this example, the player revealed a Combat Value 2 Wizard and two Combat Value 1 Wizards, totaling 4 Combat points and defeating the Monster, thus ensuring 2 Victory Points.

SUMMONING A MONSTER (Free Action)

Monsters summoned by players are positioned between the Towers and enemy forces, protecting the Kingdom with their lives.

To Summon a Monster, players must place a Monster card from their hands on a space above a Tower in their Kingdom and must resolve their skill immediately. Each Tower can only be defended by one Monster at a time.



A Tower protected by a Monster can only be attacked after the Monster has been defeated by an Opponent (see **Defeating a Monster**).

Players cannot Defeat Monsters in their own Kingdoms, nor can they replace Monsters defending their Towers. Monsters cannot be defended.

Monsters have no Combat Value and their Defense Value cannot be added if they are used during an Attack or Defense.



In this example, the player has a Tower protected by a Monster. The Tower cannot be attacked until the Monster is defeated by an Opponent. The player has another Monster in their hand, but cannot play it until they have a Tower that is not protected by a Monster.

End of the Game and Score

When there are no more cards in the first Draw Deck, shuffle the discard pile and form a second Draw Deck. Remember to flip the **2nd** Era Marker up.

The game ends immediately after the turn of the player who draws the last card from the second Draw Deck.

Note: When there are no more cards in the second deck, form a third deck, as the player whose turn it is can still draw cards and, in case of Combat, the Defender can still use a card from the top of the deck for their Defense.

After the game ends, players will be able to realign their Towers to connect as many Power Paths as possible. Be careful to keep Walls and Upgrades positioned on their respective Towers.

Monsters defending Towers that have not been Defeated must be discarded and are not worth Victory Points.

Players must sum their Victory Points acquired with:

- Towers
- Upgrades
- Walls
- Power Paths
- Defeated Monster cards
- Trophy Tokens
- Cards in hand (1 point for every 2 cards)

The player who scores the most Victory Points wins the game. In case of a tie, the one with the most connected Power Paths wins. If the tie persists, the person with the most cards in their hand wins. If the players are still tied, the victory is shared.



In this example, the player has **25** points: **1** Wall, **5** Towers, **3** Power Paths, **11** Upgrades, **2** Defeated Monsters Points, **1** related to cards in hand and **2** to the Trophy.

Upgrades and Monster Skills

Upgrades



Add **+1** to the Defense of the Tower in which it is located. It is worth **2** Victory Points.



Add **+1** Victory Point for each Tower of a different color that the player owns. It is worth **1** Victory Point.



It represents an extra castle of any color in the player's Kingdom for the final score. It allows the player to Fortify that tower with one more Upgrade. It is worth **1** Victory Point.



When Recruiting, the player draws **3** cards instead of **2**.



It is worth Victory Points equal to the Defense indicated on the card of the Tower in which it is located, disregarding Walls and Upgrades.

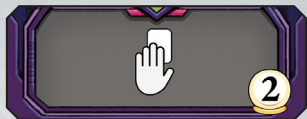


Add **+1** to the total value of all Attacks performed by the player (against Monsters, Free Towers and Opponents).



Add **+1** Victory Point for each Tower of the indicated color that the player owns. It is worth **2** Victory Points.

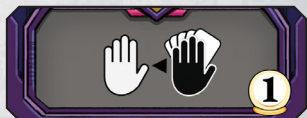
MONSTERS



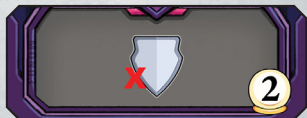
Draw a card immediately. It is worth **2** Victory Points for the player who defeats them.



All Opponents discard a card from their hands. It is worth **1** Victory Point for the player who defeats them.



Take a card at random from the hand of a player of your choice. It is worth **1** Victory Point for the player who defeats them.



Discard a Wall from a Tower owned by a player of your choice. It is worth **2** Victory Points for the player who defeats them.

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