

## **Codex Conquest**

### **Description**

The year is 1450. Johannes Gutenberg is printing a book, one of the first in the world. When he is finished, the printed book is born. Follow the history of the book through the next six centuries, through technological advancements, scientific breakthroughs, artistic triumphs, shifts in the socio-political climate, and the fluctuating financial market.

Each player represents a national library aiming to collect the most valuable printed books of Western civilization. Choose to be:

- Germany
- Italy
- Spain
- France
- England
- Americas

As each century passes, your country will gain and lose power. When you gain power, you will be issued more credits with which to build your collection. When you lose power, you will lose credits – and you might even have to sell your books to stay financially afloat. So be strategic when you decide to buy and sell.

Your objective is to create as many of the following collections as you can by the end of the twentieth century:

- National Canon: Collect six books from a country;
- Most Valuable Books: Collect four of the most valuable books in the game;
- Specialty: Collect six books within a single genre.

At the end of the game, complete collections are worth double their credit value. All other books that are not part of a completed collection are worth only the credit value on their card. The player who holds the most valuable collection as designated by the amount of credits their collections cost at the end of the twentieth century wins!

## Set Up

### *Players*

The game can be played with a minimum of three and a maximum of six players. Players can also be groups, with a group representing one player.

To choose countries, all players roll the dice. The player with the highest number becomes Germany. If players score a tie, keep rolling until one player wins. In clockwise order from Germany's sitting position, players become: Italy, Spain, France, England, the Americas. If less than 6 players are playing, then go through as many countries in this order as possible.

### *EVENTS*

Remove NATIONAL EVENTS from countries not participating in the game.

NATIONAL EVENTS should be sorted according to their country first and then their century. Each country places their NATIONAL EVENTS in front of them face down in six piles: the 15<sup>th</sup>, 16<sup>th</sup>, 17<sup>th</sup>, 18<sup>th</sup>, 19<sup>th</sup>, and 20<sup>th</sup> century. Shuffle each century's NATIONAL EVENTS.

Place WORLD EVENTS in order face down within easy reach. The 15th century should be on top.

### *BOOKS, AUCTION BOOKS, and MANUSCRIPTS*

Remove BOOKS and MANUSCRIPTS from countries not participating in the game.

BOOKS should be organized by their century (marked on the back of the card), but not split up by country. Shuffle each century's BOOK cards. Lay out BOOKS in a timeline in the center of the playing space with one stack per century from the 15<sup>th</sup> to the 20<sup>th</sup> century.

AUCTION BOOKS should be placed in a separate stack.

Each country should be given their MANUSCRIPT.

### *CHANCE cards*

Shuffle the CHANCE cards. They do not have a designated order. Place the shuffled CHANCE cards face down within easy reach.

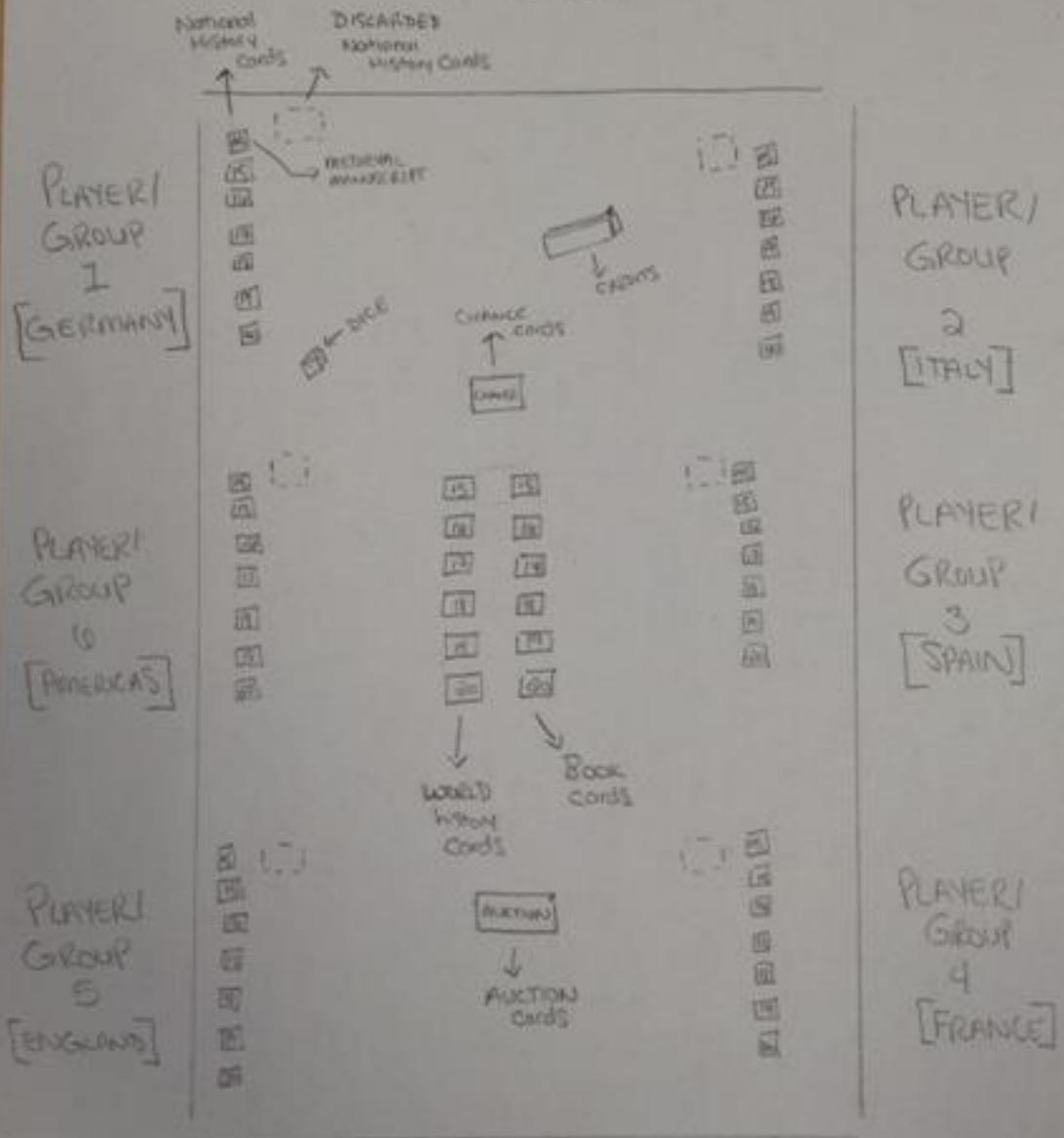
### *CREDITS*

Each country should be given five + CREDITS to begin. The rest of the CREDITS (+) remain in the bag that serves as the bank. These CREDITS are distributed as each player takes a turn at the DIE.

### *DIE*

Pull the DIE out of the bag to start the game.

# LAYOUT



## Rules

1. *START: Each country starts the game with five CREDITS and their country's MEDIEVAL MANUSCRIPT.*

The national library of each country is established by this equitable distribution of CREDITS and MEDIEVAL MANUSCRIPTS. However, national events will change each country's relative power in the game.

2. *NATIONAL EVENTS: All countries select a NATIONAL EVENT card from the current century and then take turns adjusting their economy by exchanging CREDITS with each other and the bank.*

At the start of each century, each country must adjust its economy due to its drawn NATIONAL EVENT. To learn how your country's economy will be adjusted, each country reacts to the NATIONAL EVENT one at a time in order: Germany, Italy, Spain, France, England, the Americas.

Each country reads its NATIONAL EVENT card aloud and then adjusts its economy accordingly. NATIONAL EVENT cards with negative signs with a country's name beside it indicate that amount of CREDIT must be paid to that nation (a debit to the origin country's economy). Positive signs with a country's name beside it indicate that nation must pay that amount of CREDIT to the country holding the history card. Positive or negative signs without a country's name indicate that the amount of CREDIT listed should be added or deducted from the bank.

If a country cannot pay the required amount of CREDIT to a country, it becomes a debtor to the country it owes (the creditor).

Creditors can choose to negotiate with debtors by either choosing to either take the equivalent amount in BOOKS from their debtor or allowing their debtor to write down the amount owed so that they can pay back the CREDIT in the next round. If the debtor does not have any BOOKS, as might occur in the first round, the creditor must wait to obtain CREDIT in the next round. Creditors taking BOOKS must select the BOOKS closest in value to the amount of credits owed, but they may select any BOOKS of this value from among the debtor's collection. If BOOKS are not exactly equal in value to the debt, creditors may take the number of BOOKS that most closely fit the debt, even if this means that they obtain BOOKS of greater value than the debt.

A set of four AUCTION BOOKS may be released by a NATIONAL EVENT card. AUCTION BOOKS have no starting value. Countries can bid whatever they wish to pay against each other. If only one country bids, that country pays the CREDIT they suggest to the bank. Countries can choose to bid for the whole lot or for individual items. Items not selected are entered into their century's BOOKS for the remainder of the game.

When all countries have accounted for how NATIONAL EVENTS influence their economy, it is time to purchase BOOKS.

3. *BOOK MARKET: Each country takes its turn purchasing BOOKS by rolling the die to learn how many additional CREDITS it will receive and then selecting BOOKS.*

Each country takes a turn one at a time in order. The turn order is always Germany, Italy, Spain, France, England, and the Americas, but each country begins its own century. For example, Germany starts the 15th century, Italy the 16th, and so forth. The order of turns always follows this pattern, so that when it is Italy's century, Germany goes last, or when it is Spain's century, Italy goes last. The country affiliated with the current century is called the lead country.

Take a turn by first rolling the die. The lead country rolls the die first to learn how much CREDIT it will receive. The die roll allows countries to gain additional CREDIT to allow them to purchase BOOKS. The number on the dice corresponds to the amount of CREDIT the country receives. A country can receive anywhere from 2 to 5 CREDITS.

On the first round, a roll of 1 or 6 requires a re-roll to achieve a number between 2 and 5. After the first round, a roll of 1 or 6 requires selecting a CHANCE card. A country selecting a CHANCE card must read it aloud. Then, complete the CREDIT instructions, which follow the same principles seen on the NATIONAL HISTORY cards. A country with CHANCE cannot roll again in the same round, but it can select BOOKS.

After rolling the die, select BOOKS. The lead country turns over all the BOOKS in the current century. If previous centuries have BOOKS remaining on the market, they also remain face up to show that they are available. A country can use their CREDIT to purchase BOOKS. Countries are free to select as many or as few BOOKS as they want with the amount of CREDIT they hold. Countries do not need to share with each other what BOOKS they are buying; rather, guard this information unless it needs to be shared with a creditor.

5. *TRADE: BOOK trades can be initiated by any country, for any reason, at any time.*

When a trade begins, all other game activity stops until the trade is completed. BOOKS can be exchanged between countries. The owning country determines CREDIT value of the BOOK. The BOOK may be worth the same, less, or more than its original market value.

BOOKS can be traded back to the market. When BOOKS return to the market, they are worth the CREDIT value indicated on their card. The country owning the BOOK can either trade for another BOOKS of equivalent CREDITS or obtain the CREDITS paid for the book back from the bank.

4. *PLAY LENGTH: Choose either a long or short play version of the game.*

Long play takes approximately one and half to two hours to complete the game. If in long play, stay in the same century for an additional round (repeating step 2 and 3). The lead country remains the same until players move into the next century.

Short play takes approximately an hour to complete the game. If in short play, move forward to end the century with a WORLD EVENT.

5. *WORLD EVENTS: The lead country turns over that century's WORLD EVENT and all countries react accordingly.*

The lead country reads the WORLD EVENT aloud and then manages the redistribution of CREDITS according to the same principles as the NATIONAL HISTORY cards. Once all CREDITS (or debits) are accounted for, the century concludes.

6. *Countries progress through the centuries, managing their NATIONAL EVENTS, taking turns at the BOOK MARKET, and adjusting to the whims of WORLD EVENTS.*

Follow the same order of operations until the end of the game's designated time period. The generic game ends at the conclusion of the 20th century, although other adaptations may have the game end sooner.

7. *WIN: The winning country holds the most valuable collections at the end of the game.*

When each collection is complete, it is locked. Completed collections cannot be affected by NATIONAL EVENTS, WORLD EVENTS, or CHANCE. BOOKS can only count for one collection at a time. At the end of the game, each country counts their CREDITS to determine who has the most valuable collection. Completed collections are worth double CREDIT, non-completed collections are worth the credit on their card, and CREDITS add their equivalent value to the total.