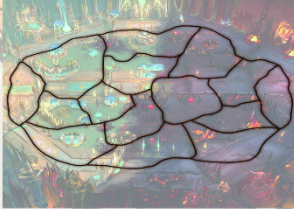




OBJECTIVE:
One player conquers all the land.

Setup

1. Both player choose a side.
2. Each player take 5 angel or demon units.
3. shuffle Victory Points cards and put it beside the board.
4. Put the all characters on start point.
5. Start conquer the world!!!



© 2016 Thammasat University

EXCHANGE
After you count your lands to get units. You can exchange your victory cards for units. You can exchange once per turn but you can exchange many cards as you want. After you exchange your new unit will be on the start point.
• One victory card = 3 units



Victory Condition
Player who get 11 victory cards first the game will end.
Player play until round 10.

© 2016 Thammasat University

Start Game!!
Demon always start first.

TURN OVERVIEW

1. Select your unit and find new land to conquer.
2. If the land you move to have enemy you have to combat for conquer that land.
3. During play if you conquer new land. Player have to pick one victory card.
4. After you are satisfied your conquering and combat. **Relocate** your units.
5. **Recruiting Phrase.** Count the lands you conquered and pick units according to number of lands and you can exchange victory card to be unit too. (Example: Choco conquer 3 land. He will get 3 units)
6. Put the new units into start point and end your turn.

© 2016 Thammasat University

RELOCATE
After you are satisfied with your conquest and combat, before you end your turn. You can freely change your unit location, but you can only do so in your land.

VICTORY CARD



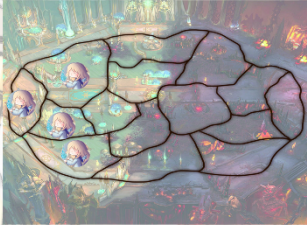
13.
Angel said "you fell in love with someone whom you could sacrifice your life for, but that man will shorten your lifespan"

These cards is use for count points when the war end. In addition, this card is story card. The story will write on the card.

© 2016 Thammasat University

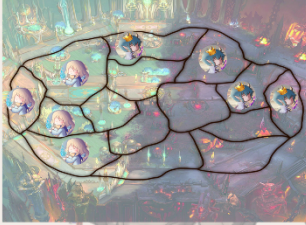
CONQUERING

1. Select any number of units you want to use. Once you already select units you can't change it later.
2. Put the unit into land you want.
 - If the land is empty you can move your unit to conquer.



- If the land has enemy you have to combat.

(You can read more about combat at combat section)



© 2016 Thammasat University

- Do this until run out of all units in that land.
- If you don't want to combat anymore. You can move your unit back to your land.
- The winner is player who has unit remain from combat.
- If you win in the combat all your unit in that land will be upgraded.

UPGRADING

Units can only be upgraded only once. Have 2 way to upgrade your unit

1. After you win the combat, all of your units in that land will be upgraded.
2. Every time you conquer new land, all your unit in new land will be upgraded.

© 2016 Thammasat University

3. If you want to retain ownership of that land leave at least one unit in it.
4. At the end of your turn. You will get 1 unit/ per land that you conquered. (Example: Tag conquer 4 land. At the end of turn player 1 will get 4 unit)

COMBAT

- Select some units you want to use. Put it on the land near that player want to combat.



© 2016 Thammasat University

- Both player roll the dice
 - Normal unit use one dice.
 - Upgrade unit use two dice. After rolling the dice player can choose the highest number.

Angel unit		Demon unit	
Normal version	Upgrade version	Normal version	Upgrade version
			

- After roll the dice. The side that gets less score have to remove one unit from the board and if you get same score the defending side will win.



© 2016 Thammasat University