ZEPPELIN CONQUEST

At dawn, two great armadas of Zeppelins will clash. Two of the greatest evil masterminds of the early 20th Century, Rocket Red and Princess Cyclone will duel, to see which of them will get to plunder the great cities of the world!

10 Minutes • 2 Players • Age 13+

Materials: 1 deck of 38 cards, 1 rules sheet (you will also need pen and paper for scoring).

Setup: Shuffle the target cities deck, and place it face-down in the middle of the table. Each player takes 1 player deck, Rocket Red or Princess Cyclone, and places it in front of herself on the table.

Turn Sequence

The game is played over 2 turns, and each turn has 3 rounds of card play.

At the start of each turn, turn over a column of 3 face-up Target City cards in the middle of the table. Each player shuffles her entire deck, and draws a hand of 5 cards.

Battle Phase

Each round, each player chooses 1 card from her hand to play face-down beside each of the Target City cards, for a total of 3 cards player per round. Rocket Red plays her cards on the left of the Target City cards, and Princess Cyclone plays

her cards on the right of the Target City cards. After each player has played a card beside each of the Target Cities, both players turn all 3 of their cards face-up. Both players now discard 1 of the two remaining cards in their hand, and draw 4 cards to refill their hand to 5 cards.

The players play two more rounds this way, each time playing 1 card face-down next to each of the Target City cards, and then revealing their cards. In the 3rd round of the turn the players do not discard and draw up. After the 3rd round, the players score the turn.

Scoring Phase

Each Target Cities card has 3 rows, each with a different city and a different requirement for scoring. Each player card has 3 corresponding rows of icons, each row aligned with a different city on the Target Cities card. Starting with the topmost city on the topmost Target Cities card, and working downwards, points are awarded to the players according to the scoring rules for each city. Use pen and paper to keep score.

Most 🔫: The player with the most soldiers assigned to the City scores the amount of VP indicated. In the event of a tie, no points are scored.

Most ✈: The player with the most zeppelins assigned to the City scores the amount of VP indicated. In the event of a tie, no points are scored.

Most 🔫 & 1✈: The player with the most soldiers, and at least 1 zeppelin assigned to the City scores the amount of VP indicated. In the event of a tie, or if the player with the most soldiers has no zeppelins, no points are scored.

Most ✈ & 1 🔫: The player with the most soldiers, and at least 1 zeppelin assigned to the City scores the amount of VP indicated. In the event of a tie, or if the player with the most soldiers has no zeppelins, no points are scored.

Most ✈ & 🔫: The player with most combined zeppelins and soldiers assigned to the city scores the amount of VP indicated. In the event of a tie, no points are scored.

Each 🔫 = Lose 1VP: Each player loses 1VP for each soldier assigned to this city.

Each ✈ = Lose 1VP: Each player loses 1VP for each zeppelin assigned to this city.

Doom Shockwave: For the scoring conditions listed above, if one or both players assign a Doom Shockwave to a city, it nullifies the scoring condition, positive or negative. The city is worth 0VP, regardless of what has been assigned there.

1ˢᵗ ✸ = 3VP: The first player to assign a Doom Shockwave to this city space scores 3VP. If two players assign Doom Shockwaves to the city in the same round, no points are scored.

Soldier

Zeppelin

Doom Shockwave
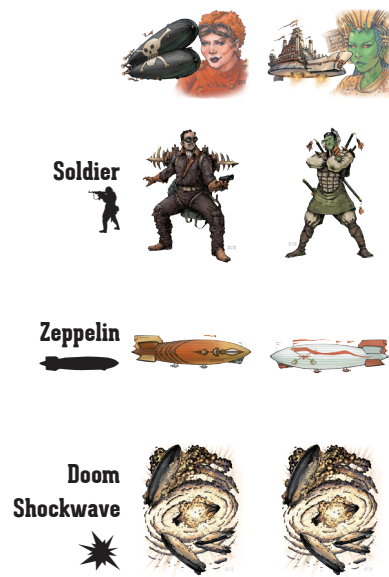
Game End and Winning

The game ends at the end of the second turn. The player with the most VP wins. There are no tiebreakers.