

Codex Conquest

Description

Play *Codex Conquest* to learn the contemporary value of historical printed books and how these books changed history by contributing to technological advancements, scientific breakthroughs, artistic triumphs, and political shifts from the fifteenth through the nineteenth century. Each player represents a curator competing to create as many high value collections as possible for his or her national library. Collections may either be four books from one genre, century, or country. At the end of the game, complete collections are worth double their credit value. Books which do not form a complete collection are worth only the credit value on their card. The winning curator's country holds the most valuable overall collection as designated by the amount of credits their collections cost at the end of the nineteenth century.

Game Components

History

History cards represent events in a country's history. Lay out your country's history cards in five stacks, one per century, directly in front of you.

Books

The stack of books cards represents the book market. Books cards should be organized by century in one stack, with 15th century books on top and 19th century books on the bottom. The order of books, apart from their century, does not matter. Place the stack of books cards image side up in the middle of the table.

Chance

Chance cards represent events that can happen to libraries. Place the stack of chance cards chance side facing up in the middle of the table. Discard used Chance cards. When all Chance cards are used, shuffle and replace the deck.

Credits

Credits represent money. Credits stay in the gold bag that represents the bank. Place the bank in the middle of the table.

Rules

Set Up

To set up *Codex Conquest*:

1. Set up your country's history in front of you.
2. Set up the book market in the center of the table.
3. Set up chance in the center of the table.
4. Place the bank in the middle of the table.
5. Review the order of operations and objective.
6. Any player may start the game.

7. Proceed in clockwise order until all have taken one turn per century.

Order of Operations

To take a turn, complete the following tasks in order:

1. Select a history card from your country's current century. Read it out loud and follow its directions to gain credits from the bank.
2. Use these credits to purchase up to two books. Credits can be earned by the current century's history or be saved from previous centuries. Likewise, books can be bought from the current century or from those left over from previous centuries.
3. Choose whether or not to initiate a trade.

Trade in order to:

1. Obtain Additional Books or Credits.
 - Trades can include as many books as the involved countries wish.
 - Trade can include exchanging books, credits, or a combination of books and credits.
2. Deaccession Unwanted Books.
 - Countries cannot sell books back to the market.
 - Book values can be changed to entice trade.
 - Note book value changes on paper.
3. Acquire and Repay Debt.
 - Debt occurs when another country or countries agree to support financially your purchase of a book or books that you could not otherwise afford.
 - Debt can take the form of books or credits.
 - All involved countries must agree on when and how debt can be repaid.
 - Note debt agreement on paper.

Objective

At the end of the game, the country with the most points wins.

To create a collection:

- Acquire four books of the same genre, century, or country.
- Announce completed types of collections to all players.
- Once a collection is announced, its books cannot be traded in future rounds.

To tally your score:

- Completed collections are worth double their face value.
- Completed collections from a curator's home country are worth triple their face value.
- Books not in a completed collection and credits are worth their face value.