**Codex Conquest**

**Frequently Asked Questions**

**How are book values accorded?**

Book values range from 1 to 6 credits. Book values are based on the most recent auction price for a title as of November 2016. Find the spreadsheet of sources used for book values here:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Credit Value** | **Credit** **Equivalent** | **Overall** | **15** | **16** | **17** | **18** | **19** |
| 1 Credit |  | 39 | 3 | 7 | 2 | 14 | 13 |
| 2 Credits |  | 26 | 7 | 8 | 3 | 5 | 3 |
| 3 Credits |  | 24 | 4 | 5 | 12 | 0 | 3 |
| 4 Credits |  | 6 | 2 | 0 | 3 | 1 | 0 |
| 5 Credits |  | 1 | 1 | 0 | 0 | 0 | 0 |
| 6 Credits |  | 4 | 3 | 0 | 0 | 1 | 0 |
| *Overall* |  | *192* | *20* | *20* | *20* | *21* | *19* |

**How many books are in each genre? How are these genres spread across time?**

*Book genres include from 6 to 10 titles. All genres are able to produce collections, but not all can produce more than one collection. How genres are spread across time varies.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Genre** | **Overall**  | **15** | **16** | **17** | **18** | **19** |
| Astronomy | 7 | 1 | 0 | 3 | 2 | 1 |
| Cartography | 7 | 2 | 2 | 2 | 1 | 0 |
| Christianity  | 10 | 3 | 5 | 2 | 0 | 0 |
| Epic Poetry | 6 | 2 | 2 | 1 | 1 | 0 |
| Health  | 6 | 1 | 2 | 2 | 0 | 1 |
| History | 7 | 4 | 1 | 1 | 1 | 0 |
| Language | 6 | 1 | 1 | 0 | 1 | 3 |
| Lyric Poetry | 6 | 0 | 1 | 0 | 3 | 2 |
| Natural Sciences | 7 | 1 | 0 | 2 | 2 | 2 |
| Philosophy | 7 | 2 | 2 | 1 | 1 | 1 |
| Politics | 8 | 2 | 0 | 0 | 4 | 2 |
| Prose | 8 | 1 | 1 | 2 | 0 | 4 |
| Theater | 8 | 0 | 3 | 1 | 2 | 2 |
| Travelogue | 7 | 0 | 0 | 3 | 2 | 2 |
| *Overall* | *100* | *20* | *20* | *20* | *20* | *20* |

**How much is each genre worth? How valuable is each century’s books?**

*Genres vary in overall value between 7 and 22 credits. The centuries also vary in overall value, with their inventories costing from 28 to 60 credits.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Genre** | **Overall**  | **15** | **16** | **17** | **18** | **19** |
| Astronomy | 15 | 3 | 9 | 3 | 0 | 0 |
| Cartography | 20 | 6 | 6 | 6 | 2 | 0 |
| Christianity  | 22 | 8 | 10 | 4 | 0 | 0 |
| Epic Poetry | 22 | 12 | 3 | 3 | 4 | 0 |
| Health  | 13 | 2 | 3 | 6 | 0 | 2 |
| History | 18 | 14 | 1 | 1 | 2 | 0 |
| Language | 7 | 2 | 1 | 1 | 3 | 0 |
| Lyric Poetry | 8 | 0 | 2 | 0 | 4 | 2 |
| Natural Sciences | 20 | 2 | 0 | 7 | 4 | 7 |
| Philosophy | 14 | 4 | 5 | 3 | 1 | 1 |
| Politics | 11 | 5 | 0 | 0 | 4 | 2 |
| Prose | 18 | 2 | 3 | 4 | 0 | 9 |
| Theater | 12 | 0 | 4 | 4 | 2 | 2 |
| Travelogue | 16 | 0 | 0 | 9 | 2 | 5 |
| *Overall* | *216* | *60* | *47* | *51* | *28* | *30* |

**How are history values accorded?**

*Each country is given a power century when they earn the most credits. Centuries that are not designated as their power century rotate in credit-earning potential.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Country** | **Power Century** | **15** | **16** | **17** | **18** | **19** |
| Germany | 15 | 5 | 1 | 2 | 3 | 4 |
| Italy | 16 | 4 | 5 | 1 | 2 | 3 |
| Spain | 17 | 3 | 4 | 5 | 1 | 2 |
| France | 18 | 2 | 3 | 4 | 5 | 1 |
| England | 19 | 1 | 2 | 3 | 4 | 5 |

**How are chance values accorded?**

*Chance is equally likely to be positive and negative, although the weight of chance’s positive or negative events depends on how the game has been played prior to a chance card being drawn.*