**Codex Conquest**

**Amy Hildreth Chen**

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 genre collections are worth triple their credit value while complete collections from a player’s home country or from a single century are worth double their credit value. Books which do not form a complete collection are worth only the credit value on their card. Likewise, credits that have not been spent are worth only their face value.

The winning curator’s country holds the most valuable overall collection as designated by the value of 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, face down directly in front of you. Shuffle each of the stacks.

*Books*

The stack of books cards represents the book market. Lay out the books cards in five stacks, one per century, face down in the middle of the table. Shuffle each of the stacks.

*Chance*

Chance cards represent events that can happen to libraries. Lay out the chance cards in one stack face down in the middle of the table. Shuffle the stack. Discard used Chance cards. When all Chance cards are used, shuffle and replace the deck.

*Credits*

Credits represent money. Use a box of paper clips or other a bag of other small objects as credits; you’ll need 30 total.

**

*Set up infographic provided by Elizabeth Wiegard, Spring 2017*

*Set Up*

To set up *Codex Conquest*:

1. Each player chooses a country.
2. Set up your country’s history in front of you.
3. Set up the book market in the center of the table.
4. Set up chance in the center of the table.
5. Each country receives five credits from the bank to begin.
6. Place the bank with the rest of the credits in it in the center of the table.
7. Review the order of operations and objective.
8. Any player may start the game in the fifteenth century.
9. Proceed in clockwise order until all have taken two turns per century.
10. The game ends after the conclusion of the second round in the nineteenth century.

*Order of Operations*

Play

Each round is one century.

To take a turn during a round, 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 in the book market. Credits can be earned by the current century’s history or be saved from previous centuries. Likewise, books can be bought from any available in the current century or from those left over from previous centuries.
3. Choose whether or not to initiate a trade.

After all players have taken a turn in a single century, a round of the game is completed. Then:

1. Discard the book on the top of the current century’s stack and the top book of any previous centuries’ stacks.
2. Begin the next round of the game (the next century). Rotate who begins each round by taking turns in a clockwise order.

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.

1. 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.
1. To tally your score:
* Completed collections from one genre are worth triple their face value.
* Other types of completed collections are worth double their face value.
* Books not in a completed collection and credits are worth their face value.