

CONQUEST OF PANGEEA™

For 2-4 players

Hundreds of millions of years ago... The lands of the Earth are joined in a massive super-continent: Pangea. It is a time shrouded in mystery. Life ascends. The struggle for survival and dominance begins. Intelligent species arise as unstoppable geological forces begin to tear the lands apart. Guide your species in this ever-changing world. Use your guile to weather the storms and cataclysms assailing Pangea. Apply strategy to survive and thrive as—one by one—the continents of Pangea separate from Africa. Dominate Pangea when the final continent breaks free and your species will rule the Earth. Now, travel two hundred and fifty million years back in time and join in the Conquest of Pangea!

EQUIPMENT

Game board • 7 Continent pieces • 120 population markers • 4 Leader tokens • 28 Dominance cards • 52 Power cards
32 Time cards • 4 Turn “reminder” cards • 30 Terrain tiles • 6 Raft pieces • 5 Power Stones • Storage bags

OBJECT

Your goal is to have the most Dominance points when all the continents of Pangea have separated. It is early in earth’s history; your species is weak and leaderless. Initially, your growth will be slow, but after the emergence of your “Leader” the pace will quicken. Shrewd decisions to grow, expand, invade and defend will mark the difference between victory and defeat.

GETTING STARTED

- Place the Continent pieces on their starting positions on the board, forming “Pangea.” Give each player a “Turn Reminder” card, if desired.
- Shuffle the Time deck and place it face down on the board where indicated. Separate the “White” Power and “Yellow” Power cards (the word “Power” on the backs is colored white or yellow.) Shuffle the “White” Power cards and place the deck face down on the board where indicated. Sort the Yellow Power card deck by type and do likewise with the Dominance card deck, placing these near the board along with the yellow Power Stones.
- Give each player a set of Population Markers (all 30 if two are playing, 27 each if three play, 25 each if four play) and a corresponding Leader token.
- Place all the Terrain Tiles in a bag.
- Pick a player to go first. Play always passes to the left during the game.

SETUP

- Draw a Time card and place it face up on the Time discard pile. Look at the continent pictured in the circle. This is where your species finds favorable conditions to grow. *Note: If you draw a “no breakup” Time card, ignore it and draw the next Time card. If you draw a Time card showing the word “Any,” you may “grow” on any continent.* Place a Population Marker within the hexagonal cutout of any vacant area on this continent. Then reach into the bag and pull out a Terrain Tile. Place it face up in the area’s other cutout.
- Take a **Dominance** card of the same Terrain type. *Keep your Dominance cards face up in front of you during the game.*
- If you draw a “Volcano” or “Sulfur” tile, place it on the board like any other Terrain tile BUT return the Population Marker to your supply. No species can “survive” in such an area. You cannot take a Dominance card.
- Continue alternating turns until all 25 areas are claimed and the corresponding 25 Dominance cards are awarded.
 - If, before this occurs, you draw a card showing a continent whose areas are already claimed, place your population marker BELOW any single marker on this continent. Do NOT take a Dominance card. (This starts a “stack” as will be explained.)
 - There is an exception: a second marker may never be placed in a Mountains area. If you are unable to place a marker on this continent, draw another Time card.
- After all 25 areas are claimed, *stop*. Shuffle the Time deck

and place it face down on its space. Place left-over Terrain Tiles and Dominance cards in the box. They will not be used in this game.

I. PLAY – Growing Your Species

Players now take turns growing and expanding their species on Pangea.

- On your turn, begin by taking control of the 5 yellow Power Stones. You will use them to “pay for” new Population Markers.
- To add a marker, you must pay its value. *For example: 3 points in hills, 4 points in forests, etc.* There are three ways to add a new marker:
 - Growth – Place a marker in an area where you already have one or more markers.
 - Expansion – Place a marker in an area where you lack presence but ONLY if this area adjoins another area where you have at least **two** markers.
 - Invasion – Place a marker in a “Limit” area. Once an area has reached its limit, you can battle an opponent to claim a spot in that area. (Battles and limits will be explained later.)
- Since you only have 5 “power points” to spend on your first turn, you can only afford to grow one or two markers. Pay for each with your Power stones, then place your marker(s) in/on their stack(s). (We’ll talk about **where** in the stack in a moment).

YELLOW POWER CARDS – Intelligence of Your Species

- At the *end* of any turn in which you gain a *second* Dominance card of a Terrain type you also gain the Yellow Power card associated with that type. *Note: Power cards earned via the set-up stage are awarded at the end of your first turn.*
- These cards add more power points to your growth and expansion efforts, and play an important role in battles. They also prevent loss from certain natural disasters, which occur via the Time cards. Their value depends on how and where they are used.
- You may only have one Yellow Power card of a given type even if you gain more than 2 Dominance cards of its related terrain. You keep this card for the remainder of the game UNLESS you lose all Dominance cards of its terrain type. (Your species “forgets” the advances it has learned from the terrain.) Remember, as long as you control at least one Dominance card of a terrain type, you keep the corresponding Yellow Power card.

WHITE POWER CARDS – Temporary Advantages

- White Power cards represent short-lived opportunities. You can add their points, as desired, to the total you spend each turn. Most are expended with use, except for a few which “renew” (symbol).
- You earn one or two **White** Power cards at the **end** of each turn. (You may never take more than 2 white Power cards per turn.)
 - You earn one white Power card if you **grow** your species.
 - You earn two white Power cards if you **expand**, **invade** successfully, **migrate** or move via an **ocean voyage**.

USING POWER CARDS

- You use Power cards to grow or expand (AND they are especially important in battles, as will be explained). When using a Power card, place it face up next to your 5 Power Stones to show how many points you’ll be adding to your “spending.”
- Yellow Power cards always renew, as do specially marked White Power cards. Those that don’t renew are discarded after use. Place these on the bottom of the White Power card deck. Those that “renew” are turned face down and placed near your side of the board to show that they are temporarily “exhausted.” Return them to your hand **at the start of your next turn**. (While “face down” they cannot help you in any way.)
- *Note: Power card values can never be split. For example: if you need 6 power points to grow in a lake area and you only have cards totaling 8, all 8 points are played and exhausted.*

STACKS

During play, all markers added to an area are stacked. The height of this stack cannot exceed the “**limit**” indicated on the area’s terrain marker. For example: a stack in a Forest area may never exceed 4 markers. Once an area’s Limit is reached, attempts to expand further result in “Battles” (explained later).

• **Where in a stack do you place a new marker?**

Always place a new marker on the bottom of its stack unless DOMINANCE changes. If dominance changes, as a result of this marker, place it on top.

DOMINANCE

The player with the most markers in an Area **dominates** it and controls its Dominance card. Should you lose dominance in an area, you must give a Dominance card of its type to the new dominator. *Note: Dominance cards will change hands several times during the game as dominance changes.* A marker of the dominant player is always on top of a stack. When two or more players have equal numbers of markers in an area, dominance is determined by which one of these has the highest marker in the stack.

Remember: new markers go on the bottom unless the new marker breaks a tie.

If no units remain in an area as a result of a natural disaster from a Time card, its Dominance card is returned to the dominance pool.

LEADERS

A Leader is crucial to your success. Fortunately, you usually secure a Leader early in the game.

- You gain a Leader at the END of the turn in which you first dominate three or more adjacent areas. At the end of this turn, place your Leader token in any one of these connected areas.
- On all following turns, begin by first moving your Leader one space to any adjoining area, or—if you wish—leave him where he is. A Leader automatically creates growth or expansion in this area, if possible.
- **Free Population Marker:** Place a marker in the stack of the Leader’s area. If dominance changes, take the appropriate Dominance card from the player who lost dominance. After you place your last marker on Pangea, a Leader can no longer create “free” growth or expansion.
- You *can* move a Leader 2 or 3 contiguous areas on a turn. But if you do, you do not get a free marker. *Why do so? You may need to bring your Leader to a better location, or to do battle.*
- A Leader may NOT move *into* or *through* a “0” area (Volcano or Sulfur); no unit may survive in these areas. It is OK for more than one Leader to move into and remain in the same area.
- Leaders influence all battles in their areas. If your Leader is in an area where you initiate battle, your Leader automatically adds 2 Power points to your total. This “attack” advantage can only be used once per turn. However, you may reuse the 2 Power points to *defend* in that same territory, against all opponents’ attacks in the

same round.

- You can only lose a leader if a natural event (via a Time card) wipes out all markers in its area. If you lose a Leader, you regain him at the end of the next turn when you dominate 3 contiguous areas.

II. BATTLES

Once an area has reached its population **limit**, growth and expansion are no longer permitted there. Henceforth, you must **“invade”** and **battle** to add a marker in this area. (You can only battle the dominant opponent.)

- You may only initiate a battle in an area if:
 - You don't currently dominate the area
 - It has reached its population limit
 - You have at least 1 marker already in the stack or you have at least 2 markers in an adjacent area

- Battles are fought using Power cards and Power Stones.

Both the “Invader” and the area’s Dominant player (the “Defender”) are involved. The stakes are high. Since the area is already at its population limit, one marker will survive and one will die.

- To invade a limit area, begin by placing your marker next to the area’s stack. You now decide how many Power Stones and Power cards you will commit to the battle.

You must play at least the value of the area. (*For example: 4 points for a forest.*) **These points will “count” towards your battle total.** Place enough stones/cards face up to prove you’ve “paid” the area’s cost, then place additional cards, if you wish, FACE DOWN, to secretly add to your total.

- If you have the Yellow Power card for the Terrain type of the area, committing it to a battle is usually a good idea. You’ll see on the card that it is worth “2” power points when invading (and “3” when defending in this type of terrain). *For example: if a Forest is the location of the battle, a Yellow Power “Keen Senses” (forest) card counts as 2 Power points for the Invader or 3 points for the Defender. Elsewhere, the card is worth “1” point when committed to a battle.* (Special Note: The **“Strength”** Power card is especially valuable.)

- The Defender responds by playing Power cards face down from his hand. Or, if he decides to concede, he plays none, thus conceding the loss of one of his population markers.

- Both players now reveal their cards. (The Invader need NOT show the cards he committed to battle if the defender concedes.)

- If the Defender has matched or exceeded the invader’s point total, the Invader may concede or decide to continue the battle. The Invader may choose to play one more Power card face down. The defender may also play one more, face down, as well. Now both players reveal their cards and count the total points each has played.
- If, in total, the Invader has played *more* Power points than the Defender, the Invader wins the battle. One of the Defender’s markers is eliminated from the stack and placed in the box, out of play. The invader chooses which marker to remove and then places his marker in the stack according to the dominance rule.
- If the Defender matches or exceeds the Invaders’ point total, he wins. The invading unit is eliminated and placed in the box, out of play.
- Remember: Power cards played are discarded, except for those that **renew**. Renewable cards, after use, are **turned face down** until the *start* of the player’s *next* turn. Power stones applied in battle cannot be used again on this turn. Push them towards the player on your left. He’ll claim them on his turn. *Note: You may not expand or migrate from an invaded area, on the same turn.*

III. Ending Your Turn – Time Cards

- End your turn by passing the 5 Power stones to your opponent on the left. Draw new White and/or Yellow Power cards if entitled to do so. Then turn over the top **Time card** in the deck and place it face up on the “Timeline” area on the game board.
- Follow the instructions on the Time card. Typically, you will decide which marker (or markers) will be affected in an area on the continent pictured in the card’s circle. Players may avoid loss of markers by playing appropriate Yellow Power cards. (“Exhausted” Power cards are of no help and cannot be used.) Yellow Power cards played to avert a disaster now become “exhausted” and are thereafter turned face down. *For example: an opponent designates an Earthquake to occur in an area that includes your marker(s). Your “Speed” Yellow Power card prevents loss due to earthquakes. You play it and thereby preserve your markers.*
- If you cannot comply with the instructions on the Time card, due to circumstance, ignore it.

IV. PANGEA BREAK-UP

- A “break-up” of Pangea occurs whenever the total of all exposed Time cards equals or surpasses 25 million years.

When a breakup occurs, first follow the instructions on the Time card drawn, then “break away” the continent pictured in its circle. Move it an inch or so away from the remainder of Pangea. If the continent pictured has already broken away, follow the curved line leading from it and separate the next continent in line that hasn’t broken away. (Africa never breaks away. All continents break away from Africa.) If the word “Any” appears in the circle, pick a continent of your choice to break away from Africa. If “No Break” appears, no continent breaks away on this turn. Leave all cards on the Timeline. A breakup will occur when the next Time card is drawn unless it is another “No Break” card.

- *Note: After a continent breaks away, it may be difficult for you to grow or expand there. The “Aqua-Able” Yellow Power card and “rafts” help overcome this difficulty, as you’ll see.*
- After a break, collect all the cards on the Timeline. Place them on the Time discard pile. Shuffle when needed to form a new draw pile.

V. RAFTS/OCEAN VOYAGES

- **Rafts** are awarded on some Time cards. You may use a Raft on any subsequent turn. The “Aqua-Able” Power card can be used as a Raft, when desired. To do so, announce your intent, complete your “Ocean Voyage” and then turn the Aqua-Able card face down (it is exhausted until your next turn).
- A player may use a raft to move one marker, or Leader, from any area bordering an ocean to any other area bordering an ocean, regardless of continent. The raft is eliminated upon delivery.
- If a Leader takes an Ocean Voyage, it may not create growth or expansion in the area upon which it lands during this turn. However, it can participate in battles that take place there.

VI. MIGRATION on LAND

If Pangea has not fully broken apart before a player has used all of his markers, he continues play by **migrating** units in order to expand or invade. To “migrate” a unit, take it from its stack and move it to an adjoining area where you must “pay” for its addition. You may NOT migrate from an area where you would lose dominance. (*Members of a species will not willingly give up dominance, once gained.*)

VII. WINNING

After the sixth continent has broken away, all continents will

have separated from Africa and the game ends. The player with the most Dominance points wins.

- In case of a tie, the player with the most Dominance cards wins. If the tying players have equal amounts of Dominance cards, then the one with the most Yellow Power cards wins. If still tied, the player with the most Yellow and White Power cards wins.

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Note: The images on the Power cards are merely symbolic of life during the Pangea era. They are intended to help spark your own creative instincts as to what your species, and other elements of the world, may have looked like eons ago. Your species and the elements of the world around it is whatever you imagine it to be!

“Pangea” is often spelled “Pangaea.” The word is Greek in origin and means “one world.”

Thank you for purchasing Conquest of Pangea. We hope you have hours of fun creating strategic landscapes and dominating the ever changing world of Pangea.

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