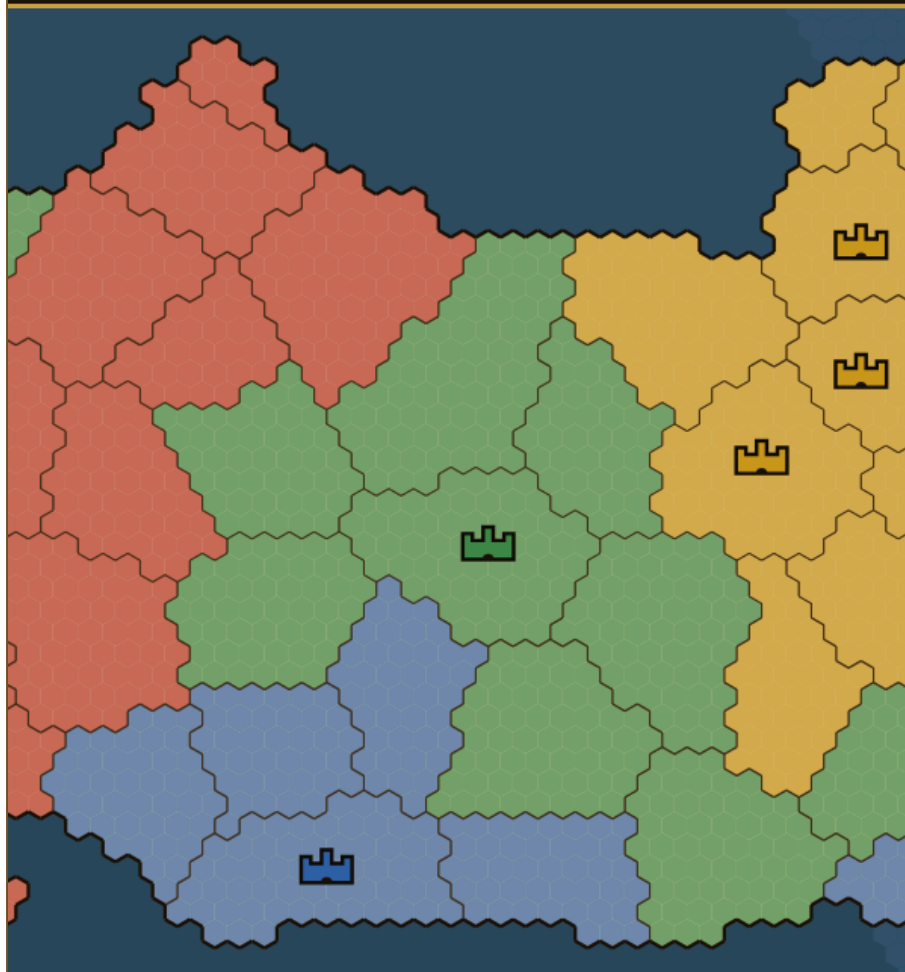


LORDS OF CONQUEST

Claim · Harvest · Trade · Conquer



A solo strategy of territorial economics

LORDS OF CONQUEST

The Manual — Solo edition, version 1.6.0

Tronsoft Games · Calvin Robert Glomb

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1. THE REALM AND THE GOAL

The realm is a generated land of territories, coasts and seas. Each territory may yield one resource every year — **gold, coal, iron, timber or horses** — or nothing. You lead one house; one to three computer lords lead the others.

Victory. The first lord to hold the set number of cities (two to five; three by default) *at the end of a year* wins. If several do, the one with more cities wins, then the one with more lands. A lord who loses every territory is out, and the last lord standing wins outright. If the year limit arrives first, the lord with the most renown wins. **Defeat** is any of these happening to a rival first, or losing your last territory.

Renown = 10 per city + 2 per land + 2 per weapon + 1 per horse + 1 per boat + half the units in the stockpile.

The screenshot displays the 'LORDS OF CONQUEST' game interface. The central map shows a collection of territories, each with a name and a set of odds (e.g., 4:1 100%, 7:1 0%, 1:10 0%, 1:1 25%). A green dashed line outlines a specific area on the map, indicating the 'conquest phase'. The left sidebar contains several panels: 'YEAR 3 · CONQUEST' with a 'your move' button, 'THE LORDS' listing four houses (Crimson, Azure, Gold, Verdant) with their respective resources and icons, 'TERRITORY' showing details for 'OSIVALE', and 'CHRONICLE' with a list of recent events. The right sidebar includes a 'CONQUEST' section with a 'Hold armies (end conquest)' button, 'STEWARD'S COUNSEL' with a 'Strike Lunmark: 7 against 1, 100% to win' suggestion, and a 'TABLE' section with various settings like 'AI pace', 'Pause when you are attacked', and 'Show battle odds on the map'. At the bottom, there is a legend for resources (gold, coal, iron, timber, horse land) and a small 'Overview' map.

The conquest phase: odds on every land within reach, the steward's suggestion outlined in green.

2. SETTING UP A CHRONICLE

Press **Play**; the setup screen opens. You always lead the first house. Choose:

OPTION	CHOICES
Lords at the table	2, 3 or 4 — you plus one to three computer lords
Each rival	Difficulty Easy, Normal or Hard (default normal); temperament Builder, Merchant, Warlord or any
Lay of the land	Continent, Archipelago, Twin Realms
Map size	small (about 24 lands), medium (about 36 lands), large (about 52 lands)
Chance	None (no dice), Low (die 0–1), Medium (die 0–2), High (die 0–3)
Cities to win	2 to 5
Conquests per year	1 to 3
Year limit	20, 30, 40 or 60
Opening	Draft, Balanced lots, Random lots
Fortunes	Random events on or off
Map seed	Any whole number; the same seed draws the same map

The setup screen also opens the **Rules**, **Challenges**, the **Hall of Lords** (your record) and the **Map Workshop**. During a game, *Back to the game* returns from it without losing anything.

3. CLAIMING THE LAND

In the **Draft** opening lords claim one unclaimed territory at a time; the order snakes back each round until everyone holds the same number. **Balanced lots** deal lands so each lord gets as wide a spread of resources as the map allows; **Random lots** deal them blind. Horse lands arrive with a horse on them.

Then each lord lays a **stockpile** in one of its lands. Every unit you harvest, trade or buy is kept there — and a lord who conquers that land seizes all of it. Keep it deep inside your realm.

4. THE YEAR

1. **Harvest.** Each resource land adds one unit to its lord's stockpile. A horse land fields a horse on itself, or sends it to your stable if one is already there. With fortunes on, a rich seam may double a land's yield, blight may cancel it, a storm may sink a boat, bandits may raid a stockpile, or wild herds may bring a horse.
2. **Trade.** Offer any bundle for any bundle to any lord; buy at the Crown Market; propose a truce. Computer lords may send envoys.
3. **Shipment.** Move your stockpile, and any horse, weapon or boat, through your own connected lands. A boat links coastal lands that share or adjoin a sea. Undo puts the phase back as it started.
4. **Development.** Build, paying from the stockpile. One of each unit per land; boats only on the coast. Undo is available.
5. **Conquest.** Lords alternate one attack at a time until each has used its conquests or held its armies.

Build	Cost	Effect
City	2 coal + 2 iron + 2 timber + 2 gold	Counts toward victory; +2 to its land's defence; worth 10 renown
Weapon	1 coal + 1 iron	+2 to every battle on or beside its land
Boat	3 timber	+2 to battles it can reach by sea; carries shipments across water
Horse	free, from your stable	+1 to every battle on or beside its land

Gold is the wildcard. Any coal, iron or timber you lack for a build may be paid in gold instead, one for one.



The trade panel: offers to a rival, a truce, and the Crown Market with its scarcity prices.

5. THE MUSTER ROLL

Click a highlighted land in the conquest phase to call the muster roll. It lists every contribution on each side before you commit.

SIDE	CONTRIBUTION	STRENGTH
Attacker	Each of your lands bordering the target	+1
	Each horse / weapon on those lands	+1 / +2
	Each of your boats whose waters reach the target	+2
Defender	The land itself	+1
	Horse / weapon / city on it	+1 / +2 / +2
	Its own bordering lands, their horses and weapons, and its boats in reach	as for the attacker
Unclaimed land	The native tribes	1

Other lords who border the target may join either side with their full contribution; computer lords decide for themselves, siding against whoever is close to winning. With chance on, each side adds a die (0–1, 0–2 or 0–3). **The attacker must exceed the defender; ties hold.**

The winner takes the land with everything on it, and the whole stockpile if it lay there. It may then **advance** one horse or weapon from a bordering land into its prize. The battle odds on the map and on the territory card include the allies expected to join; the muster roll shows the odds before allies and with them.



The muster roll for an attack on an unclaimed land.

6. THE CROWN MARKET, TRUCES AND ENVOYS

The Crown Market sells one resource at a time, up to 2 purchases a year, paid in any single other resource except gold. Prices follow scarcity: a resource produced by few lands on the map costs more, and every purchase raises its price by one until demand halves at the next harvest. The market table shows how many lands yield each resource.

Truces. During your trade turn you may propose a 3-year truce to one lord. Lords under truce cannot attack each other, though either may still join a battle as an ally. Computer lords accept when they are the exposed party, or to stand together against a runaway leader.

Envoys. A computer lord may send you an envoy during its trade turn: an offer of its surplus for something its next city needs, or a request for a truce when your armies threaten it. Accept or send it away.

7. THE COMPUTER LORDS

LEVEL	BEHAVIOUR	LEAST ODDS IT ATTACKS AT (BEFORE TEMPERAMENT)
Easy	Cautious: attacks only at long odds and sometimes holds its armies; accepts almost any fair trade.	70%
Normal (default)	Balanced: takes good odds, now and then holds back; bargains reasonably.	55%
Hard	Shrewd: looks at whether a prize can be held, bargains hard and rarely wastes a conquest.	50%

TEMPERAMENT	CHARACTER
Builder	Raises cities first, guards its stockpile, keeps truces.
Merchant	Trades freely and shops at the Crown Market; fights for good odds.
Warlord	Forges weapons early, attacks at worse odds, refuses truces.

Computer lords obey exactly the same rules as you and see the same map. They never occupy a human seat; in this solo edition there is only one human seat, yours.

8. READING THE REALM

- **Steward's Counsel** (H): what a seasoned lord would do now, in every phase; suggestions are outlined in green.
- **Battle odds** on every land within reach during conquest, and **threat markers** (▲) on your lands a rival could muster.
- **Map views**: Political, Wealth (what each land is worth), Contest (which held lands can fall) and Network (where your stockpile and units can travel this year).
- **Resource lens**: click a resource in the legend to light every land that yields it.
- **The Ledger** (L): renown, lands and cities by year; the Economy tab accounts for every unit harvested, traded, bought, plundered and spent; *Replay* plays the whole chronicle back on the map.
- **Overview map** in the corner: click or drag to move the view.



The Ledger's Economy tab.

9. CHALLENGES AND THE MAP WORKSHOP

Six fixed realms with set rivals. A win earns bronze; a win by the par year earns silver; two years sooner, gold. Your best medal is kept in this browser.

CHALLENGE	REALM	RIVALS	CITIES	PAR
The First Charter	Continent, small	easy Builder	2	8
Island Crowns	Archipelago, medium	normal Merchant, normal Builder	3	11
The Narrow Strait	Twin Realms, medium	hard Warlord	3	8
Gold Famine	Continent, medium	normal Merchant, normal Warlord	3	11
Iron Discipline	Continent, medium	normal Warlord, normal Warlord	3	11
Three Against One	Continent, large	hard Builder, hard Merchant, hard Warlord	4	12

The Map Workshop previews any map before play: change the lay of the land, size or seed, reroll, and click lands to change their resources. Its map code (for example *LOC1-11bb-1-0-0g.3g.6i*) carries the map and your edits; paste a friend's code to play their realm.

10. SAVING, CODES AND CONTROLS

The game saves itself in this browser at each harvest and battle season; **Save** saves at any other time outside a dialogue; **Load** (or *Resume saved game* on the setup screen) returns to it. There is one save slot. **Codes** copies the game as text or a file to take up in another browser. If the browser's storage is full or blocked, the game says so and keeps playing.

CONTROL	ACTION
Click / tap	Claim, place, build, move, attack
Drag; wheel or pinch	Pan; zoom
<input type="button" value="Enter"/> / <input type="button" value="Esc"/>	End the phase / cancel or close a dialogue
<input type="button" value="H"/> / <input type="button" value="L"/> / <input type="button" value="F"/>	Counsel / Ledger / fit the map
<input type="button" value="+"/> <input type="button" value="-"/> , arrows	Zoom, pan

The Table panel sets the computer lords' pace, sound volume, reduced motion, guided-play tips, battle odds, threat markers, patterned houses for colour-blind play, and whether the camera follows battles.

11. ABOUT THIS EDITION

This is the **solo edition** (Tronsoft Games Package Specification v1.6.7): exactly one human lord, with one to three computer lords. Earlier releases also allowed two to four people to share one screen; a saved game or chronicle code from such a game is taken up here with the first human seat kept and every other seat handed to a computer lord. An online multiplayer edition, if made, will be a separate game with its own listing.

Lords of Conquest was originally published by Electronic Arts in 1986. This independent game is inspired by that design and reproduces none of its code, text, maps, artwork or sound; it is not endorsed by or affiliated with Electronic Arts. © 2026 Tronsoft Games.