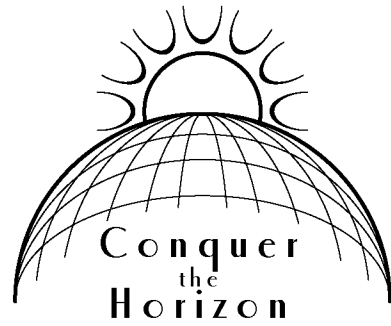


Conquer the Horizon is a game in which players take on the roles of an expeditionary mission from the Old World, exploring the unknown wilds of the New World.

The players collaboratively create the New World while simultaneously competing to fulfill their own agendas.

You will need two or more players, some pens and paper, a pile of dice, and a willingness to create collaboratively.

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A Roleplaying Game of Discovery
by Joshua BishopRoby

Thanks for downloading *Conquer the Horizon*!

This file has the pages arranged in imposition order, which means they are way out of order for reading, but can be turned into a little book that will be in the right order.

Step 1. Print this file in duplex or two-sided mode. You'll have four pages printed on both sides.

Step 2. Stack the pages up and cut them in half horizontally. Remove the piece of paper with these instructions; this part doesn't go in the book.

Step 3. Put the bottom half of the stack on top of the top half of the stack. The cover should be on the very bottom.

Step 4. Fold the new stack in half vertically so the cover is on the outside.

Step 5. Check to make sure the pages are in order and then staple the pages just inside the fold.

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Table of Contents

Creating the Old and New Worlds	1
Creating the Characters	2
Roles	3
The Governor	4
The Missionary	5
The General	6
The Anthropologist	7
The Naturalist	8
The Merchant	9
The Native Guide	10
Competencies	11
Capsule Description	11
The Rest of the Page	12
Supplies	12
Narration	13
Using Supplies	14
Landfall	14
Making Discoveries	15
Qualifying Discoveries	17
Exploiting Discoveries	19
Returning to the Old World	21
Winning the Game	22

Qualifying Discoveries

When another player makes a Discovery, you may Qualify that Discovery by proposing details to add to it. If someone just Discovered a mountain, you might want the mountain to contain gold veins, for instance.

To Qualify a Discovery, roll a die from your pile. Narrate the additions that you want included. Roll a die from your pile if you include your Talent or an applicable Competency. For every Discovery on your sheet that is included in your narration, roll another die from your pile.



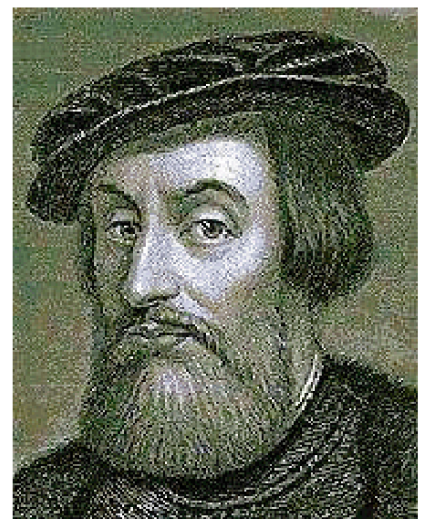
After everyone has offered a Qualification or passed, it is up to the Discoverer to decide whether to accept any of the Qualifications. If they reject an addition, the value of those dice is subtracted from their dice.

The General

If you play the General, you may roll an extra die whenever adding narration in which the General uses martial power.

However, you cannot add any narration in which the General backs down in a confrontation with the natives of the New World, nor may you add to narration that already includes such.

To succeed, the General must subdue at least one native race; the General does not need to return to the Old World.



Hernando Cortez

Creating the Old and New Worlds

The Old World might be Europe; the New World might be the Americas. The Old World can just as easily be Earth and the New World Mars, or the Old World can be the Reunited States of America and the New World a post-apocalyptic Europe, complete with zombies. The first phase of the game will be to determine the specifics of the Old and New Worlds.

On a blank sheet of paper, draw a line dividing it into halves. Label the sides "Old World" and "New World." Choose one player to start with and go around the table. Each player can do one of three things:

- **write down** a fact about the Old World or a speculation about the New World
- **underline** and ratify a statement written by another player
- **cross out** and deny an unratified statement.

Go around the table until there is more than one statement each about the Old and New Worlds, and there are more confirmed statements than there are players. Once you're done, you might want to write the confirmed statements on a new piece of paper, if only for legibility's sake.

1 Conquer the Horizon

The Anthropologist



Zora Neale Hurston

If you play the Anthropologist, you may roll an extra die whenever adding narration in which the Anthropologist deduces customs or actions of New World natives.

However, you cannot add any narration in which the Anthropologist fails to pursue information about New World races, nor may you add to narration that already includes such.

To succeed, the Anthropologist must encounter native races and speak with them about other native races to gain perspective. The Anthropologist does not need to return to the Old World.

7 Conquer the Horizon

Winning the Game

When the last die is taken from Supplies and rolled, the game is over. Everyone tallies points to see who will go down in history as the Christopher Columbus of your New World.

- Every player scores one point for every Discovery on their character sheet.
- The Governor scores three points for every resource the colony has exploited.
- The Missionary scores two points for every race that has been converted.
- The General scores two points for every race that has been conquered, or three points per conquered race if the character returns to the Old World.
- The Anthropologist scores three points for every race which was studied and interviewed about another race.
- The Naturalist scores three points for every sampled species that is transported back to the Old World.
- The Merchant scores four points for every resource the Merchant has exploited, but only if the Merchant returns to the Old World.
- The Native Guide scores three points for every peaceful, prosperous relationship forged.

make one Qualification (see the next page).

It's possible that no one will attempt to Qualify your Discovery. In the unlikely chance that that happens, your discovery has won acceptance. Write it down on your sheet and narrate your character verifying and exploring the Discovery. For the rest of the game, that Discovery is 'real' and the other players should narrate accordingly.

Example:

It is Laura's turn. Her character Rebecca Alsace is the Merchant, has the Competency of Cartography, and she has already discovered a powerful river.

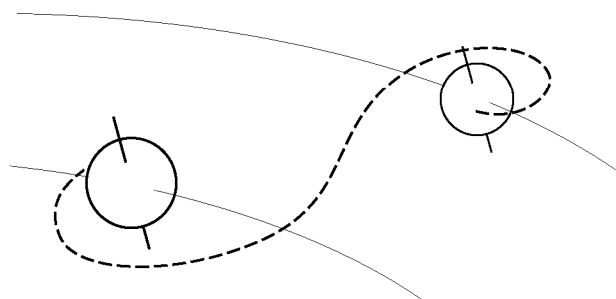
Laura takes a die from Supplies and begins narrating, "Rebecca carefully maps out the course of the rushing river..." and takes two dice, for her Cartography and her discovery of the river, "and follows it up through the foothills and into the rugged mountains that rise above them." She rolls her three dice, coming up with 16.

She asks for any Qualifications to her mountains.

Returning to the Old World

Half of the Roles must return to the Old World before the Supplies run out in order to fulfill their Goal. Treat Returning to the Old World as a Discovery -- any player may try to discover a route back to the Old World on their turn. They may narrate the entire party returning or just their character. Other players may Qualify the return Discovery as normal.

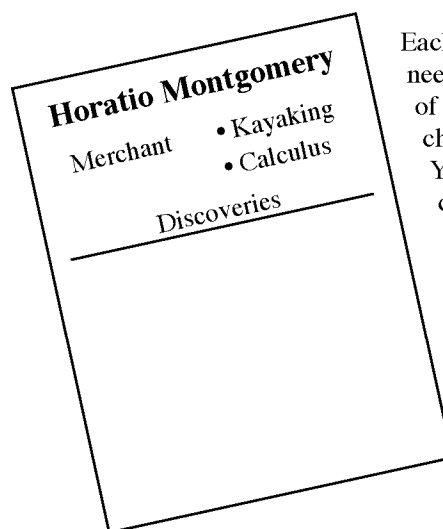
The game does not end if someone returns to the Old World -- more than one trip may take place, or explorers 'left behind' may continue exploring until the Supplies run out.



21 Conquer the Horizon

Creating the Characters

After the New and Old Worlds are sketched out, each player will create their primary character. In play, everyone will portray lots of different people (it is assumed the mission includes dozens of people of lesser importance), but the primary character will be each player's focus.



Each player will need a blank sheet of paper for their character sheet. You will each choose one Role, take at least two Competencies, and write a Capsule Description for your character.

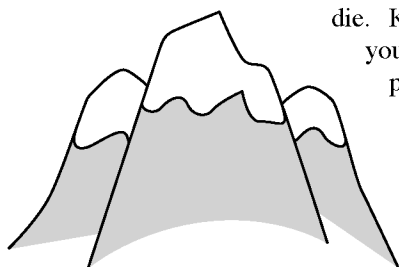
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2

Making Discoveries

To introduce some new element of the New World in your narration, you will have to make a Discovery. A Discovery can be a mountain, a river, a native race, an ancient ruin, a species of wildlife, or any other piece of the setting that you want to introduce.

To make a Discovery, pull a die from Supplies and roll it. Narrate your character finding the first clues of the Discovery's existence. Roll a die from your pile if the narration includes your Talent or an applicable Competency. For every Discovery on your sheet that you include in the narration and related to the new Discovery, roll another die. Keep all the dice that you have rolled in your pile.



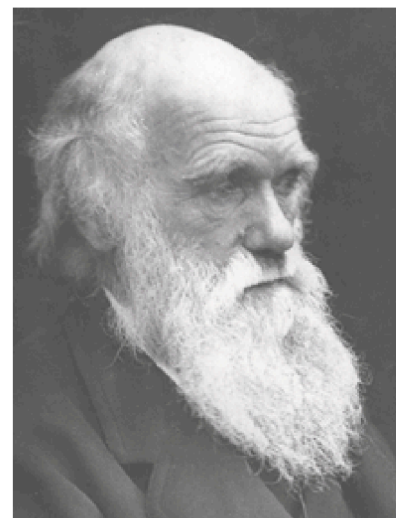
Go around the table and ask for Qualifications. Each player may

The Naturalist

If you play the Naturalist, you may roll another die whenever adding narration in which the Naturalist finds a use for native wildlife.

However, you cannot add any narration in which the Naturalist leaves his samples behind or lets them come to harm, nor may you add to narration that already includes such.

To succeed, the Naturalist must return to the Old World with specimens of New World life.



Charles Darwin

15 Conquer the Horizon

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8

Roles

Starting with the player who ratified the last statement in the World Creation and continuing around the table, each player should pick a role from the following pages and write it on their character sheet. Once a role is taken, no other player may select that role. If there are roles left over, ignore them.

There are seven roles: the Governor, the General, the Missionary, the Anthropologist, the Naturalist, the Merchant, and the Native Guide.

Each role has a Talent, a Restriction, and a Goal.

The Talent allows the player to gain a bonus whenever adding narration of a particular theme.

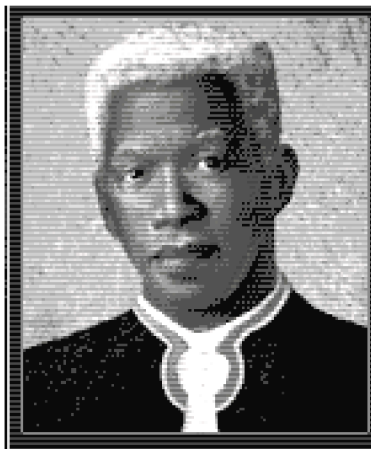
The Restriction prohibits the player from adding any narration of a different theme.

The Goal is what the character is after in the New World; at the end of the game, players will earn points based on how well their character fulfilled their goals.

3 Conquer the Horizon

The Merchant

If you play the Merchant, you may roll an extra die whenever adding narration in which the Merchant convinces someone else to do something for a price.



CEO Nwabudike Morgan

However, you cannot add any narration in which the Merchant abandons an opportunity for gaining wealth, nor may you add to narration that already includes such.

To succeed, the Merchant must exploit New World resources and return to the Old World.

9 Conquer the Horizon

your suggested narration, roll another die.

The other players can Qualify as normal -- they may add, for instance, that the ore extracted from the mountain is substandard and not worth selling in the Old World, or that the mines are manned by enslaved natives.

If the Exploitation is successful, write it down on your character sheet and underline it.

Example:

It is Laura's turn again, and now she wants to score some points. She draws a die from Supplies and narrates, "Rebecca surveys all the mountain's streams for flakes of gold, compiling a map that tells her right where to dig her mine." She picks up two more dice for her Cartography and her prior Discovery of the mountain. She rolls a sizable 26.

The other players will make Qualifications, hoping to either reduce her total to zero or get in on the action themselves.

Using Supplies

Any player may, when Qualifying a Discovery, draw one die from the Supplies pile and add it to their roll. If the Qualification is accepted, they keep the die.

The same holds true for Exploiting Discoveries, except an Exploiter may draw one Supply die for every player that does not suggest a Qualification, and may draw and roll these dice after the other players have suggested their Qualifications. If the Exploitation fails, the dice return to the Supplies pool.

Landfall

Play begins with whoever is playing the Governor narrating the voyage to the New World and the first place the expedition arrives at. She does this by Making a Discovery; all other players may make Qualifications, but as they do not yet have any dice, they must use supplies to do so.

If no one is playing the Governor, the first narration goes to the Missionary, the General, or the Anthropologist, in the order that the roles appear in the book.

Exploiting Discoveries

Instead of making a Discovery, you may want to Exploit a Discovery that has already been accepted. Exploiting a Discovery is when your character brings something from the Old World to bear on the New World. You may want your character to charm the natives into growing tobacco for your pretty beads, or you may want to gather seed samples for your scholarly publication when you return. Each Role must Exploit a Discovery in order to fulfill its Goal.

To Exploit a Discovery, draw a die from Supplies and roll it. Narrate what your character does to make the



Discovery useful in the character's terms. Roll another die from your pile if the narration includes your Talent or an applicable Competency. For every Discovery on your sheet that is included in

19 Conquer the Horizon

Narration

When a player narrates, they may describe the actions of their character, the actions of any other characters in the New World, or the details of the New World already introduced. Players narrate in three instances:

- **Making a Discovery** - on the player's turn, they may narrate the Discovery of a new feature of the New World.
- **Exploiting a Discovery** - on the player's turn, they may narrate their character Exploiting a Discovery that has already been established.
- **Qualifying a Discovery** - all players may Qualify any Discovery or Exploitation by suggesting details to add.

All players roll dice when they narrate. If a Discovering or Exploiting player rejects any player's Qualification, he must subtract that player's dice from his own. He must keep his total above zero to have his Discovery or Exploitation accepted.

After the Discovery or Exploitation is resolved, whoever's dice rolled lowest narrates next (in the case of a tie, the tied players roll the same exact dice in a roll-off).

13 Conquer the Horizon

The Governor

If you play the Governor, you may roll an extra die whenever adding narration in which the Governor is in charge.

However, you cannot add narration in which the Governor follows someone else's orders or submits to their leadership, nor may you add to narration that already includes such.

To succeed, the Governor must establish a viable colony that exploits the resources of the New World. The Governor does not need to return to the Old World -- it is assumed the colony will eventually send ships of its own.



Thomas J. Hooker

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4

The Native Guide

If you play the Native Guide, you may roll an extra die whenever adding narration in which you explain the history behind a feature of the New World.

However, you cannot add any narration in which the Native Guide supports an effort to unfairly exploit other natives of the New World, nor may you add to narration that already includes such.



Sacajawea

To succeed, the Native Guide must establish peaceful and prosperous relations between the Old World and New World. The relationship must explicitly benefit both sides.

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10

The Missionary

If you play the Missionary, you may roll another die whenever adding narration in which the Missionary overcomes an obstacle through tenacity and faith.



However, you cannot add any narration in which the Missionary denies the dogma of the Old World's Faith, nor may you add to narration that already includes such. If Old World's Faith has not been defined, you should declare what Faith your character practices now.

To succeed, the Missionary must convert native races. The Missionary does not need to return to the Old World.

If the Discoverer's dice are reduced to zero or less, the Discovery turns out to be nothing significant -- the mountain on the horizon was only clouds.

If the Discoverer accepts any proposed additions, the value of those dice is added to theirs. If the Discoverer's dice remain above zero, the Discovery becomes real. If your Qualification was accepted, write down the Discovery on your own character sheet as well.

Example:

Laura has just made her discovery of the mountains. Seth, the Missionary, uses a die for his Tracking Competency to qualify "There are tracks of people leading up to a village on the south slope." He rolls 5. Ben, the Native Guide, explains that the mountains are called the Sawtooth Mountains, and that they are haunted. He rolls one die for his Talent, getting a 12.

Laura must accept one qualification or her dice will be reduced below zero and she will lose the discovery; she takes the village.

5 Conquer the Horizon

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18

Competencies

Once all the roles are taken, continue going around the table. Each player now suggests a Competency for the next player's character. Competencies are things that the character is good at -- it may be navigation, finding shelter, or travelling by canoe. The next player may accept that Competency or pass it on to the next player, who may accept it or pass it along, and so on. If the Competency goes all the way around the table, the player who first suggested it must take it. Whoever ends up with it writes it down on their character sheet and suggests the next competency. Go around the table until each character has at least two Competencies.

Capsule Description

Now that each player has a Role and a few Competencies, you can name the character and write a short description of who they are, what they look like, where they come from, and that sort of thing. Write it down in fifty words or less and read it aloud to the other players, along with your Role and Competencies.

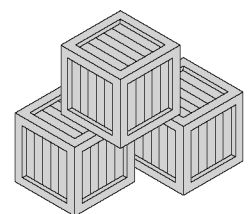
The Rest of the Page

You should have a lot of whitespace left on the page. Label this space 'Discoveries'. During the course of the game, the things that you discover will be listed here. As play progresses, you will roll extra dice whenever adding narration concerning your discoveries.

Supplies

Grab a handful of dice. Grab a bigger handful if you want a longer game. They can be of all shapes and sizes. Put them in the middle of the table. These represent the exploratory mission's supplies, in terms of food, potable water, clothes, camp gear, ammunition, or whatever else the Old World thinks is necessary for continued existence.

The expeditionary mission can only remain in the New World as long as there are dice left in the middle of the table. When the last die is removed from the middle of the table and rolled, the game is over.



11 Conquer the Horizon

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12