

# Conquest of Paradise



## Frequently Asked Questions Version 2.2

### **Introduction**

This document used as its basis an unofficial FAQ compiled by Sonja Elen Kisa and posted on the boardgamegeek.com message boards on January 7, 2008. The contents of that FAQ were edited and re-ordered to form the nucleus of this document. Additional questions and answers were added, after referencing further threads on the boardgamegeek.com forums. In certain places in this document, there are italicized comments from the game designer, Kevin McPartland, that give the reader a sense of why certain rules are interpreted as they are, either from a game-design standpoint, or from a historical perspective. However, it should be noted that all of the answers contained in this FAQ were either provided by Mr. McPartland, or were approved by him after reviewing this document.

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## 1.0 General questions

### 1.0.1 Definition of a “Known” Hex

Q: What is a "Known" hex?

A: A Known hex is any Open Ocean (printed on the map or with an Open Ocean Discovery Marker placed in the hex), or any Island Group (printed on the map, or a face-up Island Group Tile). A face-down tile (albeit known to you) is *not* considered a Known hex. You must flip a face-down tile to make it Known if you wish to Pre-Move your Explorer across the hex or move any other canoes into the hex.

### 1.0.2 Definition of Open Ocean

Q: What constitutes “Open Ocean”? Are the non-island hexes in the illustration on page 5 “open ocean” hexes?

A: Open Ocean are explored hexes with a blank blue discovery chit and hexes that start the game as plain blue hexes (like those off the coast of Australia). In the illustration on page 5, all the spaces that aren't islands do have a blank discovery chit, which did not show up well in the illustration.

### 1.0.3 Pre-printed Open Ocean Hexes

Q: Are the pre-printed Open Ocean hexes (to the Northeast/East of the board, and near the pre-printed “independent” islands) in play?

A: Yes, the pre-printed Open Ocean hexes act as “known” open ocean hexes. With one exception, they are subject to the same rules and restrictions for movement as “regular” open ocean hexes. The one exception involves the Advanced rule of searching for Kumara (Sweet Potatoes). If a player declares they are searching for Kumara during the Exploration Step, they must Pre-move to one of the two hexes with the “To South America” arrows. For this special Pre-move, explorers can NOT traverse the pre-printed Open Ocean hexes on the East end of the board.

*“Having all of those Open Ocean hexes in the eastern Pacific "Known" hexes does not, I admit, work well for the simulation. I explain this by saying that "The Polynesians found nothing useful near the Americas." It doesn't make much sense to allow War Canoes to traverse these hexes without being explored. But, it's usually a moot point, and works to make the game simpler.”*

### 1.0.4 Island group capacity

Q: Do Island Groups have unlimited stacking capacity?

A: Yes.

### 1.0.5 Dashed squares on atolls

Q: Why do the atoll hexes have dashed squares?

A: The dashed squares are there just to emphasize the fact that there are no green squares there.

### 1.0.6 Orientation of island groups

Q: Why must a controlled island group be oriented in the same direction as your home island group?

A: It becomes important when you move your canoes off one of your islands, leaving only a village or two behind. Since these are generic counters, there's no way to identify the island as yours, except its orientation.

### **1.07 Discovering an island in its real-life location**

Q: Is there anything special about “discovering” an island in the same location it is in real life (as indicated on the board)?

A: Absolutely – the player who reveals the island owes the table a round of their favorite beverage!

## **2.0 Turn Order Step**

## **3.0 Exploration Step**

### **3.1 Pre-Move**

#### **3.1.1 Pre-movement across face-down hexes**

Q: Can you pre-move your Explorer into a face-down hex you've previously discovered and keep the hex tile face-down (if it is Known only to you)?

A: No, you must turn such a tile face up to Pre-Move into it.

### **3.2 Discovery**

#### **3.2.1 Play of off-course chits**

Q: If, through the draw of several Off Course markers, your Explorer has unknown hexes between it and your home area, is it able to return home?

A: Yes; it is presumed they set sail directly for home rather than spending the time to explore the unknown hexes between their location and home.

*“As is discussed in the Designer's Notes, Polynesian explorers would wait for a steady contrary wind to blow before heading off into the unknown, because they knew that the trade winds would eventually return to carry them home. Each hex is 600 nautical miles across, so they'd have to spend a LOT of time tacking about to fully explore the hex. If a storm blew up, they could find themselves scurrying across many miles, without really exploring where they were. After the storm, they could leisurely explore where they were. But then the trade winds would return, and there was no time for dawdling: it was time to hoist sail, and return directly home. No time for exploring on the way.”*

#### **3.2.2 Definition of “discovery marker”**

Q: In the bottom left-hand corner of page 5 when talking about resolution of exploration it says, "Remove Island Group Markers from the game (but not Discovery Markers . . .)". Is this a conflict, as Island Group Markers are also Discovery Markers?

A: This is a mistake in wording. Where the rules say "Remove Island Group Markers from the game (but not Discovery Markers . . .)" it should read "Remove Island Group Discovery Markers from the game (but not Discovered Island Markers . . .)"

### **3.2.3 Discarding discovery markers**

Q: Are "off-course" chits returned to the draw pile?

A: No, none of the discovery markers (chits) are ever returned to the draw pile (or cup). Open Ocean markers are left on the board where they were discovered, Island Group markers and Off Course markers are removed from the game once their results are resolved.

## **3.3 Resolution**

## **4.0 Movement & Battle Step**

### **4.1 Transit**

#### **4.1.1 Transport Canoe Chain carrying capacity**

Q: Do Transport Canoes in a Transport Canoe Chain only have an unlimited capacity during the Transit stage? For example, three Warrior Bands are moved via Transit to an Open Ocean space containing only a face up Transport Canoe, will I lose two of them at the start of the Movement phase?

A: Yes, the two Warrior Bands would be lost. During the Transit Phase, you can move anything around your empire that you want, but once that phase is over, everything reverts back to normal carrying capacity. But of course, every Island Group (even Atolls) has an unlimited capacity.

### **4.2 Movement**

#### **4.2.1 Combined movement from multiple hexes**

Q: If I have multiple adjacent islands next to an enemy island, in my movement phase, can I move to (and subsequently attack) one island group from multiple islands?

A: Yes. The Battle portion of the Movement and Battle Step occurs after all of your movement is complete. If they lose, however, they all retreat to one place.

#### **4.2.2 Turning transport canoes face up**

Q: When can transport canoes be turned face-up or face-down? Can Face-up transport canoes ever be turned down and used like a normal canoe, or is a face-up transport canoe permanently part of your transport chain?

A: During Movement (after Transit is complete), you can turn any of your Transport Canoes that you want face-up or face-down. After a Battle, winning canoes can be flipped either way, but losing canoes are face-down. When canoes are built, they may be placed either face-up or face-down.

*“The reason that this is important is for Transport Canoe Chains and their 3 advantages: for Transit, Building, and Victory Points. The Transport Canoes must already be in place and face up to be used as part of your Transport Canoe Chain at each of these points in your turn.”*

#### **4.2.3 Using face-down canoes during movement**

Q: Since only Transport Canoes in your canoe chain must be face-up, is there any way to verify that a player is legally moving pieces beyond the canoe chain?

A: No, each player has to be trusted to be legally adhering to the movement rules.

*“There are many opportunities to cheat in the game, including during the Movement Step.”*

#### **4.2.4 Movement through hexes with enemy pieces**

Q: The rules state: “War Canoes must stop moving if they enter a hex with an enemy Controlled Island Group, or if they enter a hex containing an enemy War Canoe. War Canoes can move right through a hex containing enemy Transport Canoes.” Additionally it states that all Movement must take place prior to Battle, and pieces are only revealed as the first step of Battle resolution. If an Open Ocean hex contains a face-down Transport Canoe, do I have to reveal it and give my opponent the opportunity to keep moving, or does the quoted rule only apply to face up Transport Canoes? What if it’s a face-down Rumor? Can Rumors block a lone Transport Canoe and/or an Explorer Pre-move?

A: Transport Canoes may not enter any hex containing any face-down (or face-up) enemy piece, even if it's just a face-down Rumor. This holds true for Explorer Pre-Move as well.

War Canoes are bolder. They can enter such an Open Ocean hex with a face-down enemy piece. If the War Canoe uses its last movement point to get to the hex, there's a Battle in the hex. (A very short Battle if it's only a Rumor!) If the War Canoe has another movement point left (or two, or even three, if he's got the right card or two) then it's the other player's responsibility to reveal if he has a War Canoe in the hex. If there is one there, then there must be a Battle in the hex. If there's no enemy War Canoe in the hex, then the moving War Canoe must decide weather to continue moving or battle the Transport Canoe (or Rumor) that's there. It's your responsibility to reveal the face-down War Canoe if somebody else wants to move through the hex, i.e. you have to reveal it. You almost always want to stop your opponent, anyway.

#### **4.2.5 Canoe Movement past Warrior Bands**

Q: Can a Transport Canoe move into (or through) a hex containing only an enemy Warrior Band sitting on an Atoll?

A: No, the Warrior Band is still an enemy piece, and the Transport Canoe may not enter the hex (unless it's escorted by a War Canoe).

*“This does not represent the warriors swimming across a 600-mile-wide hex to attack the canoes. Don't forget the time scale: we're talking five year turns. Those warriors would not be there for that long without some canoes for fishing and traveling around the island group. If they didn't have any when they got there, they'd build some. So those warriors are still a threat to any helpless Transport Canoes in the area. They're certainly more dangerous than a Rumor!”*

## 4.3 Battle

### 4.3.1 Can a Battle winner have retreating pieces?

Q: Do panicked Warriors from the winning side of a Battle retreat to the nearest Controlled island, in accordance to the retreating rules?

A: Don't get Panic confused with Retreat. When the rules say "the winning player's non-Warrior Pieces and Panicked Warriors join any victorious Warriors in the hex" it doesn't imply that they had Retreated away anywhere; it means that they are returned from the back row of the Battle and placed in the hex where the Battle took place.

Also note that the requirement to always have a piece remaining on a conquered Island Group is only for Island Groups printed on the map. For Island Group Tiles, the new orientation of the tile indicates which player Controls the place. It's possible to win a Battle, replace all of the victorious pieces with "saved" Villages, and end up with no pieces in the Battle hex at all!

### 4.3.2 Using back-row warriors to save Villages on a conquered island

Q: Can Warrior Bands that are brought into Battle by a Transport Canoe be used to "save" Villages on newly conquered islands?

A: The rule reads as follows: *However, the attacker may save one Village for each surviving Battle Piece (either Warrior Band or War Canoe) that the player chooses to remove from play.* The key phrase is "battle piece" – a warrior that arrives in a Transport Canoe is placed in the back row, and therefore is not technically a "battle piece" – so they can NOT be used to save conquered Villages.

### 4.3.3 No place to retreat

Q: If all of a player's island groups are simultaneously under attack, where can their units retreat to?

A: If this rare situation comes up, the retreating pieces can retreat to the nearest friendly island group that is under attack. They go into the back row in the ensuing Battle, and must retreat again if that Battle is lost.

## 5.0 Building Step

### 5.1 Building

#### 5.1.1 Linking build points

Q: In the Building Step, can you use a Build Point on an isolated island group to build a Transport Canoe in order to complete a Transport Canoe Chain back to the home islands, and then have any remaining build points immediately "flow" back to the home islands?

A: No, the remaining points are still isolated. You check the status of your Transport Canoe Chain at the beginning of the Build Step.



*“This is a common theme in the game - check the status of things at the beginning of the Step, and go from there.”*

### **5.1.2 Building on secret discovered islands**

Q: Can you build Villages on an island you have Discovered but not turned over?

A: No, as an Island Group that is not revealed is still an “unknown” hex. Therefore, to move in a Transport Canoe with a Colony, the tile must be flipped face-up first.

*“The idea is that once you colonize an island group, there is so much activity there, and so many people know of its existence, that you can no longer keep the place a secret. Remember that you and your opponents all speak the same Polynesian language, and have a culture that is just beginning to differentiate- so word gets around!”*

### **5.1.3 Linked building points for Arts & Culture Cards**

Q: Do the two Build Points spent for an A&C card have to come from a single Transport Canoe Chain or could they come, one each, from two separated sources (e.g. two isolated island groups)?

A: The two points for "building" a card have to be linked. The rules that apply for Building other items also apply to cards, even though the card is not actually placed on the map.

### **5.1.4 Location of extra build point for turning inward**

Q: If you choose to turn inward, can that extra build point be used anywhere if you have Island Groups that are not connected by a Canoe Chain?

A: No, the extra Build Point is "placed" on your Home Island Group, and so can be used for any Build linked there by Transport Canoe Chain. Isolated island groups can't take advantage of the extra point.

## **5.2 Convert Colonies**

### **5.2.1 When to convert colonies**

Q: On the Player Aid it says that Colonies are replaced by Villages in the second phase of the Building Step. Does this mean that pieces can only be built in Island Groups that are controlled at the *beginning* of the Building Step, and not on Islands that become controlled *during* the Building Step?

A: Yes. In the rules, see page 9, second paragraph under Villages: "...after you have completed all other Builds, you may then replace your Colony Pieces with Village Markers..."

*“This is for two reasons: so this new Village is not counted for your Build Points this turn, and because pieces can only be built on Island Groups which are Controlled at the beginning of the Building Step, and not on Islands which become controlled during the Building Step.”*

## 6.0 Arts and Culture Cards

### 6.0.1 Revelation and duration of arts & culture cards

Q: Once you pay the points for the building of an Art and Culture card, is it yours to use throughout the game? Can a battle enhancement card be used for all future battles, rather than being disposed after the first use? With VP only cards, do black colored VP's only apply in that particular Victory Step, whereas the red VP's would apply to that, and all possible future Victory Steps?

A: The cards are never discarded. VP cards are good for the whole game no matter the color. If it's a one-time use card, you get the special effect when it is revealed, and then it's laid down, and its VPs are counted for the rest of the game. Cards that have only VPs are kept secret until a) you want to try and win, or b) some one else has. VP-only cards are basically hidden VPs, that's all.

From the rules, page 9: *"You may reveal cards at any time... Once you reveal a card, it stays revealed. Most cards provide a Victory Point. Some of these provide an additional one-time bonus (blue VP number); others provide an additional bonus that stays in effect for the remainder of the game (red VP number)."*

### 6.0.2 Combining Poi and Double-hulled canoes

Q: *Poi* and *Double-hulled Canoes* both grant your Transport and War Canoes one extra movement point. Are these cumulative? In other words, if you have both cards, can your Canoes move 4 hexes?

A: Yes. That's why the cards worded so that your Canoes get "one additional movement point" (and not "3 movement points").

*"Your Canoes have both increased speed through your Double Hulled innovation, and increased endurance by having long-lasting Poi on board."*

### 6.0.3 Battle-affecting cards

Q: If the attacker has *Tattoo*, *Cannibalism*, and *Haka*, each of which they can use to influence a battle in his favor, can all the cards be played at once? - If the defender plays *Pa*, does that trump the other cards?

A: Each die roll in Battle can only be affected by ONE card. If the attacker has more than one card that might affect the outcome, it is his choice what to play. However if the defender has a *Pa* card, it trumps all other cards. This is even true if those other cards were already revealed when the die was rolled, and the defender reveals his *Pa* card after the die roll.

### 6.0.4 Severe Deforestation

Q: Does the "severe deforestation" card affect all other players, or can the person playing the card pick and choose who is affected?

A: The card says "may", so the player who reveals the card could choose to spare a player or two.

## 7.0 Victory Point Step

### 7.0.1 Connected islands and villages

Q: Do Villages have to be connected back to the home island in order to be counted towards Victory Points?

A: No, any Villages that the player owns are counted towards Victory Points. Island Groups, however, must be connected back to the home island via a canoe chain to gain a VP. So, you get the VP's for Villages on an isolated Island Group, but not the "bonus" VP, because it's not connected.

## 8.0 Advanced Rules

### 8.1 Malaria

#### 8.1.1 When to make malaria checks

Q: Is this only rolled for once per game, or is it once per turn after an infected group is discovered?

A: Here's what the rule says: *This rule can take effect on the first turn after any player takes control of an Island Group in the Malaria Area of the map. ... The Samoan player rolls one die during the Turn Order Step...* The intent is to have the Samoan player roll the die during EACH Turn Order Step, after the event is triggered. That "each" should be added to the rule sentence.

### 8.2 The South Island

### 8.3 Kumara

#### 8.3.1 Using a pre-move to get to the Galapagos/Unfortunate Islands

Q: Can you use a regular Pre-move across the pre-printed Open Ocean hexes in order to get to the Galapagos and/or Unfortunate Islands – and then collect the modifier chit in order to use for subsequent Kumara searches?

A: No, the Galapagos and Unfortunate Islands can only be "discovered" *during* a Kumara search. And, as explained in question 1.0.3, invoking a Kumara search renders the pre-printed Open Ocean hexes off-limits for the Explorer Pre-move.

## 9.0 Random Event Cards

### 9.0.1 Point value of an atoll affected by "Volcanic Ash" or "Discovered Spring"

Q: If the "Volcanic Ash" or "Discovered Spring" cards are used to turn an Atoll into a Village-supporting island, is that atoll still scored as 1/2 VP?

A: No, that Atoll is now a full-fledged Island Group. The owner of the Atoll will lose the 1/2 point for the Atoll, however it is now worth a potential 2 points: 1 for a Village established there, and 1 for the island itself, if connected back to the home island by a canoe chain.

### **9.0.2 Combining “Discovered Spring” and “Volcanic Ash”**

Q: Can you use "Discovered Spring" on an Atoll, followed later by "Volcanic Ash" on the same Atoll to turn it into an island that can support 2 Villages? (It would have to be in that order, since "Discovered Spring" only works on Atolls).

A: Yes, the same Atoll can be hit with both cards to have it support 2 Villages: the Volcanic Ash card says "any island group- even an Atoll..." and it "can now support one additional Village" with no limitations.

*“I'm telling you, that's one lucky Atoll!”*

### **9.0.3 Using “Severe Erosion” against a 1-Village island**

Q: Does the use of “Severe Erosion” against a 1-Village island create an Atoll?

A: No- any time Severe Erosion is used against a 1-Village Island Group (even one created by Volcanic Ash or Discovered Spring), then you have completely denuded the Island Group. It's worthless- not even worth an Atoll (1/2 VP).

*“The erosion has fouled the lagoon, ruined the fishing grounds, silted the shellfish beds, and driven away the nesting sea birds. It can be a really nasty card when used this way.”*

### **9.0.4 People on a 1-Village island devastated by “Severe Erosion”**

Q: Can any people (Warrior Bands, Colonies) that happened to be on a 1-Village island that was devastated by severe erosion survive there?

A: Sure - there's still land there. They're not happy, but they'll survive.

*“From a simulation perspective, this may not make sense. But it's also a game. And the Severe Erosion card, especially when used in this way, is powerful enough without also killing any Warrior Bands and Colonies that happen to be on the island group that's hit! This issue is also self-correcting. There is no point to keeping Colonies or Warrior Bands on an eroded island group; it can't build a Village, and it's even less important to defend than an Atoll. So they'll be gone as soon as the player can manage it.*

*“Also, the erosion doesn't happen instantly. So I might make a case for the colonists and/or warriors leaving the islands as the erosion gets worse. But it's obvious to the inhabitants that the islands will soon be worthless, so the erosion marker is actually placed before the final evacuation of the place. There, that'll justify it from the simulation perspective...”*

### **9.0.5 Removing the effects of “Severe Erosion”**

Q: Can “Volcanic Ash” or “Discovered Spring” be used to remove the effects of “Severe Erosion”?

A: Yes, the Volcanic Ash card can bring any Island Group back to life after it's been hit by Severe Erosion (this would include an Atoll increased by Discovered Spring, then devastated by Severe Erosion: it can now be brought back by Volcanic Ash). Again, the Volcanic Ash card says "ANY island group".

Discovered Spring can only be used on an Atoll. So a 1-Village Island Group hit by Severe Erosion can NOT be brought back by Discovered Spring (unless that 1-Village Island Group was the proverbial Atoll increased by Volcanic Ash, then devastated by Severe Erosion: it's a "natural" Atoll, even though it's not worth the 1/2 VP, so you can play Discovered Spring on it).

Finally, yes - Volcanic Ash can bring back any square hit by Severe Erosion. Again, the card says "choose any Island group". This also applies to Extensive Terracing, as long as there's at least one Village there.

#### **9.0.6 Nature of new village boxes**

Q: Do "Extensive Terracing", "Volcanic Ash" and "Discovered Spring" create a "brown" or "green" box on islands/atolls that they are used on?

A: It creates a brown box with a free Improved Agriculture on the new box.

#### **9.0.7 Use of "Drought" against village boxes created by other random event cards**

Q: Can "Drought" be used against Villages on boxes created by "Extensive Terracing", "Volcanic Ash" and "Discovered Spring"?

A: Yes. The previous event card effectively created a brown box with a free Improved Agriculture marker on it.

*"Maui gives and Maui takes away..."*

#### **9.0.8 Use of "Fijian Raid" if Fiji has already been conquered**

Q: Can the "Fijian Raid" card be used if Fiji has already been conquered by a player?

A: Yes; so "within 2 hexes of Fiji" can then include Fiji itself.

*"In this case, the card represents some rogue band raiding from a remote island in the chain."*

## Version Notes

1.0 – The Initial FAQ compilation – K. Ferguson

1.1 – Some questions and answers condensed – K. Ferguson

2.0 – Revisions by game designer – K. McPartland

2.1 – Minor spelling and grammar corrections – K. Ferguson

2.2 – Added question 4.2.5; final review – K. McPartland