



*Start
Here*

Learn-As-You-Play Tutorial



*the
Captain Ashii
Marooned
Tutorial Mission*

Greetings!

The Temporal Intergalactic Armed Response Agency needs your help to save the galaxy. Your appearance in The History of Everything marks a turning point in the battle against the Fashion Tyrant, Mu-Gahga. Your epic battle will take place over a number of critical missions, and your triumphs will grow as you succeed as a Time Agent!

The Conquest Princess is your giant robot and the most powerful weapon for justice in the galaxy, but to do the most good, she needs the help of her pilots. The galaxy needs saving, and you showed up just in time.

Missions Overview

Conquest Princess: Fashion is Power isn't one game, but four. Each mission is a stand alone experience and a universe of fun by itself. As you gather skills and familiarity with the core concepts, Conquest Princess offers you new challenges to move up to.

Take your time, play how you want, and set the difficulty at what's right for you and yours. Each mission is more difficult than the previous one. It's okay to backtrack, improving your skills before moving on.

Skip to page 4 for the start of the Tutorial Mission.

Visit fightinabox.com for follow-along video setups and more.



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Tutorial Mission

The Captain Ashii Marooned



Save Captain Ashii from space madness! This learn-as-you-play mission will teach the basics for teamwork, game mechanics, and your ship, the T.I.A.R.A.

The best way to start your adventures.

Standard Mission

Pet Rescue



The Conquest Princess has been stolen with the Pet Co-Pilots inside! Learn the powers of Fashion while juggling the dangers of three Battlegrounds.

A challenging Mission for fans of co-op games, only slightly mind-melting. See Mission Guide, page 2.

Advance Mission

The Dark Portal

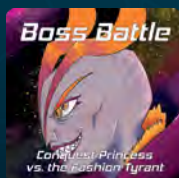


Race the Conquest Princess to face off against the Fashion Tyrant, Mu-Gahga! Use all the skills you've learned and guide your giant robot across a war-torn sky.

The most difficult Mission: Attempt if you can lose and still have fun! See Mission Guide, pg 16.

Boss Battle

Conquest Princess vs. The Fashion Tyrant



Face your greatest foe: a dark-mirror version of the Conquest Princess! All the while, in the power core, the Pet Co-Pilots make terrible sacrifices to keep you in the fight.

The Boss Battle plays like an entirely different game. Be prepared! See Mission Guide, pg 30.

Tutorial Mission: The Captain Ashii Marooned

You're here at the right moment! Some version of you has already read these instructions, so we'll keep it quick. Captain Ashii, Hedgehog and Fashion Hunter, has contracted space madness. The minions of Mu-Gahga, the Fashion Tyrant, are invading the system. Rescue Ashii before the Invasion captures him.


Mission Objectives

- Get Captain Ashii to a fully operational Mendery and Engage its systems to save him.
- One Agent must Transform to re-ignite the power core.
- No matter what the mission, you can only lose if you run out of Power. Remember, in Conquest Princess, Fashion is Power! Running out of things to wear means GAME OVER.

Complication

- The T.I.A.R.A. took heavy damage upon arrival, and Mu-Gahga's minions have already boarded. We're dropping you in the middle of the action.
- Ashii is defenseless! If Ashii takes damage, it will Disrupt the timeline.

Mission Specifics

- **Titan Tile** : If you damage an Enemy with the Titan Tile, you may immediately gain a Power Cube.



Setup

T.I.A.R.A. & Battleground Setup





1. Invasion set up to the left of the T.I.A.R.A. showing Battle Boards **B, D, E, 3, A**. Captain Ashii on the planet (see Diagram 1).
2. All Ship Sectors Critically Damaged except Comms. Ship Sector markers for Critically Damaged areas are placed near the Side Board. Place the Comms Ship Sector Marker Undamaged-side-up on the Comms on the H.A.L.O.
3. Four available Power Cubes on the H.A.L.O. Additional Power Cubes are placed on the Side Board and out of play.
4. Place the Power Deck on the H.A.L.O.
5. Fast Fashion - Remove Crises and place them on the Side Board. Place the remaining Fashion Cards on the T.I.A.R.A.
6. Hit Tiles on Breach Points **0 1 3 5 7**
7. Minions on Breach Points **2 4 6 8**
8. Tutorial Mission Event Deck in order according to the number in the bottom right corner. Place 1 and 2 on Telemetry and the rest facedown with the lowest number at the top of the deck.
9. Place two Danger Tokens on the Danger Level on the T.I.A.R.A. Place the remaining Danger Tokens on the Side Board.
10. Agents on the T.I.A.R.A., in the sectors matching their colors.
11. Put the Special Tiles  on the H.A.L.O.
12. Bag of Destiny contains: **10**  **Hit, 5**  **Miss, 4**  **Critical Fail.**
13. The remainder of the Tiles should fill the Side Board.

Diagram 1:
Step 1

Battleground Setup

Step 1.

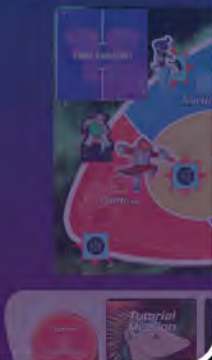


Diagram 2:
Steps 2-11

T.I.A.R.A. & H.A.L.O. Setup

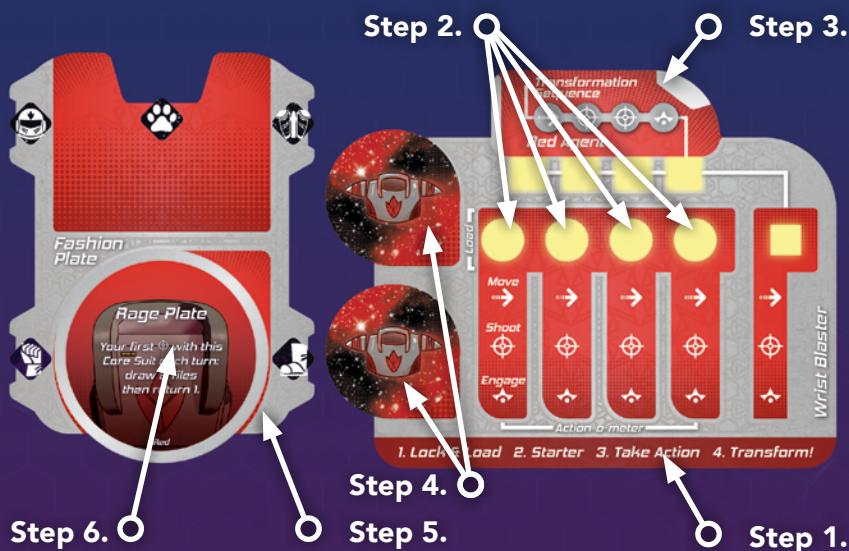


Standard Player Board Setup

1. Each player takes the Wrist Blaster that matches their Agent's color.
2. Place 4 Action Coins in the Load area.
3. Place the Transformation Sequence matching the color of the Wrist Blaster sequence-side-up so that the action icons are showing.
4. Place 2 Armor Patches in the AP area of each Wrist Blaster.
5. Each player takes their matching color Fashion Plate.
6. Place the Core Suit matching your Agent color non-Super-Side-up in the center of your Fashion Plate
7. (Suggested) Play order for the Agents should be Blue as first Lead Agent, then Green, Purple, and then Red.
 - a. Give Blue the Lead Agent Badge
8. Place everything else back in the box. Remaining items will not be used for the Tutorial Mission.

Diagram 4:
Steps 1-6

Standard Player Board Setup



Solo Setup

When you're adventuring solo, line up the Agents left to right in the order you want them to go. Reposition the H.A.L.O. to make it easier to reach.

Diagram 5:
Solo Setup



Learn-As-You-Play

The Captain Ashii Marooned is written as a learn-as-you-play tutorial Mission. Players should sit down based on the color of the Agent they want to play. You will be given very specific directions for the first three Agents to teach you some basics. The goal is to learn about your Core Suits, the power of Fashion & Friendship and how to spend your Action Coins every turn.

Now get out there and save Ashii!

Let the Rescue Begin!

Lead Agent:

Every round of Conquest Princess starts by determining a Lead Agent (See Instruction Book, pg 8). In the first round, you may choose who goes first.



For this learn-as-you-play, let's pick the Blue Agent.

You always skip the Events Phase in the first round of a Mission, so let's go right into the Action Phase. Every round, each player will take all of the steps in their Action Phase before play moves onto the next player.



Let's go, Blue!

The first step in a player's turn is Lock & Load (IB, pg 11), but we skip this step in the first round of any Mission.

An Agent's second step is **Starter (IB, pg 11)**: Some Fashion items give you a special free action at the beginning of your turn called a Starter. You may only use one Starter each round.



Blue has a Starter as part of their Core Suit. Use it to take a Power Cube. Place the Power Cube on your Wrist Blaster.

Next is **Take Action (IB, pg 11)**:


You will spend all your Action Coins before the next player goes. Action Coins are used on your Action-o-Meter and are spent from left to right. Each action breaks down the following way:

1. Using your Action-o-Meter, slide the Coin down to the Action you want to perform.
2. Perform the Action, taking any modifiers from Fashion.

Turn Summary:

1. **Lock & Load:** Reset your Action Coins.
2. **Starter:** Pick one Starter (if available).
3. **Take Action:** Spend Action Coins and use Fashion!
4. **Check for Transformation:** See if you're able to reach your ultimate form.

Types of Actions

 **Move:** in this Mission, you can do one of the following things with a Move action:




- Move your Agent into an adjacent Ship Sector.
- Move a Tile, returning it to the Bag of Destiny from the Sector you're in.



Have Blue take a Move Action to put the  Hit Tile from the Breach Point in the Wardrobe back into the Bag, then have them take another Move Action to join Red in Comms.



Shoot: blast away with your personal weapons:



- With the Standard Blaster, you may only Shoot Enemies in the same Ship Sector.
- When you Shoot, you pull a Tile from the Bag and do the following:
 - ▶ **If it is a  Hit:** Congrats, that's one crispy evil-doer! Return the Minion to the Side Board, replacing it with the  Hit Tile you just drew.
 - ▶ **If it is a  Miss:** Darn! Place the  Miss Tile at the top of your Action-o-Meter above the Action Coin you slid down to take this Shoot Action.
 - ▶ **If it is a  Critical Fail:** Holy Mother of the Galaxy, you've just been shot by the baddies! Remove an Armor Patch and place the  Critical Fail on the Action-o-Meter above the Action Coin you just slid.

Fashion & Friendship

Sharing is Caring

You may use ANY Fashion items of Agents with whom you share a space, but be sure to get permission! You can't just borrow things without asking. Get ahead of the Enemies by starting or ending your turn with a friend. It gets lonely out in space.



Have Blue take a Shoot action **with the help of Red's Core Suit!** Draw two Tiles from the Bag at the same time and choose one, returning the other back to the Bag. If you  Miss or  Critical Fail, Shoot again, and then pass the Bag to the next player.



Engage: activate one of the special powers of the space your character currently occupies:

- You may not Engage if there is an Enemy in your Ship Sector.
- Ship damage can make some abilities unavailable.
- A space can have no or multiple Engage abilities but you may only choose one per Action Coin.
- Engaging ends the Take Action step of your turn. Leave unspent Actions Coins in your Load area.



If you successfully cleared Comms of the bad guys, have Blue Engage, activating that Ship Sector's special ability. Comms has a Status (IB, pg 29), an ongoing effect that is active all the time (no actions required), and an Engage that puts all the Tiles from the Breach Points back in the Bag.

The Final Column

The final column on your Action-o-Meter can be used by spending a Power Cube. Slide the Power Cube down the column to the action that you want to perform.

Power Cubes spent in this way are returned to the Titan Field on the H.A.L.O. during that Agent's next Lock & Load.



Hold on to that Power Cube. If you collect enough Power Cubes and do your Transformation Sequence, you will Transform (which is one of the Mission Objectives).

Check for Transformation

The final step during an Agent's turn is Check for Transformation. Go super suit! In this step, you check to see if you meet the requirements to Transform:

- Have four Power Cubes.
- The Coins on your Action-o-Meter line up with your Transformation Sequence.

If you meet both conditions, your Core Suit must Transform to its ultimate form. Do the following:

- 1. Set the Stage!** Return your four Power Cubes
- 2. Burst of Light!** Flip your Core Suit to the Super Side
- 3. Recovery!** Return all Armor Patches to your Wrist Blaster
- 4. Stitch Up!** Remove any Wardrobe Malfunctions from your Fashion Plate
- 5. Optional: Strike a Pose!** Describe how you imagine your Transformation Sequence so everyone may celebrate!
- 6. Go All Out!** Perform your Transformation Super Action



Diagram A: Blue's Turn



Starter: Blue takes a Power Cube.



Move: Blue Moves a Hit to the Bag.



Move: Blue Moves to Comms, shares Red's Core Suit.



Shoot!



Engage: Comms' Engage puts all Tiles back in the Bag.



It's now Green's turn in Engineering. They should have the Bag of Destiny.



Hopefully, Blue was able to fill the Bag - returning the Tiles from the T.I.A.R.A. Either way, let's start blasting. Take a Shoot action.

If you  Miss or  Critical Fail, just Shoot again! When in doubt, blast it out. If you  Hit, use a Move Action to put a  Hit back in the Bag from Engineering, then Engage to activate Engineering.

Ship Damage & Repair

In the Tutorial Mission, the T.I.A.R.A. starts heavily damaged. Ship damage limits your options and adds negative Status effects. Check the H.A.L.O for the current condition of that Ship Sector. You will need to affect repairs to meet your objectives!

The T.I.A.R.A. is a living ship! **All Repairs happen by Engaging in Engineering:**

- When repairing **Critically Damaged** Sectors: find the Sector marker from the Side Board and place it Damaged-side-up, covering the red Critical Damaged warning on that sector.
- When repairing **Damaged** Sectors: flip the Damaged marker to its Undamaged side.



Engineering is Critically Damaged, so the only Engage it currently has is to Repair Engineering. Have Green Engage to repair Engineering. Find the Engineering Ship Sector marker by the Side Board and place it Damaged-side-up, covering the red Critical Damaged warning on that spot on the H.A.L.O.

Normally, an Engage would end the Agent's turn. But because of the power of Fashion, **Green's Core Suit allows them to continue after the first Engage.** So...



Engage again! Now that Engineering is Damaged rather than Critically Damaged, you have more options on where you are able to Repair. You may choose to Repair any Ship Sector adjacent to Engineering: Teleporter, Mendery, or Wardrobe.

Repair the Teleporter. With all of Green's Action Coins spent, time to move on to Purple.

Diagram B: Green's Turn

Shoot: Green pulls a Hit!



Move: Green Moves a Hit to the Bag.



Engage:
Engage to repair.





Engage:
Engage again using Core Suit!




It's Purple's turn! Start by Shooting the Enemy in the Mendery. If you're successful, Move to Engineering, Engage to Repair the Teleporter again with Green's help, and Move back to the Mendery.

Teleporting

The Teleporter must be repaired on the T.I.A.R.A. for it to work. Once repaired, you may choose Teleport as an Engage in any area with 

The Core Function of Purple's suit is tied to the Teleporter – any space she is in has 

 Engaging the Teleporter:

1. Engage in a Teleporter Space
2. Choose any Agent ANYwhere
3. Place that Agent on ANY  Space
4. That Agent Draws Fast Fashion

Teleporter Damage limits the ability for Agents to Teleport (IB, pg 18). If you are Teleporting a different player's Agent, be sure to get consent. Consent is not optional.

Captain Ashii is infected with space madness and can't be touched. The only way to relocate him is using the Teleporter. Engage to pick him up and place him on a  space.

Since Purple's Core Suit Function adds the Teleporter Engage to any space they occupy, **getting Captain Ashii to the Mendery requires Purple to be in the Mendery and for the Teleporter to be Undamaged.**

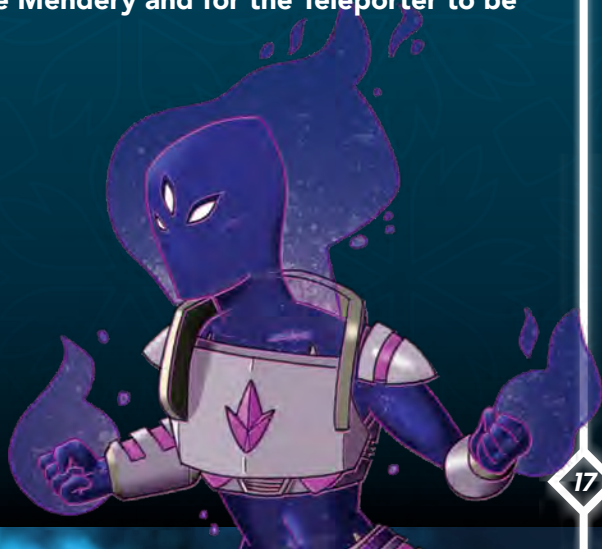


Diagram C: Purple's Turn



Shoot: Purple Shoots the Minion in the Mendery.



Move: Purple Moves to Engineering.



Purple asks if she can borrow Green's Core Suit ability.



Engage: Purple Engages to fix the Teleporter again.



Move: Purple Moves to the Mendery.



On Red's turn, you've got some options: if the T.I.A.R.A. is free of Enemies, go help repair. If not, go blast them! Nobody tells Big Red what to do; enjoy the freedom.

Starting the Next Round

Every round in Conquest Princess starts with Determine Lead Agent, followed by Events.

Determine Lead Agent

To Determine the Lead Agent, look at the Load area on each Wrist Blaster. Count the number of Tiles and Action Coins. The Agent with the least is Lead for the round. In case of a tie, the players may decide which of the lightest Loads is Lead Agent. **Pass the Lead Agent badge to the new Lead Agent.**

Events!

Choose the form of the Destructor

The T.I.A.R.A. is a living time-space ship that can see and alter the future. The possible futures are laid out on the Telemetry section of the H.A.L.O. During Events, the Lead Agent picks which terrible future to enact. The number of cards in Telemetry is determined by the Status of Comms.

Each Battleground has a set of symbols that correspond to the Enemies' Actions. Perform the Enemy Actions in this order:

1. Start with the top-most icon in the left-most section.
2. Execute any remaining icons from top to bottom.
3. Move to the next section and repeat from the top down.
4. Disintegrate the card if instructed to (move to the Side Board).

For the Tutorial Mission: The Captain Ashii Marooned



Enemies Attack: All Enemies attack!



Flip: The Enemies move towards the planet! Take the Battle Board closest to the planet and move it to the top. Flip it over and then move all of the Battle Boards down to fill the gap.



Breach: Add a Minion standee to the indicated Breach Point.

Our two Event card options are:



If you choose "Protect Ashii," all the invaders fire directly downward towards the planet (👁️), then move closer (⬇️). After that, on the T.I.A.R.A., you'll spawn Minions on Breach Points **2 4 6**.

If you choose "Ashii Under Fire," the Enemies will move down and then attack. After that, on the T.I.A.R.A., you'll spawn Minions on Breach Points **1 3 5**.



Lead Agent, choose an Event. Warning: One of these is MUCH worse than the other.

The Enemies Attack! Take a Disruption.

The 👁️ means each Enemy on that Battleground executes their **attack**. When Enemies attack on the Invasion, each invader shoots down directly, doing one point of damage to any Agents below them. The ones above defenseless, space-madness-filled Ashii will blast him. Oh no!

Lucky for us, our time-space ship has the ability to alter reality. Whenever the T.I.A.R.A. has to step in to prevent a tragedy or correct some other kind of paradox, that's called a Disruption.

When you take a Disruption do the following:

1. Check the Danger Level.
2. Disintegrate a number of Power Ups from the Power Deck equal to the Danger Level. Place these cards on the Side Board and out of play.
3. Add a Danger Token to the Danger Level.

**Diagram 6:
Events**

"Protect Ashii!"



1 Disruption = 2 Power
Ups Disintegrated

"Ashii Under Fire!"



3 Disruptions! = 9 Power
Ups Disintegrated

Each time the T.I.A.R.A must step in, it drains the Power Deck. The Power Deck is filled with our most powerful Fashion Items and if it ever runs out, the timeline resets and it's GAME OVER.

If you chose, "Protect Ashii" you would take one Disruption disintegrating 2 Power Ups and raising the Danger Level to 3. Afterward, the Enemies would move down.

If you chose, "Ashii under Fire" the Enemies move down first, revealing even more invaders! You will take 3 separate Disruptions, one for each invader who blasted him! That's 9 Power Ups total and a final Danger Level of 5.

Other potential Disruptions include avoiding the death of an Agent, destruction of your ship, falling off the edge of time-space into the void, or Mu-Gahga's forces taking a planet.

Breach Points! Enemies on the T.I.A.R.A.

Breach Points are where Enemies force their way through the shields. When a number comes up in the T.I.A.R.A. section of an Event, place an Enemy from the Side Board onto the Breach Point with the corresponding number.

- **If a Tile is on that Breach Point, return it to the Bag!**
- If an Enemy is already in that space, pick an adjacent spot for them to spawn on (a number that is either one higher or lower than the number indicated or 0 which is adjacent to everything). If that also has an Enemy, then keep going around until you find the closest open spot.
- If there are no open spots for Enemies, then take one Disruption (pg 20) per Enemy you are unable to spawn.



Fill the Breach points indicated by the Event Card you chose! Then we move onto the Lead Agent's Turn.



Lock & Load

Each Agent begins their turn by clearing their Load area and Locking Tiles, following these steps:

- 1. Return:** Return any Tiles Locked in the previous round from your Load to the Bag of Destiny. Also return any Power Cubes spent in the Final Column of your Action-o-Meter to the Titan Field on the H.A.L.O.
- 2. Lock:** *Optionally*, Lock any Tiles. Place the Action Coin from that column on top of any Tiles there. This means you will have fewer actions this turn. **If you Locked one or more Tiles, take a single Power Cube from the Titan Field.**
- 3. Reload:** Load Action Coins, returning them to the top of the Action-o-Meter.

Fashion is Power! *Recycle everything*

An Agent must Transform to beat the tutorial, which means you must get all 4 of the Power Cubes onto one Wrist Blaster. The three ways to get Power Cubes are:

1. Starters or other Fashion abilities that allow an Agent to take one.
2. Locking Tiles during Lock & Load
3. Disintegrating a Fashion Item for a Power Cube, (IB, pg 25)




Good job! You now know all of the Agent basics. You're now on your own. Have fun saving Ashii!



Special Tiles

Blast Bad Guys with Style!

When Undamaged, three Ship Sectors have the Engage ability to launch special Tiles into the Bag of Destiny. All three count as a  Hit when drawn while attacking an Enemy. In addition, they have the following abilities:



Mend: When drawn, you may return Armor Patches to your Wrist Blaster or to the Wrist Blaster of an Agent in your space. The value depends on the Status of the Mendery - 2 if it is Undamaged, 1 if it is Damaged, 0 if it is Critically Damaged.



Titan: These have Mission-specific effects. In the Tutorial you MAY take a Power Cube.



Power Up: When drawn, if the Wardrobe is not damaged, you may Power Up! For more on Power Ups, see IB, page 25.

Victory or GAME OVER?

Either complete the mission objectives or keep trying until you run out of things to wear. **If the Event Deck runs out, take a Disruption for each card you cannot refill in Telemetry** then move onto the Action Phase.

The only way to lose in Conquest Princess is if you run out of Power Ups from the Power Deck. If you ever need to Disintegrate a card from the Power Deck and there are no cards remaining, the T.I.A.R.A. resets the timeline and GAME OVER.

Don't worry about a reset. Everyone needs a reset now and again. Have fun & become the Agent the timeline needs! Your future service record stands triumphantly waiting for your arrival.