

Conquest

Build, Battle, Be The Best!

Field Guide

<http://www.FunAuthority.com>

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About Us

What is FunAuthority.com?

FunAuthority.com is a point of contact for players of Conquest. The site provides an avenue for communication between players, as well as with game staff and administration.

What is Conquest?

Conquest is a massively multiplayer online game. What does that mean? It means that it is a game, running on the internet, that allows for large numbers of simultaneous players. The game operates in “real time”, with events occurring throughout the day. Each “game” lasts for about 1 month in duration, with “turns” being taken each day. Players login at their convenience, and one does not *need* to be online all the time in order to play and do well. At the end of the month a history log is created showing the ranking of players. After this, the current server is “removed” and replaced with a new server where players can create new Conquest accounts and try again. All FunAuthority.com accounts are permanent and are never erased.

The basic “genre” of the game would be classified as military fiction. Though there are certainly political and economic aspects to the game, the heart of the action is certainly the military conflicts that arise. As a player you control all aspects of a country (or countries, as the case may be). You are responsible for growing that country from a small fledgling nation to a mighty military powerhouse, all the while competing against other players who would just as well see your name relegated to the history books!

Basic History

The basic “genre” of the game would be classified as military fiction. Though there are certainly political and economic aspects to the game, the heart of the action is certainly the military conflicts that arise. As a player you control all aspects of a country (or countries, as the case may be). You are responsible for growing that country from a small fledgling nation to a mighty military powerhouse, all the while competing against other players who would just as well see your name relegated to the history books!

Getting Started on the Site

How to Register

Why do we require users to register? Much of the content on FunAuthority.com is tailored to the individual player. Also, your “personality” on the site is reflected by your username, your forum posts and your playing in the game. All of this is part of your registration and is critical to the “community” feeling of the site.

Registering on FunAuthority.com is meant to be a very simple and quick process.

STEP 1: Click on the **Register** link on the top menu bar.

STEP 2: Fill out the form on the left-side of the screen, entitled **New Member Registration** and click on the **Submit Registration** button.

Assuming you have filled out the form correctly, a welcome email will be sent to the address you provided. This email will also contain your **Verification Key**. You will need this verification key the first time you login, to ensure that the email address you provided is legitimate.

You are done registering!

How to Login

After you have registered and received your verification key, you will need to login. This is once again a very straight forward and simple process.

STEP 1: Click on the **Login** link on the top menu bar.

STEP 2: Fill out the form on the right-side of the screen, entitled **Existing Member Login** and click on the **Login** button.

STEP 3: Fill out the form on the next screen, entitled **Verify New Account** and click on the **Verify Key** button.

You are now done and are ready to play. In fact, you will be immediately taken to the main game control page on the site.

Accessing the Game

Conquest is the main feature of the FunAuthority.com website, and as such is the default landing page when you go to <http://www.FunAuthority.com>. When you come to this page you will see a list of available servers listed on the left-side of the screen. The status of the server (**Coming Soon**, **Running**, **Ending Soon** or **Game Over**) will be shown, as well as other pertinent information. You will also see a green box that says **Launch Server**. When you click on this box, information for that particular server will be displayed.

The first thing you will see is the number of players currently registered on this server. This number is the number of *accounts* that are playing. This is *not* the actual number of people, nor is it the number of people currently online. This is simply a count of the number of countries that have been created.

You will also see, from this screen, a listing of the countries that you are currently running on this particular server, icons which reflect any new news or messages and the current status of the country in terms of whether it is in vacation or has been eliminated. From here you may also delete a country or duplicate it.

When you delete a country, it is immediately removed from the game along with all record of it (news, etc.). When you duplicate a country, all of its supplies, military, technology, land and other features are “copied” onto a new country. This allows you to bypass the somewhat boring startup phase of building your country. NOTE: You may only duplicate a country during the first 200 turns. After this point, the country may not be duplicated.

Basic Overview

Rules

Who cares about rules? You will, at some point. As a society we need rules to govern our actions and ensure stability. Here at FunAuthority.com we are no different. As a miniature society we have established a number of rules that help to ensure an enjoyable experience for all of our guests. All of the current rules on the site may be found by clicking on the **Rules** link on the top menu bar.

Admins

The enforcement of the aforementioned rules is at the discretion of the Admins, which have been appointed by the site owner (Preacher Boy). All Admins are simply players who have “been around” for a while and are experienced in both gameplay and the various players. The appointment of admins is indefinite and does change from time to time. To see the listing of the current admins click on the **Admins** link on the top menu bar.

You may also contact an admin by clicking on the **Contact System Administrators** link on the **Admins** page. You will be given the opportunity to send a message which will be reviewable by all system administrators.

Who's Online

As a society, it is sometimes nice to know who is online with you. This can also be advantageous when in a war with another player. To see who is “on” the site, click on the **Who's Online** link on the top menu bar. Please note, that this system is imperfect and merely shows all users who have visited the site within the last few minutes.

You may also click on the link, available from that screen, to see who has visited the site within the last 24 hours.

Whichever list you are viewing, you will see the name of the player, an icon indicating whether they are a sponsor, a tag showing which clan they are in and if they are the owner of that clan and how long they have been a member on the site.

Mail

Simple having a site with users is useless if they can't communicate with one another. At FunAuthority.com we have developed two methods of communication between users.

The first method is the mail system, which is a simple *private* communication device. From here, quick messages can be sent to any individual user that you desire. This is also where you will receive incoming email.

To access the mail system, click on the **Mail** link on the top menu bar. When you receive a message, the link will say **New Mail (1)**, with the 1 changing to be however many new messages you have waiting.

When viewing messages your options are limited to deleting it by placing a checkmark in the corner and clicking on the **Delete Checked Messages** button, or replying to it by clicking on the **Reply** link in the top right corner of the message.

From time to time you may become irritated with another player and decide that you no longer want to receive messages from them. If that becomes the case, you may click on the green **Block Messages** box on the **Mail** screen and from there you will have access to block all incoming messages from a particular user.

Forums

The second method of communicating with other players is the public forums. This is the best avenue to use when you need to reach a wide range of players, or when you want to discuss a topic among more than just 1 person. Please note that this is a community communication system which relies on the help of every user to keep it properly functioning. Part of your role, when using this system, will be to ensure that new messages are created in the *appropriate* category, and that messages in an existing topic remain *on that topic*.

To access the forums, click on the **Forum** link on the top menu bar.

The forums on FunAuthority.com are divided into several sections, as outlined below:

Conquest: As the name implies, this forum is dedicated to everything specifically relating to the game of Conquest. Within the main forum you will find individual sub-forums for various topics including General Talk, Strategy, Tips & Tricks, Bugs & Suggestions and much more. I will leave it to your own ability to determine where your messages belong.

General: Our naming conventions are not hard to understand. The first forum was for everything relating to Conquest, and this forum is for everything else.

Admins: This is a private forum for the administrators to discuss issues relating to the site, and is also where user feedback is delivered when you utilize the **Contact System Administrators** feature.

If you have created or joined a clan you will also see a link to your particular clan from the **Forums** page as well.

FunCash

Although all players are welcome to enjoy playing on FunAuthority.com free of charge, there are a variety of options available that one can purchase for a small fee (these are outlined in other areas). The currency used on FunAuthority.com is called FunCash. FunCash may be purchased through PayPal and may also be earned at times through different activities on the site.

To access your FunCash account, click on the **FunCash** link on the top menu bar. From this screen you will be able to view your current balance, transfer FunCash to other players, purchase additional FunCash and view a listing of current ways that are available for you to earn additional FunCash. Please note that FunCash has **no** real cash value, and after purchase is considered **used**. Although the system will allow you to maintain an ongoing balance, the ability to utilize those funds in the future is *not* guaranteed.

Getting Started in the Game

Solo or in a Clan?

Now you know a little about the basic operations of the site and are probably ready to get into the action! But wait, there's a very important decision to make. You must choose whether you are going to play alone or as part of a clan. Now, granted, this decision doesn't *have* to be made right now, but you might as well take the time to consider it.

Most of the servers in Conquest allow for cooperation between clan mates. This can make a major difference in your success in leading your nation. The military support of your fellow players will cause other nations to think twice before taking action against you. Additionally, the support you receive *outside* of the game, in terms of advice, can be substantial. Finally, there are other incentives, as you will find out, that are automatically given to clan members.

The end result? We *highly* recommend that you decide to join a clan. If you make this decision, it's very simple.

First, click on the **Games** link on the top menu bar. From there, click on the **Join a Clan For Free** link or the **Create a Clan For Free** link. If you select the **Join a Clan For Free** link, select a clan from the list that appears and then enter a brief note to the clan admin as to why you should be allowed to join their clan. If you select the **Create a Clan For Free** link then you will need to enter your clan name/tag and click on the **Create My Clan** button.

Note: We highly recommend that you join an existing clan rather than create your own clan if you are a new user. Although you will still earn the free turns either way, you will not gain the benefit of other player's support through military might in the game and wisdom outside of the game.

Choosing a Server

By now you have decided *how* you are going to play, now you need to decide *where* you are going to play. On FunAuthority.com there are multiple editions of the Conquest game running at any one time. Each game is called a server. Each server has it's own unique set of operating parameters, which may be viewed by clicking on the **View Configuration** link for the particular server from the main **Game** screen.

The basic information from the Configuration screen is as follows:

Game ID:	Simply an internal unique number to identify the game
Start Date:	The actual start date of the game, though you may register before this date
End Date:	The actual end date of the game
Active Players:	How many players are currently registered to play on this server
Description:	A short description to help identify this server from all the others
Protection Turns:	How many turns you can take before others are allowed to begin taking action against you
Max Turns:	The maximum number of turns you may take in a particular round
Allow Buy Turns:	Whether or not you are allowed to purchase additional turns using FunCash.
Max Missles:	The maximum number of missles you may send in a single attack

- Allow Clans:** Whether or not clans are allowed to cooperate on this server
- Free Accounts:** The number of *free* game accounts you will be given on this server
- Max Accounts:** The maximum number of accounts you can run on this server. For each account after your free account(s) you will need to pay a small fee
- \$/Extra Account:** The small fee due for each *extra* account you run after your free account(s)

It is important to note that you *are permitted* and even *encouraged* to run accounts on multiple servers at the same time. The number of free/max accounts is *per server*, so feel free to take advantage of every account you can!

Creating an Account

Now, you are ready to begin playing. The only thing remaining is for you to actually create an account. First, you must select the server you wish to create the account on by clicking on the **Launch Server** link. Next, click on the **Start A New Account** button near the top of that page. If the link is **green** then this account will be free. If the link is **red** then you must pay the stated extra account fee. Please note that at **no time** will you ever be charged **anything** without your expressed consent.

After clicking on the **Start A New Account** button you will be brought to a screen that requests you to enter your **Province Name**. This is the name of your nation, which will be visible to all other players and will be stored in the final historical rankings. We *encourage* you to be creative with your names, but also *warn* you to refrain from anything inappropriate. We do reserve the right to *immediately* remove *any* province which we deem to be offensive, in our sole discretion, without any right to remuneration or recompensation.

After selecting a name, click on the **Create My Province** button and your nation will be created. You will be automatically returned to the main game screen and your new country will be listed.

Goal

Your ultimate goal in Conquest may vary. The *stated* goal of the game is to **be the best**. In the game, **being the best** is determined by whoever has the highest Networth. Networth is a complex factor that takes into account your overall statistics including technology, military power, economic power, supplies, etc. However, increase your networth can be accomplished in a number of ways. Each player has their own strategy and it is up to you to find what works best for you. Again, this is where a clan be useful in helping you to discover those little tips and tricks that otherwise could take you weeks of individual play to uncover.

Although the *stated* goal is to **be the best**, your *personal* goal may vary from server to server or round to round. Also, it is important to note that because you can run multiple countries on a single server, you may elect to *not* have every account be the highest networth. One reason for this is that it may be to your advantage to have a smaller country that is able to do covert operations against larger opponents. Other reasons may be uncovered as you begin to play.

Overall, the most important goal at FunAuthority.com is this – **HAVE FUN!**

Game Overview

The remainder of this guide is dedicated to helping you better understand everything that is encompassed in this game called Conquest. This guide will *help* you to better understand the game, but won't teach you everything you need to **be the best**. This guide is also meant to be used in conjunction with the in-game help system which offers additional information.

Status Screens

Military

Your military is the backbone of your province in Conquest. Without one you will never become a world power. As the game progresses your military will play a pivotal role in protecting your new lands, helping you expand to additional lands and carrying out special operations against your enemies to halt their growth.

As you look to expand your military, you must consider what units will provide you with the best return on your investment. You must consider whether a particular unit is providing the necessary services for a reasonable price. If not, you may consider switching the layout of your military. Also keep in mind that the different units have very distinct special attacks, so keeping a healthy balance of all the various units is recommended.

At the present time Conquest boasts 7 different military units, as follows:

- | | |
|---------------------------|--|
| Troops: | The basic building block of any army. Troops have both offensive and defensive military capabilities, though both are limited. They are also lower cost, operationally, than other military units. Troops are the <i>only</i> unit that can carry out the Genocide attack. |
| Jets: | Jets are an offensive weapon only. Although powerful on the offensive, they are useless if an enemy attacks your lands. Jets are the <i>only</i> unit that can carry out the Air Raid attack. |
| Fixed Guns: | At the heart of a good defense is the fixed gun. These fixed units cannot move to be used in an offensive battle, but can wreak havoc on invading forces. Fixed guns do not have any special attacks. |
| Tanks: | Tanks pack the highest fire power of any military unit. But, their operating cost can be a factor in that equation. Tanks are the <i>only</i> unit that can carry out the Ground Barrage attack. |
| Chemical Missiles: | These missiles focus on the softest target of any nation – it's people. These units can do significant damage to the population of the target nation, causing a reduction in production and economic capability. |
| Nuclear Missiles: | These missiles focus on the infrastructure of your enemy, primarily destroying buildings and rendering land useless. When used in large numbers, these units can single handedly eliminate some opponents! |

Covert Agents: Some would say that covert agents are not truly a “military unit”, since they don’t have any special “attacks” and are not used in overt attacking and defending of your nation. However, the power of covert agents is *not* to be underestimated! More about these special units is covered in the Covert action in following pages.

As your military is utilized in battle, they will grow weary and become less powerful. In Conquest this concept is called Energy. From the Military screen you can click on the Energy link to see the current status of your military. Energy is automatically replenished as you take turns and will eventually reach 100% again. The amount of energy utilized in an attack is dependent on the number of forces you send, and the strength of your enemy, as well as the type of attack. You may also lose energy through incoming attacks, as long as the attacking army is large enough to tax your defenses.

Another important concept in Conquest is the “digging in” factor that is associated with an army under siege. As attacks mount against your nation, your forces will grow more and more determined, and will become more focused on their defense, allowing you to fight stronger and with fewer casualties. In Conquest this concept is called Points. From the Military screen you can click on the Points link to see the current status of your military. Points are automatically reduced as you take turns and will eventually reach 0 again.

Buildings

As important as military is to your nation, it is useless without buildings! Without these structures you will never create the infrastructure necessary to building and sustain your emerging military. The buildings in Conquest serve a variety of purposes. Some, such as businesses, industry and farms, provide supplies and military units every time you take a turn. Others, such as research centers, are available for your use to create specialized supplies on a per-turn basis when requested. Still others, such as training grounds, hospitals and anti-missile arrays, are automatically activated when you attack or are attacked, but remain idle during peace times. All buildings are important and you should weight the advantages of each carefully.

The specific function of each building is covered in the more in-depth guide provided within the game. Click on the **Buildings** link and then on the **Guide** button and you will see the exact functionality of each building, as well as it’s operating limits.

From the **Buildings** screen you have the ability to create and destroy buildings as the need arises.

Although building a structure is important, having the people to *work* in that structure is just as important. In Conquest this concept is called utilization and employment and is covered more in the Population section to follow.

Supplies

In order to create military, provide food and water for your people, keep your industry and refineries running, etc, you are going to need a variety of supplies. Conquest currently supports a small range of supplies, each of which serve a very distinct purpose. As your nation expands through war and exploration, you will automatically gain the access to the supplies contained within that land. However, it is your responsibility to

harvest those supplies through Supply Centers. Through the **Supplies** screen you can control the rate of production of each type of supply.

The specific function of each supply is covered in the more in-depth guide provided within the game. Click on the **Supplies** link and then on the **Guide** button and you will see the exact purpose of each supply.

Energy

Perhaps slightly confusing at first, *this* energy is not the same as your military energy discussed a couple of pages back. Energy is the amount of electricity that you have available to run your nation. In our modern society electricity is critical, and so it is in Conquest as well. From the **Energy** link you will have the ability to control which supply are being used to generate your electrical supply.

Note: When you run out of energy, your buildings will cease production and this is *not* good!

Technology

Something can be said for working *smarter* not *harder*. In Conquest the opportunity is available for you to invest time in researching a variety of technologies which can boost your military strength, economic output, housing rates, food production and much more by enormous amounts. The time invested in technology is seldom wasted! By clicking on the **Technology** link you will see your current technology levels and will have the ability to use turns to research additional technology, providing you have built research centers.

Population

As was mentioned earlier, having a healthy population is critical to having a nation. After all, a large military with no one around to use it is useless. A lot of empty buildings hardly provides anything. So, you need people. To have people, you need to build homes for them to live in. You need to provide water for them to drink. And, you need to provide food for them to eat. All of this is very basic.

From the **Population** link you will see your current national population as well as the maximum population based on your homes and technology. You will also see your current employment rate and utilization rate. Employment is a good measure of whether you have too many people or not. The lower your employment rate, the more people you have sitting idly by doing nothing, which is a drain on your economic power. If this number is well below 100% you may want to consider destroying some homes to cause people to leave. The lower your utilization, the more buildings you have which are not being used. If this number is well below 100% you may want to consider building some homes to cause people to move in! From this screen you can also see how much food/water your population is consuming per turn, to help you plan for the future.

One other *very important* thing you can control from the population screen is the tax rate for your nation. Although you may set *any* amount you like, you may find tweaking this number to be very helpful. The lower the number, the more attractive your nation is to outsiders, meaning more people will move into your nation, increasing your population.

However, this also means that you will need more food/water to accommodate them. Also, with the lower tax rate you will see a decrease in the cash being provided on a turn-by-turn basis. The higher your tax rate, the opposite occurs. People move out, but the cash being provided increases. Different situations call for different settings, and it's up to you to determine what is right for you.

Industry

The introduction of industry into society revolutionized the world! People were now able to work many times more efficiently than they had been able to previously. This also led to the machine age, which allowed for the mass production of many advanced components.

In Conquest, Industry can be utilized to create your military units. Although this eliminates the need to purchase items on the market, it does mean that you will have to maintain a supply of the raw materials necessary to produce these units.

From the **Industry** link on the menu you will have access to control the rate of production for each military unit, across all your industrial buildings. This amount may be changed at any time, as needed to adjust to different circumstances you may be facing.

Market

No matter how hard you try you will eventually that you have too much or too little of one thing or another. It may be a steady amount of rainfall swells your water availability so you capitalize on this overabundance. It may be that a change in focus removes your need for a certain technology so you reinvest those funds elsewhere. It may be the content of an invading army forces a need for an immediate introduction of additional military units. Whatever the need, the market is your place to go.

From the **Market** link on the menu you will have access to buy or sell anything that your nation produces or needs.

Actions

Explore

When you created your account in Conquest, you were immediately given a small amount of land from which to start your growth. However, you will quickly find that your appetite for power demands an increase in land. The first alternative you have is to explore surrounding areas and peacefully extend your borders.

From the **Explore** link on the menu you will have the ability to send your troops out to scout new territories. The cost of this exploration will be detailed and you will have the option of determining just how much land you would like to add. All explored land is *immediately* available.

Attack

Although exploring is very convenient and profitable, at first, you will find that it will not meet your needs as you grow larger. Conquest has been created with “diminishing returns”. That is, the larger your nation, the harder it is to explore new lands. As you reach 8,000 miles your ability to explore is completely terminated, and you *must* attack to expand.

Although expansion is certainly *one* reason to attack another nation, it is not the *only* reason. You may simply not like that person, or you may wish to cripple them to give yourself an advantage. Whatever the reason, there are a variety of attack options available to you.

Standard Attack: This is the typical attack, generally used for land expansion. In this attack your forces go head-to-head with your enemy. If you win, you gain land and supplies. If you lose, you gain a headache!

Precision Strike: Although the Standard Attack is very useful in most occasions, occasionally you may be willing to make a more concentrated attack. The Precision Strike allows you to send the same forces as you did in the Standard Strike, but there are a few differences. First, because of the precise planning involved you will fight harder (getting a boost in offensive power) and gain more if you win the battle. However, because it takes more coordination and effort you will spend considerably more energy in this attack.

Military Raid: Sometimes your goal is not to gain land, but rather to simply hurt your enemy. The Military Raid is a perfect solution in this instance. Your goal here is to eliminate enemy forces through direct military confrontation. As such, you will see an increase in enemy military reduction, but you will not gain any supplies or land in this attack.

Genocide Attack: This attack is a special function of the troops. Your goal here is to eliminate the population of your enemy and walk off with a few of their supplies in the process. In this attack your troops go head-to-head with *only* the troops of your enemy. If you win you will kill a portion of their population and gain a portion of their supplies.

Air Raid: This attack is a special function of the jets. Your goal here is to eliminate enemy infrastructure through building demolition. Your jets will make a high-altitude run into enemy territory, seeking to destroy whatever buildings they can. All enemy fixed guns will have a chance to defend. If you win, a portion of your enemies buildings will be destroyed.

Ground Barrage: This attack is a special function of the tanks. Your goal here is again to eliminate enemy infrastructure. Your tanks will make a straight-forward assault on your enemy, bypassing military targets and other soft targets, as much as possible, in favor of building demolition. All enemy tanks will have a chance to defend. If you win, a portion of your enemies buildings will be destroyed.

Missile Attack: As was mentioned in the military section, missile attacks are a long-range attack that allow you to simply send a strike against your enemy with *no chance* of immediate retaliation. The focus of your attack will depend on the type of missiles you send, again as outlined in the military section of this guide. All enemy anti-missile arrays will have a chance to defend.

Covert

As was alluded to earlier, covert operations may not be considered a *military* action, but they can certainly pack a punch! In fact, it is not rare for a nation to be entirely destroyed through covert actions **alone!**

In Conquest there are a variety of covert actions available to your covert agents. The effectiveness of your operations will generally depend on the *number* of covert agents that you send. Your chances of success depend on your overall number of covert agents versus the number controlled by your target, as well as your covert technology and covert-related buildings, again as compared to those of your target.

REPORT: Basic:	Same information for your target nation, as is available for your nation through the Overview link
REPORT: Technology:	Same information for your target nation, as is available to your nation through the Technology link.
REPORT: Buildings:	Same information for your target nation, as is available to your nation through the Buildings link.
REPORT: Supplies:	Same information for your target nation as is available to your nation through the Supplies link.
Destroy Buildings:	An incursion into enemy territory with the express purpose of destroy <i>any</i> buildings possible.
Destroy Anti-Missile Arrays:	An incursion into enemy territory with the express purpose of destroying as many Anti-Missile Arrays as possible.
Steal Cash:	An incursion into enemy territory to try to gain access to financial institutions to hack them and steal funds.
Steal Food:	An incursion into enemy territory to try to steal food directly from the farmers.
Steal Technology:	An incursion into enemy territory to try and steal technology from research centers. If technology is stolen, the original records are destroyed and lost by your enemy.
Steal Supplies:	An incursion into enemy territory to try and steal supplies directly from supply centers.
Kidnap Civilians:	An incursion into enemy territory to try and kidnap as many people as you can. These individuals automatically become citizens of your nation.
Inspire Revolts:	An incursion into enemy territory to try and stir up revolts in the people. These individuals automatically become citizens of your nation.
Demoralize Military:	An incursion into enemy territory to try and “demoralize” their military, which will reduce their available energy.

Perhaps you begin to see that the power of covert agents can be substantial, especially when you lack the direct military power to harm your adversary.

Cash

From time to time you may feel yourself in a financial pinch. If your nation is operating in the black (making a profit each turn) you may elect to “cash” a few turns. By clicking on the **Cash** link on the menu you can specify a number of turns to spend “cashing”. This will force your people to focus on generating revenue, which will increase the amount of cash you produce during those turns.

Vacation

If you need to leave for a brief period of time, you may choose to put your nation in “vacation mode”. If you elect to do this, your nation will be free from all outside attacks and covert operations. It is, in effect, immune from any danger. However, you will also not accumulate turns during this time. When the account is taken out of vacation it will have the exact number of turns that it had when entering vacation.

Note: Once an account has been put in vacation, it cannot come out of that mode for at least 48 hours, though it may remain in it longer.

Buy Turns

Conquest can be very exciting, and the need to finish off your opponent may simply be too tempting. We’re here to help! Utilizing the FunCash system, you can purchase additional turns in Conquest. By clicking on the **Buy Turns** link on the menu you will be brought to a screen to enter the number of **sets of turns** that you wish to purchase. Simply click on the **Buy Turns** button and the turns will be available.

Get Turns

Once you buy your turns, they are *available* for use. However, you still must elect to use them. By clicking on the **Get Turns** link on the menu you will be brought to a screen to enter the number of turns that you want to use *right now*. These turns will be added to your available turns in the game. If you buy more than the 100 (80) turns that your account can handle, they will remain in the separate holding account until you lower your turns below 100.

For instance, if you have 100 (80) turns and buy 200 more, you will still have only 100 (80) turns showing. When you click on the **Get Turns** link you will see the 200 there. If you immediately use 50 turns you will show 50 (80). If you click on the **Get Turns** link and retrieve 50 of those turns your account will again show 100 (8) and the **Get Turns** link will show 150.

NOTE: If your account is eliminated before you use your purchased turns then those turns are lost and cannot be retrieved.

Free Turns

5 Free Turns

Click on this link to receive 5 free turns for each account on **every server** each day **only if you are a member of a clan!**

20 Free Turns

Click on this link to receive 20 free turns for each account on any **clan server** each day **only if you are a member of a clan!**

5 Free Turns

Click on this link to receive 5 free turns for each account on **every server** each day **only if you are a sponsor of the site!**

Other

Clan Forums

If you are a member of a clan, clicking on this link will take you to your **private** clan forums.

Clans

From the **Clans** page you can see the current rankings of each clan in a variety of categories.

News

Although your *personal* country news is available from the **Overview** page, the general news for *every* country is available through this **News** page. A variety of search features are available to help you find what you are looking for.

Note: Covert operations are *not* shown in the news.

Messages

In addition to the messaging system and forums available through FunAuthority.com, Conquest has it's own internal messaging system for individual nations. This system is convenient due to the fact that players do *not* know who is running another nation. Through this messaging system you may contact other players directly regarding any situation, whether it is seeking help or if you merely want to taunt them a little!

Standings

The current ranking of players, based on networth, is available from this page. You may also see other stats such as land size and attack in/out numbers. This page is also useful for helping find targets for possible land acquisition!

Find Player

If you are looking for a specific player and know either their nation name or #, you can use this feature to locate them immediately.

Logout

As the name states, this will log you out and return you immediately back to the main **Game** page on FunAuthority.com