

CONQUER

A competitive multiplayer shooter played on a board

Publisher pitch by Ponk Games, November 2026

The idea

Every tile on the board is somewhere you can walk and fight.

Four players share an island and race to the victory point goal. They roll for resources to trade and build as you would in a board game.

They do it on foot, in first person, with guns. Nothing you build is safe until you have defended it.



How a match works



1. Draft

Place your first settlements and roads before the match begins.

2. Collect

Every dice roll pays out the tiles your buildings touch.

3. Expand

Spend resources on roads, settlements, cities, and development cards.

4. Fight

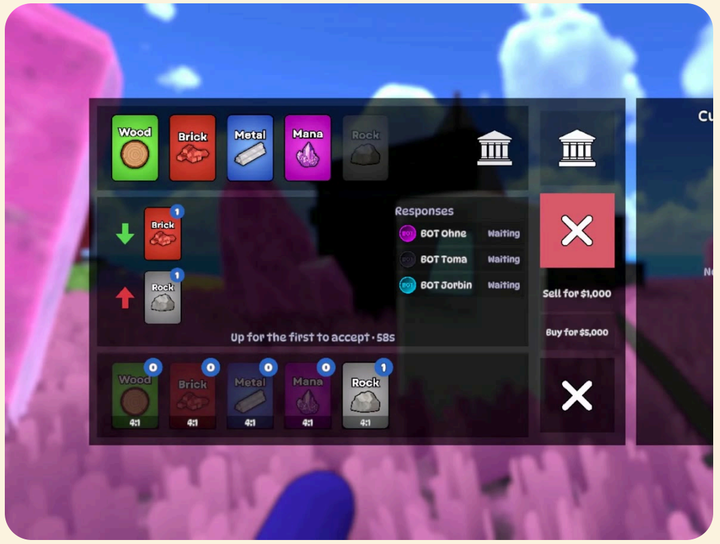
Protect your builds, defuse theirs, and reach the victory point goal first.

Build, trade, and fight



Build

Settlements and cities earn points and resources. Inside every building is your base where you’re safe and can buy weapons.



Trade

Swap with the bank at trading posts, claim ports on the coast, or post an offer your rivals can accept.



Fight

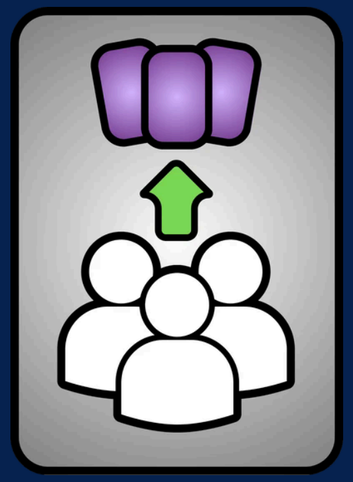
Every building takes time to raise which means an enemy can defuse it before it’s finished. Guard yours and hunt down theirs.

Cards that change the fight

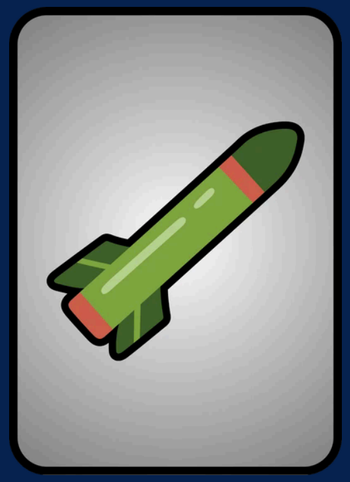
Fourteen development cards. Some belong on a board, and some call in bombers.



Block a tile and steal a card



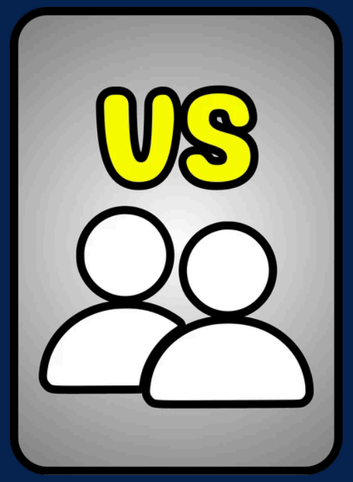
Take everyone's cards of one resource



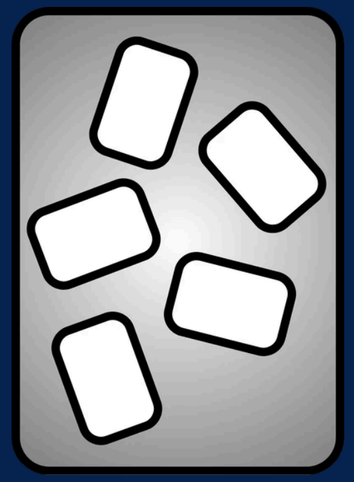
Bomb everyone caught outside on a tile



See every enemy for thirty seconds



Duel a rival, and the winner steals cards



Throw half a player's cards over the map

Reasons to come back

A new board every match
Where you draft, what you trade, and who you annoy decide how it goes.

Other modes
Royale, Arms Race, and Snipers Only, plus bots to practise against.

Something to show off
Hats, faces, colours, and weapon skins. In-game purchases include some with random items.

Goals to chase
Quests in every match, with Steam achievements, stats, and leaderboards.



Who it’s for

Strategy players who want action

They know how to draft, trade, and bluff. Conquer gives them a reason to run.

Shooter players who want depth

They can aim. Conquer gives every fight a purpose beyond the kill count.

Friends looking for a game night

Four players, one island, and plenty of arguments over trades.

Streamers and their friends

Betrayals, duels, and airstrikes that are easy to clip and share.

Players from Counter-Strike will fit right in with the gun mechanics and lovers of the board game Catan will be massively drawn to the idea.

Where it stands

In the game today

Full online matches for up to four players

Fourteen development cards

Royale, Arms Race, and Snipers Only

Bots to practise against

Steam inventory and Easy Anti-Cheat

The facts

Release Q1 2027 on Steam

Platforms Windows and macOS

Language English

Engine Unity 6

Store page Live, with a trailer

Left to do before release

More customisation, Competitive play, Online queueing, A Comprehensive Store, and more...

People stay and play

1 to 3 hours

The average playtest session, each time people sit down to play

We’ve run group playtests since August 2026, and what we learn in each one goes into the next build.



The studio



Ponk Games is an independent game studio based in London, founded by James Rowley, a developer, artist, and musician with a Computer Science degree from the University of Liverpool.



The Tulip Thief
Released on Steam in 2023, with 17 levels, 7 boss battles, and 48 original tracks

Eight free browser games, including Poke-Boy, which came 2nd in GDKO 2022

What we're looking for

Conquer is playable today. We want a partner to help people find it.

1. Marketing

What we need most.

Creators and streamers

Press coverage and trailers

Steam festivals and events

A launch plan for 2027

2. QA and community

A strong first week online.

Larger multiplayer tests

Testing on more PCs and Macs

Help growing our Discord

Player support at launch

3. A small advance

Enough to keep going.

Paid monthly from signing

An amount we agree together

Staying on PC and Mac. We're not looking for console ports.



You can Conquer the world

James Rowley, Ponk Games

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Trailer and website, ponkgames.com/conquer

Conquer on Steam