

How to Play a Round of One-Dimensional Conquest:

0. Players will **rock, paper, scissors** to determine who goes first in the first round. The player who goes first will be player 1.
1. Player 1 starts the turn and plays either a **fraction claim** or **operation card**
2. **Draw** or **erase** a territory marker on the number line.
3. Repeat steps 1-2 for player 2
4. Refill private cards back to **5**, with the player who went first refiling their hand first
5. Refill public cards back to **10**.
6. In the following rounds, player 1 of each round will be determined by whoever played the **least amount of cards** the previous round. If players **used the same amount of cards**, then whoever played second the previous round will play first this time.
7. Repeat 1 to 6 until the end condition.
8. Players calculate the numerical value of their territories. Whoever has the highest total wins!