



Conquer is based on COUGAR's outstanding and consistent military design DNA with truss-aesthetics. Through the innovative aluminum alloy frame to forge an all new ultimate and stylish masterpiece. The open-frame concept composed of strengthened aluminum alloy frame with two 5mm thick tempered glass side panels to be the most stylish design, in addition, you can showcase your high-end and powerful garning system with amazing vision beyond your imagination.

COUGAR Conquer is an ultimate masterpiece in of your dreams.

FEATURES

- -Based on outstanding and consistent with COUGAR military design DNA and truss-aesthetics. All the aluminum alloy frame is made meticulously with CNC mill for refining every design detail.
- Put your components on display through beautiful 5mm thick tempered glass with aluminum alloy frame to showcase directly your high-end and powerful gaming system.
- Easy to assemble framing design with superior expandability for builders.
- Cooling is a key factor for gamers, overclockers and PC enthusiasts in general, Conquer offers all they could ask for. With support for 360mm water cooling radiator at top and for 240mm water cooling radiator at front for superior air-flow and cooling performance.
- Equipped with triple COUGAR 120mm CFD LED fans.
- Support 3.5" HDD x 3 max, and 2.5" HDD/SSD x 4 max.
- · Support high-end graphics cards up to 350mm to enjoy the latest games.
- Front I/O panel with 2 USB3.0 connectors.

SPECIFICATIONS

Model name	CONQUER
Case Material	Aluminum
Case Type	Midi tower
Motherboard Type	Mini ITX/MicroATX/ATX
Dimension (WxHxL mm)	255 x 580 x 685
3.5" Drive Bay	3 max.
2.5" Drive Bay	4 max.
External Connections	USB3.0 x 2 / Mic x 1 / Audio x 1
Cooling fan support	Top: 120mm x 3 / Front: 120mm x 2
Fans Included	COUGAR CFD 120mm LED fan x 3
water cooling Radiator support	Top: 360mm / Front: 240mm
Expansion Slots	7
Maximum GPU Length	350mm
Maximum CPU Cooler Height	190mm
Maximum PSU Length	220mm
Tempered glass side panel	Both sides 5mm thick
Cable management	Yes





