

WORLD DOMINANCE

The Masterful Blend of Geopolitical Chess and Random Permutation in one Game



RULE BOOK

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Contents

Board

8 World Leader Playing Pieces

100 Plastic Soldiers

World Pack featuring

65 Continent Cards

27 Manoeuvre Cards

27 Intelligence Cards

6 Purgadies Cards

Khyber Pass

Playing Dice (Black) marked 1-6

Soldier Dice (Red) marked 1, 1, 2, 2, 3, 3

Continent Dice (Multicoloured)

Rules Booklet

Players 2-5

Playing Time Discretionary

The Five Continent Card Game (short play)

For different versions of the game see: Why you need to secure Antarctica, Page 9 and Game Variations, Pages 15, 16.

Object of the Game

The winner of the game will be the player who acquires a set of five Continent Cards of the same colour continent (including the Strategic Point), and still has at least one soldier left in their Personal Army (when all soldier manpower is lost, you are out of the game).

About the Game

The World (Board) is divided into Seven (Coloured) Continent Airspaces.

Europe	BLUE
North America	RED
South America	GREEN
Africa	BLACK
Australasia	PURPLE
Antarctica	WHITE
Asia	YELLOW

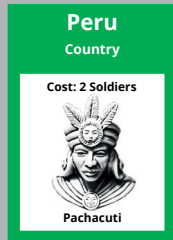
Manoeuvre spaces and Novelty Mechanism spaces (as seen below) can also be found on the board.



The World Pack

The World Pack is the collection of all the Continent Cards (ten for each of the six continents and five for Antarctica). The Continent Cards all feature places around the world and are colour-coordinated with the continents on the world board. For example, the Europe Continent Cards are Blue, the North America Continent Cards Red, South America Green, Africa Black, Australasia Purple, Antarctica White and Asia Yellow.

There are eight Picture Continent Cards in the World Pack which correspond with the Playing Pieces (see Playing Pieces and corresponding Picture Continent Cards below).



Tommy Unknown

(Blue-British Islands-Europe)

Julius Caesar

(Blue-Rome-Europe)

George Washington

(Red-Washington State-North America)

Pachacuti

(Green-Peru-South America)

Cleopatra

(Black-Cairo-Africa)

Buddha

(Purple-Kathmandu-Australasia)

Queen Maud

(White-North Antarctica)

Genghis Khan

(Yellow-China-Asia)

Cost of Continent Cards

- A Strategic Point will cost you three soldiers
- A Country will cost you two soldiers
- A City will cost you one soldier
- Washington State costs nothing
- Antarctica Continent Cards cost you one of your six Coloured Continent Cards
- Turkey/Istanbul (Europe) is classed as a City and a Country

Continent Airspace (all three spaces of any given continent)



The Continent Airspace is the region which encompasses three spaces of any one continent. For example, the Green South America Airspace includes the Continent Space of South America, the Continent Dice Concede space and the Paradise space (see above). Antarctica does not have a Continent Airspace.

Continent Space



A Continent Space is one space only. Europe, Asia, Australasia, Africa, South America, North America and Antarctica are Continent Spaces (see board).

Continent Cards (including Picture Cards) Soldiers and the Garrison

When you draw the same Picture Card as your Playing Piece (from the World Pack only) there will be a bonus. For example, your Playing Piece is Julius Caesar and you draw Rome featuring Julius Caesar face down from the World Pack. This would mean that you do not pay for Rome with your soldier/s.

Furthermore, for drawing that Picture Card you must draw another Continent Card face down of the same colour continent from the World Pack (you do pay for the Continent Card on the second draw).

Nonetheless, if there are no Continent Cards of that colour left in the World Pack after drawing a Picture Card, you suffer the loss.

If you acquire four Continent Cards from any one colour continent (including the Strategic Point) it will be known as a Pre Set. For acquiring a Pre Set, you will take a two-soldier bonus from the Garrison immediately (not applicable with Antarctica).

Note: you must declare your four Continent Card Pre Set acquisition immediately, or you will lose the right to claim your bonus.

Your ten allocated soldiers (Five Continent Card game) will be known as your Personal Army and will be your currency to secure Continent Cards (places around the world) from the World Pack (see: Object of the Game page 1). You can take five reserve (reinforcement) soldiers from the Garrison at any stage in the game. However, you can only take your five reserve soldiers (reinforcements) at the beginning of your turn and you cannot take your five reserve soldiers from the Garrison if you have lost all of your ten allocated soldiers.

When you have no soldiers left in your Personal Army you are out of this game.

When you pay for Continent Cards, the soldier payment/s must be placed into the Garrison. In fact, all soldier penalties must be paid into the Garrison unless you are instructed to lose soldiers from a Manoeuvre Card (these soldiers will be placed into the Resurrected Soldier Zone [RSZ] space on the board).

If you should obtain five or more Continent Cards of the same colour, then acquire the Strategic Point of that same continent, you have gone over so have not won the game. You must obtain **exactly five Continent Cards including the Strategic Point** (five cards in all). If you should 'go over', you can either attempt to get rid of excess same colour Continent Cards during gameplay to make the perfect set, or you can attempt a full Ten Continent Card set continent, which would also win you the game.

The Soldier Bonus for acquiring a Pre Set can only occur once

The soldier bonus for acquiring a Pre Set as described above can only occur once with every colour continent. For example, if you should receive your soldier bonus for acquiring four Red North American Continent Cards (including the Strategic Point - which will be a Pre Set) then lose those Red Continent Cards, then gain four North American Continent Cards again (including the Strategic Point), you cannot take the bonus again. On the other hand, you can claim the bonus again if you should acquire another four Continent Cards (including the Strategic Point) of another continent colour like Asia for example without taking your reinforcements. Not forgetting; in the Five Continent Card game, you can lose Continent Cards from Pre Sets.

Jetstream Directional Opposites

Europe (Airspace) - - - - - Africa (Airspace)

North America (Airspace) - - - Australasia (Airspace)

South America (Airspace) - - - - - Asia (Airspace)

If you land on a Continent Space of any of the six continents (Europe for example), you may choose to follow the Jetstream and cross the board to the opposite Continent Space (Africa in this example). Once you have travelled across, you can then decide whether you would like to take a Continent Card from your new-found continent, or pass and lose a soldier. This mechanism is known as Jetstream Directional Opposites.

Unlike the other six continents, there are no Jetstream Directional Opposites for Antarctica. You can only enter Antarctica via Australasia and South America.

If you do decide to cross over to the opposite continent, you must follow the coloured line across (as seen on the board illustrated by the different coloured aircraft).

However, if you stay put, you can decide whether to take a Continent Card from the Continent Space you are in (Europe for example) face down from the European Continent Cards of the World Pack (and pay for it with your soldier allocation). Or, as with travelling across, you can pass and lose a Soldier from your Personal Army to the Garrison.

After paying for Continent Cards you can place the acquired cards face up in your own play space area (the cost of the card will be on the Continent Card itself).

If all the Continent Cards of the continent have already been taken from the Continent Space you want to Jetstream across to, you must stay where you are and take a Continent Card from the Continent Space you are in situ; or pass and pay your soldier penalty. If the Continent Space where you are in situ is also defunct (no Continent Cards there either) stay where you are and pay your one soldier penalty.

Starting to Play the Game

- First of all, all of the soldiers must be placed into the Garrison. Then, you must shuffle the Manoeuvre Cards, the Intelligence Cards, the Continent Cards and the Purgadies Cards.



- Separate the Khyber Pass and the Questions on Antarctica (South Pole) Cards from the rest of the cards and place within easy reach. Both these cards slot nicely into the side panel of the Garrison (see image below).
- Each player takes ten soldiers from the Garrison as their Personal Army and can store them in one of those little corners of the board behind a Continent Airspace.
- The players then roll the Playing Dice (marked 1-6), with the player rolling the highest score throwing first. The highest dice scorer also has first choice of the Playing Pieces and the second highest dice scorer chooses next (etc.).
- The order of play then proceeds clockwise from the highest dice scorer.
- It is officially 'your turn' when you pick up the Playing Dice and as soon as you have thrown that Playing Dice, your turn is over (with regard to taking your reserves, declaring a Strategic Run, etc.).
- If any player should throw a six, they will not have another turn.
- The highest dice scorer places their Playing Piece on the Soldier Checkpoint Conscript space to begin the game (there is no soldier conscripting on your first throw of the dice).
- When a player lands on any space on the board, they will follow the instructions for that space (except when utilising Jetstream Directional Opposites as described above).

The Novelty Mechanisms

Manoeuvre Cards/Manoeuvre Card Spaces/Engaging in Manoeuvres



The twenty-seven Manoeuvre Cards are the strategic narrative within World Domiance which enables your destiny in the game to unfold. When you land on a Manoeuvre space on the board, just take a Manoeuvre Card and follow the instruction. If the Manoeuvre instruction is optional it will say so. After you have followed the Manoeuvre, put the Manoeuvre Card at the bottom of the Manoeuvre Card pack.

Remember: if the Manoeuvre Card does not say the word (optional) in the title, you must obey the instruction.

Intelligence Cards and the Resurrected Soldier Zone

The Intelligence Cards are made up of twenty-seven general knowledge (trivia) themes. You can only access Intelligence (engage with the Intelligence Cards) when you land on the Resurrected Soldier Zone (RSZ) space in Europe (see board).

The Resurrected Soldier Zone (RSZ) Europe



If you ever have to forfeit soldiers via a Manoeuvre Card, you will forfeit them from your Personal Army. You must place forfeited soldiers (from Manoeuvre Cards only) into the RSZ space on the board (in Europe).

RSZ and Soldier Bluff

If you land on the RSZ (Resurrected Soldier Zone) space, you must take an Intelligence Card from the deck foremost and look at it. Then, you must nominate an opponent who you would like to test on the Intelligence Card in hand. Both you, and the opponent that you choose, must then put one soldier (each) into the RSZ.

- You should then read out the Intelligence Card theme title. For example: 'It's Like Watching Paint Dry' (pertaining to the Famous Painters General Knowledge questions).
- You then ask your opponent the question.
- If the opponent gets the question right, they will take all of the soldiers in the RSZ.
- If the opponent gets the question wrong, you will take all of the soldiers in the RSZ.
- However, before you ask the question, and if you think your opponent will not know the answer to the question, you have the option to 'raise' by adding another one of your soldiers to the RSZ.
- You can only raise an opponent if they have another soldier in their Personal Army to match your raise.
- If your opponent believes that they can answer the question correctly, they must match your 'raise' by adding another soldier of their own to the RSZ (two soldiers each in all).
- If the opponent has decided to match your raise, the question will be asked. If the opponent then gets the question right, they will take every soldier in the RSZ, but if they get it wrong, you will take every soldier.
- If your opponent decides not to match your raise, you will take all the soldiers from the RSZ, without the question being asked.
- If the opponent puts their last soldier into the RSZ to match a raise, they are not out of the game unless they fail to answer the question correctly.

Checkpoints and the Soldier Dice (Dice marked 1, 1, 2, 2, 3, 3)

There are three Checkpoints on the board, one in North America, one in Asia and one in Africa.

- **Soldier Checkpoint Lose:** if you land on the Soldier Checkpoint Lose space in North America, you will throw the Soldier Dice once. Whatever score you subsequently throw; you will lose that number of soldiers to the Garrison.
- **Soldier Checkpoint Conscript:** if you land on the Soldier Checkpoint Conscript space in Africa, you will throw the Soldier Dice once. Whatever score you subsequently throw, you will take that number of soldiers from the Garrison.

Important Strategic Mechanism: Soldier Checkpoint Decimate



- **Soldier Checkpoint Decimate:** if you land on the Soldier Checkpoint Decimate space in Asia, firstly, you must choose which opponent you would most like to see lose soldier manpower from their Personal Army before you throw the Soldier Dice.

Whatever number you then throw, whether it be a 1, 2, or 3, your chosen opponent will lose that number of soldiers to the Garrison.

Note: you can nominate yourself and decimate your own soldier stock.

Sensing a Kill, Striking Out and the Decimation Bonus

If you should put a player out of the game by Decimating them (they have no soldiers left directly because of you striking them out with the Soldier Dice), take what soldiers the opponent has left (instead of placing their decimated soldiers into the Garrison) and also take the player's Continent Cards (including

the Khyber Pass if they should hold it). If this case scenario should then give you a full set continent (either a five or a ten Continent Card set, which ever variation you are playing) you have won the game. Furthermore, if you are playing the Ten Continent Card game version, and Decimation sees you acquire two or more full set continents, you have still won the game.

If you are playing the Ten Continent Card game version and gain a Stack from striking a player out, that Stack should remain a Stack now that you have acquired it. On the other hand, if you can make a five Continent Card set after acquiring Continent Cards because of your strike out, you can Stack the set immediately (with the Strategic Point on top) and claim your bonus if you have not taken your reinforcements. To familiarise yourself with Stacks see: Stacking, page 15.

Note: if you should strike yourself out, you will take your own Continent Cards and soldiers.

Continent Dice Gain



(North America)

If you land on the Continent Dice Gain space, you will throw the Continent Dice (marked with the continents respective colours) once. Whatever colour continent appears face up on the dice after the throw, you can then take a Continent Card of that same colour face down from the World Pack. You do not have to pay with your soldiers' lives for a Continent Card when throwing the Continent Dice.

Note: if you should throw a colour on the Continent Dice (Black, for example) and there are no Black African Continent Cards in the World Pack, you will suffer the loss.

Continent Dice Concede (South America)

If you land on the Continent Dice Concede space, you will throw the Continent Dice. Yet, this time around, whatever colour appears face up on the dice you will have to lose. For example, if you throw Red and you have in your possession any Red (North American) Continent Cards, you will have to lose a Red Continent Card to the World Pack.

Note: if you have no Continent Cards corresponding with the colour thrown, and only have sets (Stacks), or if you have no Continent Cards at all, you will forfeit a soldier to the Garrison.

Ecuador & the Galapagos Islands (Continent Dice Concede)

If you hold the Green South American Ecuador & the Galapagos Islands Continent Card, you are exempt from throwing the Continent Dice Concede when landing on the Continent Dice Concede space. You will in fact receive a soldier from the Garrison instead.

Note: if you should land on the Continent Dice Concede space, you must declare (and demonstrate) that you hold Ecuador & the Galapagos Islands as soon as you land to initiate your exemption/bonus soldier.

The Khyber Pass (Asia)

You can use the Khyber Pass as an exemption from one Manoeuvre Card only

You can use the Khyber Pass to exempt yourself from one Manoeuvre Card only. However, you must return the Khyber Pass after use. Be wary how long you hold on to the Khyber Pass because if someone else should land on the Khyber Pass space whilst you hold the pass, they can take it from your grasp and use it themselves. If you should land on the Khyber Pass space and you already hold the Khyber Pass, the pass will be returned, and you will lose your right to use it.

The Ice House (Africa)



If you should land on the Ice House space, you have the option to either:

- Stay put in the Ice House and do nothing (just chill) and allow the game to carry on as usual.

Or

- Declare that you will stay in the Ice House and miss your next three turns of the Playing Dice in return for two soldiers paid from the Garrison.
- If you decide to stay in the Ice House, you cannot be involved in any gameplay at all. For example, your opponent/s cannot exchange Continent Cards with you, or you cannot lose or gain soldiers. Furthermore, as soon as you have missed your third turn, you are back in play.

Q. What if another player should land on the Ice House space whilst I am incarcerated there?

A. There will be no soldier penalty for Trespassing in this instance (see: Trespassing, page 14).

Purgadies Cards

When you land on the Purgatory or Paradies space, you must take one of the six Purgadies Cards face down.

If you land on the Purgatory space, whatever it says on the Purgadies Card you draw, you lose to the World Pack; if you land in Paradies, whatever it says on the Purgadies Card you draw, you win (acquire) from the World Pack.

The Purgadies Cards will feature Antarctica (you would win/lose an Antarctica Card), Strategic Point (you would win/lose a Strategic Point), Country (you would win/lose a Country), City (you would win/lose a City), Reprieve (you would win/lose nothing), Life/Death (you are out of the game/lose three soldiers or win three soldiers).

If you land on the Purgatory Space in Australasia

If you should draw a Purgadies Card whilst on the Purgatory space, and you do not possess any Cities, Countries, Strategic Points or Antarctica Continent Cards, or, you are only in possession of set continents (five or ten Continent Card sets), you will lose a soldier to the Garrison instead.

The Death Penalty in Purgatory

The Death Penalty (where a player goes out of the game) is optional and only comes into force when all the players (whether it be three, four or five players) are in play. If you don't want player elimination, when the Life/Death Card is drawn whilst on the Purgatory space, the players will lose three soldiers instead. Notwithstanding, if you like to play with the death option when just two players are in play that's your call.

Note: if a player should draw the Life/Death Card whilst on the Purgatory space and be ejected from the game, thereafter, if the Life/Death Card is drawn by another player whilst on the Purgatory space they will lose three soldiers to the Garrison instead. Only one player can ever be ejected via the Life/Death Card in a game session.

If you are ejected from the game, you will take your Playing Piece off the board and place all your soldiers into the Garrison. What's more, any Continent Cards

you might have acquired throughout the game will be returned to the World Pack. The World Pack will then be re-shuffled. If you are holding the Khyber Pass at the point of elimination, it should be returned too.

The Purgatory Space and the Curse of the Three Sixes 666 (selling your soul for soldiers/a pardon)

As soon as you land on the Purgatory space and before you take your Purgadies Card and forfeit, you will throw the Playing Dice three times in succession. If you should score three sixes (3x6) from your three throws, you will face a moral dilemma. You can either take three soldiers from the Garrison as payment for throwing three sixes and accept a pardon from the Purgatory space for the rest of the game, meaning that you will not engage with the Purgadies Cards should you land in Purgatory because you have sold your soul; or you can decline the three-soldier pay off and the pardon from the Purgatory space and pass the Playing Dice to the next player.

Note: if you have landed on the Purgatory space by throwing a six, this will count as one of your sixes, and you will only have to throw two more sixes for the chance to engage with the 3x6 moral dilemma.

Not forgetting, whether you are pardoned from the Purgatory space or not, if you land on the Purgatory Space you will attempt to throw three sixes.

If another (or the same) player throws three sixes at a later juncture in the game, and a player is already being pardoned from Purgatory, that pardon will cease; whether, or whether not, the new three six scorer decides to take the soldier payment and the pardon from Purgatory. This means that if the exempt from the Purgatory space player throws three sixes again, they will face the moral dilemma again and can sell their soul again.

Q. I have rolled three sixes from the Playing Dice whilst in Purgatory; can I roll the Playing Dice again to attempt more sixes?

A. Yes, on condition that you have agreed to sell your soul. For every successive six you score, after the first three sixes (and receiving your three-soldier payment), you will receive one soldier.

If you land on the Paradies Space in South America

If you land on the Paradies space, you have two options. You can either lose two soldiers to the Garrison which would allow you to take a Purgadies Card face down, or you can decline, do nothing (take a well-deserved rest in Paradies) and the next player should take their turn. If you opt to lose two soldiers, you will take a Purgadies Card, but this time around, whatever it states on the card drawn (City, Country, Strategic Point, Antarctica, etc.) you can take, for free (you have already made your payment with the two soldiers), face up, from the World Pack only (not from an opponent). If you draw the Life/Death Purgadies Card you will take three soldiers from the Garrison; and if you draw the Reprieve Purgadies Card, you take nothing.

If you should draw a Purgadies Card stating City, Country, Strategic Point, or Antarctica whilst in Paradies, and there are no Cities, Countries, Strategic Points or Antarctica Continent Cards in the World Pack, you will suffer the loss.

Important Strategic Option in Paradies

Bringing a player back to life (back into the game); only applies when there are two or more players in play.

If you should land on the Paradies space and players have gone out of the game, you can, if you wish, bring a player back in. If you decide to bring a player back into the game, you will not pay the usual two soldiers to the Garrison (which would allow you to take a Purgadies Card). The player you then choose to bring back into the game will place their Playing Piece on the Soldier Checkpoint Conscript space (on the board) and you will both be allotted five soldiers each from the Garrison (Trespassing still comes into play don't forget, see the rules on Trespassing, Page 14). The player brought back in will then throw the Playing Dice and resume play as if they had never gone out. Nevertheless, they will not be able to take any reinforcements during their time back in play.

Note: only one player can be brought back into the game in any one game session.

Rules for Antarctica

As stated previously at the start of the game, separate the Questions on Antarctica (South Pole) Continent Card from the other four Antarctica Continent Cards (Antarctica West, Antarctica North, Antarctica East and the Antarctica Research Station (South American Block [SAB])).

Then put the West, North, East and Antarctica Research Station (South American Block [SAB]) Antarctica Cards into the World Pack with the other Coloured Continent Cards.

Why you need to secure Antarctica

If you acquire all five White Antarctica Continent Cards (during the Five Continent Card game) you will have a full set continent which will give you the game (on condition that you answer a question on Antarctica correctly). However, if you are playing the Ten Continent Card game version and you acquire all five Antarctica Continent Cards to make a set continent, you will receive a five-soldier bonus (you have not won the game). In saying that, if you are playing a Two or more Continent Set game, your five Antarctica Cards will be classed as one of your secured continents.

How to acquire an Antarctica Continent Card

When you land on the Continent Space of South America or Australasia, you can either remain on those spaces and attempt to gain a Continent Card from them, you can pass and lose a soldier (as stipulated in the rules), or you can advance on to the Antarctica Continent Space (see the white map of Antarctica on the board and the white arrowed dotted line leading to the Antarctica Continent Space). There is no Continent Airspace in Antarctica.

When you land on the Antarctica Continent Space you can either take a White Antarctica Continent Card from the World Pack (face down) or from an opponent (face up). Nevertheless, you must cede a Coloured Continent Card from the other six continents – Europe (Blue), Asia (Yellow), North America (Red), Australasia (Purple), South America (Green) and Africa (Black), unless part of a set, to the World Pack or to an opponent in exchange for the Antarctica Card.

Note for Antarctica when the full set continent has been acquired.

If players opt to play the One, Two, (or more) Continent Set game, and a player acquires all five Antarctica Continent Cards to make a full set continent, entry to Antarctica via Australasia/South America is then barred for the rest of the game. In addition, the 'You have the planet at heart' and 'You are selfish and ignorant' Manoeuvre Cards (pertaining to Antarctica) are also void.

Clarifying Antarctica

- You cannot enter Antarctica if you don't have a Coloured Continent Card (Europe Blue, Australasia Purple, Asia Yellow etc.), in your possession.
- You always exchange your Coloured Continent Card first (put it into the World Pack or give it to an opponent) before you take the Antarctica Continent Card.
- You do not lose any of your soldiers when acquiring an Antarctica Continent Card.
- When you have acquired the West, North, East and Research Station (South American Block [SAB]) Antarctica Continent Cards (four cards) and you land in Antarctica again, you must lose a Coloured Continent Card to the World Pack. Then you must nominate an opponent to ask you a question from the South Pole (Questions on Antarctica) Continent Card or the Antarctica Research Station (South American Block [SAB]) Continent Card.
- If you answer this question correctly, you will acquire the South Pole (Questions on Antarctica Continent Card). This means that you will have secured all five White Antarctica Continent Cards and have won the game (if you are playing the Five Continent Card game version).
- Your first answer to a question on Antarctica will be the one that will count; you cannot change your answer. You must also give the complete answer that is stated on the Questions on Antarctica (South Pole)/Antarctica Research Station (South American Block [SAB]) Continent Cards. You must also spell out the answer if the opponent requests it.

- You can only exit Antarctica via the South America or Australasia Continent spaces. You must also move your Playing Piece in a clockwise direction when exiting and can decide after your dice throw whether to exit Antarctica via South America or Australasia.
- The Manoeuvre Card: 'Close down a Continent Airspace' also applies to Antarctica by default. Whereas, if you should wish to partially close down Antarctica, you can do so by closing the South American Airspace or the Australasian Airspace; you cannot close both (see: When a Continent Airspace has been closed, Page 13).
- If you are on the Australasian or South American Continent Space and you decide to enter Antarctica, but a player's Playing Piece is already on the Antarctica Continent Space (map of Antarctica), you will not be allowed entry. If you do enter, you will be liable for Trespassing and cannot engage with the Antarctica Continent Space.
- If you should hold the Antarctica Research Station (South American Block [SAB]) Continent Card, you can block an opponent from entering Antarctica via the South American Continent Space (only) by producing this Antarctica Card and stating "Block" as the opponent attempts to move into Antarctica from South America.
- If you do not state the word "Block" and the opponent moves on to the Antarctica Continent Space, they can stay there and take an Antarctica Continent Card if appropriate.

Overruling the Block

- The only occasion in which the Antarctica Research Station Block (South American Block [SAB]) can be overruled is when a player closes an Airspace (see: When a Continent Airspace has been closed, Page 13). Whereas, if an opponent has acquired the Antarctica Research Station (South American Block [SAB]) Continent Card and you want to close an Airspace, you can close the South American Airspace (which includes the South American Continent Space, Paradise and the Continent Dice Concede Space) and overrule the Block. This means that every player in play cannot engage with South American spaces or enter Antarctica from the South American Continent Space.

Quandaries Regarding Antarctica

- If you are playing the game with the Queen Maud Playing Piece and you should draw the Antarctica North Picture Continent Card (featuring Queen Maud), face down, from the World Pack, you do not have to lose a Coloured Continent Card (from one of the six other continents) to the World Pack to secure it (like you usually do when securing Antarctica Continent Cards). Nevertheless, because the rules state that you must cede a Coloured Continent Card foremost, in order acquire an Antarctica Continent Card, take back whatever Coloured Continent Card you ceded if you draw the Antarctica North Picture Continent Card (featuring Queen Maud) and you are playing with the Queen Maud Playing Piece.
- In this event, you will take another (second) Antarctica Continent Card face down from the World Pack.
- On the second draw though; you must lose one of your Coloured Continent Cards to the World Pack in exchange for the second Antarctica Continent Card, which you will take face down from the remaining Antarctica Cards in the World Pack.

Q. What would happen if I am playing the game with the Queen Maud Playing Piece and draw the Queen Maud Picture Card, but there are no more Antarctica Cards left in the World Pack?

A. You would suffer the loss.

Q. What would happen if I am playing with the Queen Maud Playing Piece and take the Queen Maud Picture Card face up from an opponent?

A. You would not take another Antarctica Continent Card from the opponent or from the World Pack.

Q. What would occur if I am playing with the Queen Maud Playing Piece and I draw the Antarctica North Continent Card (Queen Maud Picture Card) from the World Pack (which would give me four Antarctica Cards in total). Would this allow me to take another Antarctica Continent without losing one of my Coloured Continent Cards?

A. Yes, this will allow you to take the Questions on Antarctica (South Pole) Continent Card without losing a Coloured Continent Card, which, in turn, would give

you a chance to win the game (depending on whether you are playing the Five or Ten Continent Card game of course).

Q. What would occur if I am playing the game with the Queen Maud Playing Piece and I draw the Queen Maud Picture Card from the World Pack (which would render me not losing a Coloured Continent Card back to the World Pack to secure it), and I have no other Coloured Continent Cards (so cannot not relinquish a Coloured Continent Card to pay for the second Antarctica Card). What should I do?

A. You cannot take the second Antarctica Card.

Q. What would I do if a Manoeuvre Card instructs me to take any Continent Card/Antarctica Continent Card from the World Pack or from an opponent of my choice, and I already have four White Antarctica Continent Cards?

A. If you find yourself in this fortunate position, select an opponent to either question you on the Questions on Antarctica (South Pole) Continent Card or hand over the Antarctica Research Station (South American Block [SAB]) Continent Card to them. The opponent will then question you on Antarctica for the game (depending on whether you are playing the Five or Ten Continent Card game of course). You do not have to relinquish a Coloured Continent Card for your Antarctica Continent Card in this instance.

Paradies and Antarctica

If you have already acquired four White Antarctica Continent Cards and you land in Paradies, you can secure the last White Antarctica Card (Questions on Antarctica [South Pole]) and win the game (depending on whether you are playing the Five or Ten Continent Card game). This would only occur if you should draw Antarctica from the Purgadies Cards after paying your two-soldier dues. If you should subsequently answer the Question on Antarctica (South Pole) or the Antarctica Research Station ('South American Block [SAB])' correctly, the whole of Antarctica, and the game, is yours (depending on what version you are playing).

Remember: you do not have to forfeit a Coloured Continent Card in this event.

Strategic Runs (What constitutes a Strategic Run)

Look at the Continent Cards List on the final page of the Rules Booklet. This comprehensive list features all of the Countries, Cities, (State) and Strategic Points included in this game.

Note: they are all in Geostrategic sequence (next to each other) exactly as seen on the world map. For example: Spain, France, Berlin (Berlin is the capital of Germany).

During the game, you will no doubt accumulate a mix of Continent Cards. You might then notice that you hold the Continent Cards Spain, France and Berlin, for example, which is a Strategic Run in Europe.

At the start of your turn, you can then 'play the hand' Spain, France and Berlin and declare it as a Strategic Run.

The Continent Card List at the end of the Rules Booklet should then be cross-referenced by the other players to confirm that the Strategic Run declared is correct.

If the run is declared correct, you will take soldier/s from the Garrison.

By contrast, if the Strategic Run declared is incorrect, you will lose soldier(s) to the Garrison.

Marking your cards

It is good practice to note which Continent Cards you have used for Strategic Runs, because once you declare a Continent Card in a Strategic Run, you cannot declare that same Continent Card again in another Strategic Run, even if you lose that Continent Card and reacquire it.

Strategic Runs: if you are prepared to win Soldiers; you must be prepared to lose Soldiers

If you wanted to declare a five or more Continent Card Strategic Run, which would enable you three soldiers if the run was declared correct, and you only have one or two soldiers in your Personal Army at the time, you cannot declare the run. In short, if you attempt to win soldiers by declaring a Strategic Run, you must have the equivalent number of soldiers in your Personal Army to lose, just in case your declared Strategic Run is incorrect.

How many soldiers are won/lost by declaring Strategic Runs?

- Three Card Strategic Run = One soldier
- Four Card Strategic Run = Two soldiers
- Five Card Strategic Run = Three soldiers
- Six and Seven Card Strategic Run = Four soldiers
- Eight, Nine & Ten Card Strategic Run = Five Soldiers

Don't forget Strategic Runs can cross continent. See correct Strategic Run examples below:



When a Continent Airspace has been closed

You cannot engage with any space within the Continent Airspace (North America for example) if the Continent Airspace is closed. You cannot Jetstream across to an open Continent Space should you land on a closed Continent Space either. In reverse, if you should land on a Continent Space (Africa for example), that isn't closed (open), you cannot Jetstream across to a closed Continent Space, which would be Europe in this case.

Soldiers cannot be received or forfeited when players land in a Continent Airspace that is closed. Trespassing does not come into play if you trespass on an opponent who is on one of the spaces of a closed continent either (see more on Trespassing, page 14). Also remember that if a Continent Airspace (North America for example) has been closed, and you are instructed via a Manoeuvre Card to engage with this closed continent (lose/swap/donate a Strategic Point for example) you cannot lose/swap/donate the Continent Card Alaska which is the Strategic Point in North America. Furthermore, players cannot declare a Strategic Run featuring Continent Cards of a closed Continent Airspace.

In short, a closed Continent Airspace (including the Continent Cards of that closed continent) cannot be engaged with period.

The same can be said with the Continent Dice. Should you land on any of the Continent Dice spaces and throw Purple (Australasia) for example from the Continent Dice and Australasia is closed, you cannot win or lose any Purple Australasian Continent Cards.

Remember: in the event of the European Airspace being closed and game play sees you having to forfeit soldiers from a Manoeuvre Card to the Resurrected Soldier Zone, you cannot do so because the RSZ is situated in the European Airspace and the RSZ will be closed too. To reiterate: a closed Continent Airspace cannot be engaged with under any circumstances.

To remind you that an Airspace has been closed, its good policy to place the Close an Airspace Manoeuvre Card on the Airspace you are closing as seen below.



Trespassing (always being one step ahead)

If you occupy any space on the board and another player lands on the same space as you, they are Trespassing. The Trespasser will therefore give you one of their soldiers from their Personal Army as a penalty and will not follow the instructions for the space they have trespassed on. If another player should land on the same space as two players already on that space, they will be Trespassing x 2, so the new Trespasser will give both players one soldier each from their Personal Army. And so on and so forth. In addition, if you should land on a space and two players are occupying it (so there is a two-soldier penalty for Trespassing) and you have only got one soldier in your personal army, you will choose which player to give your last soldier to before you bow out of the game.

Misdemeanours and Jumping the Gun

Before the game commences, all players must decide which misdemeanours merit a reprimand. Throwing dice off the board (for example) can merit a reprimand, as can Jumping the Gun (enacting a move out of turn).

Examples of Jumping the Gun could be: if you throw the dice:

- Out of turn
- Before an opponent has exacted a Manoeuvre
- Before an opponent has undertaken an Intelligence task
- Throwing the wrong dice by mistake (you will not exact your turn for this misdemeanour)

When Jumping the Gun becomes complex

You could forget that the Airspace of a continent is closed and mistakenly engage in a Manoeuvre with an opponent where Continent Cards from the closed Airspace are exchanged. In this event, stop play, miss your turn, and play will revert to where it was before you had your turn. Then, of course, you will forfeit a soldier to the Resurrected Soldier Zone (RSZ).

Q. I am on the Australasian/South American Continent Space and decide to advance on to the Antarctica Continent Space. Consequently, I then realise that I have not ceded a Coloured Continent Card which would allow me entry to Antarctica, and/or, I am not in possession of a Coloured Continent Card of my own to exchange for a White Antarctica Card to allow me entry; what do I do?

A. You will forfeit a soldier to the Resurrected Soldier Zone (RSZ) for the misdemeanour and return to South America/Australasia to miss your turn.

Cheating

If you are caught cheating, the World Pack will seize all your Continent Cards and all of your soldiers will be confiscated to the Garrison. You will then be ejected from the game and your Playing Piece will be removed from the board.

Leaving the Dice on the board after throwing

It's a good idea to leave the Playing Dice face up on the board after players have thrown (not to be picked up by the next player). This is proof of the last dice score and indicates who threw it.

When you take your hand off your Playing Piece your move is over

If you decide to move your Playing Piece from Europe to Africa using Jetstream Directional Opposites (for example) and then change your mind and decide you do not want to travel to Africa after all, if you still have your hand on your Playing Piece you can return to Europe. By contrast, if you have taken your hand off your Playing Piece, your move is over. The same can be said when you take a Continent Card from an opponent or the World Pack. Once the Continent Card has been placed into your playing area, you cannot change your mind and state something like: "No, I don't want Cairo, I will change it for Cape Town."

Letting opponents off for soldier dues

You cannot let an opponent off for any soldier dues (Trespassing, etc.).

Game Variations

It could be best policy to play several games of the Five Continent Card game version of World Dominance before opting to play the Ten Continent Card version. Notwithstanding, if two, three or even four players are in play, the winner can be determined by the first player to acquire two, or even three, five Continent Card sets of different colour continents (abiding by the same rules). Longer game variations would see a larger soldier allocation at the outset of the game and players Stacking a five Continent Card set once acquired.

The Ten Continent Card game (longer game) and the rules surrounding the Five Continent Card set (Stacking)

The winner of the Ten Continent Card game of World Dominance is the player who acquires all ten Continent Cards of any one (or more) continents including the Strategic Point, and still has at least one soldier left in their personal army (when all soldier manpower is lost, you are out of the game).

Stalemate

Stalemate is optional and can be called when there is only one player left in play (with soldiers), every other player has lost their soldiers, and no player has gained a full set continent. In other words, no one has won. This case scenario can be challenging. In saying that, if all players agree at the outset of the game to play by the rule that the winner will be the player who still has soldiers left in their Personal Army when every other player has lost theirs, then that's your call.

What you need to know at the outset of the Ten Continent Card game

- Each player takes **fifteen** soldiers from the Garrison as their Personal Army.
- If you acquire five Continent Cards including the Strategic Point of any one continent colour, it will be classed as a set and you must Stack that set. This would mean your full five Continent Card set is safe and you cannot lose Continent Cards from that set.

- If you acquire five Continent Cards (including the Strategic Point) of any one continent and Stack before taking your five-soldier reinforcements, you will take a three-soldier bonus from the Garrison.

Note: As seen with Pre Sets (page 3), if you receive the soldier bonus for a five Continent Card set (or Stack) during the Ten Continent Card game, you cannot receive the soldier bonus again for Stacking five Continent Cards of the same colour continent.

Stacking

Stacking does not apply when you are playing the Five Continent Card game version of World Dominance.

Stacking is simply arranging your five Continent Card set (when you are playing the Ten or more Continent Card game) with the Strategic Point facing up, on top, to signify it's a Stack (Stacking sets does not apply to Antarctica). Although you cannot then lose or exchange Continent Cards from that Stack because they are now out of play, you can use Continent Cards from a Stack for Strategic runs. You can only Stack exact sets (five Continent Cards, including the Strategic Point). Therefore, if you acquire six or more Continent Cards of the same colour continent (including the Strategic Point), you have gone over, you have not got a set, so cannot Stack and can lose Continent Cards from that colour continent. To clarify, a Stack is a five Continent Card set, so when a Manoeuvre Card states that you cannot lose a Continent Card (unless part of a set), this also means unless part of a Stack.

Important Note: It's good policy to write down the Cities, Countries (and State) included in your five Continent Card set before you 'Stack'. This will alleviate any mix ups regarding which Continent Cards are part of your 'Stack' and which are still in play (should you declare a Strategic Run with Continent Cards from your Stack etc.).

You can also play World Dominance with the goal being that the winner of the game will be the first player to acquire two (or more) ten Continent Card sets. This can occur by receiving twenty soldiers from the Garrison at the outset of the game and receiving an additional three-soldier bonus every time you acquire a full ten Continent Card set continent.

More on playing with twenty soldiers (the Two Continent Set game)

The only differences/things you should remember when playing the twenty-soldier, Two Continent Set game version of World Dominance is:

- You can only take reinforcements once throughout the game.
- Whenever you acquire a full ten Continent Card set continent, you receive a three-soldier bonus from the Garrison.
- Decide if you want to omit the brutal Manoeuvre Cards 'Lose every soldier bar one' and 'Lose every Continent Card'.
- For even longer games (the goal being to acquire three, or even four, set continents), you can start the game with thirty soldiers apiece (three players only).

Sophisticated Game Variation for the Two Player Ten Continent Card Game

Bringing in an Ally

Bringing in an Ally (when just two players decide to play) is a little different from Bringing a player back into the game as seen in the: Important Strategic Option for Paradies on Page 9. Whereas, during play (and after your move), if you note that you have EXACTLY FIVE SOLDIERS left in your Personal Army (after taking your reinforcements), you can call for assistance and bring one of the Playing Pieces (Julius Caesar for example) out of the box and into the fray as an Ally on your side. Therefore, both YOU, and the PLAYING PIECE BROUGHT IN, will immediately receive five soldiers from the Garrison. This means that you will be playing and moving BOTH the Playing Piece brought in (your Ally) AND, your Original Playing Piece (like playing two hands at cards) in attempt to win the game.

Regarding the Manoeuvre Cards; the Playing Piece brought in (your Ally) can still be classed as your opponent (and vice versa).

Regarding the Intelligence Cards, the Playing Piece you brought in (your Ally) can ask and answer questions. In other words, you will be asking and answering the question yourself.

You can only win the game with your Original Playing Piece, so, if your Original Playing Piece goes out, so does the Playing Piece you brought in (your Ally) which means you have lost the game. Notwithstanding, if your Original Playing Piece and the Playing Piece you brought in are the only players left in play, it will be a battle of the minds (within your own mind) where only your Original Playing Piece can be the outright victor.

Don't forget that you can Decimate the soldier stock of your own Original Playing Piece and the Playing Piece (your Ally) you brought in.

Note: when more than two Playing Pieces are in play the Death Penalty (should you land in Purgatory) will also come back into force.

As an addendum, when there are ONLY TWO PLAYING PIECES IN PLAY, and one Playing Piece is incarcerated in the Ice House missing three turns, if the player in play should throw three sixes in succession, the 'Curse of the Three Sixes 666' (selling your soul for soldiers/a pardon) applies.

Tip: Playing by the Stalemate rule during the two player game variation (where no player would win the game if a full ten Continent Card set has not been acquired) can be very challenging.



Caesar calls on his Ally

Disagreements and FAQ

Should disagreements arise during play, all players should come to a joint agreement and then keep the agreed rule consistent for the remainder of the game. For example, you could discover there is a poser regarding the Manoeuvre Card: **Move your Playing Piece to any space in North or South America for one soldier (optional)**.

With this Manoeuvre, you might wonder if you can move (Jetstream) across to another continent (Asia or Australasia) if you opt to move your Playing Piece to the North American or South American Continent Space. Yes, you can. You can also proceed on to the Antarctica Continent Space should you find yourself on the South American or Australasian Continent Space. Nonetheless, if there are spaces inside the North and South American Airspace that are already occupied by another player and you decide to move your Playing Piece to that same space, you will be liable for Trespassing as usual and therefore cannot engage with that space.

Q. If I send an opponent to any space I choose on the board (from a Manoeuvre Card), which player throws the Playing Dice next?

A. After the player you send to a certain space has taken their turn from the space you have sent them to, gameplay proceeds clockwise.

Q. I have drawn the Manoeuvre Card where I can send an opponent to any space on the board and the opponent is already on the space I want to send them? What happens in this event?

A. You can still send the player back to the same space they are already on.

Q. I have drawn the Manoeuvre Card: **Move your Playing Piece to the European Continent Space for two soldiers or the African Continent Space for one soldier**. However, both the Europe and Africa Continent Spaces are occupied by other players, what should I do?

A. You will have to choose to move to Europe or Africa anyway and you will have to forfeit a soldier for Trespassing. You will not be able to take a Continent Card in this event, but you will receive your soldier/s as stated on the Manoeuvre Card.

Q. I have been brought back into play via Paradies and there is another Playing Piece on the Checkpoint Conscript space, which means I will be liable for Trespassing. Therefore, when I pay my soldier dues for Trespassing, is my turn over, or should I roll the Playing Dice?

A. Yes, your turn is over on this occasion.

Q. Whilst playing the Ten Continent Card game variation of World Dominance, I acquired a five Continent Card set including the Strategic Point and did not 'put the set in a Stack' with the Strategic Point on top to signify the set. Then I inadvertently lost a Continent Card from that set via a Manoeuvre Card without realising. What would happen in this case scenario?

A. Sorry; you should have organised your set into a Stack so you must suffer the loss.

Q. I am playing with the Genghis Khan Playing Piece and land on the Paradies space. I then opt to wager two of my soldiers which would allow me to take a Purgades Card. This Purgades Card allows me to take a 'Country', face up, from the World Pack. The Country I then opt to take from the World Pack is the Picture Continent Card (China [featuring Genghis Khan]), which, according to the rules, would allow me not to pay for the Country and take another Continent Card in any case (I am playing with the Genghis Khan Playing Piece remember). I feel like I have missed out and wasted two soldiers.

A. That's the essence of random permutation I'm afraid. In this event, for choosing to take the Genghis Khan (China) Picture Card from the World Pack, you have automatically gained the right not to pay for it and have also gained the right to take a second Yellow Asian Continent Card, face down, from the World Pack, for which you must pay (as stated in the rules).

Q. I am playing the Five Continent Card game of World Dominance and have acquired four European Continent Cards including the British Islands Strategic Point. I only need one more European Continent Card to win the game. I then draw Rome, and I am playing with the Julius Caesar Playing Piece (which would see me not pay for Rome and also see me draw another European Continent Card). Have I won the game?

A. No, you have not; after drawing Rome, you must take another Continent Card, and as stipulated in the rules, you have gone over the perfect five Continent Card set.

Q. There are two players in play and one player is incarcerated in the Ice House missing three turns. Nevertheless, whilst this player is interned, the opponent secures all four Antarctica Cards and is about to secure the fifth Questions on Antarctica (South Pole) Continent Card, which would win them the game if they answer the Question on Antarctica correctly. Does it not clearly state in the rules that whilst incarcerated in the Ice House, players cannot involve themselves with gameplay, which would mean the player interned cannot ask the opponent the final question from the Questions on Antarctica (South Pole) Continent Card. Is this the correct interpretation of the Ice House rules?

A. Yes, you are correct; the opponent would lose the right to attempt to secure a full Antarctica continent set in this instance.

Q. Staying with the Ice House, there are two players in play, and one player is in the Ice House missing three turns. The player who is not in the Ice House then lands on the Checkpoint Decimate space, so what should happen, bearing in mind the player incarcerated in the Ice House cannot engage with play?

A. The player who is not interned in the Ice House must decimate their own soldier stock.

Q. I have drawn the Manoeuvre Card 'Take one Soldier off each player'. However, although all the players have more than one soldier in their Personal Army, one of the players is incarcerated in the Ice House. What should I do in this situation?

A. Because the player incarcerated in the Ice House is technically out of play, on this occasion the Manoeuvre Card is void.

Q. I landed in the Ice House Space and opted to miss three turns in exchange for two soldiers paid from the Garrison. I then forgot that I was incarcerated and subsequently threw the Playing Dice and moved my Playing Piece out of the Ice House. What should I do now?

A. As soon as you (or another player) notices the anomaly, you will carry on playing as normal from the space you are now in. You must also return the two soldiers you received back to the Garrison.

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Continent Card List in Geostrategic Sequence (for reference)

North America

Alaska (Strategic Point), Cost: 3 soldiers
Vancouver, City, Cost: 1 soldier
Washington, State, Cost: Nothing
Montreal, City, Cost: 1 soldier
New York, City, Cost: 1 soldier
Kansas City, City, Cost: 1 soldier
San Francisco, City, Cost: 1 soldier
Los Angeles, City, Cost: 1 soldier
Mexico, Country, Cost: 2 soldiers
Havana, City, Cost: 1 soldier

South America

Venezuela, Country, Cost: 2 soldiers
Colombia, Country, Cost: 2 soldiers
Ecuador & the Galapagos Islands, Country, Cost: 2 soldiers
Peru, Country, Cost: 2 soldiers
Chile, Country, Cost: 2 soldiers
Bolivia, Country, Cost: 2 soldiers
Paraguay, Country, Cost: 2 soldiers
Rio de Janeiro, City, Cost: 1 soldier
Uruguay, Country, Cost: 2 soldiers
Argentina (Strategic Point), Cost: 3 soldiers

Antarctica

Antarctica West
Antarctica Research Station (SAB)
Antarctica South Pole (Questions on Antarctica)
Antarctica East
Antarctica North

Africa

Cape Town, City, Cost: 1 soldier
Angola, Country, Cost: 2 soldiers
Democratic Republic of the Congo, Country, Cost: 2 soldiers
Central African Republic, Country, Cost: 2 soldiers
Nigeria, Country, Cost: 2 soldiers
Marrakesh, City, Cost: 1 soldier
Cairo, City, Cost: 1 soldier
Addis Ababa, City, Cost: 1 soldier
Kenya, Country, Cost: 2 soldiers
Mozambique (Strategic Point), Cost: 3 soldiers

Australasia

Perth, City, Cost: 1 soldier
Melbourne, City, Cost: 1 soldier
Sydney, City, Cost: 1 soldier
Wellington (Strategic Point), Cost: 3 soldiers
Darwin, City, Cost: 1 soldier
Jakarta, City, Cost: 1 soldier
Singapore, Country, Cost: 2 soldiers
Bangkok, City, Cost: 1 soldier
Hanoi, City, Cost: 1 soldier
Kathmandu & Mount Everest, City, Cost: 1 soldier

Asia

New Delhi, City, Cost: 1 soldier
China, Country, Cost: 2 soldiers
North Korea, Country, Cost: 2 soldiers
Japan, Country, Cost: 2 soldiers
Anadyr (Strategic Point), Cost: 3 soldiers
Tehran, City, Cost: 1 soldier
Iraq, Country, Cost: 2 soldiers
Saudi Arabia, Country, Cost: 2 soldiers
Jerusalem, City, Cost: 1 soldier
Syria, Country, Cost: 2 soldiers

Europe

Istanbul (Turkey), City & Country, Cost: 1 soldier
Athens, City, Cost: 1 soldier
Rome, City, Cost: 1 soldier
Spain, Country, Cost: 2 soldiers
France, Country, Cost: 2 soldiers
Berlin, City, Cost: 1 soldier
Moscow, City, Cost: 1 soldier
Sweden, Country, Cost: 2 soldiers
British Islands (Strategic Point), Cost: 3 soldiers
Greenland (Denmark), Country, Cost: 2 soldiers

WORLD DOMINANCE

Email: world.dominance@gmx.com for link to video clips demonstrating game mechanisms.

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