

World Dominance USP Doing Solitary

(Playing Alone Digitally, or Playing Alone on Board)

You will be playing against the World Pack and the Garrison in attempt to secure the WHOLE WORLD (Whole World Game)

Or:

To secure a Ten Continent Card Set (securing the five Antarctica Continent Cards will merit a three-soldier bonus).

Gadget

The Protractor like gadget so you can only see the questions and not the answers on the Intelligence Cards yet to be devised.

The differences between Doing Solitary and the main Ten Continent Card Game rules as seen in the Rulebook (pages 15-16).

You will be allotted **Ten** Soldiers as your soldier currency at the outset of game not **15**. Notwithstanding, if you want an easier challenge, at the outset of the game, feel free to increase your soldier currency allocation to 15.

The Soldier Checkpoint Decimate Space

The Soldier Checkpoint Decimate Space now becomes the **Issuing the Protectorate Space**.

This means that Decimating an opponent (or yourself) as seen in the regular game when landing on the Soldier Checkpoint Decimate Space is now defunct. When you now land on the Soldier Checkpoint Decimate space, you can bring one of the other Playing Pieces (George Washington for example) onto this space to protect you against the Brutal Manoeuvre Cards:

'Lose all of your soldiers' bar one to the RSZ' and 'Lose all of your Continent Cards back to the World Pack'.

The Death Penalty via a Purgadies Card in the Purgatory Space in Australasia (where you go out of the game) is now invalid. If you are Under Protection, you will lose three soldiers instead.

If you should land on the Soldier Checkpoint Decimate Space whilst your Playing Piece Protectorate is already in play protecting you, your brought in Playing Piece Protectorate will step back and move out of the Soldier Checkpoint Decimate Space (not be your protectorate anymore) until you land on the Checkpoint Decimate space again. Note: you or your Ally, can only be issued with the Protectorate if the Checkpoint Decimate Space is vacant (and vice versa).

In summary, and to keep with the Geopolitical theme, you could say that the Protectorate Space (or Checkpoint Decimate Space) in Australasia can see Australasia becoming a Protectorate.

The differences regarding the Manoeuvre Cards (when playing the Doing Solitary version of World Dominance)

If a Manoeuvre Card states: ‘an opponent’, this means the World Pack (or your Ally – if your Ally is in play).

The Manoeuvre Card instructions below will now have a slightly different function

‘Lose an Antarctica Continent Card to an opponent of your choice’
(You will lose an Antarctica Card to your Ally or to the World Pack)

‘Take one soldier off each player’
(Only applies if your Ally is in play)

‘Send an opponent to any space you choose on the board’
(Only applicable when your Ally is in play).

Regarding the Manoeuvre Card which instructs you to swap a Picture Card with an opponent of your choice and your Ally is not in play or has no Picture Cards - you will swap one of your Picture Cards with the World Pack randomly. As such, you will swap your chosen Picture Card from your set of Continent Cards with the first Picture Card you come to (face down) from the World Pack. However, if you, or the World Pack, do not possess any Picture Cards with which to swap, you will throw the Soldier Dice once to Conscript.

If a Manoeuvre Card should state: ‘Swap one of your soldiers for an opponent’s Strategic Point.’ You will choose the first Strategic Point that you come to (face down) from the World Pack for the exchange.

Taking a Continent Card randomly from the World Pack when playing Digitally

If you are playing Digitally and you have to take a Continent Card from the World Pack (as described above), throw the Playing Dice once to determine which continent (in the sets of Continent Cards) you will take that Continent Card randomly from. Left to right: North America 1, South America 2, Africa 3, Australasia 4, Asia 5, Europe 6 (Antarctica misses out on this occasion).

Use common sense. If you receive the Manoeuvre Card stating: ‘Swap a same-colour Continent Card with an opponent of your choice.’ Choose which Continent Card you wish to swap from your Continent Cards, then choose a same colour Continent Card, face down, from the World Pack and swap.

If you receive the Manoeuvre Card: ‘Swap a City for a City, Country for a Country, or a Strategic Point for a Strategic Point,’ first select which Country (for example) you can afford to lose, then choose any Country Continent Card from the World Pack (which might advance you in the game) and swap. However, if you have no Continent Cards to swap, you cannot miss a turn (as stated in the latter part of the instruction) because you are playing alone. Therefore, in this instance only, this particular Manoeuvre Card becomes void.

Manoeuvre Card: ‘Take a City from the World Pack for 2 Soldiers.’ In this instance, take any City you choose from the World Pack in exchange for 2 of your soldiers.

Bringing in an Ally when Doing Solitary

You can bring in an Ally and take your reinforcements when doing solitary, just like you can when playing the Ten Continent Card Game.

Note: If you have brought in your Ally, and your Ally lands on the Checkpoint Decimate Space and you are being protected, nothing will occur.

Intelligence Cards and the Resurrected Soldier Zone (RSZ) when Doing Solitary

If you land (your original Playing Piece) in the RSZ you can either challenge the Garrison or your Ally (if your Ally is in play) with an Intelligence Card Question.

You against the Garrison in the RSZ (Calculated Risk)

If you should choose the Garrison to challenge, firstly, you and the Garrison will put one soldier each into the RSZ.

You will then take an Intelligence Card from the pack and read the title of that Intelligence Card. You will then decide if you wish to raise (see RSZ in main rules).

You must then hide the answers and ask yourself a random Question from the Intelligence Card. If you answer correctly, YOU will take all of the soldiers from the RSZ. On the other hand, if you answer incorrectly, the Garrison will take all of the soldiers from the RSZ.

You against your Ally in the RSZ

When your Ally is in play, you can choose your Ally to engage in the Intelligence Cards test with you. As such, you and your Ally will put one soldier apiece into the RSZ and decide if you want to raise (see main rules). If you answer the question correctly, you will receive all of the soldiers from the RSZ, but if you answer incorrectly, your Ally will receive all of the soldiers from the RSZ.

If your Ally should land in the RSZ

If your Ally should land in the RSZ, the same procedure applies as with your original Playing Piece. Whereas your Ally can either take the Intelligence Cards test with you (the original Playing Piece) or the Garrison.

New function for the Ice House (Political Asylum) when Doing Solitary

If you or your Ally should land on the Ice House Space you will be Frozen Out. This means that you cannot engage with any of the Continent Spaces (only) for one circuit of the board (until you pass the Ice House Space again). Instead, if you should land on a Continent Space during the next circuit you must lose a soldier to the Garrison. When Frozen Out, you cannot use the Jetstream Directional Opposites mechanism to cross over to an opposite continent either. Nevertheless, if you have acquired the Green South American Continent Card ‘Chile’ and you land on the Ice House Space, the circuit break (being Frozen Out) is voided and you will receive 2 Soldiers from the Garrison as special dispensation. Note: Being Frozen Out trumps any Manoeuvre Card instruction that could send you to a Continent Space. For example, the Manoeuvre Card instruction: Move your Playing Piece to the European or African Continent Spaces (for soldiers) will be void.

The Rule for Antarctica when Doing Solitary

To secure Antarctic (by taking the fifth Antarctica South Pole Continent Card) you must throw the Soldier Dice thereafter. If you should score 1, you will have to answer a Question correctly on the Research Stations, if you throw a 2, you will have to answer a Question correctly on the South Pole Antarctica Card and if you throw a 3, you will have to answer a Question correctly on the Ice Shelves. (This means that you will choose an Ice Shelf randomly from the list, and you will have to state whether that Ice Shelf is in North, South, East or West Antarctica).

Taking an important Breather (Whole World Game only)

If all the Antarctica Cards have been taken and you have acquired the full set, you can advance into Antarctica via South America or Australasia (if they are open) to take a breather. This means that you will forfeit no soldiers or Continent Cards for being on the Antarctica Space. Note: you cannot take a breather if you are playing the Ten Continent Card Game (not going for the whole world).

Research Station Antarctica Continent Card

This Research Station Continent Card has no power or influence when Doing Solitary. It is just another Antarctica Continent Card to make up the full set.

Notes for when you have secured full set continents

If you don't have the Continent Cards to lose because they have been secured in set continents (if you are in Purgatory for example and you have to cede a Continent Card) nothing will happen (you will not receive or forfeit a soldier to the Garrison).

Rule for the Whole World Game only

If you should hold the Greenland, Europe (Country) Continent Card, you cannot throw the Continent Dice Gain. However, if Greenland should make up a full set European Continent and goes out of play, this penalty will not apply. Note that the same rule applies with Chile/Ecuador and the Galapagos Islands. Whereas, if they go out of play within the full set continent of South America, you cannot collect Soldiers on the Ice House or Continent Dice Lose spaces.

The South Pole Antarctica Continent Card can be used to obscure the answers to the Intelligence Card Questions when questioning yourself.

VILLAINS OF THE PIECE

Choose a James Bond villain from the list below (left hand column in bold), then nominate an opponent to name the Bond film that villain starred in.

Dr. Julius No –
Auric Goldfinger
Le Chiffre – Ca
Renard – The \n
Dr. Kananga –
Hugo Drax – M
Kamal Khan –
Alec Trevelyan
Colonel Moon
Franz Sanchez
Max Zorin – A
Mr. White – Ca
Rosa Klebb – F
Dominic Greer
Raoul Silva – S
Emilio Largo –
Carl Stromber,
Scaramanga –

QUESTIONS ON ANTARCTICA (SOUTH POLE)

- What was the coldest temperature ever recorded on Earth (Antarctica)? - 89.2 C
What is the longest river in Antarctica called? The Onyx
What percentage of the Earth's fresh water can be found on Antarctica's ice cap? 70%
What is the active volcano on Antarctica called? Mount Erebus
What is the name of the only land animal living in Antarctica? The Antarctic Midge
What is one required to have removed to work in Antarctica? Wisdom teeth/Appendix
Which country has a civilian town in Antarctica with a school/hospital? Chile
Who led the ill-fated Terra Nova expedition to Antarctica in 1910? Robert Scott
If Antarctica's ice sheets melted how many feet would the world's oceans rise? 200 ft
Which shrimp like crustacean is found in Antarctica's waters? The Krill
What red, iron oxide tainted water falls can be found in East Antarctica? Blood Falls
In what year was Antarctica first identified? 1820
What treaty is Antarctica regulated by? The Antarctic Treaty System
Which two countries are the closest to Antarctica? Argentina and Chile
What is Antarctica's largest lake called found under its ice sheet? Lake Vostok
Antarctica is the only continent to have been colonised by which insect? Ant
What is the name of the tall and heavy penguin endemic to Antarctica? Emperor
Who named the continent Antarctica? John George Bartholomew
Who reached the South Pole on 14th December 1911? Roald Amundsen
Which is the highest peak in Antarctica? Vinson Massif

Important Additions to the Main Rules

There has been devised a dynamic new rule regarding the Checkpoint Decimate Space and Striking Out (for the two or more player game).

At any point in the game, and only when it is your turn, you can cede a Strategic Point to the World Pack, in order to move to the Checkpoint Decimate Space where you can attempt to **Strike Out an Opponent** (see Soldier Checkpoint Decimate, page 6). For **Repeated Strikes** (if you are in possession of more than one Strategic Point) stay put on the Checkpoint Decimate Space whilst you Strike. Not forgetting, if your Strategic Points are stacked you cannot Strike.

Change Ice House to Political Asylum



Can you lose the game if you are in the Ice House/Political Asylum?

The answer is no – on a technicality. The Political Asylum/Ice House is a refuge/sanctuary where you cannot engage with any play at all. It can be argued (tenuously) that by declaring you have lost the game you engaged with play.

You must feel safe and warm in the Ice House/Political Asylum. Its not a punishment to be sent there, you have just been frozen out of the game for three turns in return for 2 soldiers (Diplomatic Immunity). Plus, its more strategic - if opponents sense that a player is about to win the game – they can head for the Ice House/Political Asylum and block a prospective win.

This means that if the player who is about to win the game, goes for the win and secures a set continent (five or ten set) when another player is in the Ice House/Political Asylum they have done so illegally and against the New World Order Rules of Engagement. In this event, their set continent will be neutralised forthwith. And as a consequence, they will lose that complete set continent back to the World Pack.

What about Stalemate? If you are residing in the Ice House/Political Asylum, can your opponent drag you both out of the game by losing all of their soldiers and calling Stalemate? The answer is no. Whats good for the goose is good for the gander. Therefore, if a player should find themselves with no soldiers whilst you are in the Political Asylum, they will always take one soldier only from the Garrison.

New Bug (Unknown Territory)

Tommy Unknown only needs one Green South American card to take control of South America and win the game. The North American (Red) Airspace is closed (closed by Tommy Unknown). Cleopatra, in opposition, tries to go out of the game by initiating Stalemate. However, she is holding Alaska (Red Continent Card) amongst other cards. Cleopatra then finds herself with only two soldiers left and on the Black African Continent Space, and draws the Central African Republic randomly but purposely in order to lose all her soldiers to enable Stalemate. What happens in this scenario bearing in mind that the rules clearly state on page 13 *When a Continent Airspace has been closed that:*

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

Therefore by, holding Alaska, is it right to state that Cleopatra cannot go out of the game (as in, is she engaging with Alaska by exiting the game whilst holding the Alaskan Continent Card)?

And if you agree she cannot exit the game and call Stalemate – what happens now?

The best solution to this quandary is to stick by the rule that exiting the game and initiating Stalemate whilst holding Alaska is not counted as engaging with the closed North American Continent Airspace.

Or you can make your own rule/s up if this situation should arise. But believe me, you will be delving into unknown territory and opening up a whole new game.

General note:

Analyse what move you make in relation to your opponent/s being in an advantageous position after your turn. Always think one step ahead; or there could be repercussions.

Ten Continent Card Game

If all the Continent Cards of a continent have been taken and you land on one of the continent spaces, you forfeit a soldier to the Garrison.