

The Armies

There are three denominations of army pieces:

- Infantry: Worth 1
- Cavalry: Worth 5 infantry
- Artillery: Worth 10 infantry or 2 Cavalry

You may at any time trade in 5 Infantry for 1 Cavalry, or 2 Cavalry for 1 Artillery.

The Cards

There are 56 cards in the deck, each one marked with a territory and a picture of an army type.

World Domination Risk

The object of the game is to conquer the world by occupying every territory on the board, thus eliminating all of your opponents.

Initial army placement:

Select a color and, depending on the number of players, count out the armies you need to start the game.

- 3 Players: each player counts out 35 Infantry
- 4 Players: 30 Infantry
- 5 Players: 25 Infantry
- 6 Players: 20 Infantry

Everyone rolls one die. Whoever rolls the highest number takes one infantry and occupies one territory on the board. Go around the table occupying one territory at a time until all 42 territories are taken.

When all territories are taken, continue around the table placing more armies on your territories until everyone has run out of armies. There is no limit as to how much infantry you can have in one territory.

Shuffle the deck of cards and place them face down on the board.

Whoever placed the first army takes the first turn.

Playing the game

Each turn consists of three steps:

- Getting and placing new armies
- Attacking, if you want to.
- Fortifying your position (Moving your armies)

Getting and placing new armies

At the beginning of each turn, count the number of territories you currently occupy. Divide the total with three (rounded down). This is the number of armies you get this turn. Place them as you wish in any territory you control.

If you control all territories in a continent, you get extra infantry.

You may also trade in cards for armies. You can trade in:

- 1 of each type. (Infantry, Cavalry & Artillery)
- 3 of the same type.
- 2 of the same type, and 1 joker card.

The first person trading in cards get 4 infantry. This number then goes up as more people trade in cards. (First gets 4, second gets 6, third gets 8 and so on...)

If you control one or more of the territories on the cards you trade in, you then get 2 extra infantry for each of those territories.

Attacking

In phase two of your turn, you first choose if you want to attack. If not, you still get to fortify your position in phase three.

You can only attack a territory adjacent to your own.

You must have at least two infantry in the territory you want to attack with.

You may switch between territories that you want to attack with as you wish, as long as they fulfill the other criterias.