

RISK

World Domination — Player's Manual

Version 1.0.0 • Tronsoft Games • 2026

1. Object of the Game

The world is split into forty-two territories across six continents. Your objective is total world domination: eliminate every rival general by capturing all of their territories. The last commander standing wins.

2. Setting Up

On the title screen, enter your commander name, choose the number of players (three to six total — you plus two to five computer generals), and select an AI difficulty:

- **Novice** — passive opponents who attack cautiously.
- **Warlord** — balanced opponents who press reasonable advantages.
- **Conqueror** — aggressive opponents who attack relentlessly.

Press **Begin Conquest** to start. Territories are then dealt in two steps: first every player takes turns claiming an unclaimed territory until all forty-two are owned, then players take turns placing their remaining starting armies onto territories they already hold.

3. The Turn Sequence

Each of your turns proceeds through three phases in order:

Reinforce. You receive new armies: one for every three territories you hold (minimum three), plus a bonus for each entire continent you control. Trade card sets for still more armies. Click your territories to deploy every reinforcement.

Attack. Click one of your territories (with at least two armies), then click an adjacent enemy territory. Choose how many dice to roll first. Continue attacking as long as you wish and are able.

Fortify. Press Fortify, click a source territory, then a connected destination you own, and move armies with the slider. This ends your turn.

4. Continent Bonuses

Continent	Territories	Bonus Armies
North America	9	+5
South America	4	+2
Europe	7	+5
Africa	6	+3
Asia	12	+7

Australia	4	+2
-----------	---	----

You earn a continent bonus only while you control every territory in that continent, checked at the start of each of your Reinforce phases.

5. Combat

Battles are resolved with dice. The attacker rolls up to three dice (never more than one fewer than the armies in the attacking territory); the defender rolls up to two. The highest dice are compared in pairs, then the next highest. The loser of each comparison removes one army, and **the defender wins all ties**. Reduce a defending territory to zero armies to capture it; you then move in at least as many armies as the number of dice you rolled.

6. Territory Cards

Capture at least one territory during your turn and you draw one card. Cards show Infantry, Cavalry, or Artillery; Wild cards substitute for any type. During Reinforce you may trade a set of three — three of a kind, one of each, or any set containing a Wild — for bonus armies. Each successive trade in the game is worth more than the last. Eliminate an opponent and you seize all of their cards.

7. The Map

Adjacent territories are connected; you may only attack or fortify across these links. Alaska and Kamchatka are joined across the edge of the world, marked by a dashed line. Scroll to zoom the map, drag to pan, and use the on-screen buttons to zoom in, out, or reset the view.

8. Winning and Losing

You win by conquering the world — eliminating every other general. You are eliminated when your final territory is captured. Play continues among the survivors until one commander rules the world. When the game ends, a Play Again button starts a fresh campaign.