

Risk: World Domination

Player Manual - Version 2.0.2

Victory Objectives

World Domination: control all territories. Territorial Supremacy: control 30 territories. Continental Empire: control 4 continents.

Setup

Setup has two stages. First, players take turns claiming unoccupied territories until all 42 territories have an owner. Second, remaining starting armies are deployed only onto territories already controlled by that player.

Turn Sequence

Reinforce all available armies. Attack adjacent enemy territories using Roll Attack or Blitz. After conquest, transfer armies into the captured territory. You may then make one fortification move before ending the turn.

Cards

Conquering one or more territories during a turn earns one territory card at the end of that turn. Valid three-card sets may be traded for reinforcement armies.

Strategic Tools

The Tactical Attack Preview estimates battle position. The Strategic Advisor identifies expansion opportunities and vulnerable borders. The Continent Control dashboard tracks ownership and bonuses.

Saving

The game saves locally. Save data is validated when resumed. Invalid ownership, army counts, map data, or turn-state values are rejected rather than loaded into play.