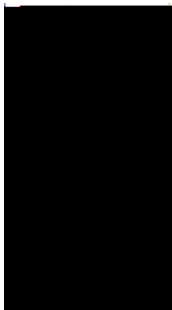
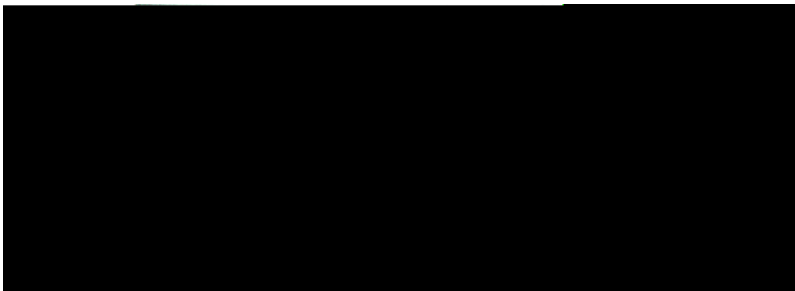




**For 2 to 6 players / Ages 10 to adult**

Rules ©1959,1963,1975,1980,1990,1993





[REDACTED]

[REDACTED]

[REDACTED]



# **WORLD DOMINATION RISK®**



PLAYING



[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]



After the sixth set has been traded in, each additional set is worth 5 more

.





[REDACTED]

•

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]



**Capturing territories.** As soon as you defeat the last opposing army on a territory, you capture that territory and must occupy it immediately. To

•

•

•





# WORLD DOMINATION RISK<sup>®</sup>



## ATTACKING

On your turn, you may attack any territory adjacent to one of your own. Whenever you attack a “neutral” territory, your opponent rolls to defend that “neutral” territory.

“Neutral” armies cannot attack and never receive reinforcements during the game.

## WINNING





## SETUP

1. After deploying your armies at the beginning of the game, select one of
- 2.



[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

