

Corporate

World Dominion

*In a world focused on profits and international sales, only one corporation can truly claim the **World Dominion***

Setup:

- Set 1 **Factory** in *Argentina* and 1 **Factory** in *Eastern Australia*
- Each player chooses a color and populates either *Argentina* or *Eastern Australia* with 1 **Salesman** of that color. The other player will place theirs in the other region
- All other regions will be populated with 1 **Salesman** of any one other color
- Each player will take \$3M to start with

Turn Order:

- **Market/Expand Phase:** Buy **Salesmen** or **Factories**
- **Sales Phase:** Outperform local businesses to claim new regions
- **Income Phase:** Claim \$1M for each **Factory** or double the continent's bonus if a continent is claimed
- **Focus Phase:** Move **Salesmen** anywhere you choose throughout your dominion
- **Market Strengthen Phase** (if applicable): Add 1 **Salesman** to every region unowned by a player

Goal:

The game's main goal is to outperform your opponent and claim total world control. However, the game can be shortened to smaller goals, such as conquering your enemy's starting country or whoever can control the most continents after a certain number of turns.

Turn Phases

Market Phase:

This phase happens simultaneously with the **Expand Phase**. In this phase you can use your money to buy ***Salesmen, Salesmanagers*** (worth 5 ***Salesmen***), or ***CEOs*** (worth 10 ***Salesmen***). Each ***Salesmen*** costs \$1M. Purchased ***Salesmen, Salesmanagers,*** and ***CEOs*** can be placed anywhere you have a factory or anywhere in a claimed continent where you have destroyed all competition (removed all enemy ***Salesmen***)

Expand Phase:

This phase happens simultaneously with the **Market Phase**. In any territory for which you have destroyed all competition, unless in a continent already claimed, you may buy and place ***Factories***. A ***Factory*** costs \$3M. *Increasing **Factories** in a region leads to larger income and gets the player closer to claiming the continent.*

A player claims a continent by placing taking a continent's bonus number and placing that many ***Factories*** inside that continent. Once a player has claimed a continent, all ***Factories*** are returned to the box and a ***Headquarters*** is placed wherever that player chooses for the best defensive position. The starting continents must have their ***Headquarters*** placed in *Argentina* and *Eastern Australia*.

Claiming a continent will trigger the **Market Strengthen Phase** at the end of that player's turn.

Sales Phase:

This phase is a battle for total market control. You can choose to move any number of ***Salesmen*** into a neighboring territory, ensuring at least 1 ***Salesman*** is left behind to keep control of the previous region. The attacking side can roll 3 six-sided dice if they are attacking with at least 3 ***Salesmen***. If they are attacking with 2, they will roll 2, or 1 will get 1 die. Defending regions will get 2 dice if they have at least 2 defending ***Salesmen***. If they have 1, they will roll one die.

When dice are rolled, the highest numbers from each side will be compared together. If the result of the attacker die is higher than the result of the defender, one

defender will die. Defenders will win all ties and kill an attacker. This continues until the attacker decides to withdraw, loses all attackers, or kills all of the defenders. If the defenders are killed off, the attacker must move in all **Salesmen** that were attacking that region. This means the attacker has destroyed all competition in that region.

A player is allowed to continue attacking for as long they choose to and have the **Salesmen** to be able to. HINT: *Not all regions will be worth destroying competition in. Sometimes saving resources by skipping these regions will assist in faster expansion.*

It is recommended to have the opponent roll for all enemy defenders, whether their own **salesmen** or not. However, using a separate rolling device, such as a dice tower can create a nice neutral option for rolling these dice.

Income Phase:

It does not matter whether this is performed before or after the **Focus Phase**. For every **Factory** owned, you will collect \$1M. For every continent owned, you will collect double its continent bonus. i.e *Player 1 has claimed South America by placing two factories, so Player 1 collects \$4M in continent bonus from South America.*

Focus Phase:

It does not matter whether this is performed before or after the **Income Phase**. You are allowed to move and focus your **Salesmen** from any number of regions to any number of other regions, if there is touching borders from one to the other.

Market Strengthen Phase:

This phase does not occur unless you have claimed a continent on this turn.

When a continent is claimed, the world takes notice and local companies in all regions across the world strengthen their foothold through adding 1 **Salesmen** to all regions not occupied by a player.

In addition to this strengthening, the first claim of any continent will result in the **Globalization Threat Response**. The player who has no claimed continent will choose 5 regions to strengthen with **Salesmanagers**.