



GLOBAL DOMINATION

THE NEAR-FUTURE GLOBAL WARFARE GAME

Sergeant Juan Newsome hadn't ever dreamed about growing up in an America like this, not even in his worst nightmares. His father had told him about visiting Washington DC when he was a kid, going to see the Vietnam Monument, touring Congress, wandering around the Smithsonian museums on the mall, tossing pennies into the reflecting pool in front of the Lincoln Memorial. He wondered if Dad would even recognize the place now.

From where he sat in his observer's seat in the back of his unit's APC, Newsome glared over the vehicle's roof, using his hand to shade his eyes from the rain that had been pissing down on them for the past month straight. He stared out from where they stood on the White House's south lawn and peered past the glowing stump of what was left of the Washington Monument, and he wondered when the next strike would come from across the Potomac. His battalion was all that stood between the enemy and a vital tank factory to the north, and he knew that their foes wouldn't be able to resist trying to snatch such a precious resource from them, not when it was so close.

Of course, his battalion was only one part of the

much larger regiment charged with the defense of Washington DC, thousands of soldiers who'd dedicated their lives to protecting the munitions and materiel their side had amassed. It would be one thing for them to lose it, after all, but far worse to see it fall into the hands of enemies who could use it against them.

Friendly helicopters scudded through the sky over the Mall, ferrying fighters and supplies from one part of the city to another. As they went, the soldiers staffing the machine guns on the transports' southern sides let loose with their machine-guns, peppering any sign of enemy forces they even thought they might have glimpsed.

Word had come down from above that it was time to launch another initiative across the Potomac, to make another desperate push into enemy territory in an effort to drive them back farther than before. Newsome had long since given up on asking how far would be far enough. The answers never came, and he was sure he wouldn't want to hear them anyhow.

A tank rumbled past them, roses tangled in between its tracks, heading south toward the monument. "Good,"



Start of the Game

Unfold the game board and place it in the middle of the table.

Divide the tokens by color, and give each player one set of colored tokens.

Ask each player to place 1 out their tokens on Logistical Track on the “4 Start” square, as well as one of their tokens next to the “1” on the Victory Point track.

Place a neutral colored token on the “Start” square of the Turn Track.

Randomly determine the First Player by any method approved by all players. Give the First Player a neutral colored token.

DOMINATION CARDS



Separate the 24 Domination cards from the other cards.

Give each player 4 Domination cards. Place any unused Domination cards off to the side. They will not be used

during the game.

ACTION CARDS

There are 24 types of Action cards included in the game. Randomly determine 10 types of Action cards to use in your game. Place the other 14 card types off to the side. You will not use them during the game.

Separate the 10 types of Action cards you will be using by type into 10 stacks, and place each stack face-up on the table next to the game board.

Game Board



- 1 - Victory Point Track
- 2 - Land Region
- 3 - Sea Region
- 4 - Logistical Track
- 5 - Turn Track
- 6 - Sequence of Play
- 7 - Scoring Summary
- T - Technology Resource
- C - Communications Resource
- O - Ore Resource
- P - Petroleum Resource
- M - Manufacturing Resource
- A - Agriculture Resource

===FLASH MESSAGE TRAFFIC===FLASH MESSAGE TRAFFIC===

"Get me Commander Krilov on the horn! Now!" Nigel Redsmith slammed his fist on the warscreen mounted on the table in front of him to make his point, and the cracks that had formed in the Indian Ocean spidered out until they threatened Australia. It made him smile to imagine that the entire submarine shook with his rage, but when the vessel shuddered right then from some unseen attack, he clutched at the edges of the warscreen until it passed.

"Sorry, sir," Sun Li said as she steadied herself against the other side of the table. "It's a long way between here and Moscow, and replacement antennas for ELF comm systems are hard to come by these days."

"Then get us closer to the surface!" Redsmith said. "How am I supposed to negotiate the terms of the city's surrender if I can't even reach our forces there? If we don't reach them soon, they'll destroy everything we've fought so hard to take!"

"But if we get too close to the surface, that bomber will destroy us for sure."

Redsmith glared at Sun, his nostrils flaring with rage. He was not a man accustomed to frustration. "Just do it!"

Sun nodded at Lieutenant Alvarez, who eased the controls back to nose the underwater command center upward. As he did, Corporal Chao tried to reach out to their forces again. "Commander Krilov," she said. "This is Navy One. Please respond."

The receiver hissed and popped with white noise, but through it all a voice carried over frequencies broadcast through rubble and radiation and storms rasped back at Chao.

"Met heavy ... on the river. The ... much worse. Have a plan to ... Request confirmation immediately! Repeat, immedi- ..."

"Commander Krilov, this is Navy One," Chao said. "You are breaking up. Please repeat."

"Forget it!" Redsmith said as another explosion rocked the ship, this one louder than the first. The horrifying sound of water hissing through a leak sounded from some undone seam on the room. "Just approve his plan! Whatever he wants to do, tell him to just do it!"

===END===END===

End of the Game

At the end of the game, the player with the most Victory Points (VPs) wins.

Player Decks

You have your own set of cards that is made up of your original 4 Domination cards as well as any Action cards you draw from the 10 stacks.

The cards you decide to draw into your set of cards is vital to you winning the game. Each player will have their own strategy based on how the game is going, how the other players are playing, and the 10 types of Action cards in the games.

You also have you own Draw Deck and Discard pile.

Each player has their own Draw Deck and Discard Pile.

Draw cards from your Draw Deck into your hand and play them as previously described. After a card is played, discard it into your Discard Pile.

Whenever you need to draw a card, and none remain in your Draw Deck, shuffle you the cards in your Discard Pile and form a new Draw Deck.

If you need to draw a card, and none remain in your Draw Deck or Discard Pile, do not draw the card.

Start of Each Game Turn

Advance the Turn token one square to the right. If the token enters the "End" square, end the game.

Ask each player to draw cards equal to his Logistical Support value.

Example: If a player's token is in the "4" square of the Logistical Support Track, he has a Logistical Support value of 4 and draws 4 cards.

Each Game Turn

Each Game Turn starts with the First Player playing cards.

You can use one or more of your cards. Each card can be used in one of 5 ways:

- **Build**

Play to use its inherent Build value.

Example: You play a Fog of War card to gain 6 Builds. You use 3 Builds to place new Forces, 1 Build to upgrade 1 of them from Struggling to Full, and 2 Builds to upgrade 2 of your other Struggling Forces.

- **Attack**

Play to use its inherent Attack value.

Example: You play A card to inflict 6 Reductions on opposing Forces.

- **Card Text**

Play for its printed effect.

Example: You play a Global Distruption for its card text. You Remove 1 Force from each of the 6 Regions.

- **DISCARD 1**

Discard 1 card to draw a card from any card stack into your discard pile.

Example: You discard a Domination card to draw a Strategic Bombers card into your discard pile.

- **DISCARD 2**

Discard 2 cards to draw a card from any card stack into your hand. You may immediately play the newly drawn card.

Example: You discard a Fog of War card and an A hand.

Once you play all the cards you want to, the player on your left takes their turn.

Play continues from player to player, returning back to the First Player.

There is no limit to the number of turns you can have. Your turns are only limited by the cards in your hand. If you do not use a card during your turn, you must pass all future turns during the Game Turn.

The Game Turn ends when all players pass in succession.

===FLASH MESSAGE TRAFFIC===FLASH MESSAGE TRAFFIC===

Nithik didn't remember which corporation he was fighting for this week, nor like the other soldiers crammed alongside him in the retrofitted B-2's bomb bay, did he much care. The only thing he gave a damn about was the flow of their credits, and right now his bank account had never been more flush. War was good for business – especially when your business was war.

As the plane's aging frame creaked with the stress of supersonic flight, Nithik hoped that the stealth coating he'd seen bubbling and peeling off the tarry black vessel's hull would hold on well enough for them to evade enemy radar for at least this one last trip. To take his mind off his worries, he ran through his gear one last time. His well-oiled assault rifle might be older than him, but it was as rugged and dependable too. His grenades sat bound tight in the nylon webbing that seemed to spring from every angle of his worn jungle fatigues.

He'd inspected his parawing pack before he'd boarded the plane. It would hold. It had better, or this would be a short trip with a vicious landing. Assuming it would work, he examined his ticket home too. The recall beacon functioned fine.

The plane had to be near the drop-off point. Nithik checked his helmet's HUD. Local weather would be hot in more ways than one. The high concentration of rads in the region meant they'd have to get in and out before personal radiation levels built to the point that they'd guarantee a slow and painful death to those who survived the impending battle. No time to celebrate a win.

As the bombing bay doors of the transport creaked open and let in the raging tropical winds, Commander Wu's voice echoed in Nithik's earpiece. "Just remember to follow the color coding in your HUDs," he said. "Today we are blue. Yellows are personnel assets, noncombatants. Leave them alone. Kill anyone marked red."

Wu let loose a gravedigger's laugh. "Ready to earn your paychecks?" he asked. The bomb bay doors swung open wide, and the soldiers began to spill out of the third-hand, surplus stealth plane like dominoes toppling off a table. Nithik let himself be swept out of the plane with the rest of them.

"Don't matter!" Wu shouted over the roaring wind. "Away you go!"

===END===END===END===

End of Each Game Turn

All players score VPs at the end of each Game Turn.

SCORING VPs:

Score 2VPs per Full Land Force

Score 1VP per Struggling Land Force

Score 4VPs per Full Sea Force

Score 2VPs per Struggling Sea Force

Score 6VPs per Land Region Monopoly

RESOURCE MONOPOLIES:

There are 6 different Resources on the map: Technology, Communications, Ore, Petroleum, Manufacturing, and Agriculture.

Each Land Area has 1 of the 6 Resource symbols. Each Resource appears on the map 3 times.

If you have a Force in all 3 of a Resource's Areas, you control a Monopoly with that Resource.

For each Resource Monopoly you control, advance your Logistical token by 1 to the right along the Logistical track.

Game Terms

BUILD

Place 1 Struggling Force in an empty Land or Sea Area. Or, change 1 of your Struggling Forces to Full.

Limit 1 Force per Area.



If there is already a Force present in an Area, you cannot Build a Force in that Area.

REDUCTION

Change 1 Full Force to Struggling, or Remove 1 Struggling Force and give its token back to its owner.

REMOVE

Remove 1 Full or Struggling Force and give its token back to its owner.



FULL

Refers to a Full strength Force.

STRUGGLE

To reduce a Full strength Force to Struggling.



STRUGGLING

Refers to a reduced strength Force.

REGION

There are 6 Regions: North America, South America, Africa, Asia, Europe, and Australia. Each Region has 3 Land Areas of the same color.

RESOURCE

The game has 6 Resource types. Each is noted on the map with a different symbol.

LAND AREA

One of the 18 colored coded Areas on the map. Each has a name for identification purposes.

SEA AREA

One of the 7 Sea Areas on the map. Each has a name for identification purposes.

ADJACENT

Directly bordering.

AREA CONTROL

You have a Full or Struggling Force in the Area.

Card Details



1 - TITLE

Does not affect game play.

2 - BUILD POINTS

The number of Build Points the card can generate.

3 - REDUCTION POINTS

The number of Reduction Points the card can

generate.

4 - CARD TEXT

Game affecting card text.

5 - FLAVOR TEXT

Does not affect game play.

The Cards



DOMINATION

The basic card type of the game. Every player starts the game with 4 of these cards. These cards can be used to generate 3 Build points or perform 3 Reductions.



AGRICULTURE CONTROL

You immediately gain 1 VP for every Agricultural Area you control when you play the card.

===FLASH MESSAGE TRAFFIC===FLASH MESSAGE TRAFFIC===

"Look," Astronaut Mike Lee said, "you want the intel on that Mexican invasion near Matamoros, we can provide that, but it's going to cost you."

"How much?" the man on the other end of the encrypted voice line said. Mike didn't know who the man was, and he didn't much care. He could guess what side of the conflict he was on from the type of information he wanted, but thinking about it would only bring up issues that might threaten the deal.

"One metric ton of groceries, delivered straight to my front door. Do you need the address?"

"We know where the International Space Station is."

"I'll shoot you a list. Soon as the supplies show up, I'll trigger your satellite feed."

"We don't need that information tomorrow. Set it up now."

Mike allowed himself a wolfish smile. "You've been a good customer. I can extend you a little bit of credit, but nothing comes for free."

The customer sighed. "What else?"

"I need a set of replacement circuit boards so I can make some repairs around here. This bucket of junk won't keep floating up here forever on its own. Think of it as an investment in securing your future intel needs."

"We don't have any of those to spare."

"Then I suppose you'll have to get your intel elsewhere."

"Where else can we-? We can double your request for supplies."

Mike paused a moment, just long enough to let the man sweat. "All right," he said. "For an old friend like you."

Mike noticed the signal flashing that he had another call coming in. He wrapped up the deal with the first customer and opened the line with the other.

"I have the circuit boards you asked for," the second customer said. "How fast can you get me the intel on the defenses massing near Matamoros? Our soldiers are ready to move in."

"Just as soon as the boards arrive," Mike said with a grin. "Unless, of course, you're willing to sweeten the pot."

"Why not?" the woman said.

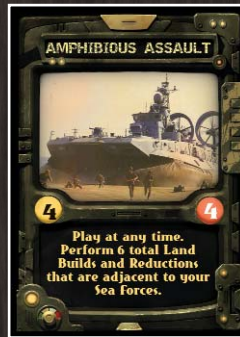
"Everything is always negotiable."

===END===END===END===



AIRBORNE FORCES

You can play these cards at any time, even during the End of Game Turn scoring step. Perform any combination of up to 6 Land Builds and Land Reductions.



AMPHIBIOUS ASSAULT

The Land Builds and Land Reductions must be in Areas that are adjacent to Sea Areas that you Control.



PETROLEUM CONTROL

You immediately gain 1 VP for every Petroleum Area you control when you play the card.



ATTACK HELICOPTERS

The Builds and Reductions must be in Land Areas that are adjacent to Areas Controlled by your Land Forces.



COMMUNICATIONS CONTROL

You immediately gain 1 VP for every Communications Area you control when you play the card.



BAD LEADERSHIP

Select one player and Reduce each of their Full Forces.



BIO WEAPONS

Perform 2 Reductions when you play this card. The player on your left may either perform 2 Reductions or not. If he does not perform 2 Reductions, discard the card. If he does perform

2 Reductions, the player on his left then gets the option of Reducing 2 Forces. This continues until a player does not Reduce 2 Forces.



MANUFACTURING CONTROL

You immediately gain 1 VP for every Manufacturing Area you control when you play the card.



CARRIER TASK FORCES

Perform all the Builds and Reductions in Sea Areas.



FOG OF WAR

Play this card during the End of Turn Scoring step. The other players do not gain VPs for Regional Monopolies. Once you have played the card, return it to its stack next to the map board.



GLOBAL DISTRUPTION

Remove 1 Land Force from each of the 6 Regions.



TECHNOLOGY CONTROL

You immediately gain 1 VP for every Technology Area you control when you play the card.



INSURGENTS

Remove any 5 Struggling Land Forces, and then place Full strength Force sin those Areas.



MEGASTORM

Count up the total Forces each player has on the map, both Full and Struggling. Perform a number of Reductions on each player equal to 1/2 their total number of Forces. You are also affected by this card.



MILITARY BASE

Perform up to 14 Builds. The Builds can be a combination of Land and Sea.



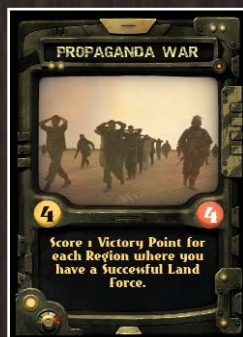
NUCLEAR WINTER

Remove all the Struggling Forces on the map, including your own.



OUT OF SUPPLY

Select one player and remove all of their Forces that are not adjacent to at least one other of their Forces.



PROPAGANDA WAR

When you play this card, immediately score 1 VP for each Region where you have at least 1 Full strength Land Force.



ORE CONTROL

You immediately gain 1 VP for every Ore Area you control when you play the card.



SHOW OF FORCE

You must pay 1 Logistical Support point when you buy this card. To do so, move your Logistical counter 1 square to the left. If you cannot move your counter, you cannot buy the card. When you play this card, perform 2 Reductions for each of your Full strength Forces.



SUPPLY DEPOTS

Change any of your Struggling Forces to Full.



SURRENDER

You may Remove 1 Force in each Region where you have a Full strength Force.



TACTICAL NUKES

You must pay 1 Logistical Support point when you buy this card. To do so, move your Logistical counter 1 square to the left. If you cannot move your counter, you cannot buy the card. When you play this card, Struggle all Forces on the map, including your own.

Credits

Game DesignDan Verssen
 Game DevelopmentHolly Verssen
 Rulebook ArtLorenz Uwwe
 Card Frame, Board, BoxPaul Hoefener
 Story and Flavor TextMatt Forbeck

Testers: Denise Guadagnino, Mike Guadagnino, Michelle Fairbanks, Sydney Carroll, Tori Carroll, Bo S., Kevin Verssen

Sample Game Turn

text text

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