



WORLD WAR 5



2-4



MEDIUM



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EQUIPMENT

- Three Trios of a color for each player
- Three regular dice
- World War 5 board



OVERVIEW

World War 5 is a world-conquest board game. We can't tell you what happened during World Wars 3 or 4, but at this point the earth is neatly divided into six nation-states, each filling up their continent, with everyone perfectly connected to every other nation-state in equal and completely balanced ways. So the international stage is set for a world conquest board game that is both fast and fair.

GOAL

Conquer another continent while maintaining a base in your own. You are eliminated from the game if there are zero pieces of your color on your continent.

SETUP

Each player chooses a home continent and receives the pyramids of the color most similar to the colors of their continent. Each player then places three of their pyramids, one of each size, onto the three territories of their continent. (Only one piece may ever occupy a

territory.) The starting pieces are placed in turn order, with all players taking turns placing their smalls, then adding their mediums, and finally their large pyramids.

WHO STARTS

The highest roller goes first.

HOW TO PLAY

Perform one of these actions during each turn:

- **GROW:** Increase the size of one of your pyramids by replacing it with the next larger size, if one is available. You can only grow a piece on your own continent.
- **BUILD:** Place a small piece of your color (if available) into an empty territory on your own continent.
- **MOVE:** Transfer one of your units to an empty territory that it is connected to.
- **INVADE:** Attempt to enter a connected enemy-held territory by using combat.

COMBAT RULES

A territory can never contain more than one piece. To move into an occupied territory, you must push the enemy out. (You cannot push your own pieces.) Attacks are resolved as follows:

- Begin by placing the piece you are attacking with on its side, pointing at the territory you seek to move into.
- Battles are resolved with the two players rolling dice. The number of dice you roll is the same as the number of pips on your piece. (If your piece is Large, you roll three dice, if it's Medium, you roll two, and if you only have a Small, you only roll one die.)
- If the attacker fails to get a better total dice roll than the defender, the battle ends and no pieces are moved. Ties go to the defender.
- If the attacker wins, the loser must retreat into an empty, adjoining territory of their choice, while the winner's piece is moved into the disputed zone.
- You cannot retreat into the space the attacker is coming from.
- If (and only if) there is no available territory for the loser to retreat to, then their piece is reduced in size by one.

WORLD WAR 5 (CONT.)



- If a piece must shrink but there's no piece available of the size needed, the piece shrinks to the next smallest size. Smalls are removed from the board, allowing the attacker to move in.
- If a player is eliminated because they have no pieces left in their home territory, all pieces of that color are immediately removed from the board.
- After resolving combat, stand your piece up.
- The defender chooses where they retreat to.

HOW TO WIN

You win if all three territories in another colored continent are occupied by pieces of your color — provided you also have at least one piece of your color in your home continent. If two players happen to meet the victory condition at the same time, then the active player wins. You also win if all other players are eliminated.

OTHER NOTES

PLAYING WITH MORE THAN 4

You will note that we say this game is for 2-4 players, even though there are clearly enough continents for as many as six to participate. The reason we don't recommend 6 or even 5 player games is because they tend to last a lot longer, due to the fact that no one can win until someone gets eliminated. That said, as long as everyone knows the situation, there's no reason you can't play with 5, or even with 6. Just be prepared for a long, brutal game.

