

WAR OR PEACE/COI-SCOI

1

PEACE FIRST

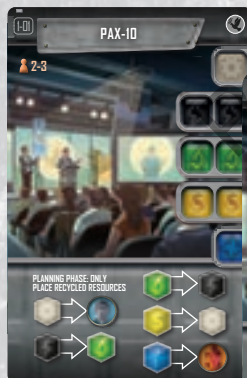
HISTORY

Ten years ago, the Great Wars ended, leaving in their wake millions of victims over the six continents. On the ruins of the old world, the new Empires have prospered.

As a new decade begins, all the world powers have decided to launch the PAX-10 project. This great joint project aims to create a global organization for peace, in order to guarantee the world stability and prosperity.

RULES

- **Each player** takes a random Empire card and places it with side A face up.
- Place the **PAX-10 (1-01)** card in the middle of the table, showing the side that matches the player count (1 player, 2–3 players or 4–5 players).



2-3 PLAYERS



4-5 PLAYERS

- **Each turn, during the Planning phase,** you have the option of recycling cards from your Draft area to add the Recycling Bonus to PAX-10 (if this Resource is still required). If you do, place the Resource on the corresponding space on PAX-10, and immediately gain the bonus associated with that Resource.

Bonus for each Resource you place on the **PAX-10** card:



- **If several players** place the same Resource during the same Planning phase, and there are not enough spaces for all of them, each of those players get the bonus, but return the excess Resources to the Supply. If all the spaces are taken at the beginning of the Planning phase, you can't add the Resource anymore.

AT THE END OF THE GAME

- Refer to the boxes on the other side of this document to see how things turn out, depending on whether PAX-10 is completed.
- Put the PAX-10 card back in the envelope.

END OF THE GAME RESOLUTION







If the PAX-10 card has been completely filled:

The PAX-10 project has been brought to fruition. Throughout the world, the media are hailing world peace and universalist collaboration. Everyone is talking about the advent of open borders.

But, in secret, each Empire is preparing for the battle to come. All of them are working to shape the future and assert their power. The peace is just a facade, because the Empires are engaged in an underground war to dominate the world.

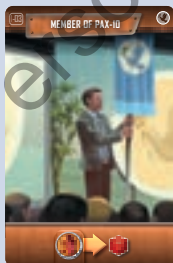
RESOLUTION

■ The Empire that won the game gets the **Director of PAX-10 (1-02)** card: Twice per game, you can pay 1  to get 1 .


■ Each of the other players gets a copy of the **Member of PAX-10 (1-03)** card: Once per game, pay 1  to get 1 .



WINNER



THE OTHERS

Note: For the cards **Director of PAX-10** and **Members of PAX-10**, place the  that you pay on the card. It is spent, and will not count in the final scoring.

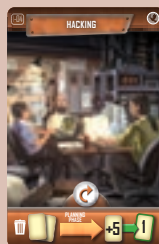
If PAX-10 has not been completely filled:

The PAX-10 project was a dismal failure. International collaboration was a fruitless endeavor, and everywhere, tensions between the Empires are starting to sprout anew. Border tensions and the resentments of old are resurgent. The walls of the Empires are built from bricks of egocentrism and mortar of mistrust.

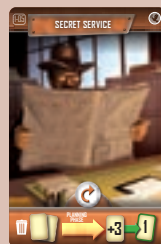
RESOLUTION

■ The Empire that won the game gets the **Hacking (1-04)** card: Once per game, during the Planning phase, discard 2 cards (only 1 card if you play Solo) to draw 5 cards; add one of them to your Draft area, and discard the others.

■ Each of the other players gets a copy of the **Secret Service (1-05)** card: Once per game, during the Planning phase, discard 2 cards (only 1 card if you play Solo) to draw 3 cards; add one of them to your Draft area, and discard the others.



WINNER



THE OTHERS

 **Congratulations!** 
You can now open Envelope COI-SC02

WAR OR PEACE/C01-SC02

2

COMMEMORATION MONTH

HISTORY

Six months later, the peace is already becoming a faded memory. Whether by arms race, technical progress, or great discoveries, each Empire found its way to the slippery slope of its own agenda. As we near the commemoration of the end of the Great Wars, each Empire wants to prove it is the greatest in the world.

RULES

■ From now on, and until the end of the campaign, all the players use their Empire card with side B face up.

■ Open the **Secret box C01-01**.

■ Shuffle the **Statue (2-06, 2-07, 2-08, 2-09, 2-10)** cards and deal a random one to each player. Place your Statue in your Construction area at the beginning of the game. Return the other Statue cards to the envelope.

■ **During the game**, you can build your Statue card (by following the basic rules of the game) to benefit from their effects.



ADDITIONAL RULE ADDITION TO THE PRODUCTION PHASE

Some Statue cards produce , or . If anyone has constructed one of these, **add a step to the Production phase** after producing Exploration :

Each player with one of these cards produces as many , or as indicated on the card.

END OF THE GAME RESOLUTION





AT THE END OF THE GAME


So many resources wasted to build monuments to stroke individuals' egos. So much energy to benefit so few. So many losses to promote narcissism. Where will these new Empires stop? And what will happen to those who fail in this headlong race?

- Put the Statue cards back in the envelope.


RESOLUTION

- The Empire that won the game gets the **Charismatic Leader (2-11)** card: Place Charismatic Leader in your Construction area at the beginning of the following game. During the game, you can construct Charismatic Leader following the normal construction rules, so you can benefit from its effect. At the end of the game, gain 1VP for each of your  or for each of your  (your choice).



- Each Empire that built its Statue during the game gets a **Glory of the Nation (2-12)** card: Twice during the game, you can place 2 Resources on this card to get 1 .



- Each Empire that failed to finish its Statue gets an **Abandoned Construction (2-13)** card, which goes directly on their Empire card: Produce +1  during each Production phase. This card is worth -3 Victory points at the end of the game.

 **Congratulations!** 
You can now open Envelope **CDI-SC03**

WAR OR PEACE/COI-SC03

🌟 Congratulations! 🌟
Add the 5 new Memorial cards to your regular deck.



3 DIVISION OF THE EMPIRES

HISTORY

The Empires' egotism has divided them into two groups: partisans of world peace, and the resistance, whose ambition draws them to armament and warmongering. These two groups are secretly intermingled and conspiring against one another. If one group overrides the other, it could dramatically affect the global equilibrium.

RULES

■ Use **Partisans of Peace and War cards (3-14, 3-15, 3-16, 3-17, 3-18, 3-19)**. Create a deck of Partisan cards with as many cards as they are players, using the following tables:

If the **Director of PAX-10 (1-02)** is in game:

Number of players	2	3	4	5
Number of Partisans of War	1	1	2	2
Number of Partisans of Peace	1	2	2	3

If the **Hacking (1-04)** card is in game:

Number of players	2	3	4	5
Number of Partisans of War	1	2	2	3
Number of Partisans of Peace	1	1	2	2

- Shuffle the cards and deal 1 to each player. **Look at your card but don't reveal it.** Play the game as usual, keeping your Partisan card secret.
- If you play Solo, draw both 1 Partisan of War card and 1 Partisan of Peace card.

AT THE END OF THE GAME

- Reveal your **Partisan** card. If you play Solo, choose one and discard the other.
- **All the Partisans of the same faction** add up their victory points and then divide the result by the number of players of this faction. The winning faction is the one with the best average.
- Put the **Partisan** cards back to the envelope.




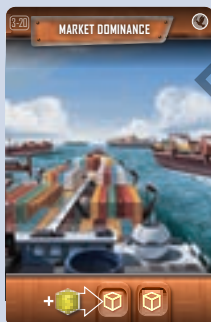
END OF THE GAME RESOLUTION

- If the winners are the **Partisans of Peace**:

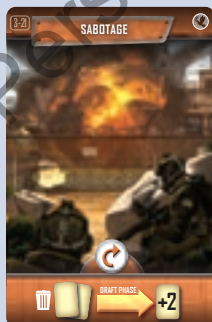
A peaceful Empire managed to seize the reins of power. The global equilibrium is only affected a little; the capitalist Empires have kept the global economy afloat in order to preserve their acquisitions. But rancor is exacerbated by the partisans of war, and the future has never been so uncertain.

RESOLUTION

- The players of the winning faction get a **Market Dominance (3-20)** card: At any moment in the game, place up to 2 Resources on this card. You can store them here and use them whenever you wish. The card starts with 1  on it every scenario. Once you use that Resource, the space is freed up for another.
- Each of the other players gets a copy of the **Sabotage (3-21)** card: Once per game, during the draft Phase, discard 2 cards from your hand to draw 2 cards for your current hand.



WINNER(S)






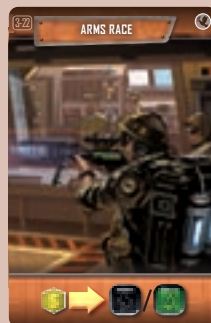
THE OTHERS

- If the winners are the **Partisans of War**:

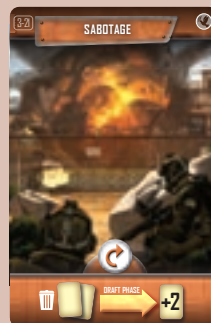
A warmongering Empire has played their cards right. Everywhere, tensions are transforming into minor conflicts. Empires flaunt their military advances to keep their neighbors at bay. Walls and military bases appear around the globe. Frightful prospects loom large, but who knows what the future will hold? The stream could still be reversed.

RESOLUTION

- The players of the winning faction get a **Arms Race (3-22)** card: You can use  from your Production or Recycling Bonus to pay for  or .
- Each of the other players gets a copy of the **Sabotage (3-21)** card: Once per game, during the draft Phase, discard 2 cards from your hand to draw 2 cards for your current hand.



WINNER(S)



THE OTHERS

★ Congratulations! ★
You can now open Envelope COI-SC04

WAR OR PEACE/COI-SC04



4

THE DOOMSDAY CLOCK

HISTORY

Global tension is at its peak. Empires spy on each other, steal projects, and compete duplicitously in order to assume global power. We are getting closer and closer to midnight on the Doomsday clock...

RULES

- Place the **Doomsday Clock (4-23)** card in the middle of the table, showing the side that matches the player count (1 player, 2–3 players or 4–5 players). If the **Arms Race (3-22)** card is in play, place 1  to act as a marker on the  space of the Doomsday Clock; otherwise, place it on the 0 space.



2-3 PLAYERS

4-5 PLAYERS

- Draw 5 cards from the main deck and place them face up in the middle of the table to form a river. This is the **Common area** for this game. During the Draft phases, each time you reveal your drafted card, you can perform **“Espionage”**.

- Espionage:** Beginning with the player who has the **Director of PAX-10** or **Hacking** card, and continuing in the draft direction, each player can swap their drafted card with a card in the **Common area**. Each time a player does this, advance the marker on the Doomsday Clock 1 space. If the marker reaches the final space, it moves no further; however, everyone can still perform Espionage.

AT THE END OF THE GAME

- Put the **Doomsday Clock** back in the envelope.









END OF THE GAME RESOLUTION

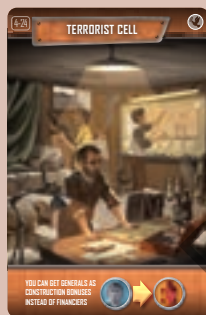


- If the marker has reached the final space of the Doomsday Clock:

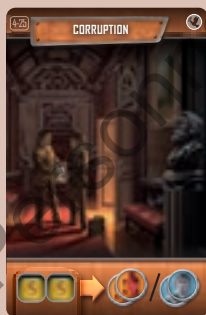
The Empires' shenanigans have snuffed out any hope of renewed peace. The world is in danger; Empires thunder with anger; war is inevitable.

RESOLUTION

- The Empire that won the game gets the **Terrorist Cell (4-24)** card: You can get  as Construction Bonus instead of .
- Each of the other players gets a copy of the **Corruption (4-25)** card: During the game, you can place up to 2  on this card. Once there are 2  on this card, gain 2  or 2 .



WINNER








THE OTHERS

★ Congratulations! ★
Play the final scenario COI-SC05:
The Dawn of War.

- If the marker has not reached the final space of the Doomsday Clock:

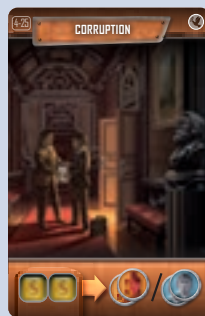
The Empires have reached a consensus in order to maintain a semblance of equilibrium. Over time, past tensions may even be forgotten. It is time now to build the foundations of a serene and peaceful world.

RESOLUTION

- The Empire that won the game gets the **Global Police (4-26)** card, and add it directly to their Empire: Produce +1  during each Production phase, but lose 3 VP at the end of the game.
- Each of the other players gets a copy of the **Corruption (4-25)** card: During the game, you can place up to 2  on this card. Once there are 2  on this card, gain 2  or 2 .



WINNER



THE OTHERS

★ Congratulations! ★
Play the final scenario COI-SC06:
Building a New World.

WAR OR PEACE/C01-SC05

5

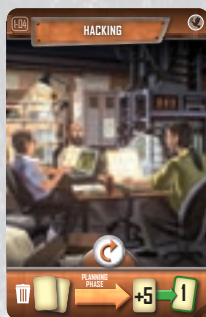
THE DAWN OF WAR

HISTORY

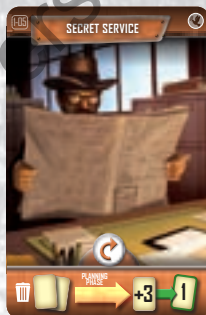
All non-aggression accords have been blown to bits. Aggressive acts multiply everywhere, military alliances are created and destroyed. War is inevitable, and the Empires must prepare for battle.

RULES

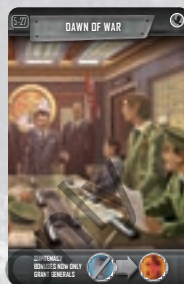
■ If a player has the **Director of PAX-10 (I-02)** card, he returns it to the envelope C01-SC01, and replaces it with the **Hacking (I-04)** card (which is also in this envelope): Once per game, during the Planning phase, discard 2 cards (only 1 card if you play Solo) to draw 5 cards; add one of them to your Draft area, and discard the others.



■ If a player has the **Member of PAX-10 (I-03)** card, he returns it to the C01-SC01 envelope and replace it with the **Secret Service (I-05)** card (which is also in this envelope): Once per game, during the Planning phase, discard 2 cards (only 1 card if you play Solo) to draw 3 cards; add one of them to your Draft area, and discard the others.



■ Place the **Dawn of War (5-27)** card in the middle of the table: All Supremacies provide 1 ; it is no longer possible to get from Supremacies. It is however still possible to get from Construction Bonuses.



■ Place the **Military Advantage (5-28)** card in the middle of the table: Produce +1 and +1 during each Production phase.



■ **At the end of each round**, the player with the most takes the **Military Advantage** card and adds it to their Empire. If there is a tie, the player who has the **Terrorist Cell (4-24)** card decides which of the tied players gets it (you can choose yourself). If you play Solo, take the card if you have at least:

Round	1	2	3	4
Quantity of	2	4	7	12

END OF THE GAME RESOLUTION



AT THE END OF THE GAME

the winner of the game must read this text:

War is here. The Empires' efforts to avoid it have been in vain. History repeats itself tirelessly. But one Empire has already played its cards right behind the scenes, and its supremacy is indisputable. It is the victors who write history, and history has already been written. I, [your name], have won this war. After years of conflicts, my technological, military, and logistical advancements have made the difference. The world is in my hands, and it is up to me to decide the fate of my enemies.

RESOLUTION

The Empire that won the game wins the campaign by military means. The victor makes one of these proclamations to the other players:

Choice A: "The world is my throne. You are feeble and cowardly. Your Empires will become my slaves. I am the Master of the World, and I will reign alone!"

Choice B: "I have won the war, but my benevolence is equaled only by my clemency. I absolve your Empires of their poor choices. I will establish a federation, of which I will be the leader. Now, work with me to straighten out this global mess!"



You can now open the Heritage pack!



WAR OR PEACE/COI-SC06

6

BUILDING A NEW WORLD

HISTORY

The law of the market has become the guarantor of order in the world. Economic war has replaced military tensions. The future will be written in inks of wealth and commerce. It's up to you to find your place in this world, in which stock options have replaced cannons and tanks.

RULES

- Place the **A New World (6-29)** card in the middle of the table: All Supremacies provide 1 ; it is no longer possible to get from Supremacies. It is however still possible to get from Construction Bonuses.



- Place the **Economic Advantage (6-30)** card in the middle of the table: Produce +1 and +1 during each Production phase.



- At the end of each round, the player with the most takes the **Economic Advantage** card and adds it to their Empire. If there is a tie, the player who has the **Global Police (4-26)** card decides which of the tied players gets it (you can choose yourself).
- If you play Solo, take the card if you have at least:

Round	1	2	3	4
Quantity of	2	4	7	12

END OF THE GAME RESOLUTION



AT THE END OF THE GAME

The winner of the game must read this text:

"Throughout the world, stock markets make and break Empires. But one Empire stands out. It pulls all the strings, and profits from all the exchanges. All diplomatic accords assert its hegemony. I, [your name], dominate the world through my influence. I can buy everything. Everything! The other empires are at my mercy; I merely need to utter a word to decide their fate"

RESOLUTION

The Empire that won the game wins the campaign by economic means. The victor makes one of these proclamations to the other players:

Choice A: "I am going to cut you down, one by one. With just my signature on a piece of paper, I can seize control of your possessions, your land, and your Empires! You all will grovel at my feet!"

Choice B: "It is time to set up a just world, where wealth will be shared equally. I am putting an end to oligarchy; the world will no longer belong to a powerful caste. Dear friends, let's build the world of tomorrow together!"



Congratulations!



You can now open the Heritage pack!



SECRET BOX/C01-01



CONTENTS

- 1 rulesheet
- 1 General, Financier, and Krystallium Production board extension.

RULES

- **Add the General, Financier, and Krystallium Production board extension** to the right of the normal gameboard (see diagram).



General, Financier, and Krystallium Production board

NEW PRODUCTION RULE

- From now on, and for all future games, after the Exploration Production step, if you have the right cards, **you produce Generals, Financiers, and Krystallium.**
- **There is no Supremacy Bonus** for this Production step.

Note: It's still possible to obtain , , and **at any time** via Construction Bonus, Supremacy Bonus, or Transforming cubes into Krystallium.



Example: These cards only produce , , and during the final Production step.

WAR OR PEACE



IT'S A
WONDERFUL
WORLD

SECRET BOX/C01-01

WAR OR PEACE

(CAMPAIGN #1 BY BENOIT BANNIER AND FRÉDÉRIC GUÉRARD)

CONTENTS

- 6 Scenario envelopes ■ 1 Heritage pack and 1 Secret box to open only when told.

INTRODUCTION

- **This Campaign** comprises 6 scenarios, but you will only play 5. Play the scenarios in order, unless indicated otherwise, beginning with the first scenario. Always follow the scenario's instructions to be aware of special rules and rules modifications required for the scenario. If you play this campaign Solo, please read the extra rules at the back of this leaflet.
- **Over the course of the campaign**, sometimes you will be asked to take specific cards from the scenario's envelope. The card will always be indicated by both its name and number; for example: **PAX-10 (1-01)**. Only look at envelope's cards when explicitly demanded by the scenario.
- According to your choices and how the game unfolds, you will have different **Resolutions**. Only apply the **Resolutions** for your case. At the end of a scenario, put the unused cards back to the envelope.
- Unless it is explicitly written on the Campaign cards, **the victory conditions are always the same as a normal game**: You must earn the most Victory Points.
- Generally, the person who wins a scenario will be better rewarded than the other players. **You keep the orange campaign cards** you earn at the ends of the scenarios until the end of the **War or Peace** campaign, unless indicated otherwise. You can use them in each scenario, and they reset to zero at the end of each scenario: Return any Resources/Characters on them to their respective Supplies.
- **The player who wins the final scenario** is the sole victor of the campaign. If you end up with a perfect tie, replay the final scenario, because you can only have one victor of the campaign... or you can break the tie in favor of the player who earned it during the campaign.

Important: Scenarios' rules changes, and the effects of Campaign cards take priority over the normal rules of the game.

If a scenario add new cards: **grey cards** are discarded at the end of the scenario.

Orange cards are kept by the players and only discarded at the end of the campaign.



You can now open Envelope COI-SCOI



EXTRA RULES FOR THE SOLO MODE

- Play using **the solo mode rules from the base game.**
- You can play the Campaigns in **4 difficulty levels** (normal: 50 VP, difficult: 60 VP, expert: 70 VP, prodigy: 80 VP). Choose your difficulty level at the beginning of the Campaign.
- **When you reach the target score for your difficulty level**, you are the winner of the scenario for reward purposes.
- **If you do not reach it**, you are the loser. Take a Defeat 🗡️ card (in addition to any rewards) before continuing to the next scenario.
- **If you fail in the final scenario**, take a Defeat 🗡️ card and begin it again.
- **If you have 2 Defeat 🗡️ cards** and you lose a 3rd time, you have lost. Begin the campaign again!



Defeat cards can be found in the Envelope C01-SC01.



You can now open Envelope C01-SC01



LEISURE & DECADENCE/KSOI-SCOI






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THE CULTURAL RENAISSANCE

HISTORY: *Obsessed with productivism, the Empires neglected to devote energy and time to intellectual pursuits. But in any society, you will find creative people. And since time immemorial, artists have also been engines that power Empires.*

And so, peace has returned to the world... at least in appearance. At the heart of each Empire, creative minds start to put things together, a little of this, a little of that, to create what will soon be called "Art". From that moment forward, each Empire will face a choice: Hand over the reins to Culture, or stay the course of Productivism?

RULES

- **Each player** takes a **Cultural Production (1-01)** card and places it in their Construction area. This card has 5 Resource spaces (1 , 1 , 1 , 1 , 1 ) and a 5-space Cultural Progress bar with associated Bonuses.
- **Place a Krystallium cube** on the 1st space of Cultural Progress.
- Each time you complete the 5 Resources required by your **Cultural Production**, return the Resources to the Supply and advance the Krystallium cube on Cultural Progress 1 step, **then gain the corresponding Culture Bonus.**



- You cannot add a Resource whose "cost" space is already occupied.
- It is no longer possible, nor even useful, to place Resources on the Cultural Production card once you have reached the final space of Cultural Progress.
- **The bonuses you gain are cumulative.**
 - **1st space (Start):** nothing.
 - **2nd space:** You get a +2 bonus each time you calculate a Supremacy Bonus (Production Phase).
 - **3rd space:** Double your Supremacy Bonus earnings (Production Phase).
 - **4th space:** Double your Recycling Bonus (Planning Phase).
 - **5th space:** 15VP (End of the Game).

ENDGAME RESOLUTION

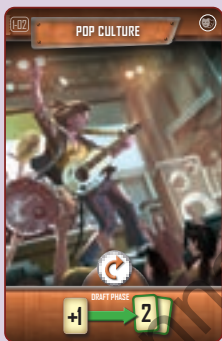


END OF THE GAME

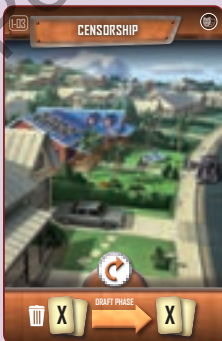
It didn't take long for Culture to take root in each Empire. Little by little, painting, cinema, television, and radio had found a place in every home. But the Empires were divided about what attitude to adopt toward this little corner of individual liberty. Should they let it prosper, as a safety valve, or should they control it to prevent dissidence?


RESOLUTION

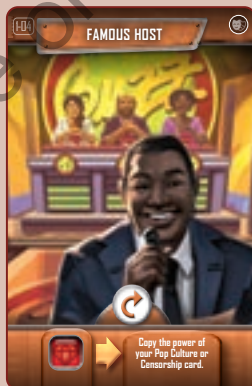
- Each player who **reached the final space of Cultural Progress (15 VP)** takes a **Pop Culture (1-02)** card: Once per game, draw a card and add it to your Draft hand (or Development Pool if you play solo), then Draft an extra card from the current Draft hand/ Development Pool. (You will thus finish the round with 8 drafted cards, rather than 7).



- Each player who **has not reached the final space of Cultural Progress (15 VP)** takes a **Censorship (1-03)** card: Once per game, discard your entire Draft hand (or Development Pool if you play solo) before choosing your card and redraw the same number of cards you discarded.



- The winner also takes a **Famous Host (1-04)** card: Once per scenario, during the Draft Phase, you can pay 1  to reapply the power of your **Censorship** or **Pop Culture** card again.



- Return the **Cultural Production** cards to the envelope.

 **Congratulations!** 
You can open envelope KSOI-SC02



2

ONE CULTURE TO DOMINATE THEM ALL

HISTORY

War adapts. There are those who fight on the battlefield, and courageously lay down their lives. Such things create Heroes and patriotic sentiments, nourish popular songs, and feed epic tales. But War also plays elsewhere, in the mind. And with cultural renewal, Empires engage in psychological warfare through cultural propaganda. The Household Names and the Celebrities make the masses dream, and they generate sympathy. Such things do not necessarily lead to victory, but in the long run, they could really pay off

Open **SECRET BOX KS01-01**.

■ **Read the Culture rules** from that box.

RULES

■ You play this game and all the subsequent games with all of the Culture cards. **Apply the Culture rules** for all games from now on.


■ **Add the Culture board extension to the suite of the central board** (before the General, Financier, and Krystallium Production board extension from Campaign 1, if you are using it).



END OF THE GAME



Culture is spreading from country to country, from city to city, and from home to home; the entire world is abuzz with cultural exchange between the Empires. There is a permanent effervescence of literary, cinematic, and artistic productions. But, humans love to classify, to hierarchize, to arbitrate. Within each Empire's Government, these cultural productions are seen, above all else, as another means to establish domination. And what better way to dominate the world than to impose your culture on it?

RESOLUTION

- The winner takes the **Dominant Culture (2-05)** card: Each time you produce at least 5 resources of the same type, also gain 1 .



WINNER

- The other players take an **Underground Culture (2-06)** card: Each time you transform 5 Resources into 1 , also gain 1 .



THE OTHERS



LEISURE & DECADENCE/KS01-SC03



3

HONEY, I'M HOME!

HISTORY

Since the end of the Great Wars, not a month has passed without some new invention or another. But until recently, none of these creations were conceived for pleasure. All creativity had been focused on progress, development, or expansion.

Now that we have reinvented Culture, more and more people are placing Leisure as their main objective in life. And every Empire has come to establish schedules so their happy people can have free time to amuse and acculturate themselves.

RULES

Open **SECRET BOX KS01-02**.

- **Read the Worker rules** from that box.
- From the 20 Worker meeples, **give each player 4 Workers** at the beginning of the game, and return the others to the box.
- **Add the Worker board extension** after the final production step.

ENDGAME RESOLUTION




END OF THE GAME

Little by little, global productivity has started to decline. The working class, who had built the glory of the powerful Empires now had a thirst for freedom, pleasure, and relaxation.




As people's happiness increased, productivism declined at the same rate. Most likely, it was poetic justice, but not everyone saw it that way.

RESOLUTION

- The winner takes the **Labor Union (3-07)** card: Once per Round, you can recycle one card (and only one) to gain 2  instead of its Recycling Bonus.



WINNER

- All players (including the winner) take a **Happiness (3-08)** card: Once each round, you can exchange 1  for 1  and 1  (only during the Production Phase).



ALL THE PLAYERS

- Return the Worker meeples to the box.

★ Congratulations! ★
You can open envelope KSDI-SC04

LEISURE & DECADENCE/KS01-SC04

4

THE 7TH EXTINCTION

HISTORY

Breaking news: Here is an excerpt from Frédéric Henze's address to the World Congress of Humanity:

"Dear friends,

Many of you think that we are living in the Golden Age of Humanity. And I cannot deny the fact that Culture and its universal nature have united peoples, beliefs, and motivations.

But humanity, resting in the comfort of peace and prosperity, does not progress. Great advances are born from dark periods of war and opposition. In this era of opulence and tranquility in which we live, our entire species slowly sinks into lethargy and laziness. We will die from letting ourselves live as we please.

It is time for this to stop. I tell you this with sadness, but we must put an end to our tranquility to get back in touch with the primary engine of human progress: despair and fear!

I am keenly aware that no one would make this choice knowingly. It is a choice too hard for an individual to make. So today, I am making it for you...

Immediately following this, the Congress building exploded, killing all the participants, in a bombing for which an anonymous group, known only as "The Just World", has taken credit.

RULES

- Take the cards **The Just World (4-09)** and **The Free World (4-10)** and give one of each to each player. (If you are playing solo, shuffle the 10 cards and flip 5 face up in the middle of the table).



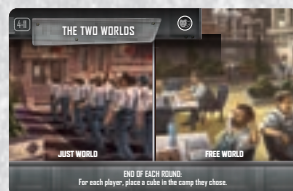
At the beginning of each Production phase (after Planning), **each player must secretly choose their "camp"** using either their **The Just World** or **The Free World** card. (If you play solo, select one of the cards and discard it). Once everyone has chosen, reveal them simultaneously.

- The Just World:** Production 1 + Minority Bonus* of 2 or 2 .
- The Free World:** Production 1 + Minority Bonus* of 1 .

Note: You are allowed to use the Happiness card to transform gained this way into and .

*You only get the Minority Bonus if there are strictly fewer total players in your camp than in the other one. In case of a tie, nobody gets it. In a 2-player game, you only get it if you are in 2 different camps. If you play solo, you never get it.

- Take the card **The Two Worlds (4-11)** and place it in the middle of the table: At the end of each Round, for each camp, place 1 cube there for each player who chose that camp. Use spare cubes from any Supply. They are cumulative from round to round.



Example: 3 chose Just World, 2 chose Free World: 3 cubes on Just World, 2 on Free World.

- The majority camp** at the end of the game will determine which final scenario you play. If you play solo, in case of a tie, take into account the card chosen on the last turn.

Attention: Your choices in this scenario strongly determine the end of the campaign. Moreover, your camp choice in the final round will be important for the rest of the campaign.

END OF THE GAME

- If **The Free World** has a majority or is tied on the card **The Two Worlds**:

The flash of brilliance from Frédéric Henze and The Just World echoed for several weeks on all the news channels. A few articles and broadcasts brought it up 1 month later to debate the merits of the theory. Then, 1 year later, the entire world had turned toward leisure and amusement, and there were only a few enlightened individuals and conspiracy theorists who still recognized the name Frédéric Henze. Life had become happy-go-lucky, but strangely there was no serious candidate for the Science Grand Prize this year...

Open **SECRET BOX KS01-03**.

- If **The Just World** has a strict majority on the card **The Two Worlds**:

The valiant execution of all creative minds as proclaimed by Frédéric Henze also sounded the death knell for idleness at leisure, and at any cost. Returning to their quest for power, the Empires had reawakened, and technological development began again, with renewed vigor.

Aware of the menace that leisure and amusement provide for a productivist Empire, those in power forbade all forms of entertainment. And no longer was there a Black Market to discover Music, Books, or Film outside of official Imperial Productions.

Open **SECRET BOX KS01-04**.

★ Congratulations! ★
Play Scenario KS01-SC05



★ Congratulations! ★
Play Scenario KS01-SC06



LEISURE & DECADENCE/KS01-SC05

5

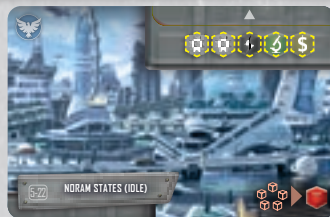
BREAD AND CIRCUSES





HISTORY

After decades of driven progress, the people finally had the chance to relax and enjoy their leisure time. Global progress was declining as fast as entertainment was increasing. Despite the volition of a small minority, who wanted to maintain a modicum of development within their Empires, most voices began to endorse a world of idleness and leisure. What could possibly befall a civilization that had reached the pinnacle of knowledge? It was time for the whole world to take a break, right?

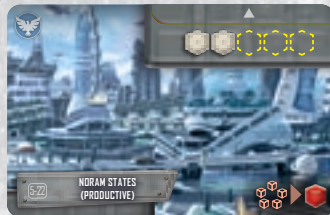
RULES


- Each player discards their Empire card and takes one of the new **Empire (5-18, 5-19, 5-20, 5-21 and 5-22)** cards from Secret Box KS01-03. Take the one that corresponds to your initial Empire.
- Place this Empire card **Idle side up if you have the Hedonist (5-12) card**. Place it **Productive side up if you have the Progressive (5-13) card**.



- Idle side** (5 empty spaces): Add the following cubes to the provided spaces on your Empire card: , , , . These represent your Production.

- Each round, your Production diminishes because your Empire is too idle! **Remove a cube of your choice from your Empire card at the end of each Production phase.** You will produce less next round.



- Productive side** (a base of , + 3 empty spaces).
- You produce little, but each round, your Production increases because your Empire is very productive. **Add a Resource cube of your choice** (other than Krystallium or Culture) to an empty provided space on your card at the end of each Production phase. You will produce this Resource each round from now on.

ENDGAME RESOLUTION



END OF THE GAME AND THE CAMPAIGN

- If an **Idle Empire** wins the game, the winner proclaims:

"Dear citizens,

I, [your name], have broken the yoke of a corrupt and dictatorial power. For more than 10 years, Empires have been oppressing their peoples, and today I am delighted to give you back your freedom.

Starting tomorrow, no human will ever need to work again. You will be able to enjoy your newfound free time to its fullest. We are putting an artificial superintelligence in charge of making all the decisions for us. Its armies of work and security robots

will supervise us to keep us from becoming misguided ever again.

Let it be known that I, [your name], have provided you a life of entertainment, with no need for worry, thanks to a superior machine, who will preside over the destiny of Humanity."

★ ★ Congratulations! ★ ★

Open the IDLENESS 🎮 Heritage Booster.

Never mix the 2 Heritage Boosters from this Campaign together!

- If a **Productive Empire** wins the game, the winner proclaims:

"Free people of the Great Empire,

I, [your name] have defeated our decadent adversaries, who advocated laziness and nonchalance as a way of life. These enfeebled Empires will collapse on their own. It is time to revive our economy after wasted years of suboptimal productivity.

In order to assure everyone an equal share of pleasure and collective utility, I hereby announce the new voluntary work scheme for the coming year: Every individual will employ our 10-2-10-2 doctrine: 10 hours of work, 2 hours of collective tasks, 10 hours of sleep, 2 hours of leisure.

Can you imagine something so progressive as 2 hours a day consecrated for your own well being! Let it not be said that I, [your name] do not think of the happiness

of my beloved people; rather, I am managing your lifetime with benevolence and wisdom, lest you be misled by your natural tendency toward procrastination.

Note that one dispensation to this daily schedule is voted on discretionarily by imperial decree for the members of my family and for myself. Of course, how your Great Leader spends time need not concern you, for it is not up to the People to tell me what to do. It goes without saying, but by saying it, you may know it to be true."

★ ★ Congratulations! ★ ★

Open the PRODUCTIVISM 🎮 Heritage Booster.

Never mix the 2 Heritage Boosters from this Campaign together!

LEISURE & DECADENCE/KS01-SC06

6


FREEDOM IS SLAVERY

HISTORY

Productivist dogma now pervades most Empires. Produce, consume, produce, consume until exhaustion. Thousands of workers around the world, laborious worker ants in the service of the powerful, were exhausted for the common destiny. Never has an Empire been more productive. But at what price? Thousands of deaths from exhaustion. Anger thundered from below. The people thirsted for freedom, leisure, and rest.


RULES

- Take the **Revolution (6-23 – 6-42)**

 cards from secret box KS01-04 of the previous scenario, shuffle them, and place them face down beside the deck.

- At the start of each Draft phase, **add 1 Revolution card to each player's hand** (thus, you will draft 8 cards each). If you play solo, at the beginning of each round, place 1 Revolution card in your Construction area instead.



- **Revolution cards draft like the others.** You cannot recycle them, you must place them in your Construction area during the Planning phase. Special abilities like "Censorship" or "Labor Union" don't discard them.
- **At the end of the game,** each Revolution card is worth 1 VP per  in your Empire.
- **Each Revolution not constructed** makes you lose 4 VP.

Note : Assembling the calls for Revolution allows you to score a lot of points. Be careful not to let one Empire gather them all.

You can place the Resource of your choice on this space



ENDGAME RESOLUTION



END OF THE GAME AND THE CAMPAIGN

- If an Empire that has the **Black Market (6-15)** card wins the game, the winner proclaims:

"Dear citizens,

I, [your name] have vanquished the infamous productivist dogma that has been oppressing our hearts for so many years. We are now free, happy, calm.

Enjoy your free time, have fun. Do not seek to encumber yourselves with dreadful revolutionary ideas or with useless social conflicts. My government and I will guide you on the path to tranquility and wholeness. It is useless to bog yourselves down with material possessions. Leave it to me. I will

bear the heavy burden of corrupting power and wealth for you.

Of course, I, [your name], cannot meet your numerous foremost needs without a suitable stockpile. That is why, for my benevolent protection and for the sustenance I myself require, I invite you to donate some of your useless free time to work in my personal factories."

★ ★ Congratulations! ★ ★

Open the IDLENESS 🎮 Heritage Booster.

Never mix the 2 Heritage Boosters from this Campaign together!

- If an Empire that has the **Progress Above All (6-16)** card wins the game, the winner proclaims:

"Devoted subjects of [your name] the 1st,

It is time to put an end to this stupid banter, and to return to the reason for your useless existence. Serve! Obey! I won, you owe me respect and allegiance.

I, [your name] the 1st, decree that any criticism in the slightest uttered against those in power will be punished by banishment to the forced labor camps at the edges of the Empire.

If you maintain discipline and obedience, fear my wrath, and respect my power, then you will

be able to live your pitiful life of servitude, and work in peace. We have undoubtedly conquered the world, but tomorrow we can set our sights on all the other habitable planets. And I will be satisfied only when the entire universe is beneath our boot."

★ ★ Congratulations! ★ ★

Open the PRODUCTIVISM 🎮 Heritage Booster.

Never mix the 2 Heritage Boosters from this Campaign together!

SECRET BOX/KS01-01



Culture Production Board



War or Peace Campaign Board

CONTENTS

- 1 rulesheet
- 5 Culture cubes
- 1 Culture Production board extension
- 35 Culture cards
- 36 Celebrity tokens
- 20 Bonus tokens

RULES

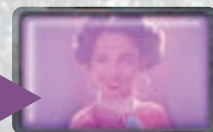
■ **Add the Culture Production board extension** to the right end of the normal gameboard (see diagram). If you have played the War or Peace campaign, place the Culture Production extension between the central board and the General, Financier, and Krystallium Production board extension.

■ **Each player takes a Culture cube** and places it on the 1st space of their Empire's Culture track on the Culture Production board extension.



■ Place the Celebrity tokens

on the Culture Production board extension, in the Celebrity Supply.



■ Place the Bonus tokens

beside the Culture Production board.






■ **Shuffle the 35 Culture cards** (whose backs match the base game) in with your base game.



NEW CULTURE RULES

■ From now on, and for all future games, after the Exploration Production step, **you produce Culture**.

■ Culture works differently from the other resources: It is not a physical Resource. **When you produce 1** , advance your marker on the Culture Production board 1 step upward.


■ **When your cube reaches the top of the track**, the next Culture point you gain returns it to the starting space, and you **gain 1** , **which you add to your Supply**, and **1 Bonus token** . The more Culture you produce, the more you gather, the more points each one earns you.

Construction Bonus:
1 Celebrity



Production:
1 Gold and 1 Culture

■ **Each Celebrity is worth 1VP + 1VP per Bonus token** you have.

■ **You cannot have more than 4 Celebrity Bonus tokens.** Once you have 4, each new "lap" of the track will continue to gain you 1 , but you will not gain any more Bonus tokens.




Note: There is no Supremacy Bonus for Culture production.

■ You can play this Culture mechanism outside this campaign with the base game.

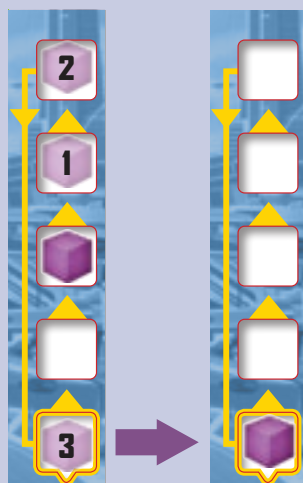
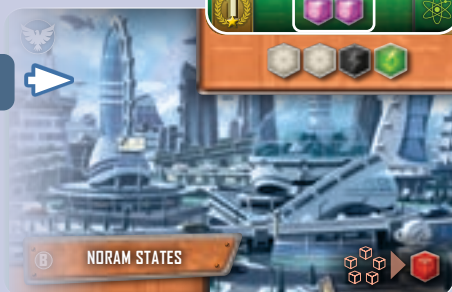
The Radio Tower

card produces 1 Celebrity during the Culture Production Step.



Example: The Noram States produce 3 . They advance their Culture cube 3 steps.

EMPIRE



They return to their starting space and thus gain 1 Celebrity and 1 Bonus token.



SECRET BOX/KS01-02



CONTENTS

- 1 rulesheet
- 20 Worker meeples
- 1 Worker board extension

RULES


■ **Add the Worker board extension,** A side up, to the right of the Culture Production board (see diagram). If you have played the **War or Peace** campaign, place it after the General, Financier, and Krystallium Production board extension.

■ **During the Planning phase,** you can assign 1 or more Workers to one or more of your cards under construction.

■ **During the Production phase,** you can only add Resources to cards in your Construction area that have at least 1 Worker. All other cards lack a work force, and cannot progress...

■ **As soon as a card is constructed,** all the Workers that were on it return to that player's Empire card. They can be used again in the next Planning phase (and not before).




■ **At the end of the Production phase** (after the Production of Culture, Generals, Financiers, and Krystallium), each Worker on your Empire card produces 1 .





■ Then, **each Worker still on a card under construction** produces 1 Resource of your choice that goes on the card where the Worker is standing. (If this completes construction, the Worker returns to your Empire card, but does not produce Culture). A Worker **cannot** produce Generals or Financiers that are part of its card cost. On the other hand, a Worker can produce Krystallium if and **only if** it is the only type of Resource the card lacks.

■ **During the Planning phase**, you can add Recycled Resources to cards under construction, even if they do not have Workers (and you can even complete them this way).



■ **At the end of each round, all Workers**, even those on incomplete cards, return to your Empire card. You can reassign them during the next Planning phase.

Note:  that could be produced by a card, or obtained via Construction Bonus can still be added to any card under construction, even if it does not have Workers.



Example 1: You still need 1  and 1  to complete City of Agarthia. You cannot use your Worker to produce 1 ; you must use it to produce 1 .



Example 2: You still need 1  to complete City of Agarthia. You can use your Worker to produce 1 .



SECRET BOX/KS01-03



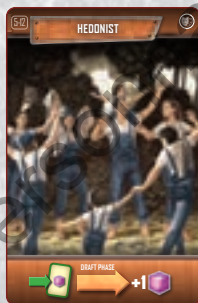
CONTENTS

- 1 rulesheet
- 11 Scenario cards
- 5 Idle/Productive Empire cards

RULES

■ Each player that finished the game on The Free World gains the card **Hedonist (5-12)**: Each time you draft a card that produces Culture, immediately gain 1 Culture.

■ Each player that finished the game on The Just World gains the card **Progressive (5-13)**: Each time you produce at least 9 Resources of the same type, gain 3 Financiers or 3 Generals.



■ The winner of the game gains the card **Free World Memorial (5-14)**: Add it directly to your Empire. This is a Memorial that cards gives you 3 VP at the end of each game.



■ Keep the **Idle and Productive Empire** cards for the next scenario.



★ Congratulations! ★
Play scenario KS01-SC05

LEISURE & DECADENCE



IT'S A
WONDERFUL
WORLD



SECRET BOX/KS01-03



SECRET BOX/KS01-04



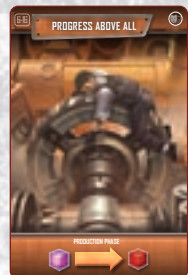
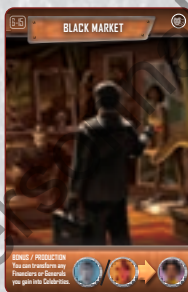
CONTENTS

- 1 rulesheet
- 11 Scenario cards
- 20 Revolution cards

RULES

■ Each player that finished the game on The Free World gains the card **Black Market (6-15)**: Each time you gain 1 or 1 , you can gain 1 instead (this works at all times, even for Supremacy Bonuses or Financier/General Production).

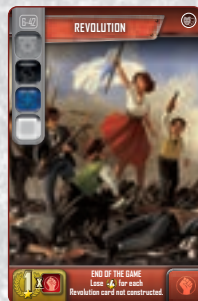
■ Each player that finished the game on The Just World gains the card **Progress Above All (6-16)**: Each time you must produce 1 Culture, you can produce 1 instead.



■ The winner of the game gains the card **Frédéric Henze Memorial (6-17)**:

Add it directly to your Empire. This is a Memorial card that gives you 3 VP at the end of each game.

■ **Keep the 20 Revolution (6-23 - 6-42) cards** for the next scenario.



★ Congratulations! ★
Play scenario KS01-SC06

LEISURE & DECADENCE



IT'S A
WONDERFUL
WORLD



SECRET BOX/KS01-04





LEISURE & DECADENCE

(A CAMPAIGN BY BENJOIT BANNIER AND FRÉDÉRIC GUÉRARD)

CONTENTS

- 6 Scenario envelopes ■ Heritage boosters and 4 Secret boxes to open only when told.

INTRODUCTION

For this entire campaign, your Empire cards will be B side up. We very strongly recommend that you play the first campaign **War or Peace**, or at least several games of the base game before tackling this campaign. The **Leisure & Decadence** campaign introduces numerous innovations and mechanisms that would be complicated to integrate if you are not already very familiar with the base game. If you play this campaign Solo, please read the extra rules at the back of this leaflet.

- **This Campaign** comprises 6 scenarios, but you will only play 5. Play the scenarios in order, unless indicated otherwise, beginning with the first scenario. Always follow the scenario's instructions to be aware of special rules and rules modifications required for the scenario.
- **Over the course of the campaign**, sometimes you will be asked to take specific cards from the envelopes of campaign cards. The card will always be indicated by both its name and number; for example: **Pop Culture (1-02)**. Only look at Campaign cards when explicitly demanded by the scenario.
- For some scenarios (including the 1st), read only the Endgame that corresponds to what happened in your scenario. According to your choices and how the game unfolds, you might not have the same **Resolutions**.
- Unless it is explicitly written on the Campaign cards, **the victory conditions are always the same as a normal game**: You must earn the most Victory Points in 4 rounds.
- Generally, the person who wins a scenario will be better rewarded than the other players. **You keep the Campaign cards** you earn at the ends of the scenarios until the end of the **Leisure & Decadence** campaign, unless indicated otherwise. You can use them in each scenario, and they reset to zero at the end of each scenario: Return any Resources/Characters on them to their respective Supplies.
- **The player who wins the final scenario** is the sole victor of the campaign. If you end up with a perfect tie, replay the final scenario, because you can only have one victor of the campaign... or you can break the tie in favor of the player who has most earned it during the campaign.

Important: Scenarios' rules changes, and the effects of Campaign cards take priority over the normal rules of the game.

If a scenario adds cards: Discard the **grey cards** at the end of each scenario. Discard the **orange cards** at the end of the campaign, unless indicated otherwise.



You can open envelope KS01-SC01



EXTRA RULES FOR THE SOLO MODE

- Play using **the solo mode rules from the base game.**
- You can play the Campaigns in **4 difficulty levels** (normal: 50 VP, difficult: 60 VP, expert: 70 VP, prodigy: 80 VP). Choose your difficulty level at the beginning of the Campaign.
- **When you reach the target score for your difficulty level,** you are the winner of the scenario for reward purposes.
- **If you do not reach it,** you are the loser. Take a Defeat 🗡️ card (in addition to any rewards) before continuing to the next scenario.
- **If you fail in the final scenario,** take a Defeat 🗡️ card and begin it again.
- **If you have 2 Defeat 🗡️ cards** and you lose a 3rd time, you have lost. Begin the campaign again!



Defeat cards can be found in the Envelope KS01-SC01.




You can open envelope KS01-SC01




NEW RULES FOR WORKERS










- The cards of this Heritage pack reintroduce the Workers from Scenario 3 into your base game.
- Flip the Worker board to side B and place it after all the other board extensions. **From now on, play with a new Worker Production step** at the end of the Production phase.
- Gather the 20 Worker meeples  and place them beside the Worker Production board.


RULES


- Take as many  from the Supply as indicated by the **Construction Bonus** of the card constructed, and place them in front of you.

■ **At the end of the Planning phase:**

Place your  on your cards under construction however you like. You can place several  on a single card, and move the  that are already on cards.

■ **During the Worker Production step,** each  on a card produces 1 Resource of your choice (except Krystallium, and of course not Generals or Financiers) that it places on this card. If the card is completed by the  each  on the card additionally produces 1 .

■ When you construct or recycle a card from your Construction area, recover any  that were on it.

Note: If the card is completed during the Production phase, you must wait until the following Planning phase to use any  gained or recovered.