

45mn

1-7

14+

IT'S A WONDERFUL WORLD

CORRUPTION & ASCENSION

RULES OF THE GAME

CONTENTS

- 56 Corruption & Ascension (C&A) cards
- 2 Empire cards (sides A & B)
- 60 additional cubes
- 10 Financier ×3 tokens
- 10 General ×3 tokens
- 1 scoreboard + 1 erasable marker

INTRODUCTION

This new deck of cards complements the existing cards from It's a Wonderful World. From now on, each turn, you will play with a mixture of Development cards from the base game (IaWW) and the Corruption & Ascension expansion (C&A).



C&A cards introduce new ways to play, most notably through **duo scoring** and **corruption**.

This new deck also allows you to **play with up to 7 players**.

Attention: Although their backs are different, C&A cards are still Development cards.

NEW RULES

SETUP

Shuffle the C&A cards by themselves, then place them as a face-down deck beside the deck of IaWW cards.

A. DRAFT PHASE

Depending on the player count, deal the following to each player:

Player count	IaWW cards	C&A cards
2 players	8	4
3-4 players	6	3
5-6 players	6	2
7 players	5	2

Play the Draft phase as usual. You are always free to choose either an IaWW card or a C&A card from the cards passed to you. After drafting your 7th card, discard any remaining cards.

B. PLANNING PHASE

You have the same choices for C&A cards as for classic Development cards: You can recycle them, or slate them for construction. Once they are constructed, add them to your Empire as usual.



C. PRODUCTION PHASE

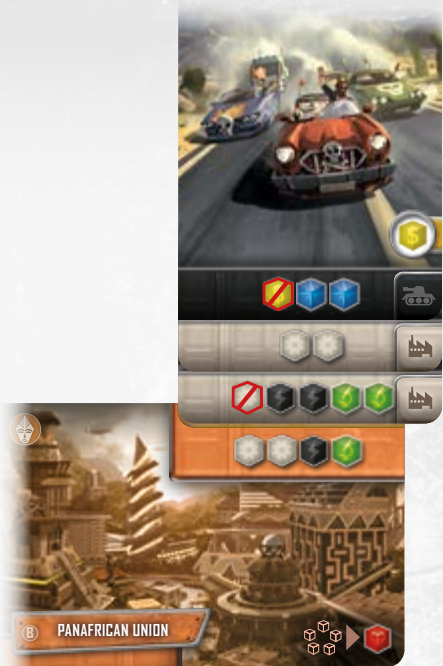


Corruption: Certain C&A cards produce Corruption. **If you have any of these in your Empire, subtract the Corrupted Resources from your total production.**

This new total indicates not only the number of cubes you must take, but also your Supremacy score. If you have more of the Corrupted Resource than the Resource, your production for this Resource is considered 0.

Example: Apolline has 1 Corrupted Material Resource and 1 Corrupted Gold Resource . She normally produces 4 , 3 , 3 , 0 , and 2 .

So, during the Production phase, she will produce 3 (4 - 1), 3 , 3 , 0 (because it cannot go negative), and 2 .



END OF THE GAME



Duo scoring: Certain C&A cards have a victory point system that uses duos of cards. For these cards, during the final scoring, **count each duo you have of the types indicated in your Empire**, and multiply that tally by the victory points indicated.

Example: Apolline has duo scoring for Research and Projects . Each duo of 1 Research card and 1 Project card in her Empire gives her the duo scoring bonus of 9 points.

These cards also count for the multiplier scoring from the base game.

So, Apolline has 17 points:

- 1) 9 points for her Research/Project duo (9 VP × 1)
- 2) 6 points for her 2 Research cards (3 + 3 VP)
- 3) 2 points for her Project card



SOLO MODE

Setup: Create each of the 8 mini-decks of cards as follows:

- 3 IaWW cards
- 2 C&A cards

Planning phase: When you discard 2 cards to draw new cards and keep 1 of them; you can discard IaWW cards and/or C&A cards. However, when you draw, you must decide whether to draw entirely IaWW cards **or** entirely C&A cards. You cannot draw both.

If you decide to draw IaWW cards, draw 5, and keep 1 that you add to your hand (i.e. the usual rule).

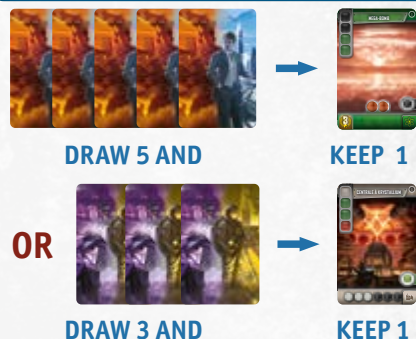
If you decide to draw C&A cards, draw only 3, and keep 1 that you add to your hand.

All the other rules remain unchanged.

CREATE 8 MINI-DECKS



DISCARD 2 CARDS TO:



6- & 7-PLAYER MODE

2 new Empires have been created, and this allows you to play with up to 7 players. You can deal out these new Empires during setup, always making sure that everyone plays with the same side (A or B).

Supremacy bonus: With 6 or 7 players, when you calculate the Supremacy bonus, **the 2 players with the highest production** receive the Supremacy bonus. If there is a tie, here is how you should award the Supremacy bonus:

- If 1 player has the single highest, and there is a tie for 2nd: Only 1st place receives the bonus.
- If only 2 players are tied for 1st: They both receive the bonus, and no one else does.
- If 3 or more players are tied for 1st: No one receives the bonus.

For the Science  Supremacy bonus, each award recipient independently decides whether to take a General or a Financier.



SCOREBOARD

Jot the players' names in the first row. Use the next line to record "gross" VP. The next 7 lines are for tallying "combo" VP (use the 2 little spaces to write the total multiplier and the number of matching occurrences, and use the big space for the product). The next 4 lines can be used to calculate the "duo" scoring the same way. Write the total victory points on the final row.

Example: Apolline has 4 cards worth 3 “gross” VP each ①. She writes 12 VP in the first space.

She earns 3 “combo” VP for each of her cards **2**, which is a total of 9 VP. 

Her 3 General tokens earn her 1 VP each
3.

She earns 5 VP for each of her 2 complete
 +  duos **4**, which is 10 VP.

She earns 9 VP for each of her 3 complete  +  duos **5**, which is 27 VP.

Her total is 61 VP!



	AP.						
	12	①					
	3	3					
	9	②					
	1	3					
	3	③					
	5	2					
	10	④					
	9	3					
	27	⑤					
	61						

SOLO SCENARIOS

These scenarios allow you to discover different strategies in solo mode. **Play using side B of any Empire card.** For each scenario, place the indicated cards (**C&A cards are in purple** and **IaWW cards are in orange**) in your Construction area at the beginning of the game. **You only win if these cards are constructed by the end of the game.** If you win, count your points, and see if you also win a bronze, silver, or gold medal! Other than the rules specified here, play with the base game rules for Solo Mode.

SC01: THE ERA OF ROBOTS

"Grand Vizier, there are news reports that servants have kidnapped their employers, and that workers are abducting their managers at an exponential rate. What is really going on here?"

The Grand Vizier responded, embarrassed: "It seems that remuneration based on trust and gratitude between free citizens is colliding with a resurgence of social antagonisms."

The Supreme Leader was shocked: "What you are telling me makes no sense. In a perfect society, such as ours, there cannot be any conflict between the classes. Be that as it may, I will liberate humanity from servitude, putting machines to work in their place. Even animals will find freedom and be replaced by robots!"

Cards: **Giant Robot, Telekinesis, Robot Factory, Security Automatons, Robot Assistants, Robotic Animals.**

Bronze Medal: 95 VP+

Silver Medal: 115 VP+

Gold Medal: 135 VP+

SC02: WHAT ARE THE POLICE DOING?

The Grand Vizier approached, devastated: "Supreme Leader, since replacing the workforce with machines, unemployment has exploded and crime has spread like the plague. Social assistance is diverted to tax havens, and supply lines for provisions are harassed by bands of raiders. Even the chief of security has been attacked in the middle of the street!"

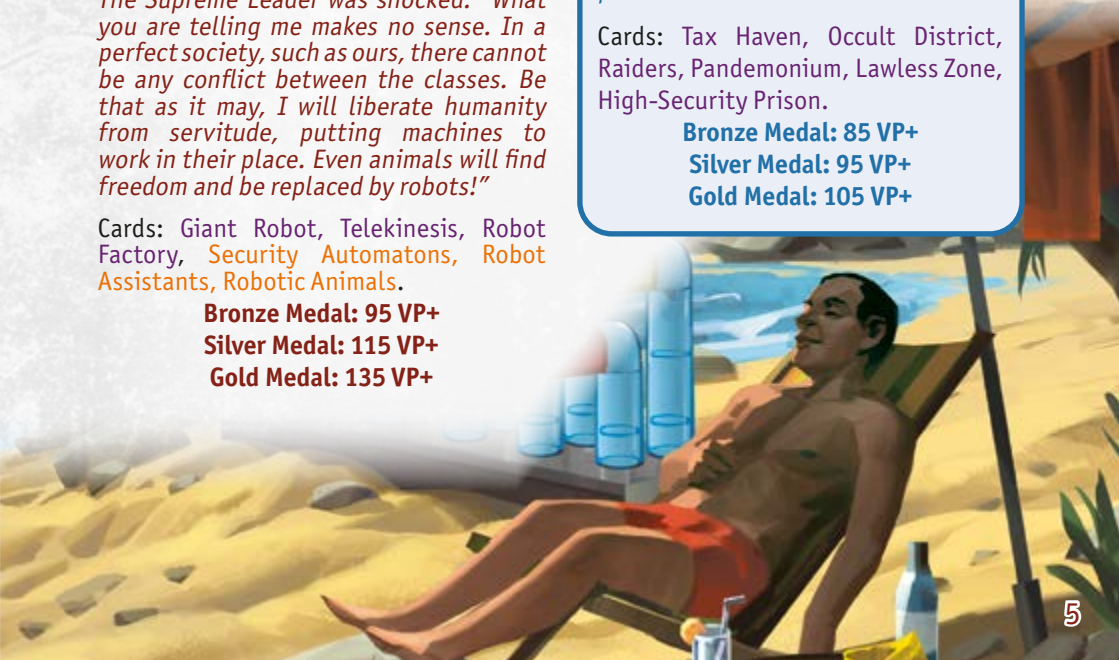
The great leader was moved: "I am a beacon for my people, and an intense light always produces a tenacious shadow. But it is up to us to heal our citizens with benevolence. We can convince our citizens to export these... shall we say, 'alternative products of society' to other nations. The more recalcitrant ones will be placed in centers for ideological adaptation, to devote themselves to public interests."

Cards: **Tax Haven, Occult District, Raiders, Pandemonium, Lawless Zone, High-Security Prison.**

Bronze Medal: 85 VP+

Silver Medal: 95 VP+

Gold Medal: 105 VP+



SC03: A RACE IN SPACE

"We have reports that the Noram Empire has set up a program to reach Alpha Centauri. Ha! They've run out of things to invent!" exclaimed the Grand Vizier.

The Supreme Leader regarded the Vizier with contempt: "And? Don't just stand there gawking at them with your arms crossed! We will get there before them!"

The Grand Vizier hastened: "Very well, I will order the immediate launch of our rockets!"

The Supreme Leader replied mockingly, "But come on, this would be a complete demotion for our rockets;" then, after a moment's pause, continued, "We must be faster; we will construct a space elevator so our vessels can depart directly from the moon!"

Cards: Orbital Station, Mining Asteroid, Alpha Centauri, Space Elevator, Cryopreservation, Lunar Base.

Bronze Medal: 95 VP+

Silver Medal: 115 VP+

Gold Medal: 135 VP+

SC04: A GLORIOUS DEATH

The Grand Vizier sheepishly reported, "Supreme Leader, we have lost a battle in the East. Although we outnumbered them and were better equipped, our troops had not been paid in several months...."

The Supreme Leader was completely calm: "Did you know that in Norse mythology, warriors, after a glorious death, would enter a paradise called Valhalla? We do the same!"

"What are you trying to say?" worried the Grand Vizier.

The Supreme Leader blew up: "We must stop treating our soldiers like vulgar employees. Dying for the homeland should be their only recompense. Let us immediately make peace with our neighbors to the East, and declare war on the North; Valhalla certainly must be closer to the North. Thus, we will not go down in history, but rather we will march into legends!"

The Grand Vizier muttered, "That's for sure...."

Cards : Valhalla, Raiders, Solar Cannon, Tank Division.

Bronze Medal: 90 VP+

Silver Medal: 100 VP+

Gold Medal: 115 VP+

SC05: THE ICE OF THE NORTH

The Grand Vizier whispered with a conspiratorial air, "According to our informants, the leader of the North is hiding in the legendary continent Hyperborea, but the ice floes form an insurmountable barrier for our troops. In addition, our citizens newly settled in those countries complain of the intense cold that prevails there."

The Supreme Leader replied in a low voice, "Their lackluster leader we will flush out with the cunning of an arctic fox. Send a fleet of icebreakers, then we will build cities beneath the sea, powered by high-energy power plants. The pollution generated to keep our citizens cozy will melt the ice floes. Our prey will soon be wading in filthy, putrescent puddles." Then the Supreme Leader exploded into sardonic laughter.

Cards: **Hyperborea**, **Icebreaker** x3, **Quantum Generator**, **Underwater City**.

Bronze Medal: 95 VP+

Silver Medal: 105 VP+

Gold Medal: 120 VP+

SC06: EXCESS

The Supreme Leader was in a bad mood: "Grand Vizier, report on our projects"

The Grand Vizier lamented, "The leader of the North continues to mock us, and the social crisis is growing. Our disgruntled citizens are banding together with those of the other empires, and these rebels are attacking our borders."

The Supreme Leader responded with irritation, "Stop annoying me with details! I remind you that our primary objective is still winning the race to Alpha Centauri. For the unrest, build a gigantic wall to protect us from these barbarians. For the North, let's create something like a big sun that will melt the ice that protects them. And it will remind all that I am a light for this world. Is this clear, Grand Vizier?"

"Luminously, Supreme Leader!" the Grand Vizier beamed.

Cards: **Artificial Sun**, **The Wall**, **Alpha Centauri**.

Bronze Medal: 95 VP+

Silver Medal: 105 VP+

Gold Medal: 120 VP+



COMPATIBILITY WITH THE WAR OR PEACE EXPANSION

The C&A deck of cards is compatible with **War or Peace**. You can include it in the Campaign, and you can even use it in normal games along with cards you've unlocked during your campaigns.

6- & 7-Player Mode: The campaign is not playable with 6 or 7 players. On the other hand, you can play a non-campaign game with up to 7 players using both the C&A expansion **and** any content you've unlocked during your Campaigns.



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