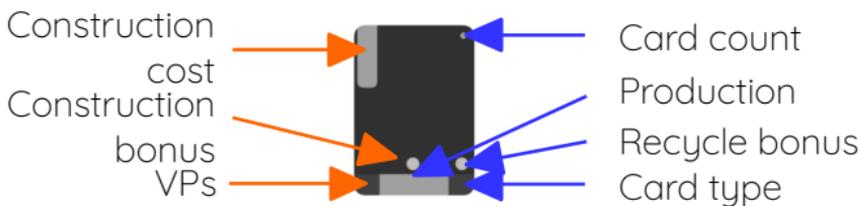


IT'S A WONDERFUL WORLD

Setup

Place resources on the game board (incl. Generals and Financiers) – resources are not limited. Deal each player an Empire card (all players select same side). Besides your Empire card, you should have designated draft and construction areas.

Card anatomy



Game Flow & End

There are 4 rounds in the game, each consisting of 3 phases. After the 4th round, tally your VPs, based on your Empire card and constructions. Some cards provide VPs based on the number of constructions of a certain type, or the number of Generals/Financiers you control. Other resources and unfinished cards hold no value.

Round phases

In each phase players act simultaneously:

1. Draft - Deal each player 7 cards, and then proceed to draft them (in the direction shown on the game board) - revealing every card publicly into your draft area.

2. Planning - Each player decides which draft cards to Recycle (for its recycle bonus) and which to Slate for Construction. When using your recycle bonus, you may immediately finish a card slated for production - take its construction bonus and place it in your Empire constructs.

3. Production - In 5 phases, ordered by the game board, your constructed cards produce a type of resources. Assign these to your cards slated for construction, or to your Empire card if unused. If you produced the most resources of a type (not tied), gain the corresponding Supremacy bonus.

Additional rules

You **may move** red cubes (‘Krystallium’) and characters off your Empire card to a card slated for production. You **may not move** other cubes once allocated to a construction, or to your Empire card. However, 5 cubes of any type are transformed to a red (= wild) cube.

At any time you may discard a card slated for construction, while discarding any cubes on it, but gaining its recycle bonus.

Cards produce in the round they are constructed.