

WORLD DUMINATION

14+

2-5 PLAYERS

50-120 MIN.

For decades our planet has been monitored by alien species. Worried by recent events, enormous alien spaceships are sent towards earth. Announcing they come to save us from our self-inflicted fate, people rush to get onboard the spaceships. But the aliens will only let the smart people onboard, leaving the less gifted behind. Most of the leaders get in, but some didn't make the cut, for more or less obvious reasons. In World Dumbination you play as these five leaders left on earth; Trump, Maduro, Putin, Erdoğan and of course Kim Jong-un!

It's never been easier to conquer the world. Can you make it to world domination, collectively declare world peace, or will you all destroy the planet in a spectacular nuclear meltdown?

This is the story behind the satirical board game World Dumbination from Muzak Games. The game is a fun asymmetric strategy game for 2 – 5 players, coming to Kickstarter April 23rd!

The main inspiration for the game was when some world leaders argued like small children sitting in a sandpit. And that is the idea behind how the leaders are illustrated.



Aliens collecting the smart people to make them inhabit a new and better world in a galaxy far far away...



In the game you combine card actions with clever movement on the game board. The cards are placed on Leaderboards that's like your control unit. You also place a target token with the nation you will attack. Everyone flip and reveals their cards and targets at the same time. The actions are done according to numbers on the cards, which also decides the player order for the rest of the round.

The game has a very natural build up. Players start by drawing less expensive and mostly political Level 1 cards. When completing their First goal they can also draw Level 2 cards that contains more expensive military actions

On the board there are bases that give strength to units that are the pieces you move on the board. The further you move a unit away from a base, the less strength it has. Units can engage in combat with opponents units or bases. Removing others bases and units give you victory points (VPs). You also gain VPs by funding project cards or by disarm nuclear bombs, in an effort to make world peace! You win by having the most victory points when the game ends (the round after a player has reached 15 points). Your resource income is also counted as VPs in the end, so it's a good thing to build stronger bases and conquering new spaces that earns you resources. Resources are used to fund cards, build bases and buy new units.

On the Leaderboards there are tracks for your ego and popularity, these tracks can remove and block cards, so make sure you don't get to unsure of yourself or get too unpopular. You need a high level of ego to be crazy enough to fire the nuclear bomb! Getting very crazy locks your target token. Getting very popular can earn you more income. Popularity is also counted as victory points in the end.

There is Dumbness cards that are shuffled into the card piles to make sure something stupid will occur. These cards contain weird actions for all players, like giving out the Nobel Peace Prize, or the result of somebody having cute kittens with them to work.

There are some interesting new mechanics in the game, but the main thing in this game is the fun factor! This game is designed for a lot of interaction between players and the often surprisingly actions from Dumbness cards add a great deal to the silliness. And the more players, the more fun!



In the game there are First goals cards. Blue project cards. Green & brown action cards. And red Dumbness cards.



Numbers on the cards decides the order of the actions. This player is the first to fire the Nuclear bomb losing 2 popularity points. That makes the orange cube move into the card space removing the card before that actions is done. This player also has maximum ego locking the target.

FROM THE DESIGNER

World Dumbination is a game I wish I never was inspired to make. There are millions of people really suffering under the bad leadership of some of these leaders. But is this something we should joke about? I think so. Making fun of these leaders makes them touchable in a way. They can be reached and put down from their high horses, even if it's only in a fun little board game. I believe it's good for us to make fun of things that frighten or frustrates us. And weirdly it makes it more fun! During the cold war in the 80s the funniest things on TV joked about nuclear wars starting by accidentally hitting the red button, just like we do in this game! So get into a more modern version of the cold war by playing a crazy leader in a game of World Dumbination!

Jan Richard Hansen - Game designer

WORLD DUMBINATION IS LAUNCHING ON
KICKSTARTER
APRIL 23rd!

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