

WORLD DUMBINATION

RULEBOOK

BY J. R. HANSEN



1

INTRODUCTION

In this game you play as the 5 world leaders left after aliens have “rescued” the intelligent people from our planet, to inhabit a new a better world they have floating around in a galaxy far far away.

Your aim in this game is to have earned the most victory points (VP) at the end of the game. You earn VP by paying for (funding) your nation’s First Goal and other projects. Victory points can also be earned by attacking your opponents. This is done either with military units on the game board or by card actions. Victory points can also be earned by disarming nuclear bombs! Your resource income is also VP at game end, so conquering new areas and building stronger bases are good things to do. You use resources to pay for cards, Bases and Units. Spaces on the board and Bases give you resources.

You also have to watch out that your Ego and Popularity don’t spiral out of control. Your Ego is important if you want to be crazy enough to fire the nuclear bomb! Being highly popular earn you more income, your Popularity is also counted as VP at game end.

With mostly “less gifted” people left in charge, thing doesn’t always go smoothly. So look out for the Dumbness Cards that are hidden in the card decks. These cards affect everyone and contain a whole range of weird actions, but also some opportunities.

The game is played in rounds with 7 phases. All players complete one phase before moving on to the next. Player order is determined by the priority number of cards played. There are two levels of cards. The players start with cheaper and mostly political cards, and move on to more expensive military actions when reaching Level 2.

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IMPORTANT, must be read!

LESS IMPORTANT, can be read when applicable in the game.

NOT IMPORTANT, can be read when applicable.

Even though most people left on Earth think the Earth is flat, it is of course possible to move from one end to the other on the game board!

2 GAME COMPONENTS

In addition to this rulebook, these items should be in the box:

CARDS & RESOURCE CUBES



- A** 15 Dumbness cards
- B** 50 Level 1 cards
- C** 65 Level 2 cards
- D** 30 White & 25 black Resource cubes

GAME BOARD



Game board with 253 hexagonal spaces. On the top and bottom are tracks for Victory Points and Resources.

FOR EACH PLAYER



For each of the 5 players there are:

- A** 1 Leaderboard
- B** 5 Target tokens
- C** 6 Units
- D** 8 Two sided Base tokens (strength from 4 to 10)
- E** 3 Radioactive tokens
- F** 17 Cubes in the player color
- G** 2 First Goal cards
- H** 1 Ego cube in gray & 1 Popularity cube in orange

FIRST TIME PLAY

Open the cards piles and separate Level 1, Level 2, First Goal and Dumbness Cards for an easy set up. Push out the tokens from the sheets. Sort out the game components for each nation according to the illustration above. Keep components for each nation in the plastic bags.

3 SET UP

This is the setup for different amount of players.

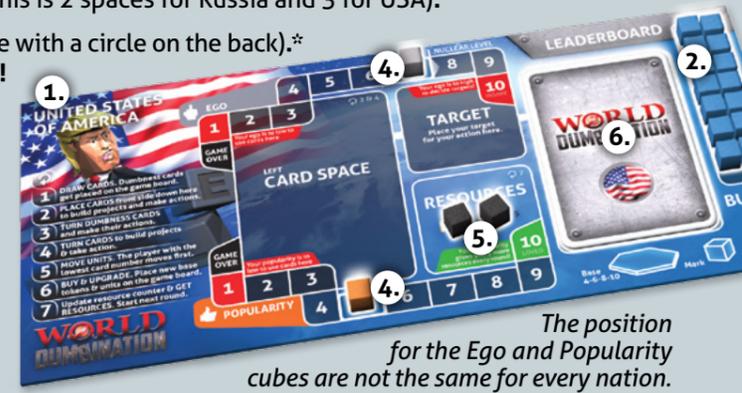
Play these nations when playing a:

	USA	RUSSIA	NORTH KOREA	VENEZUELA	TURKEY
2 PLAYER GAME	✓	✓	✗	✗	✗
3 PLAYER GAME	✓	✓	✓	✗	✗
4 PLAYER GAME	✓	✓	✗	✓	✓
5 PLAYER GAME	✓	✓	✓	✓	✓

Use the Leaderboards and player components in the colors that will be played. Put the rest back in the box.

GENERAL SET UP

- Each player picks the Leaderboard of the nation they want to play, or draw colors by using the cubes in the nation's colors. Collect Base tokens and Units in the same color for easy reach when buying and upgrading.
- Each player collect and place 14 cubes in their color on the Markers spot on the Leaderboard, these cubes are for different things in the game. Players playing USA and Russia places cubes on their spaces that makes resources (marked with cubes and golden frames on the board, this is 2 spaces for Russia and 3 for USA).
- Each player collects Target tokens in their color (square with a circle on the back).
Remove the tokens for the nations that aren't playing!
* 2 players play with Peace Tokens placed as a target.
- Collect and place gray Ego and orange Popularity cubes on the correct place on the Leaderboard. The correct placement is marked with a stronger color.
- Collect and place 2 black cubes (10 resources) on the Resources spot.
- Each player chooses a First Goal card. Place it face down on the RIGHT card space, discard the other card.



The position for the Ego and Popularity cubes are not the same for every nation.

- Shuffle Level 1 pile and distribute 5 cards to each player. Shuffle the Level 2 pile and place the piles side by side.
- Randomly* pick Dumbness cards and shuffle in EACH PILE:

	2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS
Make discard piles for the different cards when needed.	6 cards	5 cards	4 cards	3 cards

Since cards are drawn faster with more players, less Dumbness cards are used with more players.
* Some Dumbness cards are marked Level 1 or Level 2 on the back. Shuffle them in the correct piles.

- Place the main game board in the middle of the table.

- Each player place a Base with 4 in strength in their color on the place marked with their color on the game board. Place 2 Units in the same color on the Base (a 2 player game uses 1 Unit on each Base).
- Each player place 1 cube in their color on the start space (0) on the Victory point track on the top of the game board.
- Each player place 1 cube in their color on the Player order track on the left on the game board. The order for the first round is: North Korea, Russia, USA, Turkey and Venezuela.
- Each player place 1 cube in their color on the Resource track. Place the cubes like this*:

- Venezuela 2
- Turkey 2
- North Korea 2
- Russia 4
- USA 5

* In a 2 player game, USA start with 7 resources and Russia 6 since the players have two Bases each.



Start position for the resource cubes*.



In a 2 player game, the USA plays NATO with TURKEY. RUSSIA plays a coalition with VENEZUELA.

2 PLAYER GAME

The set up for a 2 player game stand out from other set ups!

The BLUE player starts with two blue 4 strength Bases, one in USA and one in Turkey (green space). Place one blue Unit on each of the Bases.

The RED player starts with two red 4 strength Bases, one in Russia and one in Venezuela (yellow space). Place one red Unit on each of the Bases.

The rest of the set up is the same except for some minor differences marked in the text.

4 HOW TO PLAY

The game is played in rounds with 7 phases. Each player does their turn in one phase before everyone move on to the next phase.

The phases are:

1 DRAW CARDS

Players draw cards up to their hand limit; which is five cards at the beginning of the game. Draw Level 1 cards until First Goal is completed. If any Dumbness Cards are drawn, place them face down on the game board.

4 FLIP AND USE CARDS

Flip cards and Target Token* (if applicable). Everyone calls out their lowest card priority number. *In a 2 player game flip the Peace Target Token first to do a nuclear disarmament!

A: Reorder player cubes on the Player Order Track according to the priority number. The player with the lowest card number goes first. The track shows the player order through the rest of the round.

B: Pay the cost of the cards and do their actions. The lowest numbered card action is done first, then the second lowest and so on. Actions can jump back and forth between players.

6 BUY & UPGRADE

Buy or upgrade Bases first. Buy new Units and place them on the Bases. Follow player order.

2 CHOOSE AND PLACE CARDS

Choose and place cards face down on the Leaderboard. Players aren't required to place cards. When the nation's First Goal is completed players may place 2 cards.

Choose a Target Token and place it face down on the Target Spot. All players must place a target even though only Brown Action Cards use them.

3 DUMBNESS CARDS

Flip and resolve Dumbness Cards. Cards stay on the board until their action is completed.

5 MOVE UNITS

Move Units on the game board. Follow player order. Place Markers where Units have been.

7 GET RESOURCES

Update the Resource Track. Collect the amount of resources shown on the Resource Track from the bank. Discard used cards and start the next round.

5 HOW TO WIN

You win by having the most Victory points (VP). You receive VPs by"

- Gain 1 VP for EACH UNIT YOU ATTACK AND REMOVE from the game board.
- Gain VPs for the AMOUNT OF RESOURCES YOU REMOVE from an opponent's Base.
- Gain VPs by funding Blue Project Cards and winning Dumbness cards. You also receive VPs from the First Goal card. Update VP counter when funded.
- Get VPs from THE PEACE TRACK based on the number of Nuclear Bomb cards that are disarmed. Minimum 4 VP, maximum 10 VP. The points from the Peace Track are counted at the end of the game.
- Your RESOURCE INCOME on the Resource Track is counted as VPs at game end.
- Your POPULARITY on the Popularity Track is counted as VPs at game end.

See chapter 15 on page 11 for End game and Scoring.

6 GAME BOARD

The game board is a map of the world where you can move horizontally from one side to the other.



The 5 nations are marked with their color. USA has 19 blue spaces, and Russia 28 red spaces. The other nations start with just 1 space each.

- A** On the top of the board is the player's VICTORY POINTS TRACK.
- B** On the left is the PLAYER ORDER TRACK.
- C** On the right is the PEACE TRACK for nuclear disarmament.
- D** On the bottom is the RESOURCE TRACK that shows the players income.



Resource space. Spaces with the golden frame provide 1 resource per round. The spaces with a large cube inside are the start areas.



Sea space. Submarines and aircraft carriers use sea spaces when moving. It's illegal to build Bases on Sea spaces.



War zone. If a Unit moves into a war space, the Unit joins the war. Lay the Unit down and wait 1 extra round to conquer the space.



The colored spaces in blue or red are spaces USA or Russia already own. Only spaces with cubes in those colors need to be conquered.



The letters next to the arrows are reference points when moving from one side to the other on the game board.



The spaces with the U.S.S.R and EU flags are spaces Russia and Turkey need to conquer in one of their First goals.

Blue, red and First Goal cards give you Victory points.

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Use the VP track to add up VP in the end. If reaching 50 continue at number 1 as 51.

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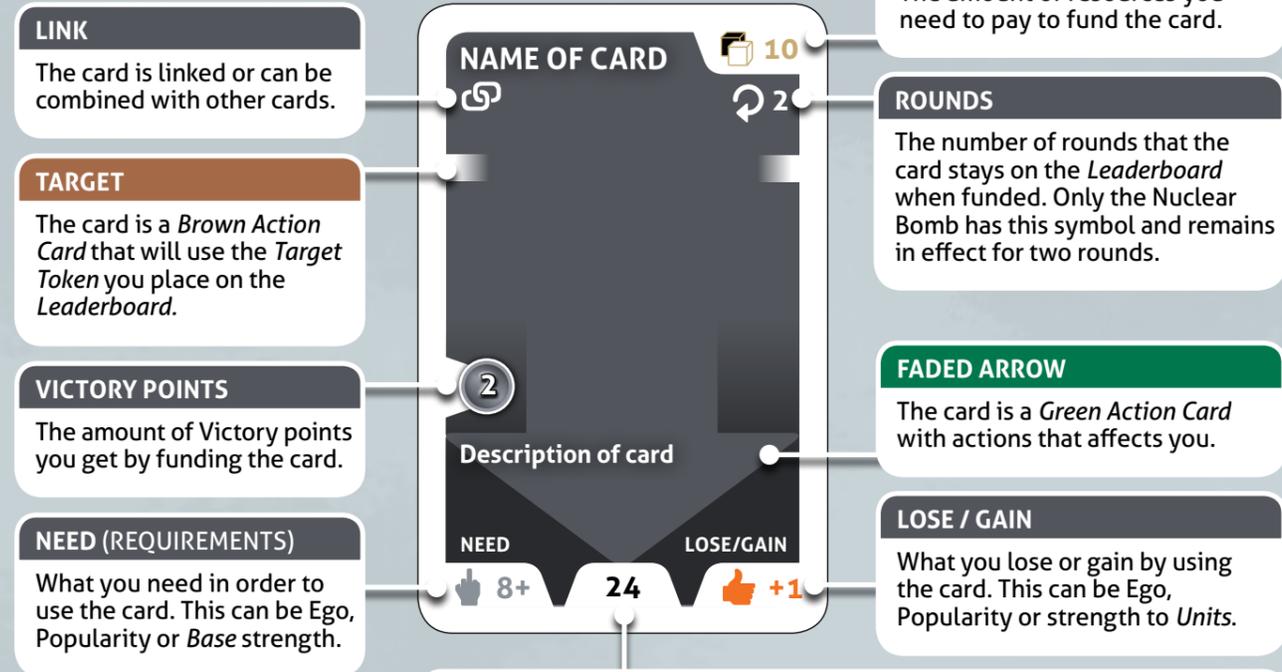
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THE CARDS

The main playing cards are marked with 1 and 2 on the back, this is the different level of cards. Level 1 cards are mostly political and Level 2 cards are more military actions. Keep Level 1 and Level 2 cards apart in separate piles at all times. If either pile is empty, shuffle the corresponding discard pile as the new pile.

You can only draw Level 1 cards until you have completed your First Goal, after that you can also draw Level 2 cards.

This is the main layout of the cards:



ILLEGAL CARD ACTIONS

- A player caught having too many cards must discard down to the correct hand limit. A fine of 1 resource for each card the player has over the hand limit is paid to the bank.
- Players that can't fund a card on the *Leaderboard*, must discard the card and pay 1 resource to the bank as a fine. This method cannot be used to discard unwanted cards. An unfunded card's priority number is not used in determining player order.

There are 5 types of cards:

1 GREEN ACTION CARDS

These cards affect only you. They can make you more popular or give you more or less Ego. They may increase the strength of your units.

Green cards remain in effect for the entire round in which they are played and are then discarded.

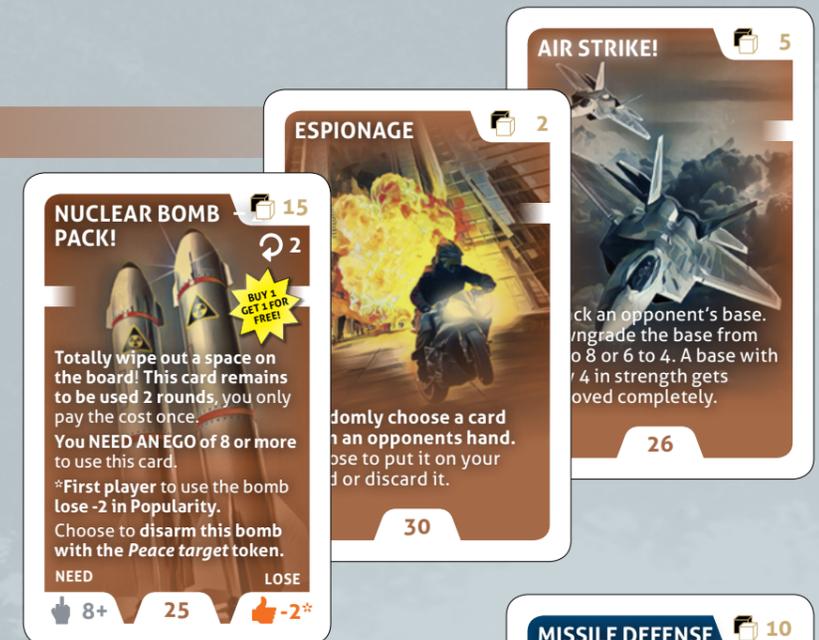


2 BROWN ACTION CARDS

These cards affect other players. Make your opponents lose or gain Ego or become more or less popular. Attack opponents Bases, Units and even cards using Brown Actions Cards.

Flip the *Target* token when using these cards (except in a 2 player game).

The strongest Brown Action Card is the *Nuclear Bomb*, which removes everything on a space of the board when used, giving you many VPs. But you can also earn VP by removing it from the game (see *Peace Track* on page 11).



3 BLUE PROJECT CARDS

These cards have actions that you can keep throughout the game. The cards can also earn you Victory points or give you other advantages.

Popularity, Ego and VPs from Blue Project Cards will stay with you even if cards are attacked and removed, or temporary sabotaged.

Bases and Units aren't affected when project cards they are connected with are attacked and removed.

Place these cards beside your *Leaderboard* and update *Victory Points* from the cards when funded. Use their actions when appropriate in the game.



4 DUMBNESS CARDS

These cards are shuffled into both Level 1 and 2 card decks to make sure something stupid will take place from time to time. These cards contain actions for all players.

The craziest and most powerful Dumbness Cards are marked with a warning icon! These cards can change things completely, so be sure you're up for it!

When drawn, place them face down on a free space on the game board. After players place cards on their *Leaderboards*, the Dumbness Cards are revealed. Dumbness Card actions are resolved before player's cards get flipped.

Dumbness Cards with actions that aren't completed or no one wins stay on the board until the actions are completed or someone wins it.

Players may bid of some of the Dumbness Cards. These auctions follow player order as marked on *Player Order Track*. When bought place the card beside the *Leaderboard* as a funded project card. Player-owned Dumbness Cards may be sabotaged but not attacked!



A few cards are marked with Level 1 or Level 2 on the back. If used, make sure to use all linked cards and place them in the correct Level pile.

5 FIRST GOAL CARDS

Complete your nation's First Goal before drawing Level 2 cards. Choose a First card for your nation and place it face down on the Right card space on the Leaderboard. Flip the card in the Flip cards phase (4) when you want to fund the goal. You must meet the requirements of the card and be able to pay the cost. Place it beside the Leaderboard like a project card when the goal is achieved.

These cards cannot be funded in the first round, or attacked or sabotaged by opponents.

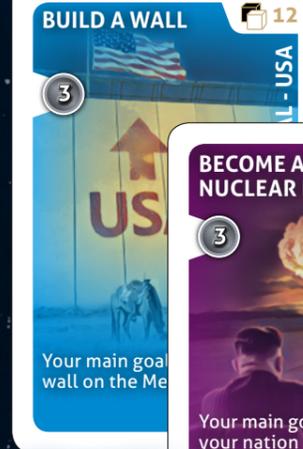
Corruption: All nations' first goals (except for Build a Wall) can be bought for 10 or 12 resources without meeting the requirements.



CARD ICONS

- Resource cost
- Ego
- Popularity
- Strength
- Corruption cost
- Victory points
- Linked card

The First goals are worth 3 Victory points. Some give a bonus when the goals are reached.



Jimi is the last alien on Earth. He was out on town partying when his spaceship left. Since aliens are very popular, he lives a joyful rock & roll life, and is in no hurry to get back home. If you use "The last alien" card you put Jimi to work, and he wouldn't like that. So if an alien ship shows up, he will get to it, fix it and travel back home. Since the geniuses don't like working either they will also get onboard the ship with Jimi and travel to the new world in a galaxy far far away...

There are geniuses that were too skeptical to go with the aliens. They are hiding under ground so are difficult to spot, but finding some of them can give you a good advantage in the game.

8 LEADERBOARDS

The Leaderboards are the players "control room".

The LEFT AND RIGHT CARDS SPACES are where you place cards. You can place any card on any space, but the First Goal card has to be completed before using the right card space.

There are TRACKS FROM 0 TO 10 to keep track of the player's Ego and Popularity. If you are at 2 or 3 on either track, you cannot place a card on the left card space. If an action moves the cube on the tracks into the card space, the card laying there are discarded. If the number on the card laying there is lower than the card that moves the cube, the action on the card gets done before the card is discarded!

With 10 in Ego, the target gets locked. A locked Target token cannot be changed until your Ego goes back below 10.

If you reach 10 in Popularity, your people work harder for you, giving you 5 additional resources each round! The extra income is added to the Resource track, and is withdrawn if your popularity fails back below 10.

With little Ego your self-esteem is low making you afraid to give orders (only one card space). With a big Ego you are too crazy to focus on more than one opponent (getting a locked target).

With little Popularity your people don't listen to your orders (only one card space). Being highly Popular makes your people work harder for you (getting a bonus income).

If a player fails to 0 in Ego or Popularity, they are removed from office and eliminated from the game. Remove all Target tokens for the nation. The player's pieces remains on the board to be conquered by other players. See page 10 for rules regarding removing a player from the game.

ROUND SUMMARY

A reminder of the 7 phases a round consists of.

EGO TRACK

Track for the player Ego. Too little block the ability to place cards. Too much Ego locks the target token.

TARGET

Space to place the chosen Target Token.

MARKERS

Cubes in the player's color is kept here until used on the board.



POPULARITY TRACK

Track for the player Popularity. Low Popularity blocks the ability to place cards on the left card space. 10 in Popularity gives you 5 more resource income every round!

RESOURCES

Space for the resource cubes, that you get as an income every round.

BUY

A reminder of the order in which you buy Bases and Units.

9 BASES

The Bases range from 4 to 10 in strength. The Base tokens are used on the game board. The tokens have two sides with strength of 4 and 6, and 8 and 10. A Base always increases or decreases by 2.

The number on the side is the Resources the Base gives that are added to the Resource track.

A Base gives strength and movement to Units (the playing pieces on the game board).

If a player suddenly has no Bases, the Units have no strength and cannot move to conquer new spaces. They can only move on the players own spaces. New Bases must be built as soon as possible to give strength and movement to the Units.

When a space is attacked by a Nuclear Bomb, replace everything on the space with a Radioactive token in the losing player's color. The space loses the ability to produce resources and the space is a NO GO ZONE! If a player runs out of Radioactive tokens, remove the players first placed radioactive token and place it on the latest nuked space. The old space is back to normal, but lost.

10 UNITS AND MOVEMENT

Units are the pieces you move on the game board to conquer new spaces and battle against opponents Bases and Units. The spaces your Units are placed after they have moved belong to you.

The Units get their strength from the strongest Base near it. A Unit standing on a Base has the same strength as the Base, as long as there aren't any stronger Bases nearby. The strength decreases with 1 for each space a Unit moves away from the Base that gives it strength.

A Unit standing next to a Base with 4 in strength, can only go 2 steps further away from that base before it don't have any strength at all.

If there is more than one Base near a Unit, only the strongest Base gives strength to the Unit.

It's not possible to add up strength from more than one Base.

MOVEMENT

In **ONE** round a Unit can move **HALF** of the strength of the player's strongest Base. With a Base with 6 in strength a Unit can move 3 spaces, even when it gets its strength from a weaker Base.

The amount of spaces your Units can move in a round is always half of the strength of your **STRONGEST** Base!

Players may not move Units through opponents' spaces that have cubes without stopping and conquering them. As long as a Unit has strength it can move through spaces that no one owns, except for war spaces. You can move all your Units during your turn.

STRENGTH

A Unit loses 1 in strength for every space it moves away from the Base it gets the strength from. A Unit without any strength cannot move into a space that doesn't belong to the player.

11 COMBAT

Attacking Units can only move 1 space, so they must stand next to the space they will attack. Conquering a space is not attacking. Units can only attack if they alone or together are stronger than the total strength of the Units/Base they will attack. The losing Units/Bases on the space get removed.

When Units attack together to be stronger than the Units/Base they attack. The attacking player **LOSES THE UNITS** that **TOGETHER ARE WEAKER** than the Units/Base they attack. If 3 Units attack a space where they have 7 in strength each, and the defending player has 2 units with 8 in strength each. The attacking player loses 2 of the Units since it was the third Unit that made the group stronger.

Attacking Bases works in the same way. If 2 Units with 5 in strength attack a Base with 8 in strength, one of the attacking Units are lost. The losing Units/Base is given back to the players to be used again.

When attacking a Base, you get VP for the amount of resources you remove. Get 2 VP when removing a 4 Base (2 resources), get 5 VP when removing a 10 Base (5 resources). The same rule applies when using cards to reduce or remove a Base.

When attacking and removing a Unit you always gain 1 VP.

When Units has won a battle they have also conquered the space; the Units cannot move any further in that round.

EXAMPLE

The red Unit has 7 in strength beside the red Base. The Unit can attack and win the purple Base since the Unit has 7 in strength there. The Unit loses 1 more in strength if it would attack one of the yellow Units, but it is still stronger so it would win on both spaces. The downside is that the yellow Units also can attack the red Unit, since they together has 8 in strength on the space of the red Unit. So it all comes down to which player has the lowest numbered card and goes first in this round! If yellow attacks with the two Units, one of them will be lost.

REMOVING A PLAYER FROM THE GAME

It is very rare, but a player can lose all Bases and Units without the opportunity to get back in the game. If a nation gets neutralized, the **LAST PLAYER ATTACKING** the nation will stand as the **OVERTAKER**. Remove the neutralized nations Target Tokens. **REPLACE** already placed and locked targets with the overtaking nation!

12 MARKERS

Markers are used to mark spaces you have conquered. Place a cube in your color as soon as you move Units away from a space (of course you don't need to place cubes on Bases). If Units moves away from a space that gives resources, the income is lost if the space isn't marked with a cube. You can decide to leave a cube on a space or not.

Only leave cubes where Units began the round, not every space through which it moves.

13 BUY & UPGRADE

Also place cubes on spaces you lose Units or Bases when attacked by cards (except for Nuclear Bomb attacks). Spaces with cubes have no defense, but needs to be conquered by Units. Get your cubes back when losing spaces. If you are out of cubes you cannot keep newly conquered spaces when Units moves away from the space. A nuclear disarmament requires a cube, so make sure you don't use all your cubes up too quickly.

Buying or upgrading a Base cost the same amount of resources as the Base strength.

You always start building Bases with 4 in strength.

You can only build or upgrade bases to the next Base strength in one round.

A new Base can only be placed on spaces where you have Units. Bases can't be built on Sea Spaces.

Buying a Unit cost the same as the strength of the Base it is placed on. A new Unit must be placed on a Base!

14 THE PEACE TRACK

The peace track is where the nuclear disarmament happens!

Place a Nuclear Bomb card on the *Leaderboard* with a Peace Token as the target to disarm a bomb. You will get +1 Popularity when using the Peace Target.

At your turn, place a marker cube on the lowest empty spot on the Peace Track and pay the amount of resources shown on the spot. Place the Nuclear Bomb card on the same numbered card place. You have now completed a nuclear disarmament!

You can disarm 2 bombs in the same round; you only pay for the last one.

You cannot disarm a Nuclear Bomb that has already been used.

At the end of the game, players with cubes on the Peace Track get VPs equal to the highest paid amount (for all players). You only get the amount once, even if have more than one cube on the track.

15 GAME END

The game ends when either:

- A player has reached 15 on the VP track. Play the next round through and finish the game!
- When 4 spots on the Peace track are occupied by cubes and Nuclear Bomb cards. Players have declared World Peace and the game ends immediately!

Use the victory point track to add up scores.

In addition to the points on the Victory track, this counts as VP:

- 1 VP for each UNIT you have on the board.
- The amount of INCOME you have on the RESOURCE TRACK (MAX 24). Victory Points for Bases are already counted by the Resource Track.
- The amount of POINTS you have on your POPULARITY TRACK.
- CUBES on THE PEACE TRACK. Players with cubes on the track get the amount of Victory Points as the cost of the spot of the HIGHEST PLACED CUBE.

The winner is the player with most victory points when all points have been added up. In case of a tie, the player with the most Ego wins!



The Peace token can ONLY be used with the Nuclear Bomb card! You can use green and blue cards on the other card spot. The Peace Token also prevents opponents from locking your target.

You are not using the Nuclear Bomb when disarming it; ignore what the card says other than its priority number.

PEACE TRACK	
4. SPOT	= 10 VP
3. SPOT	= 8 VP
2. SPOT	= 6 VP
1. SPOT	= 4 VP

SCORING

FOR A SHORTER GAME

For a shorter game, play without the First Goal cards. Each player starts with 15 resources and 5 Victory Points. The first 5 cards are distributed from the Level 1 card pile, but Level 2 cards can be drawn in the next round. When a player has reached 15 Victory Points on the VP track the game ends after next round.

For a longer game increase the VPs players need to reach to end the game.

RULES SUMMARY

THE GAME PHASES

- All players do complete their actions in one phase before moving on to the next phase.
- Each player must place a Target token.

CARDS

- The numbers on the cards decide the order of the actions, and the order of the players. Use the Player Order Track to mark the order.
- Dumbness Cards impact all players. Use player order when bidding.
- Green cards are actions affecting you. Brown cards are actions affecting other players. Blue cards are projects with actions you can use throughout the game. When funded, place them beside the Leaderboard. Blue cards can be sabotaged or attacked by other players.

MOVEMENT

- All Units can be moved during the players turn in the movement phase.
- Units lose 1 strength for every space it moves away from the Base that gives strength to the Unit.
- Units can move HALF the amount of the player's strongest Base. It doesn't matter if the Units get their strength from another Base than the strongest.
- A Unit cannot conquer a space if the Unit has zero strength.
- Units cannot go through other player's spaces that have cubes.
- Place cubes where Units where standing, not every space it moves.

COMBAT

- Units can only attack if they are stronger.
- Attacking Units can only move 1 space.
- When attacking with more Units that each are weaker than the Base or Units they attack, the attacking player loses the Units that together are weaker than the Units/Base that are attacked.

BUY & UPGRADE

- Upgrade Bases before buying new Units.
- All new Bases start with 4 in strength.
- Bases can only be built on space where you have Units.
- Bases can only be upgraded once in a round, building new Bases counts as an upgrade.
- Units are placed on Bases, they cost the same as the Base it is placed on.

VICTORY POINTS

- Players get Victory Points from cards when they are funded.
- Victory Points are never reduced on the victory track, only added.
- Removing Units and decreasing Base strength gives you Victory Points.
- Victory points from the Peace Track are added in the end of the game.



Cards with certain actions will override some rules in this rule book.

Of course our war game would not be complete without having cute kittens in it...

THE IDEA

I got the idea for this game when some world leaders argued like small children about quite serious stuff. I first thought that somebody should make game about this, not thinking I would do it. But when I got the idea how the leaders could be left on earth adding in aliens, and the title World Dumbination just appeared in my head, I figure out I should make this game! I was actually planning to Kickstart a fun party game, but this game just developed itself so fast, that I decided this should be my first Kickstarter!

The title World Dumbination is not only in regards of dumb leaders, but also as a reference to the dumbest thing these leaders can do, and that is of course to start a nuclear war. At the same time I got this idea the Nobel Peace Prize was given to the International Campaign to Abolish Nuclear Weapons. I was actually thinking of making the most meaningful legacy game ever, by making players rip apart the nuclear bomb cards after playing the game a few times. But I decided instead to make the first war game where players can do a nuclear bomb disarmament. The nuclear explosion at the North Pole on the cover is also kind of a symbol of global warming.

Hope you like the game and the combination of silly humor in a war game!

J.R. Hansen - Game designer

Idea & game design by J. R. Hansen

Graphic design and illustrations by Epizoom Multimedia Design

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DISCLAIMER!
The game publisher don't necessary share the same political views as this game express...
Or who are we kidding? Of course we do!

