
WORLD CONTROL



THE TOTAL BOARD GAME

» *Imagine a threesome of
Monopoly, Risk & Catan
inside Jumanji* «



. . . Governments & Institutions have failed . . .

A billionaire-elite with private armies & a global business-network now play

- on the most beautiful board game of all times -

for total winning!

Enjoy an evening free of morals!



MECHANICS OF CONTROL

The fate of your leader & your human resources does not only depend on the size of your hands . . .



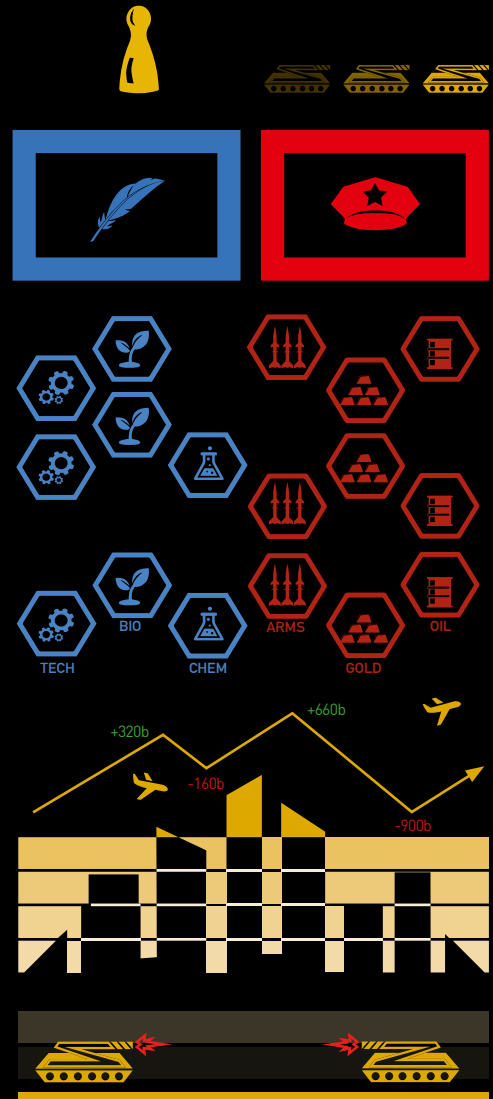
Play control-cards instead of rolling dice to strategically plan your moves & leave nothing up to chance.

Trade resources, that are produced in your cities & combine them to gain control-cards or assemble more units.

Cross borders to shift your human resources to more lucrative places & crush your competition with trillions of debt.

No possibility or desire to pay your debt? Just declare war & conquer your most favorite global cities.

... , pre-emptive airstrikes, censoring fake-news, influence via education & religion, ... whatever means necessary, total world control is just a turn away.



Michael Lee Cregger, an acupuncturist from the US developed World Control in 1991 under George Bush the first.

It is an absolute classic of power-play in the 21st century. It was just never released to the public . . . Until now!

Published in Austria (the inventor of World Wars), it shows the world's playful side after 30 years of unquestioned capitalism. With the attempt to take control over chance, we chase our only goal at any cost: Total winning!

Globalisation for beginners or game-theory in practice, in any case: As an international family we have nothing to give.

imAGO

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