HUMAN DIGNITY IS IRRELEVANT

IT'S

1 FEW WORLD ORDER
Setup, Start,
Leaders & Cities

2 BORDERS
Collecting Stoxx

3 FISCAL YEAR
Control Cards

4 OCEANS &
INFLUENCES

THE

5 DOMESTIC POLICIES
Returning to own city

6 FOREIGN POLICIES
Entering an enemy city

7 COMBAT

9 STOXX

10 AIRLIFT / AIRSTRIKE

LAW

11 EVENTS
News & Special Events

12 BANKRUPTCY
Game Over

13 STATISTICS
Alternative games

14 PLANETARY CHESS
An elite 2-Player Game

FEW WORLD ORDER

Dear Playerz, welcome to the board of WorldControl!

All governments have failed & regional economies have been centralized to key global-cities with strict borders. The world is now run by you, a small elite group a.k.a. Playerz.

The ⬭ollo has been installed as global currency, while Corpz ▱ provide loyal, corporate, human ressources & defense contractors.

Your ultimate goal is to drive your competition to bankruptcy & be the last Player in the game to claim complete WorldControl *For different winning criteria see > page 13.*

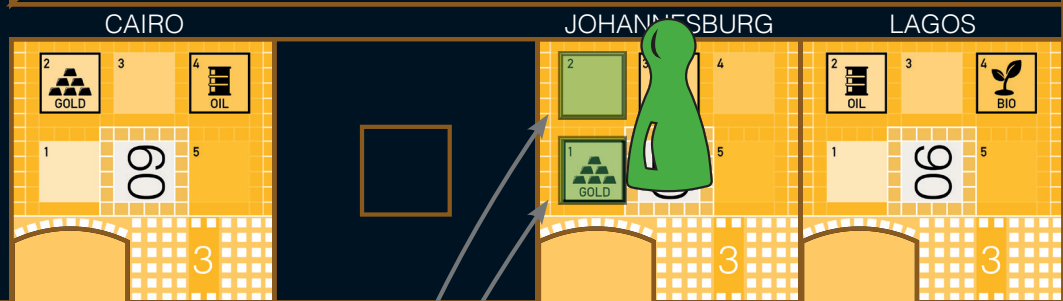In this rule-book, important stuff is ⬛boxed & examples/tips are written *italic.*:

#1 RULE
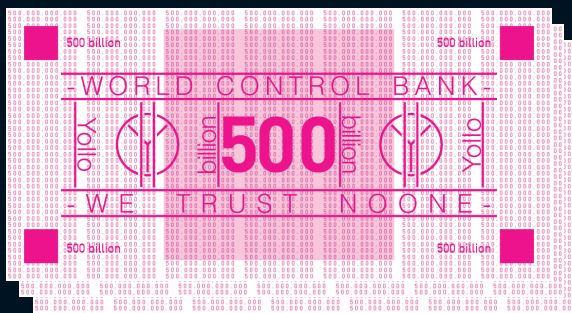Dice are rolled simultaneously inside a designated area. Otherwise: reroll!

move Leader

SETUP

Pick a color, put your leader ♟ on »00« & let's get into the game!
Everyone starts with some Cash, Corpz & both Control Cards 🔲 👁 :

All:	1 🔲 SAGE card &
	1 👁 GENERAL card.
2 ♟♟:	⬭ 2,5 trillion, 23 ▱
3 ♟ :	⬭ 2,3 trillion, 21 ▱
4 ♟ :	⬭ 2,1 trillion, 19 ▱
5 ♟ :	⬭ 1,9 trillion, 17 ▱
6 ♟ :	⬭ 1,7 trillion, 15 ▱

⬭ollo – all that matters

WORLD CONTROL BANK
Yollo **500** billion Yollo
WE TRUST NO ONE
500 billion 500 billion

Corpz – army at hand

N

CAIRO

GOLD   OIL
60
3

JOHANNESBURG

GOLD
3

LAGOS

OIL   BIO
90
3

07 > JOHANNESBURG

Size	Value	Stoxx
5 ▱	500 b	
4 ▱	400 b	
3 ▱	150 b	🌱 BIO
2 ▱	80 b	
1 ▱	50 b	⛏ GOLD
visit	😄	

80 b   3

Price   Border

3

START

To split up the world & get the economy going quickly, every game starts with a spree-round. This lasts for each Player, until passing »00« again. During this spree-round all fields other than cities are ignored & no debt or combat is yet possible.

During your spree-round you keep rolling until you land on a city. If you land on a city that is already taken by a competitior, just go there and roll again, until you reach a city available for purchase.

You will get accustomed with the movement of your leader, the essential concept of borders & how to quickly grow your corporate empire to greatness.

The Player with the smallest hands starts.

1. Move
LEADER

You move your leader ♟ with the black, 10-sided die ◈ .

2. Buy
CITIES

Upon landing on a city available for purchase, it may be acquired by paying the exact ⬭ price to the W.C.Bank. Immediatly after purchase, Corpz ▱ may be placed by crossing the border →

(Refusing to buy, simply ends a Player's turn)

Cities can not be traded or sold! They can only be taken over in combat or bankrupted if unoccupied later on.

cross Borders
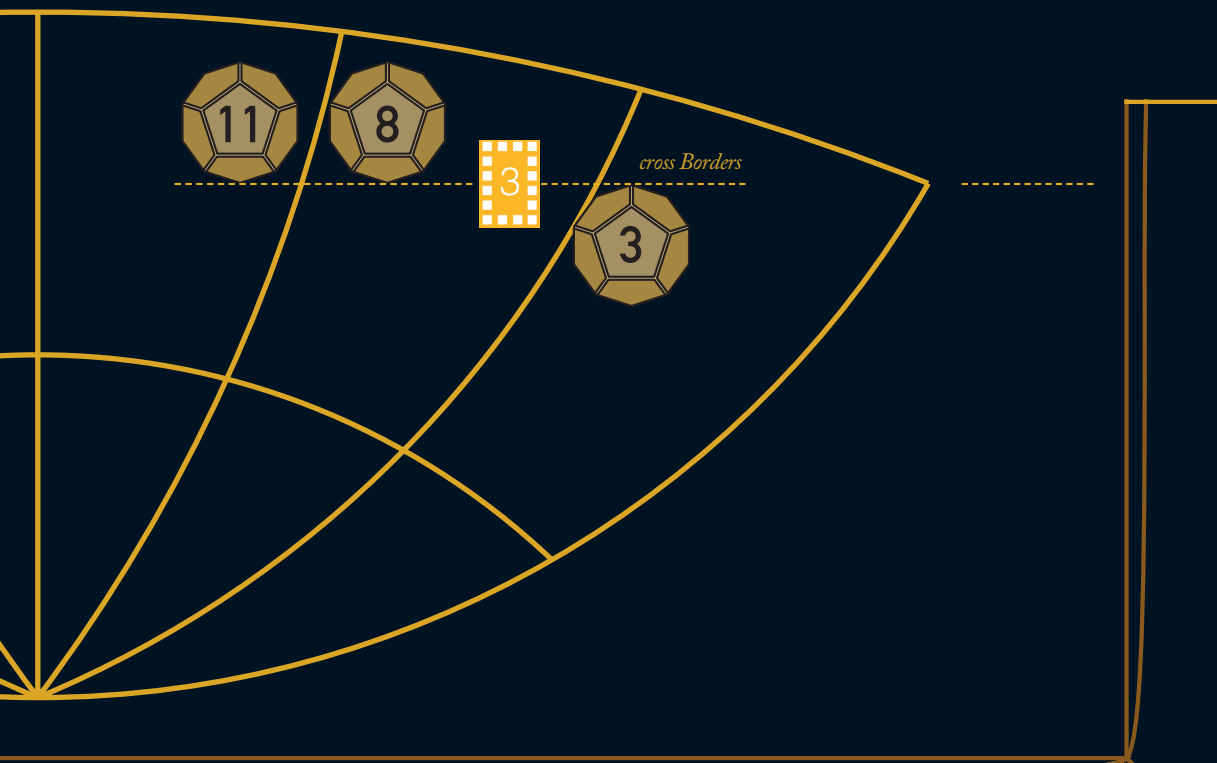
Example shown:

Example shown:

A city with a border number of 3 has been purchased & the Player decided to roll. The roll turned out to be 11, 6 & 3. since one die (3) did not pass the border (3) only 2 Corpz are to be placed. Of course, dice, that would have rolled even less than the border-number, would also not allow a Corpz-placement.

TIP: At cities with higher border-numbers it may be a smarter choice to simply place 1 Corpz instead of rolling, because if all dice are rolled below the border-number the city remains unoccupied & unprotected (but in the posession of the Player).

Border-numbers get higher the more lucrative a city gets. (exception: Moscow) & you can always use GENERAL cards 👁 to help across the border.
(you'll learn on the next page →)
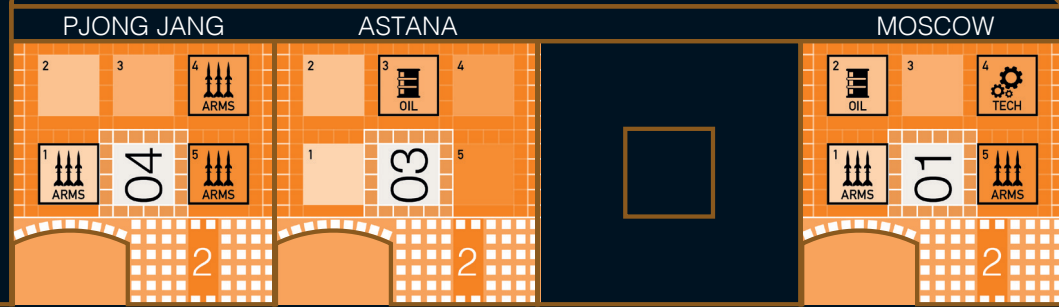
A general ettiquette of playerism is advised. This includes transparent transactions, fast decision-making, exact payments & a fair selection of refreshments always at hand.

remember: Tru Playerz are defined by their game!

PJONG JANG   ASTANA   MOSCOW

2 3 **4 ARMS**
1 ARMS 04 **5 ARMS**
2

2 **3 OIL** 4
1 03 5
2

2 OIL 3 **4 TECH**
1 ARMS 01 **5 ARMS**
2

Everything is their fault!

Leaders

3. Cross
BORDERS

After a city has been obtained, Corpz 🚆 may be placed to increase a city's size & value.

<u>You have two options:</u>
Simply place 1 Corpz 🚆
OR   🚆🚆🚆
place 0-3 Corpz, by getting them accross the city's border.

To cross the border roll the 12-sided dice ⬡⬡⬡.
For each dice that is rolled <u>higher</u> than the border number, 1 Corpz 🚆 will be placed.

4. Collect
STOXX

Your Corpz 🚆 need to be placed clockwise, starting in the bottom left (above the gate). If your Corpz are covering a Stoxx-icon, you will collect the according Stoxx ⬡ from the W.C.Bank.

If the W.C.Bank is out of Stoxx, they can not be collected!

2 > 3 > 4
1   5

Stoxx
BIO
GOLD

Control Cards

Example shown:

Example shown:

The Player has managed to place 2 Corpz on Johannesburg & therefore gets 1 Gold-Stoxx. Had 3 Corpz managed to cross the border, another Bio-Stoxx would have also been collected.

(for more on Stoxx > see page 9)
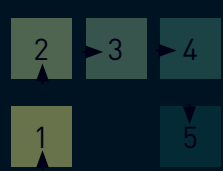
If you are a beginner, don't worry about Stoxx & Control Cards too much for now. They are your key to gain control & it will all make sense soon.

Your primary focus during your spree-round should be to fully understand the concept of borders & making your

empire great.
Assist each other with transactions & collections, while a Player is building up a city, so the next Player can already move.
It's spree-round, so keep the dice rolling!

Whenever you pass »00«, it is time to collect.

You have 1 of 4 options:
- 200 billion Yollos
- 2 Corpz (for your army at hand)
- 2 SAGE Cards
- 2 GENERAL Cards

- WORLD CONTROL BANK -
100 billion · Yollo
100 billion
- WE TRUST NOONE -

2
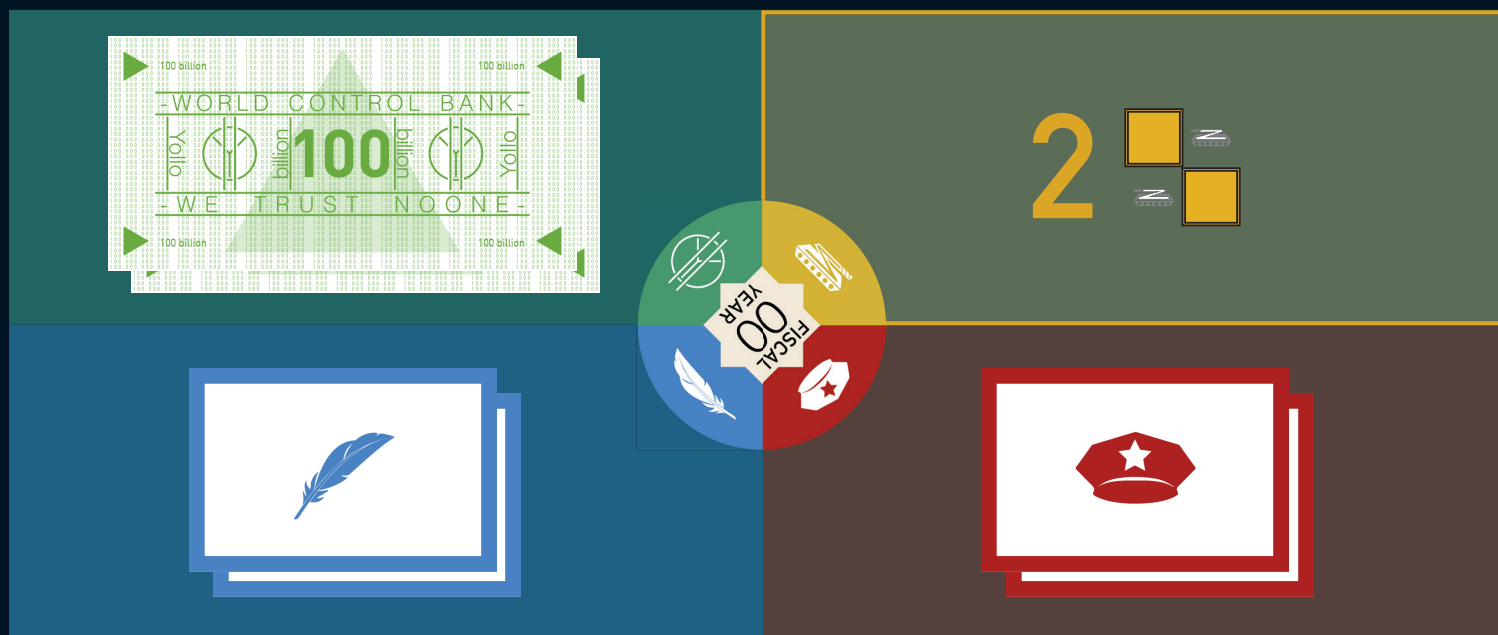
When you pass »00« for the first time, your spree-round ends & the game gets serious in international affairs (→ next pages)

When landing directly on »00« you may all choose to gamble & bet with the LasVegas classic: Craps. (→ p.13)
... or not

CONTROL CARDS

Control Cards are your way to gain control over the luck of dice & must always be played <u>before</u> rolling!

For each die <u>only 1</u> Card can be played & must be put back below the stack in the W.C.Bank, afterwards.

Having many control cards is the way to playing an efficient game, just don't neglect your basics too much: Corpz & Cash.

SAGE CARDS

SAGE Cards allow you to directly control the movement of your leader.

You can play a [icon] Card <u>instead</u> of rolling the movement-die to move your leader the exact amount of fields the number on the card shows.

SAGE Cards show numbers between 1 & 9 or a „wild" card. A „wild" card can be any chosen number between 1 & 10.

6 & 9 are interchangeable, so choose whatever suits you best.

9

GENERAL CARDS

GENERAL Cards allow you to influence the fate of your Corpz, to help them cross borders or be more efficient in combat.

GENERAL Cards show numbers between 3 & 6 or a „win" card. A „win" card can immediatly cross the border for one Corpz, or defeat 1 Corpz in combat (it can only be defended by another win-card).

You can play a [icon] Card to <u>add</u> the number of 1 border-dice

4 + **6** = 10

or
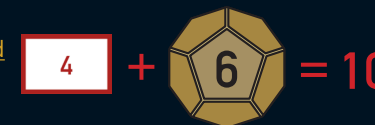
You can play a [icon] Card <u>instead</u> of 1 combat-dice.

win **6**

ARCTIC OCEAN

05

240 b

Oceans allow you to travel between them & provide a very stable income.

Oceans are located in the middle of each side.

Depending on the number of oceans owned, a higher fee is charged to the visiting opponent.

If a Player lands on an own ocean, the leader may move to another ocean on the <u>next turn</u>, <u>instead</u> of rolling the movement-dice. On the turn afterwards the leader must again continue movement regularly.

One may also travel to a competitor's ocean & pay a double fee, but one can not travel <u>from</u> an enemy ocean.

To be able to travel, to or from oceans, they must be active (not bankrupt).

20 25 30

15 35

10 05 00

38

300 b

Influences provide the owner with the possibility to convert enemy Corpz 🚄.

Influences are located in the 2nd half of the game.

If a Player lands on an enemy influence s/he must reroll the movement-dice 🎲 & roll a higher number than landing there.

for example: after landing on an influence with a 7, the player must then roll at least an 8.

Failing to do so results in a conversion, whereas the loser puts Corpz 🚄 into the cemetery ☠ & the influencer takes Corpz to be ready at hand.

1, 2 or 3 Corpz 🚄 are converted, depending on how many Influences are owned.

The owner of the <u>Media</u> has the special right to censor unfavourable news (→ p.11).

OCEANS & INFLUENCES

ARCTIC OCEAN

05

instead of a turn . . .
cruise to an own ocean
(or enemy ocean & pay double)

4	▽	360 b
3	▽	180 b
2	▽	90 b
1	▽	30 b

240 b

After your spree-round has ended, all other fields become active & available to you.

Oceans & Influences might be something you want to grab quickly, while still available, since they can not be taken away once purchased! Oceans & Influences can give you a key strategic advantage throughout the game & are great long-term investments.

They only change possession through the complete elimination of the current owner. (→ p.12)

38 RELIGION »influence«

Convert as many Corpz as 👁 owned.

🚄🚄🚄 ☠ 🚄🚄🚄

Player needs to reroll🎲 and beat previous roll to withstand influence.

300 b

Returning to one of your own cities provides safety, potential growth & strategic shifts of Corpz 🚂.

In most cases you will want to add Corpz to increase your city's size & value. And also to gain more Stoxx.
Airlifts will most likely be done from your unprofitable cities to secure your more profitable cities & Airstriking to weaken an expensive enemy city.
The removal of Corpz may happen in tight situations late in the game, when the ability to fight may become more important than the survival of some (poor) cities.

1st Collect STOXX

The first thing, upon returning to one of your own cities, is to collect the Stoxx ⬡ according to city-size. (If they are still available in the W.C.Bank)

11 RIO DE JANEIRO		
5 🚂	700 b	
4 🚂	550 b	
3 🚂	360 b	GOLD
2 🚂	150 b	
1 🚂	80 b	BIO
visit	😍	
	160 b	4

2nd Manage Corpz

After collecting your economic output, you may choose to just chill & end your turn or use 1 of the 4 different options to shift Corpz:

Add / Remove

Airlift / Airstrike

Add

You may simply add another Corpz 🚂 to your city from your army at hand & immedieatly collect extra Stoxx ⬡, if possible.
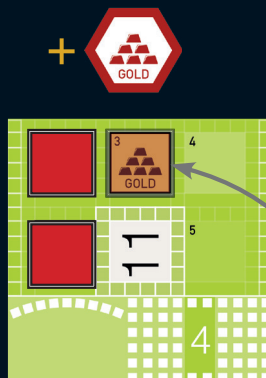
Airlift

You may use up to 2 present Corpz to airlift them to one of your underdeveloped cities.
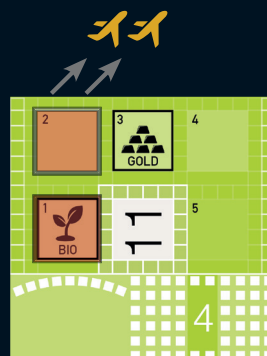
Airstrike

You may use up to 2 present Corpz to airstrike an enemy city.
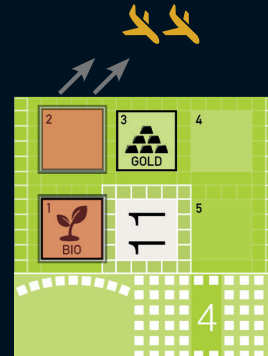
Remove

You may also choose to remove one Corpz 🚂 from your city back to your army at hand.
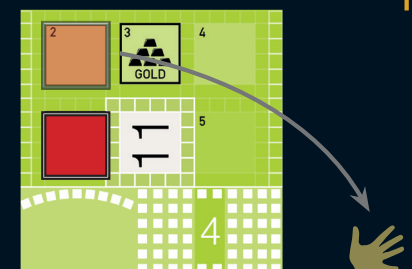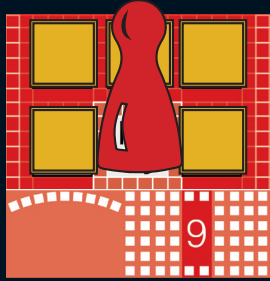
Entering a foreign city, will charge the Player with debt, according to its size & value. There is no negotiating the amount & you have just 2 options:

PAY or FIGHT

When you fight, it's all or nothing! The city can be taken over in combat & debt avoided completly. If you fail, you still pay the underlined original amount, no matter how much blood was shed on either side. So evaluate the risk & make a decision.

Both Playerz, involved in an unsettled foreign dispute (debt or combat), are suspended from Stoxx-trade (→p. 9).

PAY

According to city-size on arrival, its value is charged as debt.

This debt is to be paid, either

37	TEHRAN	
5 🚂	1.3 T	🛢 OIL
4 🚂	1 T	🛢 OIL
3 🚂	700 b	⚗ CHEM
2 🚂	450 b	🛢 OIL
1 🚂	200 b	🛢 OIL
visit	70 b	
	300 b	9

- by consent

- if part of a bloc (see below)

- failing to cross the border

- loosing or giving up combat

If short on cash, see bankruptcy-laws (→ p. 12)

FIGHT

To engage in combat, a Player must first risk 1 Corpz 🚂 from hand to infiltrate the city by crossing its border, using only one border-die ⬠.

If the infiltration fails, 1 Corpz 🚂 is lost ☠. ← The turn is then over & the attacker must pay up.

If the infiltration is successful, the 2 Playerz will engage in combat. →

Unoccupied cities are simply taken over if the border is crossed.

Remember, that a GENERAL card 👁 may be used before, to help cross the border! (>p. 3) (number added to die-roll)
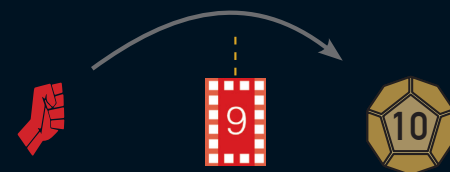
BLOC

EU

PARIS   VIENNA   LONDON

When a Player owns all (active) cities of a color, a bloc is formed. Debt must be paid immediatly within it! Attacks may still take place after payment, without further debt.

PAY

COMBAT

ATTACK

In combat, the attacker uses the Corpz 🚂 at hand against the Corpz present in the enemy city.

Combat is won, when all Corpz of the city are eliminated within 3 attacks.

The attacker decides how many Corpz are matched up & may use up to as many Corpz as are currently present in the city. For each attack, an equal number of Corpz face each other.

Each Corpz 🚂 is represented by 1 combat-dice 🎲 / 🎲

The attacker takes the red dice & always goes first.
GENERAL 📷 Cards may be used _instead_ of combat-dice. The remaining dice are then rolled. The defendant takes the white dice & respondes accordingly.

From highest to lowest, the numbers of each Player are aligned next to each other. For each lower number 1 Corpz is eliminated. In case of a draw, the defendant wins.

All eliminated Corpz are sent to the W.Cemetary. 💀 💀 💀

For each subsequent attack, the number of attacking Corpz may again be re-inforced up to the number of remaining Corpz in the city, from the Corpz at hand.

If, after 3 attacks, the city still has Corpz, combat is lost & the complete, _original_ debt-amount is to be paid up.

If short on cash, see bankruptcy-laws (page 12)

array at hand

1st Attack

💀 ⚅ | 6
⚄ ⚃ 💀
⚄ ⚂ 💀
💀 ⚀ ⚁
💀 ⚀ ⚁

2nd Attack

💀 ⚄ | 5
| 4 ⚂ 💀
⚂ ⚁ 💀

Final Attack

⚄ ⚃ 💀

re-inforce

C O M

Final

2nd

1st

B A T

Attack

2nd

1st

37 TEHRAN		
	1.3 T	OIL
5	1 T	OIL
4	700 b	CHEM
3	450 b	OIL
2	200 b	OIL
1	70 b	
visit		9
300 b		
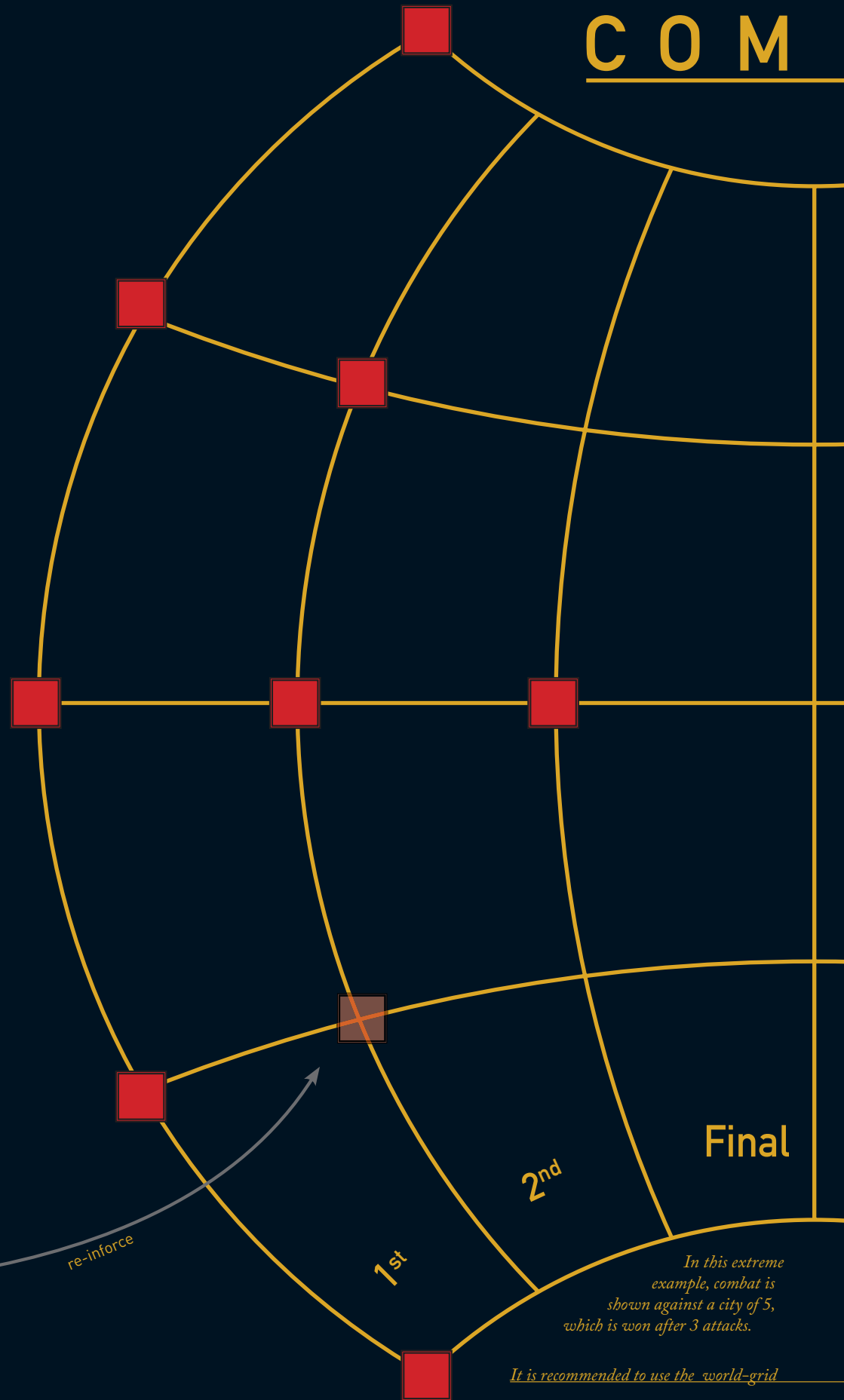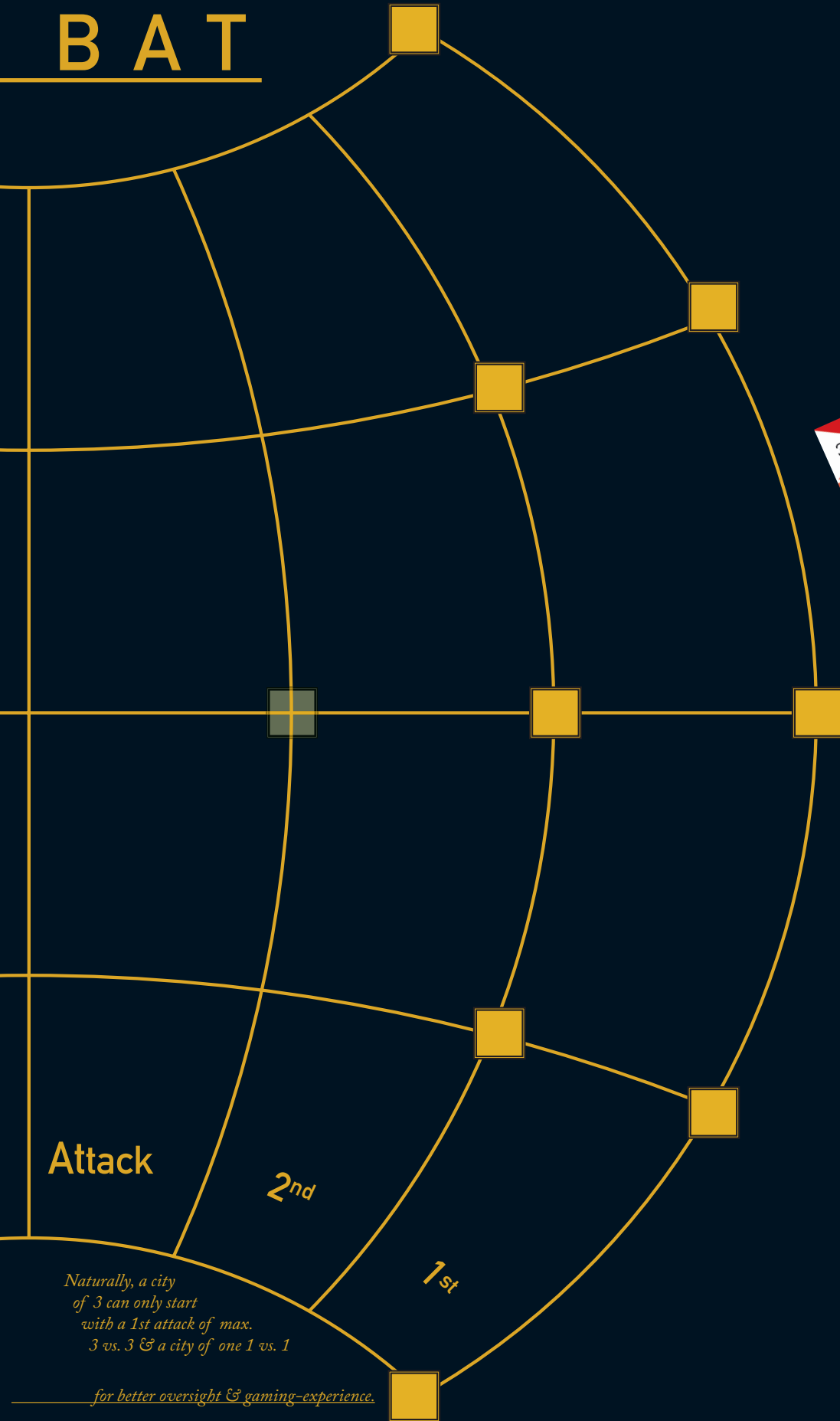
City-Corpz

TAKEOVER

If all Corpz of the city have been eliminated successfully, combat is won, debt avoided & the city changes hands. Surviving Corpz return back to the army at hand.

After a takeover, Corpz may immediatly be placed the same way as if purchased. ($\rightarrow$ p.2) Either roll up to 3 across the border or simply place 1.
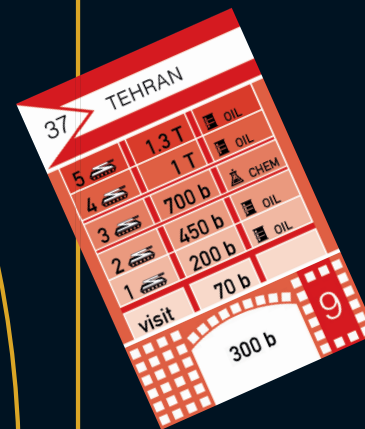
the art of war:

Taking over cities can save you a ton of money, not just by evading debt but also by saving on purchasing them in the first place. Still, as appealing as a takeover is, always consider the risk involved & keep an eye on your Corpz at hand!

Without enough Corpz you will be unable to grow or fight & will need big cash-reserves to stay in the game. Smaller cities may be easier to takeover, but it may not be worth losing any Corpz over a small payment. So, keep in mind that it is possible to quit the attack before losing more than your pride & proceed to the orignal payment.

Holding lots of good GENERAL Cards can make combat extremly effective & crossing borders more safe, so don't leave war up to chance!

Attacking with less Corpz than present in the city may be a choice when having little Corpz at hand, in order to suck out the defendants GENERAL cards first.

With many random factors & tactical choices involved, war remains a science of its own. Mars often favors a loose hand & a bold move can beat all odds. But in the end Cesar's words are eternal truth:

alea iacta est !
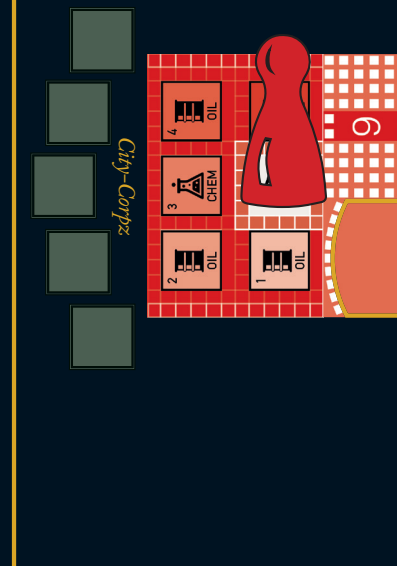
STOXX - Change

The World economy has been fused into 6 different Stoxx, limited to a number of 6. (Gold, Oil, Arms, Tech, Bio & Chem).

Stoxx ⬡ can be exchanged for Corpz or Control Cards (→ p. 3) at the W.C.Bank.

1 <u>of each</u> ⬡ gets you + 2 🚂 at hand.
3 of the <u>same</u> ⬡ get you 1 card &
5 of the <u>same</u> ⬡ get you 2 cards.

Blue Stoxx ⬡ can get you 🖋 cards.
Red Stoxx ⬡ can get you 🧢 cards.

Graphical Clarification:
For cards it is important to be of the <u>same type</u> & the corresponding color. You can, of course also get 2 SAGE Cards, for example, for 5 Chem-Stoxx, or 1 GENERAL Card for 3 Oil-Stoxx, etc.

STOXX - Trade

Stoxx are also subject to free-trade at any time throughout the game (except during foreign disputes) & can be traded among other Playerz for other Stoxx or cash (or both), if both agree on the deal.

Stoxx ⬡ can also be sold, for 10b each, to the W.C.Bank & bought for 80b, if available.

BUY
+10b
-80b
SELL

If 2 Playerz are currently in a foreign dispute (debt or combat → p.6,7,8), trade, purchase or exchange of Stoxx is prohibited for both involved!

Market-insights:
Prices will be very deregulated when no more Stoxx are in the bank, while holding a monopoly prevents other Playerz from assembling Corpz.
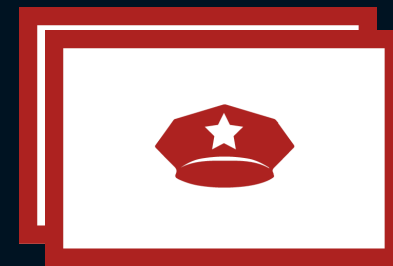
AIRLIFT to own city

Airlifts are possible to own. underprotected cities, which have a size of 0 or 1 & can only be increased to a maximum of 2.

For each Border-dice, that has crossed the border, 1 Corpz may be moved to the targeted city. Stoxx may <u>not</u> be collected!

11 ▷ RIO DE JANEIRO

5 🚂
4 🚂
3 🚂
2 🚂
1 🚂
visit

2 | 3 GOLD | 4
1 BIO | 11 | 5
4

6

8

11

max. 2

33 ▷ HONG KONG

5 🚂
4 🚂
3 🚂
2 🚂
1 🚂
visit

2 GOLD | 3 CHEM | 4
1 TECH | 33 | 5 OIL
8
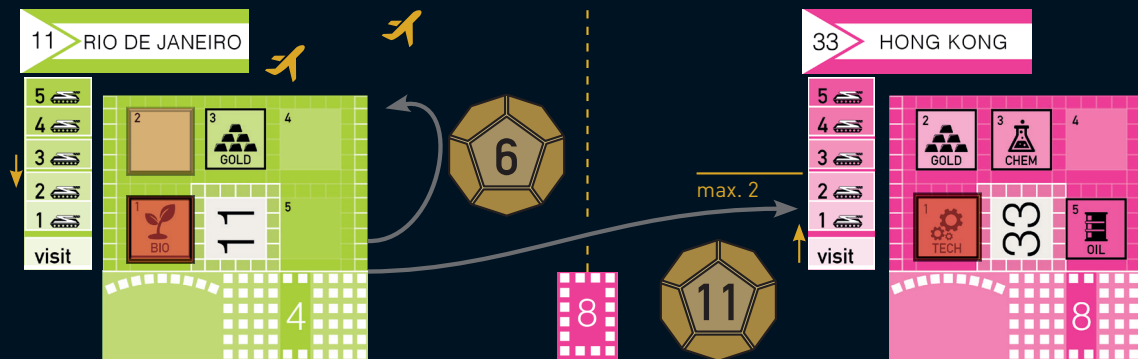
Airlifting is a great strategy to move your Corpz from poorer & quickly populated cities to secure the more lucrative ones. This way, you can quickly strengthen your overall position & income.

TIP: remember GENERAL 👁 cards!

AIRSTRIKE enemy city

Launching an airstrike against an enemy city starts the same way as an airlift, but then the Corpz, that have crossed the border, engage in a 1 on 1 combat against the enemy city. A maximum of 2 enemy Corpz can be eliminated & survivors return to the city

Airstriking is a great strategy to trim the debt–risk of mega-cities, which also become more difficult to takeover, the more they are built up. Airstriking involves no financial risk, but also no takeover is possible.

max. -2

29 ARMS
7
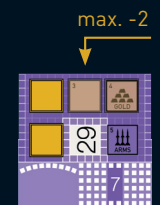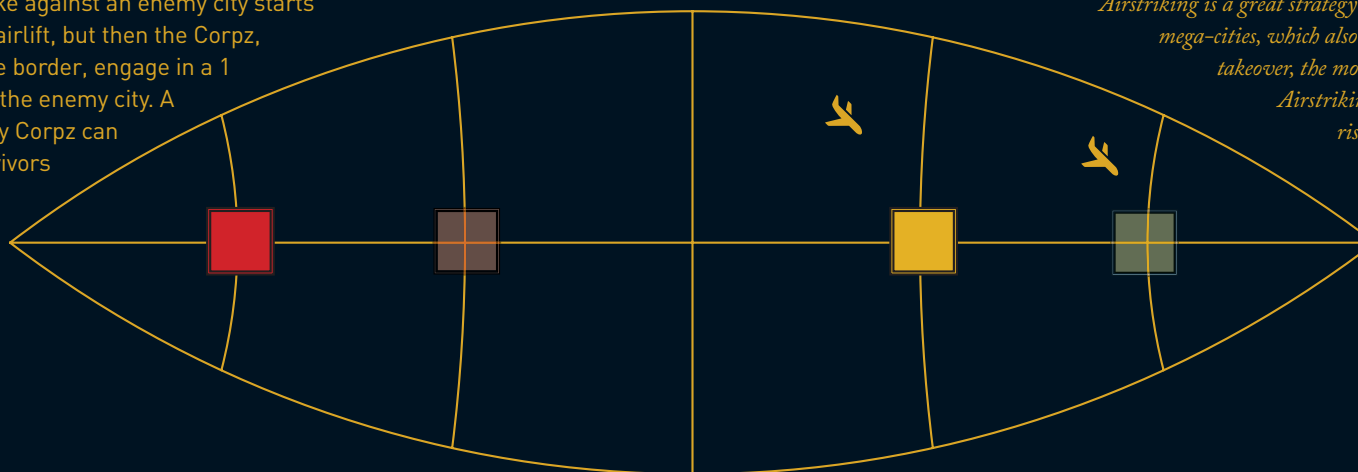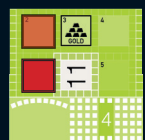
1st Strike   2nd Strike   Final Strike?

Example: Both Corpz have managed to cross the border. Had only 1 passed, the strike would have ended after the 1st failed attempt.

☠ [4] 5   [5] [3] ☠   ▪▪▪ ▪▪▪

. . . 1 Corpz on each side still remains & a last attempt is possible, but sometimes a slight trim might be enough to return back to safety . . .

Corpz-actions by air can be done with the Corpz of one of your cities, if currently present there, or with Corpz at

hand if currently on the „HQ"-field (→ p.11) For any action by air, you may use a maximum of 2 Corpz. Corpz, that do

not manage to cross the border, remain unharmed in its current position. Remember, that you can always use

GENERAL 👁 Cards beforehand to increase your chances! (for each dice one card may be played)

Read & obey the latest news from the World Press Agency!

If a property is named, it's owning Player is meant.

Tweet your own news!

@truWorldControl w/ #fakenewz & print out a growing collection from www.world-control.net

FREEDOM TO SU-PRESS
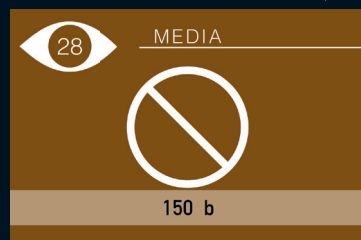
The holder of the MEDIA-influence has the power to censor unfavourable fake news by flipping the MEDIA to bankruptcy.
(to reactivate, see next page →)

While the news have not yet become reality, bribes to censor may also be accepted by other Playerz!

Corners

VACATION (20)

Running (around) the world is pretty stressful & some golf helps to find new strength.

Immediatly send your leader ♟ to any one of your properties & end your turn!
(cities, oceans or influences)
No further actions, like collecting Stoxx or moving Corpz, are possible on vacation. Alternativly, just end your turn on the spot.

HQ (10)

When coming to the Headquarters you may conduct an Airlift or an Airstrike (→ p.10) with your Corpz 🚂 at hand (maximum 2). Or just stay & chill.

You may also be sent here, when in CRISIS (30).

CRISIS (30)

When reaching this field your leader ♟ is sent directly across the board to field 10 & is experiencing a domestic crisis. You must either skip 2 rounds there or pay 100b to continue your moves from this field, on the next turn.

While in crisis, you may still collect debt & defend attacks. So, in turbulent times, having a little crisis can't hurt.

Special Events

A NOBLE PRICE (02)

You have won the peace prize for your humanitarian work! There is a price though: Either pay the bank ₵ 100b for ₵limate ₵hange or give up 1 Corpz 🚂 for re-disarmament of space.

Time to feel noble!

ARMS-DEALER (36)

The arms-dealer offers you a mandatory choice:

Sell 1 🚂 for ₵ 50b
or
Buy 1 🚂 for ₵ 150b.

If short on cash & no Corpz at hand, 1 Corpz of the board has to be sold for 50b.

BANKRUPTCY

it happens
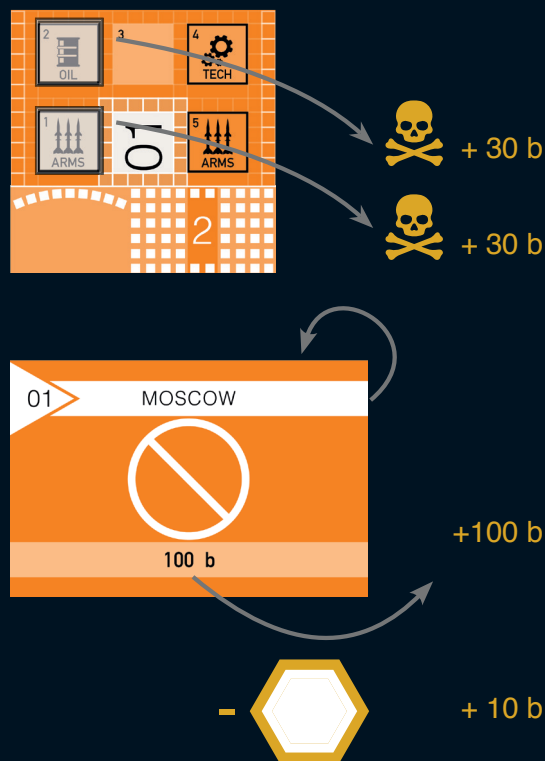
Debt-obligations must be met exactly! No property-trading, no borrowing, no bargaining, no mercy . . . but no worries!

We have bankruptcy laws:

To gain a boost in liquidity, properties can be bankrupted by flipping the ownership certificate. The mortgage-value to be claimed is noted on the back. But not so fast:

Cities must be free of Corpz before they can be bankrupted!

Each Corpz on a city can be released of service & their pension-funds claimed for 30b each. (Discretly show them their designated spot in the cemetary)

Bankrupt Oceans or Influences become inactive. (*They are most likely to be the first ones to be bankrupted*)

To get a property out of bankruptcy, the owning player simply needs to return the amount of cash to the W.C.Bank to flip the property back into activity at any time. (After re-actvating, Corpz can only be placed, 1 by 1, on return to the city, or via airlifts)

If a Player lands on an enemy city in bankruptcy it can be purchased for the mortgage-price & in the bankrupt state from its owner. The price to get the property out of bankruptcy must still be paid to the W.C.Bank & no Corpz may be placed upon it in this turn! (*making it a pretty toxic asset*)

Emergency-Loan:
A Player also has the option to instantly claim 200b, but may then not collect anything when passing next »fiscal year« (00).

Stoxx may also still be sold to the W.C.Bank for 10b each (but not traded with other Playerz until debt is settled).

»*To keep an oversight, while settling great debt, it is advised to keep all liquidated assets together until figured out how the complete amount is reached.*

It is illegal to bankrupt a property in order to buy a property, when getting there! Cash must be ready on time & any strategic bankruptcies must be done beforehand.

+ 30 b

+ 30 b

01 ▷ MOSCOW

100 b

+100 b

- ⬡ + 10 b

Liquefied Assets = +170 b

A huge debt will hit harder than any form of combat & a Loser can soon find oneself in early retirement on the Gayman Islands where ice-cubes melt inhumanly fast. sad (but fun)

GAME OVER

★ ★ ★ WORLD CONTROL ★ ★ ★

If nothing helps to meet the debt, GAME OVER, the leader is removed & a Player is no more . . .
Remaining Playerz, GAME ON!

Any Oceans & Influences are turned over to the Player in debt (in bankrupt state) & the cities are returned back to board. The remaining debt is covered by W.I.G. (World.Insurance.Group).

Don't ever forget about the weak & poor!

Any Player, without perspective of recovery, should be kept in the game until it is decided who will inherit their Oceans or Influences!

When you remain as the last Payer: Congratulations, you are now all alone & have claimed complete
WORLD CONTROL !

Time to think about, your legacy:

You had all the money in the world & You just wanted to play on the big table. You have traded with your enemies. You waged war for greed or fear of loss. You appreciated the comfort of a crisis. You sacrificed the poor for the rich. You just wanted to win.

Why hate yourself? You are just a Player. Hate the game!

. . . or maybe: Change the game!?

STATISTICS   winning by networth

A quiter never wins! ... but if you collectivly decide to end the game, before one Player has claimed complete WorldControl, you may want to evaluate a winner by networth.
See table below.

This is done by adding the debt-values (not the property-price!) of each city according to size + the amount of cash + the veterans-fund (30b for each Corpz at hand) + 10b for each Stoxx & then substract the mortgage-value of any

bankrupt properties. Active Oceans & Influences are valued at half their property-price (so they don't really count). Control Cards have no cash-value.
So there you have it: Your networth.

Interesting to see may also be how much the combined networth of the whole world has changed compared to the beginning of the game & how strong the pull towards inequality is.

City-Value	Cash	Veterans (30b)	Stoxx (10b)	Bankruptcies	Oceans/Influences		Networth
3.560 b	2.820 b	90 b	50 b	0	390 b		6910 b
1.440 b	880 b	150 b	10 b	0	300 b		2750 b
1.560 b	100 b	30 b	70 b	-120 b	0		1670 b
420 b	60 b	0	10 b	-120 b	0		370 b
230 b	10 b	30 b	20 b	-620 b	0		-330 b
-	-	-	-	-	-		-

BLOC-PARTY

If you want different winning conditions, try this: Whoever is first to control 2 active blocs & holds 2 trillion in cash, wins!

If you play a 2 or 3 Player game, make it 3 blocs & 3 trillion.

Final Global Networth	11.370 b
Original Global Networth	12.900 b
Difference	-1.530 b

CIVIL WAR & MIGRATION
(extra options for experienced radicals)

When entering a foreign city within the same region, but little Corpz at hand, you may ignite a civil war & use the Corpz of your city within that region to attack just like in regular combat.

When returning to an own city, you may also call for Corpz from another owned city within that region to migrate into your current city, by rolling them across the border.

CRAPS

Here are the basics to play a simple version of the Las Vegas classic:

The person rolling the dice is called the shooter & must always place a bet, to pass or not-pass. Everyone else may also bet.
The shooter then rolls 2 dice.
A „pass" is rolled with 7 or 11.
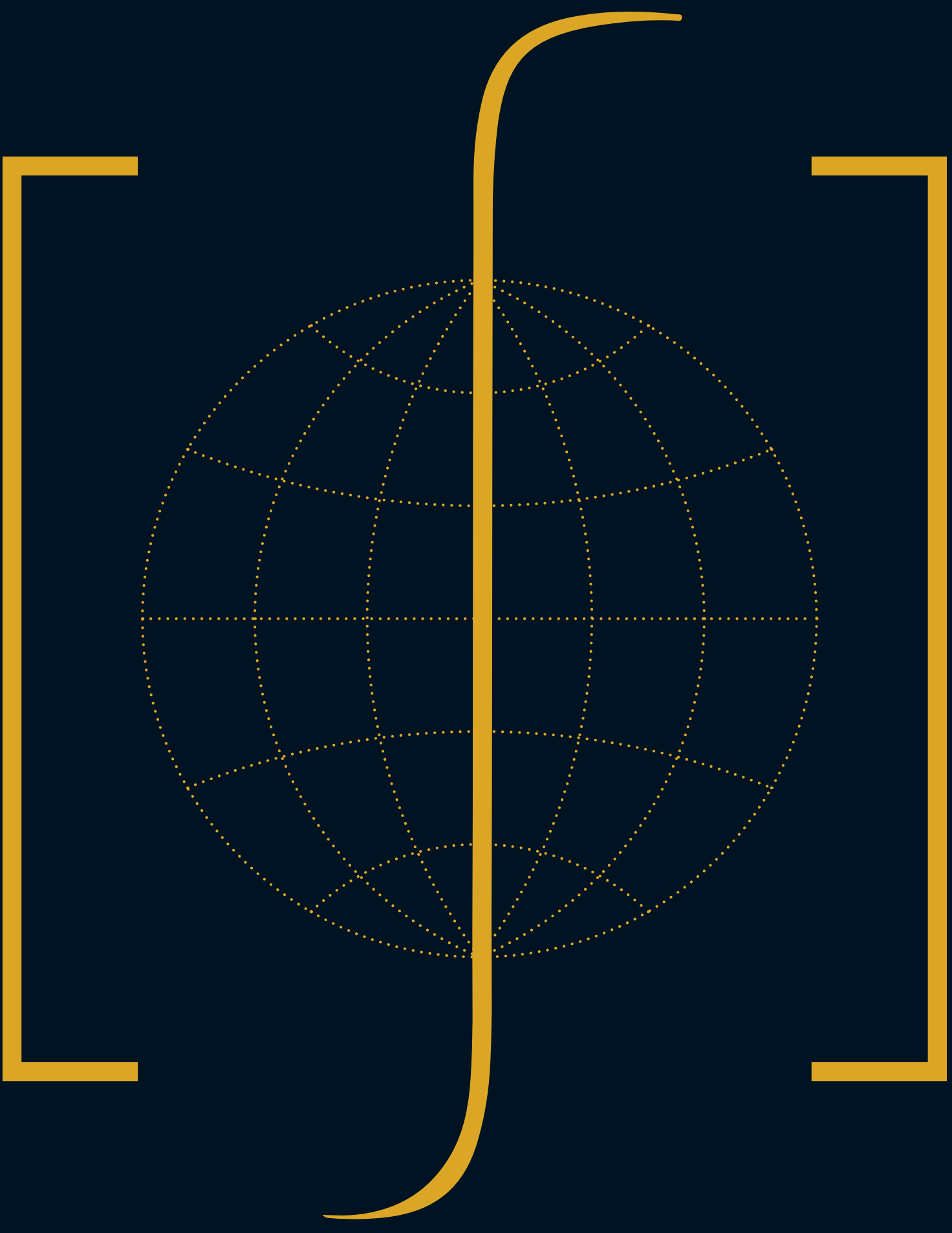A „not-pass" if 2,3 or 12 is rolled.

If any other number is rolled, this number is then called the „point". The bets remain, but can be increased by everyone. Afterwards the shooter has to keep rolling the dice until rolling the „point", in order to „pass", or a 7, which is a „don't pass" roll this time.

Whoever is right with their bet to pass or not-pass, doubles their bet. The rest looses all.

PLANETARY CHESS   an elite 2-Player Game

FIGURES:
HEADS (Bio/Gold) can move/attack
1 step along or across the lines.
RUNNERS (Chem/Oil) can move/attack
straight along the lines.
BACKERS (Tech/Arms) can move/attack
diagonally across the grid.

SETUP:
Heads are placed on the poles.
Red starts with 3 runners & 4 backers.
Blue starts with 4 runners & 3 backers.
They are set up opposite & alternating
each other along the polar circles (see
below).
Red always starts.

GOAL:
The inability for the head to move out
of a line of attack results in loosing the
game (check mate).
The head can not be moved into an
enemy line of attack & must be moved if
brought under attack (check).

POLAR CIRCLE:
A figure must first stop at the near polar
circle, before going to the pole. From
the pole, runners may move all the way
to the opposite polar circle. Backers,
however, must always move back to the
near polar circle, but may move one step
to the side along the polar circle.

The whole world is a game & we are all merely Playerz, with Winners & Losers.

. . . At least that is the current mindset. Our times have made it difficult to tell the difference between a game & reality.
Humanity will never stop playing, but if we want a more just future, we have to change the game!

WorldControl knows, that the more complex a concept gets, the more we tend to simplify things. In game-theory the simplest game is a non-cooperative zero-sum game. We are certain, that this mindset of simplifying is the biggest problem facing our planet today & to solve this, we need to fuel our creativity & fall in love with complexity!

WorldControl offers you a wide range of gaming utilities & we would love to get your imagination going & encourage you to create games of your own.

We would especially love to grow a collection of open-source games for the planetary grid, which can easily be drawn into the sand & played with some rocks or seeds.

So check out „galactical go" & other global & gaming insights on the website.
We hope, that you have enjoyed an intense game-night & can make the world play again.

Stay in the game!

www.world-control.net

peace — سلام — Энх тайван — शांति — 平和 — ᎤᏪᏓᏱᎯᏁᎥᎢ — Frieden — rukun — perdamaian — bariş — pace — hòa bình — سلام — 평화

Bóoto — Ашти — Kansastentreman — kapa yapaan — alafia — paz — Тынчтык — ukuthula — мир — paix