



# IT'S A WONDERFUL WORLD ASCENSION

## RULES OF THE GAME

### CONTENTS

- 48 Ascension cards
- 1 new Empire card (sides A – B)
- 60 additional cubes
- 10 Financier x3 tokens
- 10 General x3 tokens

### Leisure & Decadence KS01-01B (spoilers):

- 10 Ascension cards (tagged Leisure & Decadence)
- 1 Secret box

### INTRODUCTION

This new deck of cards complements the existing cards of **It's a Wonderful World**. From now on, each turn, you will play a mixture of classic Development cards and Ascension cards. Ascension cards introduce new ways to play, most notably through **pair scoring** and **corruption**.

This new deck also allows you to play with up to **6 players**.

**Attention:** Ascension cards act as regular Development cards.

### SETUP

When you play a game with the Ascension deck, separately shuffle the classic Development deck and the Ascension deck, and place them both beside the central board.

### RULES

#### A. DRAFT PHASE

Instead of drawing 7 classic Development cards, each player draws:

- 5 classic Development cards
- 2 Ascension cards

5



+2



Play the Draft phase normally. You can place Ascension cards in your Draft Area in exactly the same way as classic Development cards.

#### B. PLANNING PHASE

You have the same choices for Ascension cards as for classic Development cards: You can slate them for construction, or recycle them.

## C. PRODUCTION PHASE

 **Corruption:** Certain Ascension cards depict corrupted resources. **Subtract these resources from your total production for the Production phase.**

Your total production cannot go below 0. This new total indicates not only the number of cubes you must take, but also your Supremacy score.

**Example:** Apolline has 1 corrupted Material () resource and 1 corrupted Gold () resource. She normally produces 4 Material (, 3 Energy (, 3 Science (, 0 Gold () and 2 Exploration ()

So, if nothing changes, she will produce 3( $4\text{ }(\text{grey}) - 1\text{ }(\text{red})$ ), 3, 3, 0(because it cannot go negative), 2.



## END OF THE GAME



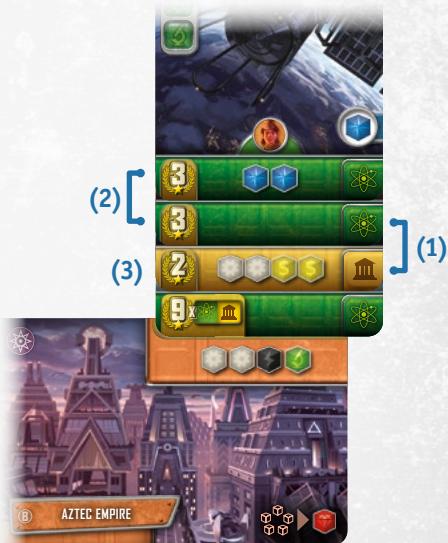
**Pair scoring:** Certain Ascension cards depict pair scoring in their lower-left corner. During the final scoring, count **each pair** you have of the types indicated, **and multiply that tally by the pair scoring bonus.**

**Example:** Apolline has a pair scoring for Technologies () and Projects () Each pair of 1 Technology card and 1 Project card in her Empire gives her the pair scoring bonus of 9 points.

These cards also count for the classic multiplier scoring of the base game.

**So, Apolline has 17 points:**

- 1) 9 points for her Technology/Project pair
- 2) 6 points for her 2 Technology cards
- 3) 2 points for her Project card



## SOLO MODE

**Setup:** Create your 8 mini-decks of cards as follows:

For each mini-deck, use

- 3 classic Development cards
- 2 Ascension cards

**Planning phase:** When you discard 2 cards to draw new cards and keep 1 of them; you can discard classic Development cards and/or Ascension cards. However, you have to draw from either the classic Development deck **OR** the Ascension deck (you cannot mix).

**If you draw from the classic Development deck,** you draw 5 as usual, and keep 1 that you add to your hand.

**However, if you draw from the Ascension deck,** you draw only 3 (instead of the usual 5), and keep 1 for your hand as usual, and discard the other 2.

All the other rules remain unchanged.

## 2-PLAYER MODE

At the beginning of the Draft phase, each player draws:

- 7 classic Development cards
- 3 Ascension cards

Then, draft as in the base game, and discard when your hand has only 3 cards.

## 6-PLAYER MODE

1 new Empire has been created, which now allows you to play with up to 6 players. You can deal this new Empire during setup, always making sure that everyone plays with the same side (A or B).

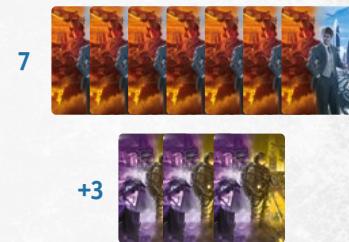
### Supremacy bonus

**The 2 players with the highest production receive the Supremacy bonus.** If there is a tie, here is how you should award the Supremacy bonus:

## FORM 8 MINI-DECKS



## DISCARD 2 CARDS TO:



- If 1 player has the single highest, and there is a tie for 2<sup>nd</sup>: The leader alone receives the bonus.
- If 3 or more players are tied for 1<sup>st</sup>: No one receives the bonus.
- If only 2 players are tied for 1<sup>st</sup>: They both receive the bonus.

For the Science bonus, each award recipient independently decides whether to take a General or a Financier.

# COMPATIBILITY WITH THE OTHER EXPANSIONS

The Ascension deck is compatible with both expansions. You can include it in your Campaigns, and you can even use it in normal games along with cards you've unlocked during your campaigns.

## 6-player Mode

The Campaigns are not playable with 6 players. On the other hand, you can play a non-campaign game with up to 6 players, using both the Ascension expansion AND any content you've unlocked during your Campaigns.



## Leisure & Decadence Compatibility Pack

From Scenario 2 of the Leisure & Decadence campaign on, or if you are playing a non-campaign game with content unlocked during the Leisure & Decadence campaign, you must include the content of the Secret Box KS01-01B.



## CREDITS

**Game designer:** Frédéric Guérard

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