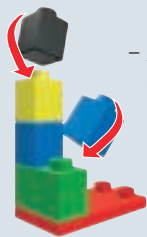
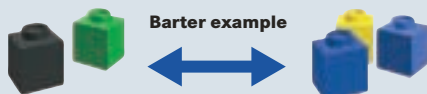


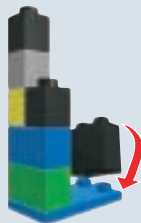
POSSIBILITIES IN THE OPTION PHASE OF EACH TURN

- Make business propositions: purchase or barter R-Units (1 R-Unit = approx. 5 EU)



- Allocate R-Units from PS (*Personal Stock*) or transfer R-Units between Territories.

- Invest in Economic Development (E-D) (Note: **one** level of E-D may be built on several Territories per turn)



- Roll 1, 2 or 3 six-sided dice on each turn:



- Advance Governor *counterclockwise* for one turn: **cost** = 3 CR points
- Cash in EU for up to 5 CR-points (1 point = 5 EU) per turn **or** when in need of cash, exchange points for EU at the same rate.

EARNING POINTS

1–4 points for each Territory or Guild acquired, according to assigned value (Note: when players lose a Territory – but not a Guild – points previously earned are forfeited)

4–8 points BONUS for ownership of an entire color group (Example: Ownership of a 3 Territory group = 6 point BONUS)

5 points for each level of Economic Development on each Territory owned

5 EU = 1 CR-point

CR points may also be purchased at a rate of 5 EU per point (up until 25 before the set victory mark) e.g. 75 points for a 4 player game to 100 points



R-UNITS & E-D (*resources and Economic Development*)



Water



Food



Energy



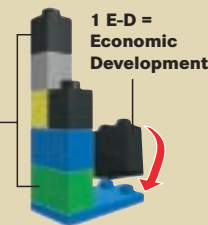
UCP



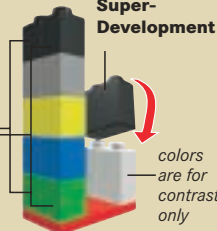
NS-Units

- Players earn 5 CR points for each level of Economic Development (E-D). E-D also raises the Conference Cost rate other players must pay when landing on the territory.
- **One** complete set of all 5 R-Units is necessary to qualify for Economic Development.
- **Two** complete sets are required for Super-Development.

Development Premiums to be paid to the Administration are on the front of Territory Titles.



One complete set of all five R-Units



Two complete sets of all five R-Units

colors are for contrast only

Regarding militarization/adding Network Security (NS):

- Players may add 1 additional NS-Unit for each complete set of R-Units (see *Aggression*, side 4 for more details on NS-Units)



Territories may have up to 2 NS-Units when undeveloped



... up to 3 NS-Units when developed



... or up to 4 NS-Units when super-developed