GLOBOPOLIS

At the end of the 21st century, a chain of cataclysmic events led to a global winter and the beginning of a new era in human history called AGD: After the Global Disaster. In the 2nd decade AGD, massive facilities under the control of Guilds re-stabilized the world markets for water and energy. A global economic revival began in the 4th decade AGD with the emergence of the Ultra-light Component Production (UCP) economy, which has supplied the raw materials for the construction of Globopolis; the Global City in space. Today the enormous complexes making up the city sustain a human population of over 5 million in geo-stationary National Space orbits above each territory on the planet's surface. The Alliance of Governors, est. in 6 AGD, managed the crises and relative world peace for over 50 years. In the 6th decade AGD however, bitter competition within the alliance led to the elimination of 31 of its 36 members.

As one of the five remaining Governors vying for Superior Network Control over Globopolis you will:

- ■ Attempt to control as many as you can of the World City´s a 32 Territories and four Guilds...
- ■ Acquire and trade resources to strengthen and develop your territories to earn points...
- ■ Plot the infiltration and take-over of opponents' territories with the aid of your OPs cards and Network Infiltration Agents...
- ■ Use Influence cards against other players to your advantage...
- ■ Fly across town with the Orbital Rocket Shuttle Service...
- ■ Strive to fulfill a Mission or reach 100 points before another player does and win the game!

... and simply have a blast with family and friends with this great game which is never the same twice!

Unique mechanics and numerous options on every turn make for a game of tremendous variety where players' ability to think fast, plan ahead and know when to take a chance and when not to, all play a larger roll than the luck of the dice.

Note: Globopolis is also excellent for just two players!

Disclaimer: the creator of this game accepts no responsibility for lost hours of productivity or any stress caused relating to commitments neglected due to addiction to this product.

For the Globopolis Addicts Forum/Message Board, and more information on Globopolis visit **www.globopolis.net**

We are proud to donate 10% of our profits to UNICEF, The United Nations Children's Emergency Fund.

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This box contains:
- ■ The Globopolis game board
- ■ Two handy Quick Reference Cards (QRCs) that neatly summarize all game rules
- ■ A supplementary and colorful 16 page book including sci-fi background, easy start guide to Globopolis gameplay, 1st class illustrations and glossary.
- ■ 1 twenty-, 1 twelve-, 1 ten-, 1 eight- and 12 six-sided *pearl effect* dice
- ■ A 90-second timer, 5 Governor playing pieces, 5 CRF pieces, 25 double and 50 single Agent pieces in five colors each
- ■ 36 Title, 21 OPs, 12 MISSION, 32 INFLUENCE and 120 Currency cards
- ■ 75 Base Plates in 5 colors which depict Territory ownership
- ■ 275 stackable Resource and 44 Economic Development pieces

2 to 5 players ages 10+

Games last 90 – 180 min.

CE
Made in Germany
Not suitable for children under 3 years of age
due to small parts

Bar Code