

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 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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2 to 5 players
ages 10+

Games last
90 - 180 min.


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

Bar Code

QUICK REFERENCE CARD

OPTIONS ON 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
- CR points may also be purchased at a rate of 5 EU per point (up until 75+ points, or 125+ for 2 players/50 points for 5 players)

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 Tiles.

1 E-D = Economic Development
Two complete sets of all five R-Units

2nd E-D = Super-Development
colors must be 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)

1st NS-Unit
4th NS-Unit

Territories may have up to 2 NS-Units when undeveloped
... or up to 3 NS-Units when developed
... or up to 4 NS-Units when super-developed

All game rules on two, easy to understand cards!

Scenario:

CLEANING HOUSE RULE

When landing on a territory they possess, or another territory they own in the same color group, players may capture foreign agents on a Territory in that group by winning two out of three rolls against the player(s) whose agents are present.

CLEANING HOUSE (Rolling for best 2 out of 3)

Agents present	0	1	2	3
Infiltrating Player role:	n.a.	8	10	12
Territory Owner role:	8	10	12	12

MOONSHOT!

The lucky player landing on the Moonshot field earns 10 CR points immediately for their fantastic vacation at the Hotel Resort Moonshot, however, their turn is immediately ended and they must use the opportunity to get up and serve all co-players drinks and snacks.

SIDE 3

THE FOUR SPECIAL FIELDS:

TELEPORT!

The TELEPORT! field serves as the starting position for all players at the beginning of the game. The rule when landing upon the TELEPORT! field, as well as at the beginning of the game, is:

- 2 AGENTS
- Players roll the red 8-sided and blue 20-sided dice together
- The number on the 8-sided die determines the number of O.R.S.S. bases to advance in a clockwise direction from the TELEPORT! field
- The 20-sided die determines the number of fields to advance further from the O.R.S.S. base landed upon
- Players collect 40 EU each time they pass the TELEPORT! field in a clockwise direction but not a second time after having crossed it going backwards.

NETWORK SECURITY and INFILTRATION ACADEMIES

When landing on the NSA or NIA Fields players roll one 6-sided die to determine how many NS-Units or NI-Agents to receive from the Administration as follows: (Hereafter, players may roll again)

Value rolled	NS-Units or NI-Agents
1 or 2	1
3 or 4	2
5 or 6	3

MOONSHOT!

This box contains:

- The Globopolis game board
- Two handy Quick Reference Cards (QRs) 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

