

Improvement to Object of the Game on page 13 of the rule book:

The object of the game is to obtain missing resources while simultaneously controlling and developing as many Territories as possible. The winner is the first player to achieve the prescribed number of victory points or to fulfill a **MISSION** before another player does. In a four player game, the suggested victory mark is 100 CR points. For three players it should be adjusted to 125, for two players, 150, and for five players, 75 points.

Five points are earned for each level of Economic Development achieved per Territory. Territories may be **Developed** after minimally ONE of each of the five Resource Units are stacked on a Territory's Base Plate and Territories may be **Super Developed** after minimally TWO of each resource are present. Economic Development is the primary way to earn points in Globopolis, however, CR Points are also earned when acquiring new Territories and players may **purchase up to 5 CR points** for 5 EU apiece each time on their turn (up to 25 points before the victory mark).

The more Territories a player controls, the more points can be earned and/or the more resources are available to be re-distributed to cover deficiencies among Territories. Missing resources may also be acquired when the Governor figure lands on one of the four Independent Territories, as well as when acquiring or conquering new Territories, or through trade among Territories they control and/or with other players.