

# Cards



■ **OPS** - Operations and Opportunity cards expand players' aggressive takeover possibilities and offer covert tactical advantages against opponents in Aggression Scenarios.



■ **INFLUENCE** cards offer advantages that can be strategically used against opposing players, either immediately, or retained for later play.



■ **MISSION** cards generally elicit a spontaneous victory for the player fulfilling the Mission.

## QRGs (Quick Reference Cards)

These two cards are handy summaries of the game's rules.

### QUICK REFERENCE CARD

**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**

- 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)
- 8 points BONUS for ownership of an entire color group (Example: Ownership of a 3 Territory group = 8 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 25 before the set victory mark (e.g. 75 points for a 4-player game to 100 points)

### QUICK REFERENCE CARD

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

**NETWORK INFILTRATION AGENTS**  
Players strategically place NI Agents on opposing players' territories at the end of each turn. Agent Superiority (AS) increases strength in an Aggression Scenario (see side 4, Assessment of Strength). Players also place agents on their own territories to "neutralize" opposing agents' infiltration.

**SMALLER COUNTRIES = 1 AGENT**  
Players may have maximum 3 Agents on any given Territory.

**GREEN COUNTRIES**  
In this example, the blue player with 2 agents on Japan will see AS against the green player, one of whose agents is being "neutralized" by the red player's agent.

**GREATER COUNTRIES = 2 AGENTS**  
In this example, the blue player with 2 agents on Japan will see AS against the green player, one of whose agents is being "neutralized" by the red player's agent. Likewise, blue is occupied by the red player's agent, giving the green player AS in England.

**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 killing one out of three roles against the player(s) whose agents are present.

**CLEANING HOUSE (killing the best 3 out of 3)**

Agents present	0	1	2	3
Infiltrating Player (i.e. Territory Owner rolls)	4	3	2	1



## EU currency

The currency in *Globopolis* is called EU (Economic Units). It is used to purchase R-Units, invest in Economic Development, pay Conference Costs and can also be exchanged for CR points.

**Fresh Water Guild**  
Territory Point Value: 4

Resource Allocation				
H <sub>2</sub> O	Food	Energy	UCP	Defense
15	0	0	0	0

**NEW ZEALAND**  
Territory Point Value: 2

Resource Allocation				
H <sub>2</sub> O	Food	Energy	UCP	NS-Units
1	1	1	2	0

Development Expenses:

Developed **10 EU**

Super-Developed **15 EU**

## 32 Territory and 4 Guild Title Cards

- The front side of all Territory and Guild Title cards has a Territory Point Value and a Resource Allocation Table. *The number of R-Units a Territory has assigned is proportionate to its point value.*
- The front side of each Territory Title also has Development Premiums to be paid to the Administration when investing in Economic Development.
- The backside of each Territory Title has a table of Conference Cost rates, which are paid by opposing players to Title holders when landing on the corresponding Territory field of the board (and deciding to not attempt an aggressive takeover).
- The backside of Guild Title cards has rates Guild operators may charge for R-Units.

## The Board

The *Globopolis* board consists of two rings. The inner ring has 64 spaces and is referred to as the Field Ring. The outer ring is numbered from 1 to 100 and is referred to as the Point Counting Ring, which keeps track of the score.

## The Field Ring

is divided symmetrically as follows:

- 32 acquirable **Territories** divided into 12 different color groups
- 16 **card fields** divided into two categories: there are 8 OPs-MISSION and 8 INFLUENCE fields
- 4 **non-acquireable Independent Territories** which supply *Globopolis* with Food, UCP (Ultra-light Component Production, a.k.a. Infrastructural Resources) and NS-Units (Network Security Units, a.k.a. defense)
- 4 **Guilds** which control the greatest supply of the other two major resources on the planet - drinkable water and energy
- 4 **O.R.S.S.** (Orbital Rocket Shuttle Service) **bases** from which players can "fly" across the board from one base to another
- 4 **"Special" Fields:** NSA (Network Security Academy), NIA (Network Infiltration Academy), TELEPORT! and MOONSHOT!

