

Getting into the Game

Second and Subsequent Turns

The second round begins after all players have Teleported. From now on, each player's turn consists of two phases.

Note: Players may agree to place the timer on its side when negotiating business transactions during the Option Phase.

The Option Phase: Planning, Development and Trade

During this phase players may execute as many options as possible within 90 seconds (or within a "reasonable amount of time" when playing without the timer). Possible options are outlined on **page 14** and **QRC side 1**. See **Tips for Better Globopolis Gameplay** below for things to consider during the Option Phase.

The Event Phase: Advance, Acquire, Conquer!

When their time is up, players choose to roll one, two or three 6-sided dice to determine how many fields to advance their Governor. *Note: Players may also decide to advance their Governor counterclockwise for the price of 3 CR points, per roll.* One of a number of different scenarios will arise when a Governor lands on a new field. Again, refer to **page 15** or **QRC side 2** for rules regarding landing on all field types, with the exception of the Four Special Fields, which are on **page 16** and **QRC side 3**.

*Note: When playing with Agents, players position or re-position Agents at the end of every turn while the next player is in their Option Phase. For details on NI-Agents, refer to **page 16** and **QRC side 3**.*

Tips for Better Globopolis Gameplay

- Begin to develop a strategy to achieve your Mission and/or earn points right away
- Plan ahead before your turn to best utilize your time in the Option Phase
- Consider transferring R-Units among your Territories in your Option Phase
- Purchase water and energy from Guild owners while supplies last
(Refer to **Guilds** on **page 15** or **QRC side 2**)
- Guild owners should not forget to transfer three R-Units from their GS to their PS for each Guild they own, each time it is their turn
- Consider strengthening particular Territories with NS-Units and/or NI-Agents in order to improve your odds in an Aggression Scenario
- Think about where it may be best to try to land your Governor when choosing to roll one, two or three 6-sided dice (see **pages 15 and 16** for all possibilities)

Example considerations are:

- Attempting to land on a Territory not yet under the control of another player Territory acquisition earns CR points, and often more importantly, R-Units
- Attempting to land on an Independent Territory in order to purchase resources, or a Guild, in order to take it over, along with its remaining Guild Stock
- Aiming for a particular Territory owned by another player, or a domestic Territory, in order to attempt an aggressive takeover (Refer to **page 17** or **QRC side 4 – Aggression – Players may attempt an Aggressive Takeover**)
- Don't forget, every time you pass TELEPORT! (in a clockwise direction) you collect 40 EU from the Administration
- Remember to review your OPs, INFLUENCE and MISSION cards throughout the game – they can greatly expand possibilities and improve competitiveness

Good Luck und "Viel Spaß!"