

Possible Rule Variations:

As is the case with most games as complex and multi-faceted as *Globopolis*, we expect players will wonder “why not...?” here and there. Obviously there has to be one fixed set of rules to play by, but that does not mean that you have to stick to them! Get creative! Make up your own rules and share them with us. Here are some suggestions to consider:

Play with SMA!

The question often arises, “can I help my neighbor when he/she is being attacked?”. This is one of the best instances in *Globopolis* gameplay to make up your own rules, for what we at the Munich Headquarters refer to as SMA: Spontaneous Military Assistance. A simple rule for SMA is to add a fourth criteria to the Assessment of Strength called **Common Defense/Common Aggression**. Defenders and Aggressors each receive one extra die for each Territory they control in the same color group as the Territory in the Aggression Scenario. Players can decide to play with Common Aggression alone, Common Defense alone, or with both. Players may also decide whether or not it shall be required that an NS-Unit be immediately transferred to the Territory in the Aggression Scenario, from the Territory contributing the SMA.

An expansion on the concept of SMA would be to allow contribution or purchase of NS-Units from Territories within the same color group as a Territory in an Aggression Scenario, *even if the Territory belongs to another player*. Get creative, make up your own SMA rules and share them with us!

Adjust the length of the game

There are numerous ways to shorten or lengthen gameplay. For example, players can choose to:

- lower or raise the number of points to achieve victory
- play until a set time, and the player in the lead at that time would be declared the victor
- distribute more, fewer, or no Territories at all, at the beginning of the game
- determine a set number of Territories to control in order to claim victory

Play 'till the Bitter End

True fans of *Globopolis* who often play with the same people can avoid going through the set-up process every time by extending the game’s requirements for victory. This can obviously mean, until all other players give up. We at *Globopolis* are interested in how long your struggle took. Send us an email.

Play with teams

When playing with teams, again, you can get creative and make up your own “format” or just follow this suggestion. Each team shares a CRF, which is advanced every time any player on a team earns points. (Set marks for victory can remain the same). Each player has their own Governor and takes their turn independently. Team players share all cards, R-Units, Agents, currency, etc. When there are more than five people playing with this suggested team format, you will quickly remember that there are only five Governor pieces in the game set. If you have more than five people playing, we suggest you use a coin, a ring, a piece of carrot or simply any old miniature cast-iron shoe or West Highland terrier that you may be able to find somewhere in your home.

Deal out more OPs, INFLUENCE and/or MISSION cards at the beginning of the game.

Instead of limiting OPs, MISSION and INFLUENCE cards to maximum three, the number of cards allowed could be, for example, five.

Expand the possibilities of the O.R.S.S. rules.

For example, instead of only being able to fly to another O.R.S.S. Base and roll again, players may prefer to also be able to fly directly to the nearest, or any, Independent Territory. Yet more liberal would be to allow flight to any Territory on the board.

Use the Cleaning House Rule to protect Guilds from takeover.

Players may use NI-Agents to protect and/or infiltrate Guilds. In this case, we suggest using the Cleaning House Rule to determine whether a hostile takeover may occur, or not, when Governors land on an opposing player’s Guild.

Allow Governors to be advanced clockwise or counterclockwise on every turn, without the three CR point fee.

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Wanna’ make some friends in Germany? Visit www.globopolis.net for our ECG hub to help you find other *Globopolis* fans, including our random dice generator providing Documented Roll Result Reports (DR² Reports) to insure “trustworthiness”.