

Administration and Administrator

An Administrator (a.k.a. Banker) oversees all duties of the Administration (a.k.a. the Bank). These duties include the distribution of playing pieces, R-Units, EU currency, and EDs to all players, whenever necessary. As the Administrator invariably has considerably less time to concentrate on his/her own gameplay, he/she should be the game's most experienced player and as 'compensation' may demand a "bribe" of 10 EU from each player – once per game. Players may agree that an even higher sum is more appropriate.

Agent Superiority (AS)

is the third criteria in the Assessment of Strength during Aggression Scenarios. Players receive one extra 6-sided die to roll with AS on **one** of the two Territories in an Aggression Scenario and two extra dice when having AS on **both** Territories. Refer to page 16 **and** QRC side 3 for details.

Assessment of Strength

This is the process which determines how many additional dice an Aggressor and a Defender receive in an Aggression Scenario. There are three criteria involved in this assessment: NS-Unit presence, Economic Superiority and NI-Agent Superiority (or Territorial Point Superiority, when playing without NI-Agents). Refer to page 17, QRC side 4 for details.

Associated Territory (AT)

Each Guild belongs to a color group that also includes two Associated Territories. Guild operators may charge higher rates for R-Units when they also control one or more of a Guild's Associated Territories. Likewise, R-Unit rates also increase whenever a Guild operator controls another Guild offering the same resource (water or energy).

Axis, The

Refers to three powerful entities which exude significant influence over the Governors and Administration of Globopolis from "behind the scenes". It is also the name of the expansion to *Globopolis*, in the form of a 36-spaced ring/board designed to be placed in the middle of the original board during gameplay.

Base Plates

are color-coded pieces which match each player's Governor and CRF and are used to indicate Territory ownership. Players stack R-Units and EDs on their Base Plates and place them in front of appropriate Territories.

Battle Round

During Aggression Scenarios, players roll dice against one another in a series of Battle Rounds. The player with the lower Roll Value in each round loses a 6-sided die to roll in the subsequent round. Battle Rounds continue until one player has lost all of their dice, and consequently, their Territory, all R-Units present and Territory Point Value to the Victor. Refer to page 17, QRC side 4 for details.

Cleaning House

This term refers to the capture of foreign NI-Agents on domestic Territories. Whenever landing on a Territory they control (a domestic Territory), players may attempt to Clean House on that Territory and/or any and all other Territories under their control within the same color group. Refer to page 16, QRC side 3 for details.

Conference Costs

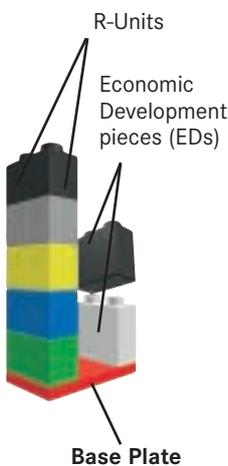
are paid to Title card holders by players landing on foreign Territories – unless the player wants to attempt an Aggressive Takeover. Conference Cost rates are listed on the back of each Territory Title.

Counting Ring Figure (CRF)

Each player has a color-coded CRF which keeps track of their score on the Point Counting Ring.

Development Premiums

must be paid to the Administration for Developed or Super Developed status. Rates are listed on the front of each Territory Title.



CRF piece



Developed Territory

Developed Territory

Any Territory with minimally one complete set of all five necessary R-Units may be granted Developed status by the Administration upon payment of a Development Premium.

Economic Development (E-D)

refers to a territorial development status which is achieved when Territories have minimally one complete set of all five necessary R-Units allocated to it and a Development Premium has been paid to the Administration. Players earn five CR points for achieving each Developed and Super Developed status for every Territory they control.

Economic Units (EU)

is the name of the currency in *Globopolis*, which is used to pay Conference Costs, invest in Economic Development and purchase R-Units. EU can also be exchanged for CR points at a rate of 5 to 1.

Event Phase

refers to the second part of a player's turn when dice are rolled and the Governor is advanced, eliciting one of a number of possible scenarios.

Field Ring

is the 64-spaced inner ring of the *Globopolis* Board. Players advance their Governors along the Field Ring during gameplay. Refer to bottom of Page 9 for details on the Field Ring.



G-Bank

G-Bank

Originally named The Swiss Bank, this powerful financial institution was established in Switzerland in 2048 through the consolidation of all Swiss bank assets. By 2089, 95% of all worldwide assets were linked to the G-Bank in one form or another. Today, the G-Bank functions as a broker for the Independent Territories of India, Russia and Israel. Only the Axis has a comparable degree of influence to that of the G-Bank in *Globopolis*.

Globopolis™

Globopolis is the Global City in space – established in the 4th decade AGD with the use of UCP technology.

Globopolize™

“Globopolize” is a neologism, meaning “to dominate” within the world of *Globopolis*.

Globopoly™

might have been the name of this board game, had *Globopolis™* not been recognized as the more original name and concept.

Governor

refers to one of five oligarchs vying for Superior Network Control over *Globopolis*. The Governor piece is a player's main figure in *Globopolis*, which is advanced along the 64-spaced Field Ring.



Governor piece

Guild

Four Guilds control the world markets for fresh water and energy in *Globopolis*. They are: the Fresh Water Guild, the Solar Satellite Guild, the Wind & Wave Energy Guild and the Core Energy Guild.



CORE ENERGY



SOLAR SATELLITE



WIND & WAVE



FRESH WATER

Guild Stock (GS)

refers to resources that are still available from a Guild. Guild owners must keep their GS separate from their Personal Stock (PS), and may transfer up to three R-Units from their GS to their PS each time it is their turn. Guild resources are not available for players to purchase unless the Guild is owned.

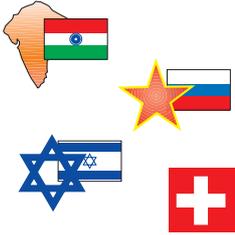


Guild Stock examples

Hotel Resort MOONSHOT!

Luxurious accommodation, succulent delicacies, silvery cocktails and melodic music from the Lunis Symphony Orchestra all await weary inhabitants of *Globopolis* at the Hotel Resort MOONSHOT! Hotel guests may take advantage of a long list of activities including stargazing, crater diving, dark side excursions, moon bugging, lunar leaping – to name just a few.





Independent Territories

India, Switzerland, Russia and Israel have a special status in Globopolis and are known as the four Independent Territories. These Territories are not acquirable and serve as markets which provide Globopolis with Food, UCP and NS-Units.

National Space

the air space directly above respective Territories on the planet's surface to a distance of 2000 km.

Network Infiltration Agents – a.k.a. NI-Agents

are spies whose purpose it is to infiltrate and corrupt opposing players' Network Security as well as to neutralize foreign Agents' network infiltration when deployed to domestic Territories.

Network Infiltration Academy – a.k.a. The NIA

NI-Agents are recruited and trained at the NIA. Players landing on this field are granted up to three NI-Agent graduates for their network by the Administration.



Network Security Academy – a.k.a. The NSA

The NSA trains Network Security Agents in the latest network defense tactics and technology. Players landing on the NSA field are granted up to three NS-Units by the Administration.

Network Security Units – a.k.a. NS-Units

Each NS-Unit represents a force of one thousand NSA graduates. These units serve to increase strength in Aggression Scenarios. Refer to page 17, QRC side 4 for details.

Neutralization Agent

refers to any NI-Agent deployed to a Territory controlled by the same player/color, whose job it is to "neutralize" opposing NI-Agents' infiltration.

Option Phase

refers to the first part of a player's turn when various options can be exercised within 90-seconds.



Orbital Rocket Shuttle Service – a.k.a. O.R.S.S.

The O.R.S.S. can transport over 1,000 passengers at a time from New York to Paris in 18 minutes and provides convenient shuttle service between territorial complexes in Globopolis.

Personal Stock (PS)

refers to a player's inventory of R-Units that have not yet been allocated to one of their Territories.

Quick Reference Cards – a.k.a. QRCs

are handy textual and graphical summaries of the rules to *Globopolis*.

Quadrant

refers to the group of fields between any two O.R.S.S. bases on the *Globopolis* game board.

Resource Units – a.k.a. R-Units

is the generic term for the five types of necessary resources in Globopolis: Food, Water, Energy, UCP and NS-Units. A full set of all five R-Units is required for a Territory to qualify for Developed status, and two complete sets are required for Super Developed status.



Super Developed

This term indicates the development status of a Territory, after it has two complete sets of R-Units and has paid two Development Premiums to the Administration. Super Developed Territories are powerful, more difficult to take-over and require payment of higher Conference Costs.

TELEPORT!

TELEPORT! is the field from which the game is started. Each time players land on this field, they roll the 8- and 20-sided dice together to determine to which field they must advance their Governor. Players receive 40 EU from the Administration every time they pass TELEPORT!

Ultra-light Component Production – a.k.a. UCP or Infrastructural Resources

refers to the technology and industry which supplies prefabricated resin components for the construction of Globopolis. Specially designed for efficient robotic assembly, these components are made of a highly advanced and extremely strong and light resin. Tremendous demand for UCP in the 4th decade AGD spawned a global economic revival.