

The Globopolis Project: The Making of a New Board Game

The *Globopolis* project began one evening in November 2000, when an associate of Mike Lasher in Munich named Charles Burns told him about a name and concept he had for a new board game called Globopoly™. Mike found the idea very intriguing and started brainstorming about it that very night. Over the next several months until March 2001, he and Charles worked on the initial board layout and rules together. The project was put on hold for the next six months due to the busy tourist season in the summer of 2001 and the imminent birth of Tim Lasher which occurred on August 15th. Intensive work resumed however in October 2001 in a rather hectic preparation to exhibit the yet unfinished and untested game still bearing the name Globopoly™ at the famous Game Fair in Essen, Germany. Shortly thereafter, Mike and Charles came to a new agreement, leaving all rights and the daunting task of completing the game and bringing it to production to Mike alone.

The *Globopolis* headquarters in Munich was opened in January 2002 and with the addition of Taryl Grimshire, Salman Mitha and several interns* from the United States, *Globopolis* moved rapidly closer to completion through extensive play testing. In March 2002 the game's name was changed to *Globopolis* to better fit the science fiction background and concept of a new, global city. Preparation for the game's first production run turned out to be a considerably longer and more arduous process than expected. It took yet another five months before the board, cards, QRCS, box and finally this rule book, were all finalized.

Our stackable pieces may have a familiar look, but are unique in the world. They were produced in Germany according to our own specifications. Dice, Governors, CRF and Agent pieces were provided by Dice and Games in England. All other production was done in Germany.

Congratulations on being the proud owner of one of the first 25,000 *Globopolis*™ games ever produced! Hopefully your copy of this game will soon become a collector's item!

Developing *Globopolis* has been a lot of fun, while being very stressful and expensive at the same time. As this rule book goes to print (August, 2002) *Globopolis* is struggling to stay afloat financially and the odds are against us as we attempt to market this game independently. If you have enjoyed our product and would like to help us make it a financial success, please email a link to **www.globopolis.net** to all your friends that you expect will enjoy *Globopolis* as much as you have. 10% of *Globopolis* profits will be donated to UNICEF – the United Nations Children's Emergency Fund.

Limited Time Offer!

If you think *Globopolis* would make a great gift for five or six friends, you can save yourself time and money by purchasing a case of six games over our website **www.globopolis.net** for just \$149 – just \$24.95 per game!

* Thanks a lot Megan Sembera, Morgan McKenna, Andrew Schroeder, Brooke Arnao, Stacy Dickens and Kathryn Dickens for all your help, game testing, feedback, creative input, Ritter Sports and food throughout the game's final development stages.