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Three Stage Introduction – Globopolis Gameplay Easy as ABC:

It is not necessary to read or understand all the rules to *Globopolis* before starting to play. Instead, follow the three steps below to be playing and enjoying the game as quickly as possible.

- A:** First, read pages 8–9 **Introduction to Game Pieces and Setting Up** aloud while reorganizing the box as shown at the bottom of page 8. This serves to acquaint all players with the game’s various pieces, cards and elements right away.
- B:** Follow the **Ten-Step Quick Start Guide to Globopolis Gameplay** on pages 10–12.
- C:** After Teleporting to begin the game, read the final stage of the introduction on page 13, **Getting into the Game**. Then, during gameplay, refer to pages 14–17 and/or the **Quick Reference Cards (QRCs)** to look up the rules for the game’s various scenarios as they arise. These four pages correspond to the four QRC sides, yet are more detailed and thorough, with elaborations *not* on the QRCs in blue text or blue text boxes.

This complete Globopolis™ game set includes:

- The Globopolis game board
- Two handy Quick Reference Cards (QRCs) that neatly summarize all game rules
- This supplementary 24 page book
- 1 twenty-, 1 twelve-, 1 ten-, 1 eight- and 12 six-sided pearl effect dice
- A 90-second timer, 5 Governor playing pieces, 5 CRF pieces, 25 double and 50 single Agent pieces in five colors each
- 36 Title, 21 OPs, 12 MISSION, 32 INFLUENCE and 120 Currency cards
- 75 Base Plates in 5 colors which depict Territory ownership
- 275 stackable Resource and 44 Economic Development pieces

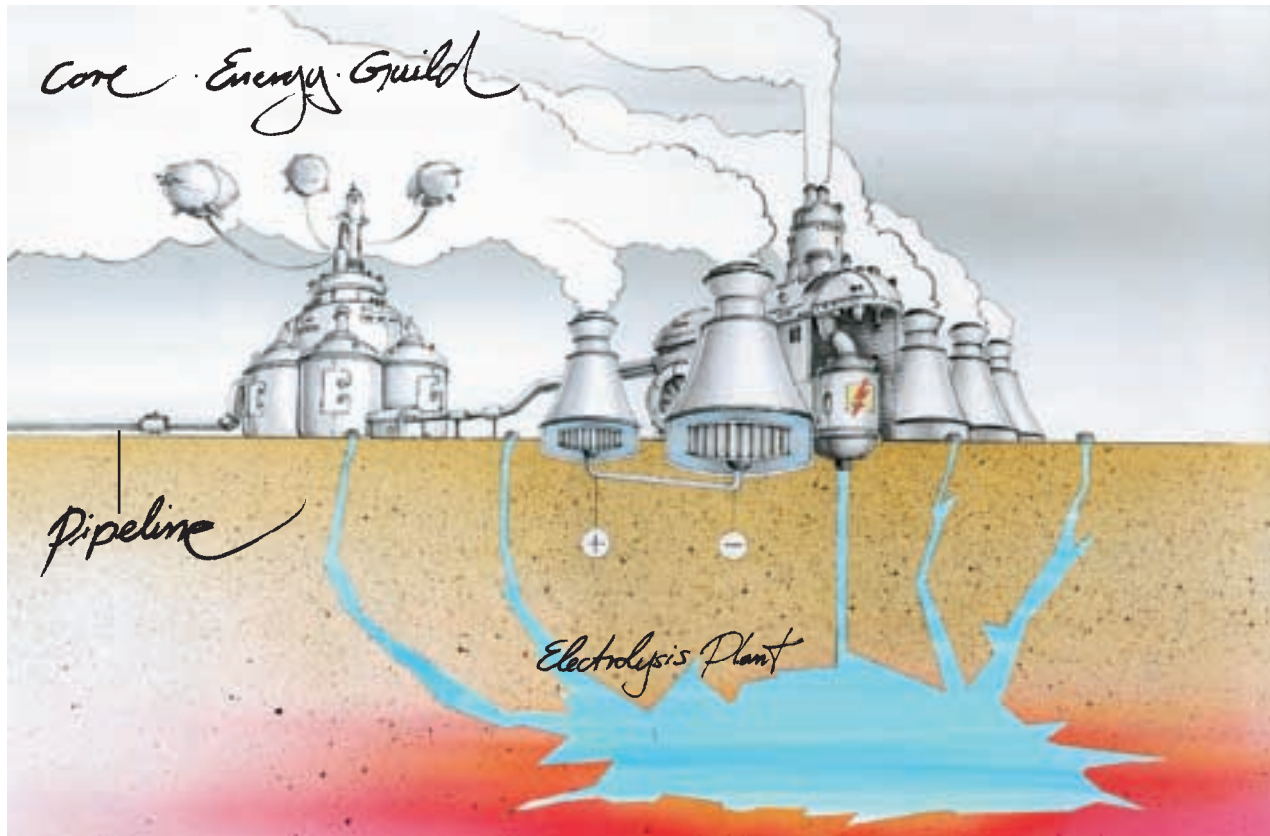


On December 13th, 2097, an asteroid approximately 1.5 km wide smashed into northwestern Wyoming with an estimated force of over four gigatons, spewing millions of tons of dust and debris into the atmosphere. Yet more significant, this cataclysmic event destabilized the super-volcanic region within what was Yellowstone National Park. The day immediately following the asteroid's impact, the greatest volcanic eruption in at least 650,000 years compounded the magnitude of the calamity enormously. The global winter that ensued persists to the present day as sulfuric ash and soot continue to block out the sun's radiation and contaminate fresh water sources. This new era in the history of humankind was called **AGD: After the Global Disaster**.

A perpetual state of anarchy and chaos ruled throughout the first five years of the new era. In 6 AGD however, a new regime in the form of a benevolent dictatorship – known as the Alliance of Governors – succeeded in reinstating relative order. In the 4th decade AGD, the Ultra-light Component Production (UCP) industry brought about a global economic revival while supplying pre-fabricated interlocking components for the construction of Globopolis, the global city in space. Today, hundreds of enormous complexes in geostationary National Space orbits above each territory on the planet's surface comfortably sustain a population of over five million.

Despite the immeasurable loss of life on the planet that the radical climate change has caused, humankind has adapted to the challenges of the new environment far better than most had ever considered possible. Although life on the surface is generally limited to indoor activity due to the toxic ash in the air, most people live comfortably in interconnected UCP community housing complexes with hydrogen heating. When leaving their homes, people have a variety of transport possibilities including hydrogen powered cars and buses, maglev trains, planes and the Orbital Rocket Shuttle Service. Most communities have pre-fabricated subsistence greenhouse kits, complete with high yield, genetically engineered seeds, grow lamps, infrastructure, equipment and accessories, all conveniently provided by the two Independent Territories of Israel and India. Entertainment, communication, education and commerce are all conducted via the Supranet. Life goes on.





The Core Energy Guild

The Core Energy Guild (CEG) was established in Ecuador in 2037 upon completion of an ambitious national project to develop a unique type of geothermal power plant near volcanically active regions. These enormous facilities pump water into existing geothermal reservoirs approximately three kilometers deep beneath the surface. Natural and man-made vents guide super heated steam under tremendous pressure back to the surface to power the plants' generators. One facility alone can generate over 100 billion kilowatt hours annually. Approximately 20% of the electricity generated is used to power adjacent electrolysis plants that separate hydrogen from water. The hydrogen is subsequently pressurized and exported by pipeline and a fleet of huge zeppelins.

Core Energy Guild Franchise Territories

Canada's northernmost territory, **Nunavut**, home of the Inuit, established its independence from Canada in 2075. In 2081, Iceland became part of the Nunavut nation-state in what appeared to be a "peaceful annexation". Shortly thereafter, the CEG established a new facility in Iceland in the highly geothermal region near Reykjavik. Today, this Guild facility exports electricity throughout Europe and almost all the hydrogen consumed on the European continent is produced by the Nunavut CEG electrolysis plant.

Alaska finally achieved independence from the United States in 2086 after years of strife over land rights. In 2091 the CEG chose Alaska to be its second Franchise Territory and began construction of two more facilities in the Katmai region and on Unimak Island, both part of the Aleutian archipelago. Today, these plants supply 90% of North America's hydrogen. Collectively, the Core Energy Guild's facilities account for about 30% of the world's energy production.

The Solar Satellite Guild

By 2025 oil reserves had become vastly depleted and the governments of Saudi Arabia and Iran invested to develop infrastructure and technology to exploit solar energy. Their laboratories experienced a revolutionary breakthrough in ion-plasma beam technology in 2094, making possible the efficient transfer and storage of energy between two points as far as 1,500 kilometers apart.

In 12 AGD the two nations jointly founded the Solar Satellite Guild after the completion of their first superstructure in space. Today the Guild has five such satellites, each with a 30 hectare surface area of super-efficient solar radiation collection panels. These satellite complexes transport energy by way of the extremely dense ion-plasma beam to reception-storage and transfer facilities on the planet surface. Today the Solar Satellite Guild services the Wind & Wave Guild's energy transport needs with its ion-plasma beam technology, whereby the energy generated at the tidal-wave and wind facilities is beamed to a Solar Satellite Guild complex and reflected back down to the reception-storage facilities on the surface.



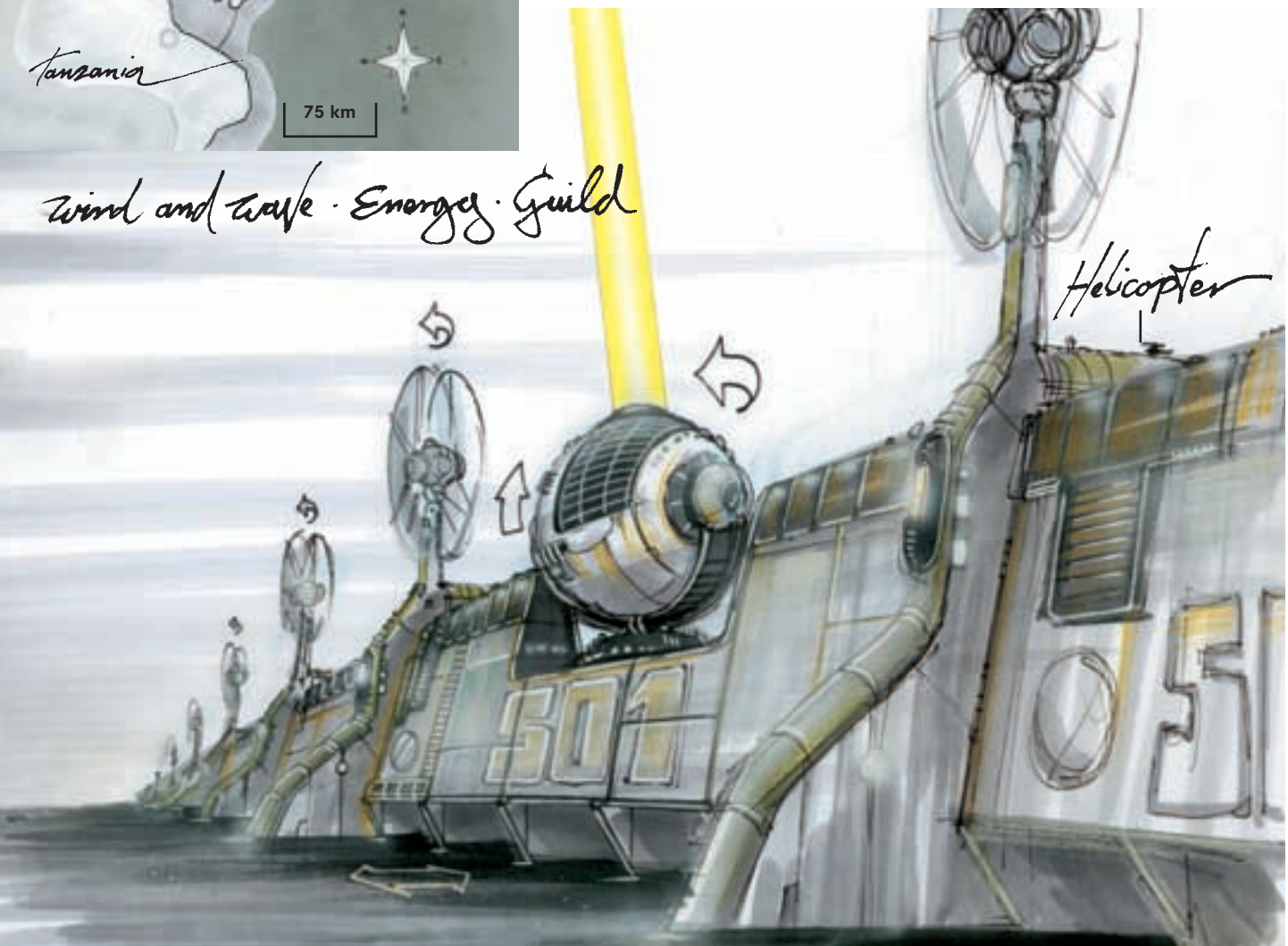
The Wind & Wave Energy Guild

The Wind & Wave Energy Guild was established in 2028 with the completion of three superstructures in the Indian Ocean jointly built by Tanzania and South Africa. Today, the Guild supplies all of Africa's energy needs as well as export to Europe and Asia in cooperation with the Solar Satellite Guild. The Tanzanian facility in the Indian Ocean spans over 220 km in three sections (see map left). The South African facility extends southward off the Cape of Good Hope. Combined, these power plants can produce over a billion kilowatt-hours *daily*. In the AGD era, the Guild adopted its facilities to desalinate water internally and is now the provider of drinkable water to all of Africa and Asia.



The Fresh Water Guild

The excessive volcanic activity of the era has also tainted the rain and snow almost everywhere on the planet due to the high sulfur content of the ash. PH values generally range from 4.1 to as low as 3.5. The increasing scarcity of drinkable water led to the creation of the Fresh Water Guild by Sweden and Norway, taking advantage of their extensive and still pure aquifer reserves and uncontaminated water in the form of ice.



The Orbital Rocket Shuttle Service

The Orbital Rocket Shuttle Service – commonly referred to as the O.R.S.S. – was developed in the later part of the 21st century. The shuttles carry over 1,000 passengers each and can fly from New York to Paris in just 18 minutes or from London to New Zealand in just 28 minutes in near parabolic trajectories reaching altitudes of up to 100 kilometers. Sadly, this is the only way for surface-dwellers to capture sight of the sun in this era, other than virtual reality chambers. Today most of the shuttles remain in orbit, transporting resources and passengers between complexes in Globopolis.

