

# GLOBOPOLIS

*Tomorrow's World is Today's Game!*





# GLOBOPOLIS

At the end of the 21st century, a chain of cataclysmic events led to a global winter and the beginning of a new era in human history called AGD: After the Global Disaster. In the 2nd decade AGD, massive facilities under the control of Guilds re-stabilized the world markets for water and energy. A global economic revival began in the 4th decade AGD with the emergence of the Ultra-light Component Production (UCP) economy, which has supplied the raw materials for the construction of Globopolis; the Global City in space. Today the enormous complexes making up the city sustain a human population of over 5 million in geo-stationary National Space orbits above each territory on the planet's surface. The Alliance of Governors, est. in 6 AGD, managed the crises and relative world peace for over 50 years. In the 6th decade AGD however, bitter competition within the alliance led to the elimination of 31 of its 36 members.

As one of the five remaining Governors vying for Superior Network Control over Globopolis you will:

- Attempt to control as many as you can of the World City's 32 Territories and four Guilds...
- Acquire and trade resources to strengthen and develop your territories to earn points...
- Plot the infiltration and take-over of opponents' territories with the aid of your OPs cards and Network Infiltration Agents...
- Use Influence cards against other players to your advantage...
- Fly across town with the Orbital Rocket Shuttle Service...
- Strive to fulfill a Mission or reach 100 points before another player does and win the game!

... and simply have a blast with family and friends with this great game which is never the same twice!

Unique mechanics and numerous options on every turn make for a game of tremendous variety where players' ability to think fast, plan ahead and know when to take a chance and when not to, all play a larger roll than the luck of the dice.

*Note:* Globopolis is also excellent for just two players!

*Disclaimer:* the creator of this game accepts no responsibility for lost hours of productivity or any stress caused relating to commitments neglected due to addiction to this product.

For the Globopolis Addicts Forum/Message Board, and more information on Globopolis visit [www.globopolis.net](http://www.globopolis.net)

We are proud to donate 10% of our profits to UNICEF, The United Nations Children's Emergency Fund.

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2 to 5 players  
ages 10+  
  
Games last  
90 - 180 min.

  
Made in Germany  
Not suitable for children  
under 3 years of age  
due to small parts

Bar Code

### QUICK REFERENCE CARD

**OPTIONS ON EACH TURN**

- Make business propositions: purchase or barter R-Units (1 R-Unit = approx. 5 EU)
- Allocate R-Units from PS (Personal Stock) or transfer R-Units between Territories.
- Invest in Economic Development (E-D) (Note: one level of E-D may be built on several Territories per turn)
- Roll 1, 2 or 3 six-sided dice on each turn:
- Advance Governor counterclockwise for one turn: cost = 3 CR points
- Cash in EU for up to 5 CR-points (1 point = 5 EU) per turn or when in need of cash, exchange points for EU at the same rate.

**EARNING POINTS**

- 1-4 points for each Territory or Guild acquired, according to assigned value (Note: when players lose a Territory - but not a Guild - points previously earned are forfeited)
- 4-8 points BONUS for ownership of an entire color group (Example: Ownership of a 3 Territory group = 6 point BONUS)
- 5 points for each level of Economic Development on each Territory owned
- CR points may also be purchased at a rate of 5 EU per point (up until 75+ points, or 125+ for 2 players/50 points for 5 players)

**R-UNITS & E-D (resources and Economic Development)**

Water Food Energy UCP NS-Units

Players earn 5 CR points for each level of Economic Development (E-D). E-D also raises the Conference Cost rate other players must pay when landing on the territory.

- One complete set of all 5 R-Units is necessary to qualify for Economic Development.
- Two complete sets are required for Super-Development.

Development Premiums to be paid to the Administration are on the front of Territory Tiles.

1 E-D = Economic Development

Two complete sets of all five R-Units

2nd E-D = Super-Development

colors are for contrast only

Regarding militarization/adding Network Security (NS):

- Players may add 1 additional NS-Unit for each complete set of R-Units (see Aggression, side 4 for more details on NS-Units)
- 1st NS-Unit
- 2nd NS-Unit
- 3rd NS-Unit
- 4th NS-Unit

Territories may have up to 2 NS-Units when undeveloped

... or up to 3 NS-Units when developed

... or up to 4 NS-Units when super-developed

All game rules on two, easy to understand cards!

### THE FOUR SPECIAL FIELDS:

**TELEPORT!**

The TELEPORT! field serves as the starting position for all players at the beginning of the game. The rule when landing upon the TELEPORT! field, as well as at the beginning of the game, is:

- 2 AGENTS
- Players roll the red 8-sided and blue 20-sided dice together
- The number on the 8-sided die determines the number of O.R.S.S. bases to advance in a clockwise direction from the TELEPORT! field
- The 20-sided die determines the number of fields to advance further from the O.R.S.S. base landed upon
- Players collect 40 EU each time they pass the TELEPORT! field in a clockwise direction but not a second time after having crossed it going backwards.

**NETWORK SECURITY and INFILTRATION ACADEMIES**

When landing on the NSA or NIA Fields players roll one 6-sided die to determine how many NS-Units or NI-Agents to receive from the Administration as follows: (Hereafter, players may roll again)

Value rolled	NS-Units or NI-Agents
1 or 2	1
3 or 4	2
5 or 6	3

**MOONSHOT!**

The lucky player landing on the Moonshot field earns 10 CR points immediately for their fantastic vacation at the Hotel Resort Moonshot, however, their turn is immediately ended and they must use the opportunity to get up and serve all co-players drinks and snacks.

## This box contains:

- The Globopolis game board
- Two handy Quick Reference Cards (QRs) that neatly summarize all game rules
- A supplementary and colorful 16 page book including sci-fi background, easy start guide to Globopolis gameplay, 1st class illustrations and glossary.
- 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



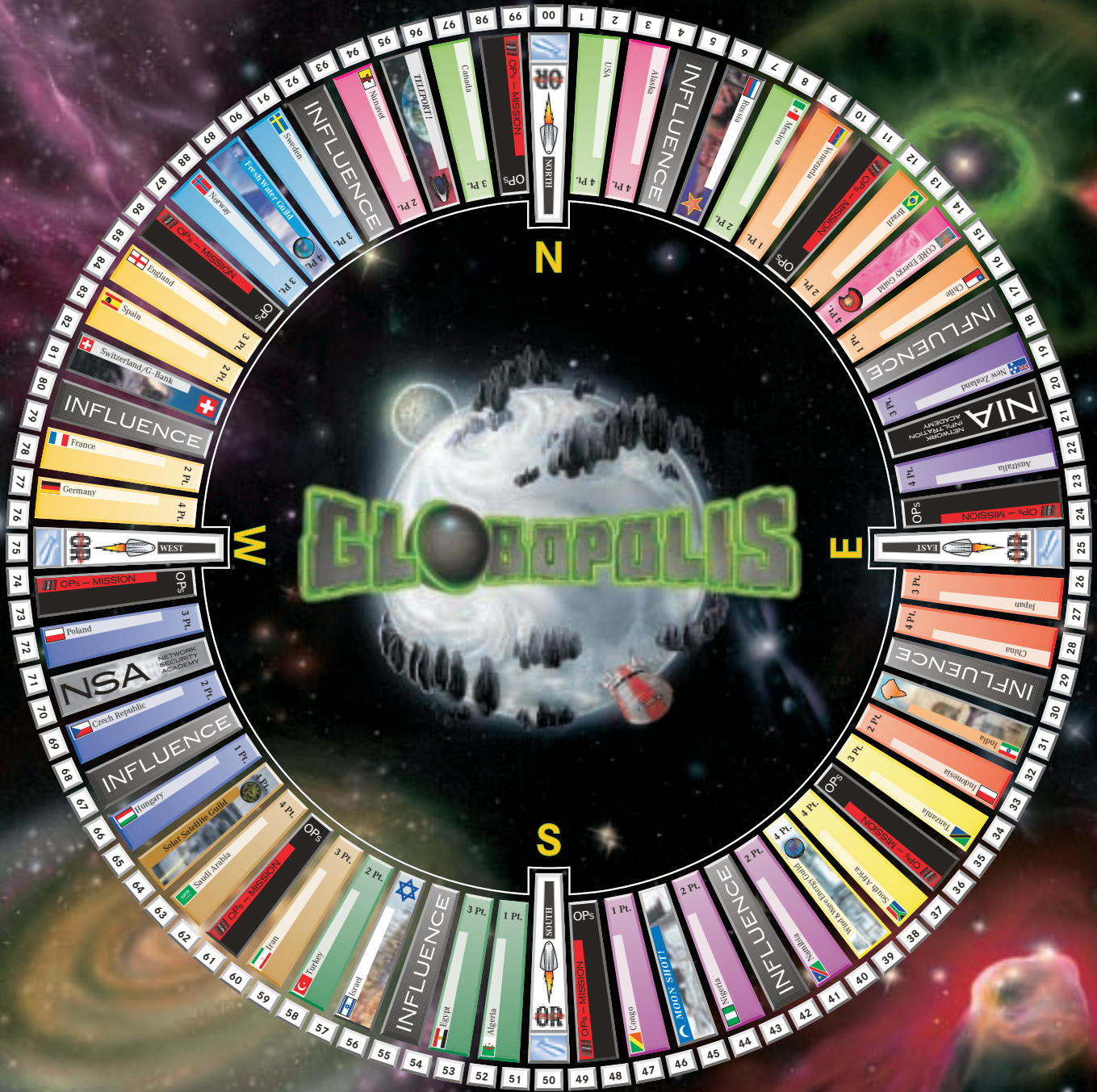
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Globopolis  
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2 to 5 players  
ages 10+  
  
Games last  
90 - 180 min.

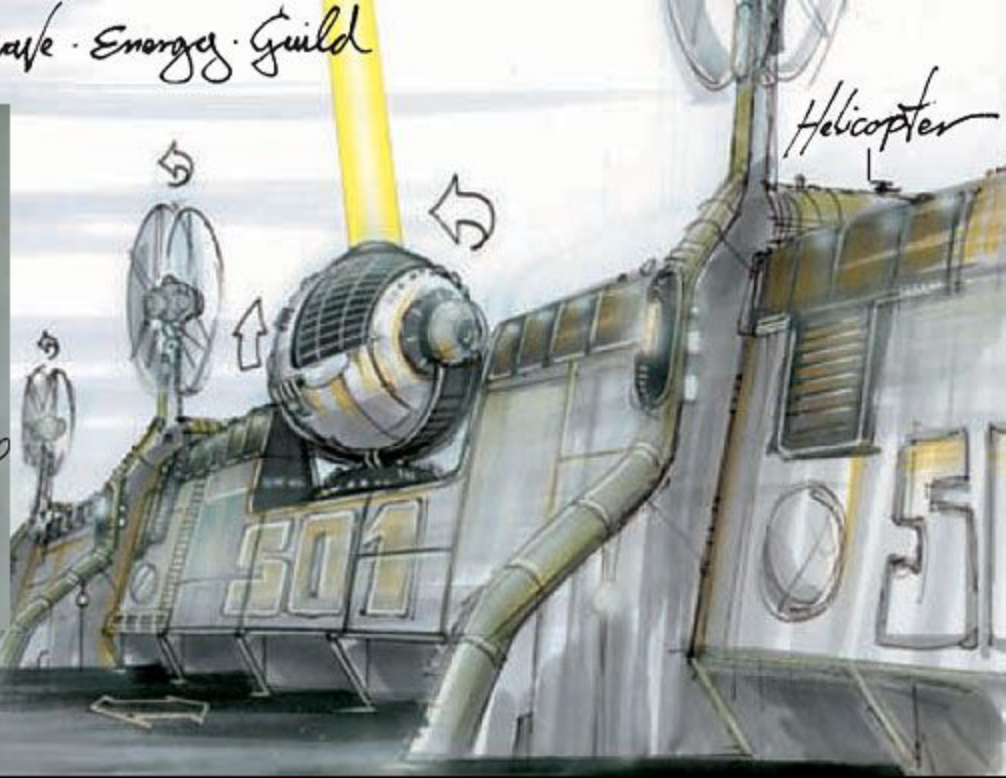
  
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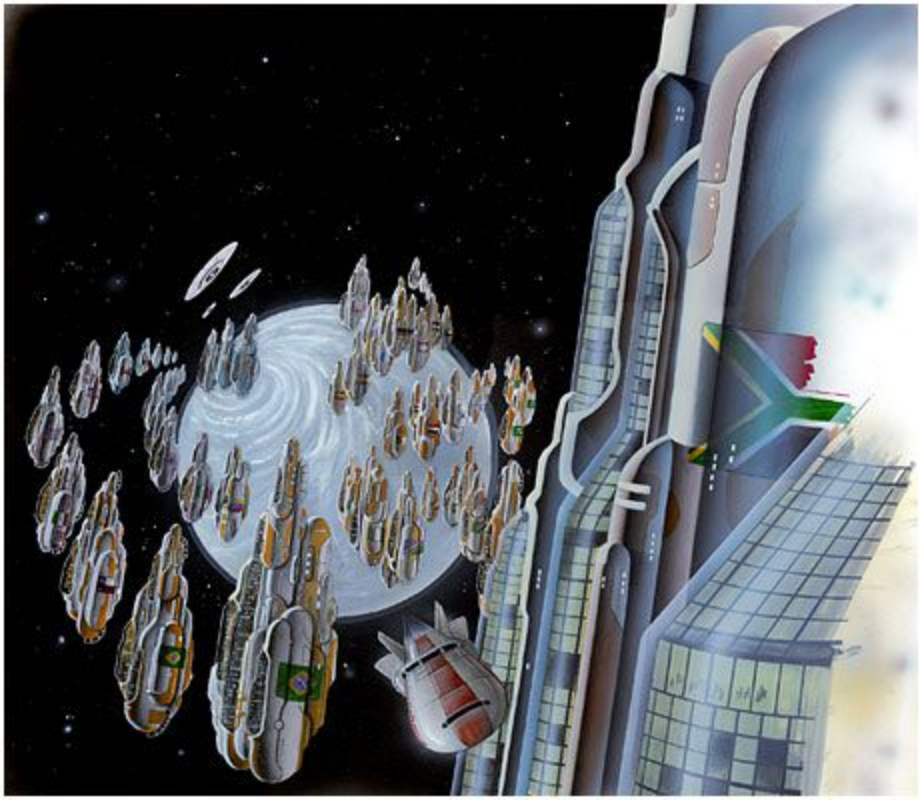
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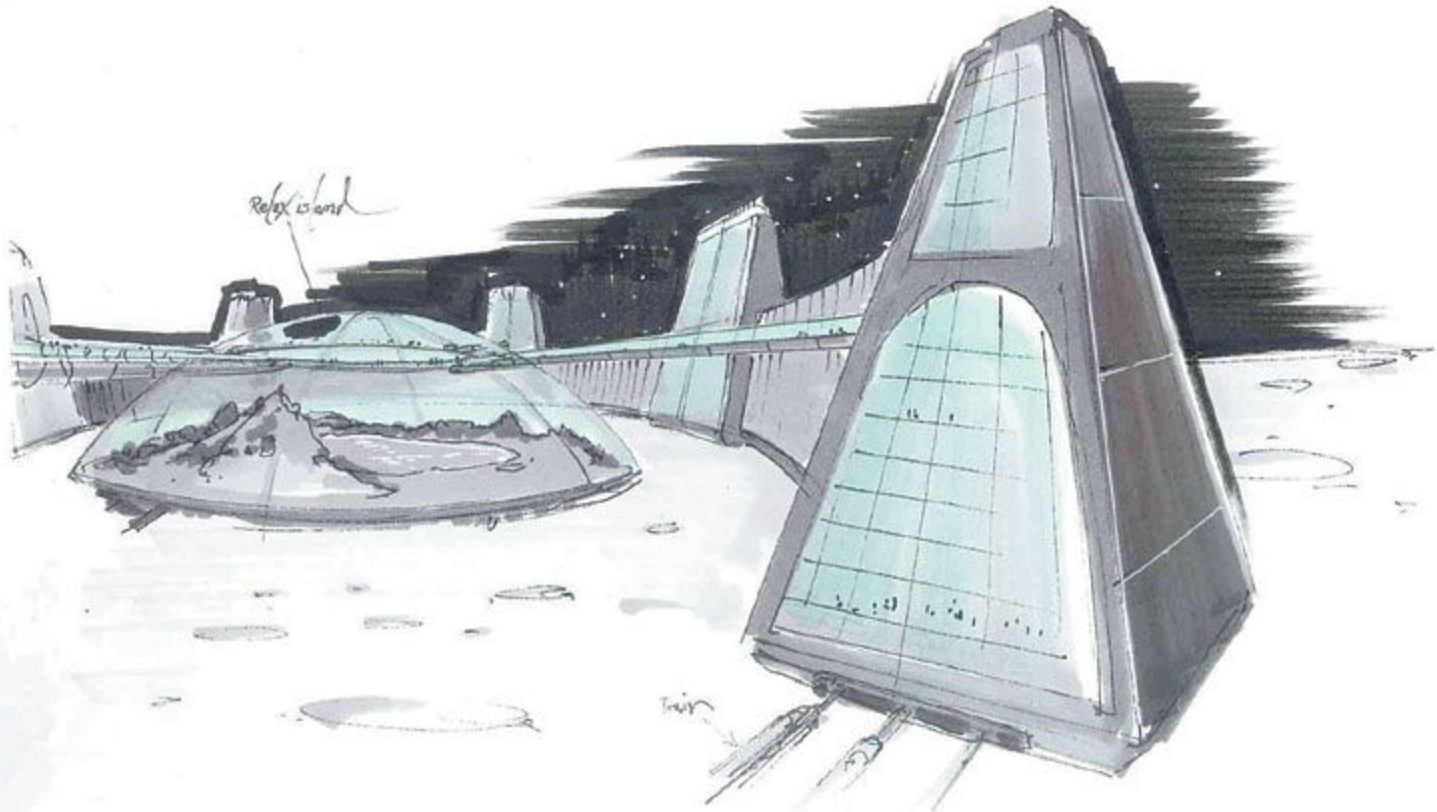
*wind and wave · Energy · Guild*

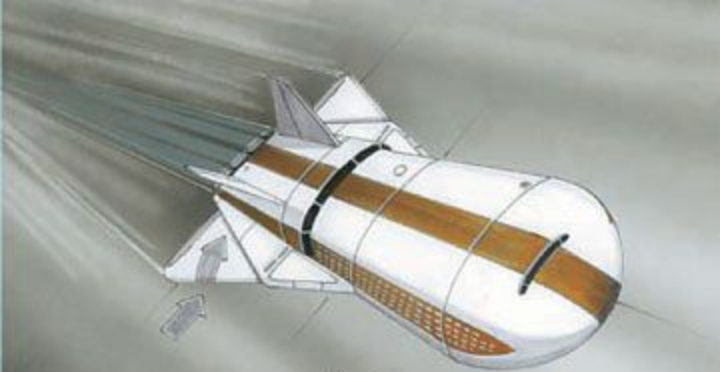




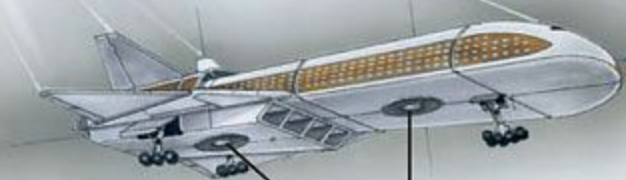


Relax island



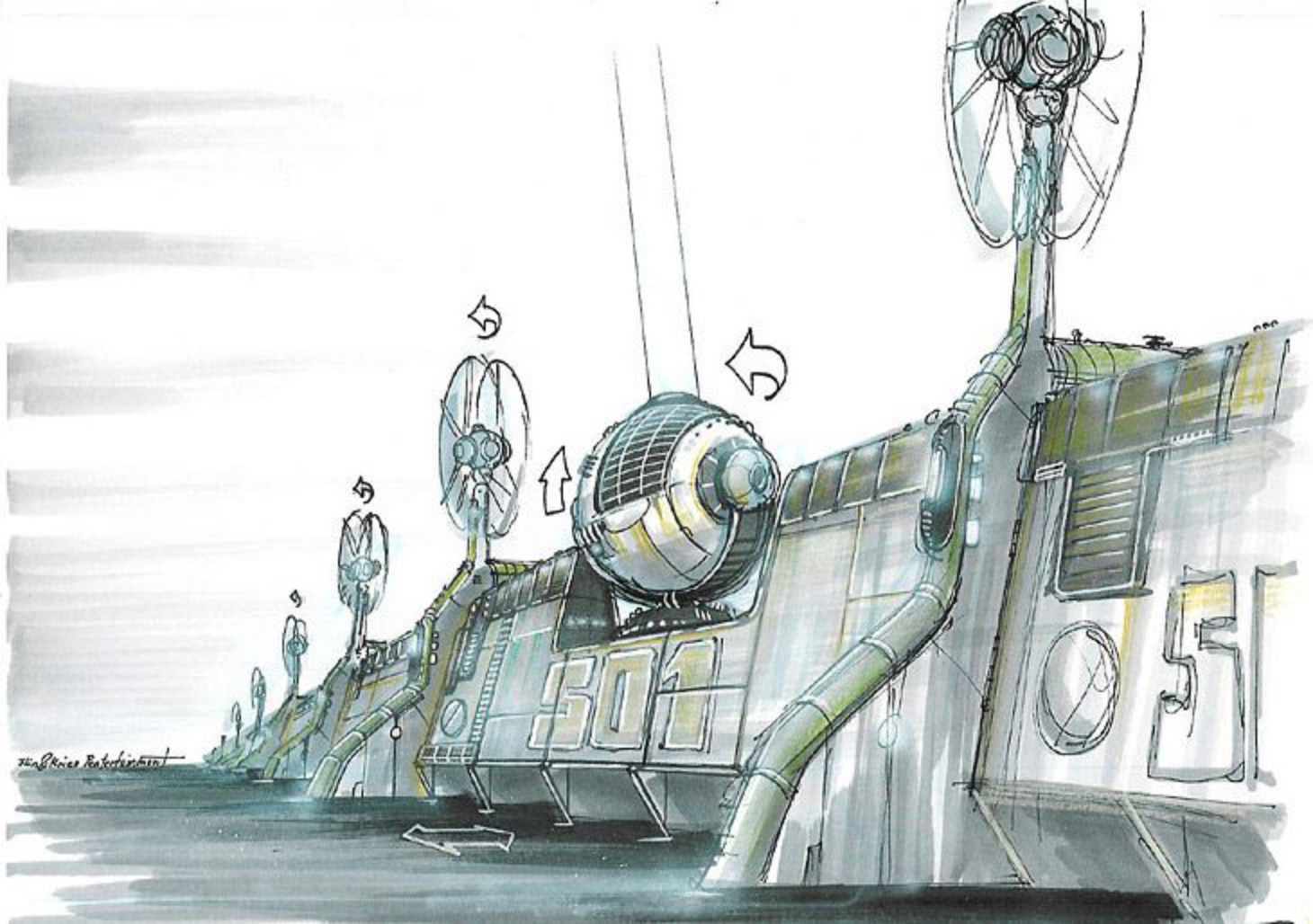


*Orbital Rocket Shuttle Service*



Vertical Take-Off Engines





ZooGries Entertainment



# GLOBOPOLIS



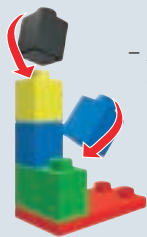
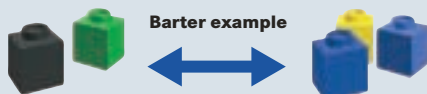






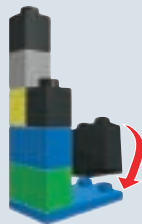
## POSSIBILITIES IN THE OPTION PHASE OF EACH TURN

- Make business propositions: purchase or barter R-Units (1 R-Unit = approx. 5 EU)



- Allocate R-Units from PS (*Personal Stock*) or transfer R-Units between Territories.

- Invest in Economic Development (E-D) (Note: **one** level of E-D may be built on several Territories per turn)



- Roll 1, 2 or 3 six-sided dice on each turn:



- Advance Governor *counterclockwise* for one turn: **cost** = 3 CR points
- Cash in EU for up to 5 CR-points (1 point = 5 EU) per turn **or** when in need of cash, exchange points for EU at the same rate.

## EARNING POINTS

**1–4 points** for each Territory or Guild acquired, according to assigned value (Note: when players lose a Territory – but not a Guild – points previously earned are forfeited)

**4–8 points BONUS** for ownership of an entire color group (Example: Ownership of a 3 Territory group = 6 point BONUS)

**5 points** for each level of Economic Development on each Territory owned

**5 EU = 1 CR-point**

CR points may also be purchased at a rate of 5 EU per point (up until 25 before the set victory mark) e.g. 75 points for a 4 player game to 100 points



## R-UNITS & E-D (*resources and Economic Development*)



Water



Food



Energy



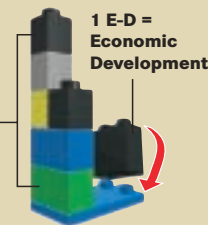
UCP



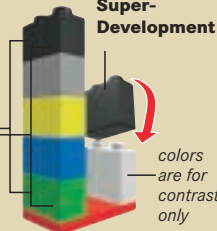
NS-Units

- Players earn 5 CR points for each level of Economic Development (E-D). E-D also raises the Conference Cost rate other players must pay when landing on the territory.
- **One** complete set of all 5 R-Units is necessary to qualify for Economic Development.
- **Two** complete sets are required for Super-Development.

*Development Premiums to be paid to the Administration are on the front of Territory Titles.*



One complete set of all five R-Units



Two complete sets of all five R-Units

colors are for contrast only

## Regarding militarization/adding Network Security (NS):

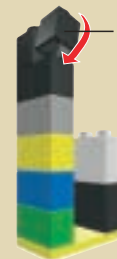
- Players may add 1 additional NS-Unit for each complete set of R-Units (see *Aggression*, side 4 for more details on NS-Units)



Territories may have up to 2 NS-Units when undeveloped



... up to 3 NS-Units when developed



... or up to 4 NS-Units when super-developed

## LANDING ON TERRITORIES

**Territory not owned?** – Receive Title and resources – advance CRF the number of points earned – allocate resources to Territory’s Base Plate.  
*(Note: Players are not required to stack more than 2 of each R-Unit on a Territory)*

### Land on your own Territory?

- Draw an OPs card, attempt to Clean House, if applicable, **and** choose to either:
  - Roll again to advance further **OR**
  - Attack another Territory in the same quadrant, from the Territory landed upon, or in another quadrant, as an OPs card may permit.

### Land on another player’s Territory?

- Pay Conference Costs **OR**
- Attempt to takeover the Territory (from a Territory you own in the same quadrant, or from another quadrant, as an OPs card may permit).

*(See QRC Side 4 “Aggression” for details.)*

## INDEPENDENT TERRITORIES

When landing on ISRAEL, RUSSIA and INDIA, players may purchase scarce resources.

Players roll two 6-sided dice to determine R-Unit availability.  
 Example: roll a nine, player may purchase up to 9 R-Units at 5 EU apiece.  
 A player’s turn ends with the conclusion of business.



**ISRAEL = FOOD**



**RUSSIA = UCP / NS-Units**



**INDIA = UCP / FOOD**

### WHEN LANDING ON SWITZERLAND

- Players automatically receive 10 EU and 5 CR-points
- Players may purchase R-Units from an Independent Territory of their choice and must roll the dice for market availability, as mentioned above.



## GUILDS



**CORE ENERGY**



**SOLAR SATELLITE**



**WIND & WAVE**



**FRESH WATER**

### When landing on a Guild not yet owned:

Players receive 4 points, the Title to the Guild and its R-Unit stock.

### When landing on a Guild that is already owned:

Players become the Guild’s new owner/operator and receive all remaining R-Units in the Guild Stock (GS) from the previous owner.

- Guild owners are required to keep the GS separate from Personal Stock (PS).
- Guild owners must sell up to 3 R-Units remaining in the GS to any player wanting to buy on their turn. Rates are on the back of the Guild Title.
- Guild owners may transfer up to three R-Units from their GS to their PS or Territories they own, each time on their turn.

## CARD FIELDS

### When landing on OPs-MISSION and INFLUENCE card fields:

- Players draw a card and may roll again.
- When landing on a card field a second time after having already rolled again, players may pull another card, but *not* roll a third time on the same turn.
- Players may hold up to 3 OPs, 3 Influence and 3 Mission cards in their hand at once. When pulling a 4th of any card sort, one card of that sort must be returned to the bottom of the stack.



### O.R.S.S. (Orbital Rocket Shuttle Service)

When landing on an O.R.S.S. base, players may choose to “fly” immediately to any of the other 3 bases and/or roll again immediately.



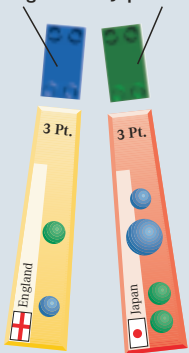
## NETWORK INFILTRATION AGENTS

Players strategically place NI-Agents on opposing players' territories at the end of each turn. Agent Superiority (AS) increases strength in an Aggression Scenario (see side 4, *Assessment of Strength*). Players also place agents on their own territories to "neutralize" opposing agents' infiltration.

 **SMALLER COUNTERS = 1 AGENT**       **LARGER COUNTERS = 2 AGENTS**

Players may have maximum 3 Agents on any given Territory.

**Blue owns England**      **Green owns Japan**



In this example, the blue player with 3 agents on Japan has Agent Superiority (AS) against the green player with just two.

Neither player has AS in England.

Blue, therefore, would receive one extra die in an Aggression Scenario.

In this example, the blue player with 2 agents on Japan still has AS against the green player, one of whose agents is busy "neutralizing" the red player's agent.

Likewise, blue is occupied by the red player's agent, giving the green player AS in England.

In this example, *each* player would receive an extra 6-sided die to roll in an Aggression Scenario.

## CLEANING HOUSE RULE

When landing on a territory they possess, or another territory they own in the same color group, players may capture foreign agents on a Territory in that group by winning two out of three roles against the player(s) whose agents are present.

### CLEANING HOUSE (Rolling for best 2 out of 3)

Agents present	0	1	2	3
Infiltrating Player rolls:	n.a.	8 	10 	12 
Territory Owner rolls:	8 	10 	12 	12 

## THE FOUR SPECIAL FIELDS:

### TELEPORT!

The TELEPORT! field serves as the starting position for all players at the beginning of the game. The rule when landing upon the TELEPORT! field, as well as at the beginning of the game, is:

- Players roll the red 8-sided and blue 20-sided dice together
- The number on the 8-sided die determines the number of O.R.S.S. bases to advance in a clockwise direction from the TELEPORT! field
- The 20-sided die determines the number of fields to advance further from the O.R.S.S. base landed upon
- Players collect 40 EU each time they pass the TELEPORT! field in a clockwise direction *but not a second time after having crossed it going backwards*.



## NETWORK SECURITY and INFILTRATION ACADEMIES

When landing on the **NSA** or **NIA Fields** players roll one 6-sided die to determine how many NS-Units or NI-Agents to receive from the Administration as follows: (*Thereafter, players may roll again*)

Value rolled	NS-Units or NI-Agents
1 or 2	1
3 or 4	2
5 or 6	3



### MOONSHOT!



The lucky player landing on the Moonshot! field earns **10 CR points** immediately for their fantastic vacation at the Hotel Resort Moonshot, however, their turn is immediately ended and they must use the opportunity to get up and serve all co-players drinks and snacks.









## AGGRESSION

Players may attempt an **Aggressive Takeover**:

1. Against a foreign Territory landed upon – **from** a Territory they own in the same quadrant
2. When landing on their *own* Territory – **against** a foreign Territory in the same quadrant
3. When landing on, *either* their own *or* a foreign Territory, and aggression is made possible from another quadrant through use of an OPs card.

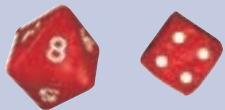
sample  
OPs card

Opportunity	
Network Infiltration in	 or  or 
By Agents from	 or  or 

## ASSESSMENT OF STRENGTH

The Aggressor starts with the **red 8-sided die** and *one 6-sided die*.

The Defender starts with the **white 10-sided die** and *two 6-sided dice*.



Players receive additional 6-sided dice to roll according to the following three criteria:

1. **NETWORK SECURITY:** Players receive one additional 6-sided die for **each** NS-Unit on their Territory involved in an Aggression Scenario.
2. **ECONOMIC SUPERIORITY:** The player with the greater level of Economic Development on their Territory receives one extra die. If players have an equal level of E-D, then the player with more R-Units (excluding NS-Units) on their Territory receives an extra 6-sided die to roll. If a tie still exists, BOTH players each receive an extra die to roll.
3. **NI-AGENT SUPERIORITY:** Players receive one extra 6-sided die when they have Agent Superiority (more Agents than the other player) on one of the Territories involved and **two** extra 6-sided dice with NI-Agent Superiority on *both* Territories involved. *See side 3 for details.*

## Engagement

The Aggression Scenario begins with both players rolling all of their dice together after the assessment of strength. Each roll of the dice is called a Battle Round.

- The loser of each round loses one 6-sided die to roll in the subsequent round.
- Players continue to roll round for round until one player has lost all of their dice, and consequently their Territory to the victor.
- The loser of the engagement must remit the defeated territory's Title and R-Units to the Victor. NS-Units and Economic Development are assumed destroyed and must be returned to the Administration.
- An Aggressor's turn ends whenever losing an Aggression Scenario. A victorious Aggressor may always immediately attempt to takeover any other territories in the same color group as the territory defeated.

**Winning Battle Rounds:** The winner of a Battle Round is the player with the higher Roll Value, determined by the number on the eight or ten-sided polygon, which may be doubled, tripled, quadrupled or quintupled according to the result among the six-sided dice (*see examples below*).

**Rolling doubles among the 6-sided dice** serves to double the polygon figure...



$$\text{Result} = 2 \times 4 = 8$$

(by virtue of the double sixes)

**Rollings triples** triples the figure...



$$\text{Result} = 3 \times 8 = 24$$

(3 x 8 by virtue of the triple fives)

**(Four of a kind and two pair serve to quadruple the polygon figure. Five of a kind and a full house serve to quintuple the figure.)**

**Tie Rule:** When the Roll Values are equal, the player having rolled *fewer* 6-sided dice in the Battle Round wins the battle. If the number of dice rolled was also equal, the Defender is the victor.

**Luck running out rule:** When a player has just one 6-sided die left and apparently no chance to roll doubles, the polygon figure may be doubled when its value is the same as the 6-sided die.

**Example:**



**Result = 8**