

## 10 Step Quick Start Guide to Globopolis Gameplay

### Object of the Game

The ultimate goal in *Globopolis* is to establish Superior Network Control over the Global City. This is achieved through the acquisition and development of Territories, which enable players to earn points and/or fulfill a Mission. The player to reach 100 points (in a four player game) or fulfill their Mission **first** will be the Victor and new ruler of Globopolis!

*Note: the victory mark is adjusted to 150 points for two players, 125 points for three players and 75 points for five players. See also additional note regarding winning the game on page 12.*

Territorial development is the primary way to earn points in *Globopolis*. This requires acquisition of the five necessary resources through trade, INFLUENCE, aggressive takeover of opponents' Territories and/or purchase from the Independent Territories. Strategy, luck, planning, good business sense, cooperation and even ruthlessness all contribute to players' success in achieving their goals.

### Step 1:

After setting up the box as shown at the bottom of page 8, refer to the Glossary on Page 19, read aloud the duties of the Administrator and then appoint an Administrator.

### Step 2:

The Administrator assists with the allocation of Governor, CRF, Base Plates and 9 one- and 3 two- Agent pieces to all players, according to their color choice. Governor pieces are placed on the TELEPORT! field and CRFs are stacked at 00.

Any pieces not distributed should be stored in the small compartment under the Title card stack, as illustrated at the bottom of page 8.

*Governors are placed on the TELEPORT! field.*



*CRFs are stacked at 00.*

### Choose to play with or without Agents

Gameplay with Agents significantly expands the strategic aspect of the game, giving players multiple pieces in their color to tactically deploy to Territories, both domestic and foreign. Players may prefer to play without Agents until they have played the game at least once. For details on Network Infiltration Agents, their significance and how they are used in the game, refer to page 16 and QRC side 3.

When playing without Agents, the top two sections of page 16 (left side of QRC side 3) simply do not apply. Several INFLUENCE cards pertaining to NI-Agents should be placed at the bottom of the card stack whenever they “pop up” and players may pull another card. The only rules that change are the third criteria in the Assessment of Strength for Aggression Scenarios on page 17, QRC side 4 and the rule for the NIA field on page 16, QRC side 3.

**Step 3:**

The Administrator distributes the currency – EU (Economic Units) – to players according to the following table:

**Currency Allocation: Economic Units (EU)**

	1 EU	5 EU	10 EU	20 EU	TOTAL
2 PLAYERS	5	7	7	7	250 EU
3 PLAYERS	5	7	6	5	200 EU
4 or 5 PLAYERS	5	5	4	4	150 EU



**Step 4:**

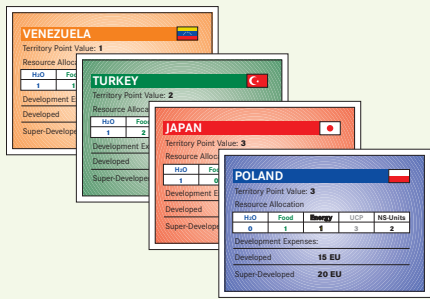
The Administrator deals out **one** MISSION, **three** INFLUENCE and **three** OPs cards to each player. He/she should then mix the remaining MISSION cards with the remaining OPs cards to form the OPs-MISSION card stack, which is placed on a corner of the board, along with the stack of remaining INFLUENCE cards.



**Step 5:**

The Administrator shuffles and deals out Title cards according to the following table:

Number of players	Title cards dealt to each player
2	10
3	7
4	5
5	4



*Note:*  
Players may trade Title cards at any time during the game.

**Step 6:**

The Administrator places the box in the middle of the board. Players take R-Units for Territories and Guilds according to the allocation table on the front of each Title card. Players stack R-Units for each of their Territories on their color-coded Base Plates (see illustration right). *Note:* Players are not required to allocate more than two of each R-Unit to any given Territory. If more than two units of any resource are allocated to a Territory, players should retain such 'extra' R-Units for their Personal Stock (PS), from which they can be transferred to other Territories on any subsequent turn.

Resource Allocation Table a.k.a. "da RAT"



Extra R-Units for PS

Green Player controls Australia

When the allocation process has been completed, the Administrator removes the box from the board and players position their Base Plates in front of the appropriate Territories. *Note:* From their second turn on, players may freely transfer R-Units among their Territories. Guild resources must be stacked together and held separate from a player's PS in what is known as a Guild Stock or GS (see image left).



Guild Stock

**Step 7:**

Players now add up all Territorial Point Values according to their Title cards and advance their CRFs the corresponding number of points along the Counting Ring.



<b>W&amp;W Energy Guild</b>					
Territory Point Value: 4					
Resource Allocation					
H2O	Food	Energy	UCP	NS-Units	
0	0	1	1	1	

<b>CANADA</b>					
Territory Point Value: 3					
Resource Allocation					
H2O	Food	Energy	UCP	NS-Units	
3	2	0	1	1	
Development Expenses:					
Developed: 15 EU					
Super-Developed: 20 EU					

<b>CONGO</b>					
Territory Point Value: 1					
Resource Allocation					
H2O	Food	Energy	UCP	NS-Units	
0	0	1	1	1	
Development Expenses:					
Developed: 5 EU					
Super-Developed: 10 EU					

<b>JAPAN</b>					
Territory Point Value: 3					
Resource Allocation					
H2O	Food	Energy	UCP	NS-Units	
1	0	1	2	2	
Development Expenses:					
Developed: 15 EU					
Super-Developed: 20 EU					

Total Territory Point Value:  
4 + 3 + 1 + 3 = 11

CRFs have been advanced from 00.

**Step 8:**

Each player rolls a 6-sided die to determine who will go first. The roller of the highest value goes first and turns change in a clockwise direction thereafter.

*Important note regarding winning the game: Players should take note of who went first, as all players must later have the chance to complete the final round whenever any player claims victory, either through points or fulfillment of a Mission. Should two or more players claim victory by virtue of fulfilling Missions, the winner is the player with the highest point score. If a tie still exists, the Sudden Death rule applies, whereby the player with the highest score at the end of any subsequent round is the winner.*

**Step 9: TELEPORT! – Entering the World of Globopolis**

The player to go first will now TELEPORT! to begin the game. Refer to **page 16 or QRC side 3** on how to TELEPORT!

**Step 10:**

Congratulations, your first round of *Globopolis* has begun! The final step is to refer to **page 15 or QRC side 2** for the rules of all possibilities after Teleporting – *except when landing on one of the four special fields of NSA, NIA, MOONSHOT! or TELEPORT! – in which case, refer to page 16, QRC side 3. Players each TELEPORT! and follow the appropriate rules for the type of field landed upon. After all players have Teleported, the player who went first will begin the Option Phase of their second turn.*

Refer now to **page 13: Getting into the Game.**



**QUICK REFERENCE CARD**

**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 = 8 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 25 before the set victory mark) e.g. 75 points for a 4 player game to 100 points

**SIDE 1**

**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

One complete set of all five R-Units

Two complete sets of all five R-Units

Colors are for reference only

2nd E-D = Super-Development

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

... up to 3 NS-Units when developed

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