

GLOBALI ZATION

Category: Economic, Transportation
Mechanic: Auction, Stock Holding, Pick-up and Deliver, Time Track, Trading

Players: 3-5
Time: 2-3 hours
Age: 14+

Components:
3 game boards, 18 mats, 240 chits, 64 cards,
75 workers/machineries, 54 buildings,
36 cubes, 36 discs

What is Globalization about?

The players take on the roles of investors, buying and selling shares in global Companies seeking market opportunities across the world.

How do you win?

By investing in a company, you provide capital for investments and profits. When the game ends, the player with the most shares in the most profitable companies wins.

How do you play?

Each company is run by the player with the most shares (the "President"). One group of companies produce resources, another group manufacture them into consumer goods, and a third group provide transports between the markets around the world.

Using a rondel selection mechanic, the President issues shares or take loans to raise capital, invests the capital in facilities, workers and R&D, and operates the company to maximise the profits for the shareholders.

What makes the game special?

The economy of the game is strongly interconnected. Not only must the companies buy and sell from each other but their operations also affect the workers' salaries and buying power. This means that market opportunities will open and close across the world, forcing the players to constantly reassess their strategies.

