

# GLOBALIZATION



**A Game about Investments, Trade and  
Competition in a Globalized World**

**by Nicholas Hjelmberg**

**Nova Suecia Games**

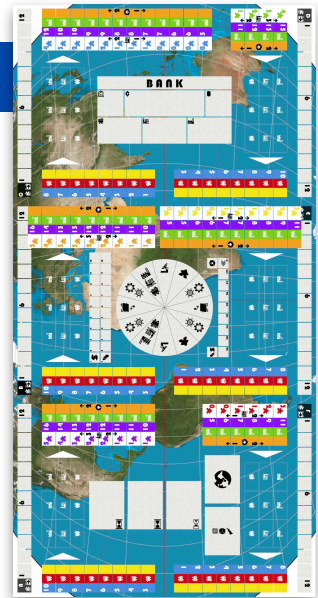
**<http://www.novasuecia.se>**

**Version 1.0**

## 1. Introduction

Technological progress and international cooperation has connected the world and made it smaller. Companies that could previously rely on local markets for their supply and demand must now look overseas to survive.

But to be competitive, companies must carefully manage finance, investments, research & development, and operations. Otherwise the competitors from overseas will come and take over their local markets.



Game boards

## 2. Game Components

The game consists of the following components:

- ➔ 3 game boards depicting six Markets, each with its own tracks for Resources, Consumer Goods and Workers (one symmetric and one asymmetric side).
- ➔ 18 Company charts; 2 per Company.
- ➔ 90 Company Shares; 10 per Company (of which 1 President Share).
- ➔ 14 Loan tiles; 9x¢3/¢6, 5x¢9/¢12.
- ➔ 136 Credit (¢) coins; 64x¢1, 24x¢2, 24x¢5, 24x¢10.
- ➔ 52 Event cards.
- ➔ 12 Market cards.
- ➔ 55 Workers; 8 purple, 9 orange, 8 green, 8 red, 10 yellow, 12 blue.
- ➔ 18 Resource cubes; 6 per color for blue, red and yellow.
- ➔ 18 Consumer Goods cubes; 6 per color for green, orange and purple.
- ➔ 18 Machineries.
- ➔ 54 Facilities; 6 per Company.
- ➔ 36 Company Action discs; 4 per Company.
- ➔ 1 Time token and 1 Start token.



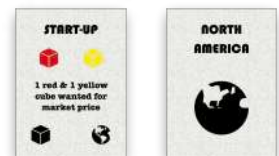
Company charts



Shares & Loans



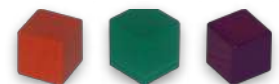
Credits



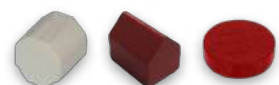
Events & Markets



Workers



Resources & Consumer Goods



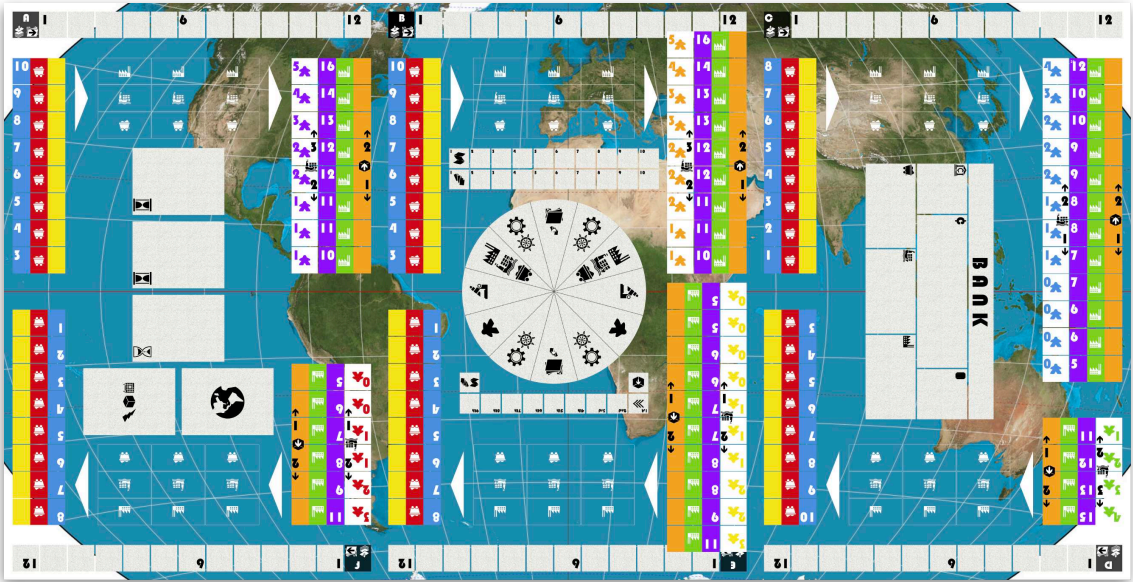
Machineries, Facilities & discs



Time/Start token

### 3. Game Setup

- Put together the game boards on the table next to each other so that they form a world map with 6 **Markets**.



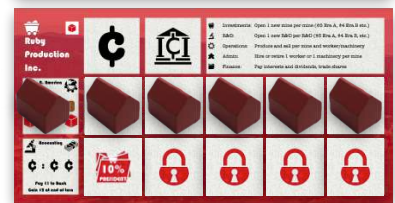
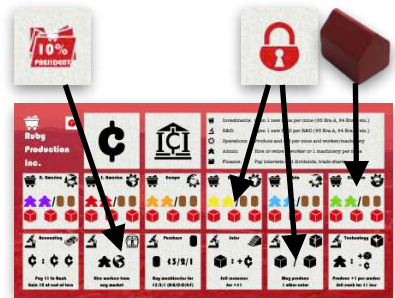
- Put together the 18 **Company charts** by color so that 9 Companies are formed and place them next to the board.
- Place the following on each Company chart:

➔ The **Credit slot** and the **Bank slot** : Nothing.

➔ The **Share slots**: The **President Share** face up and the 9 **Ordinary Shares** face down, leaving any 2 empty. (It does not matter which, they may be rearranged.) Empty slots are **open**, slots with a Credit are **unlocked** and slots with a Share are **closed**.

➔ 6 of the Share slots concern **Facilities** (place the wooden buildings here) and 6 of them concern R&D .

➔ Place the **Time token** on the game board step labelled "1" after "A".

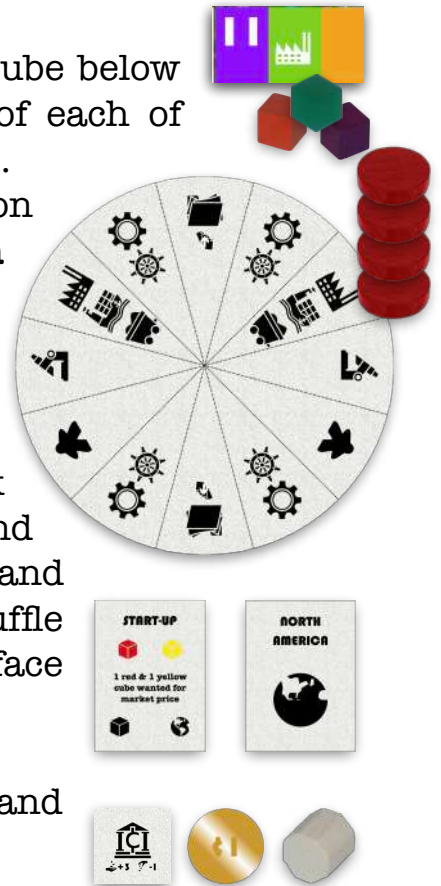


- Place 1 **Worker** in each Worker position matching its color.

- Place 1 blue, 1 red and 1 yellow **cube** in the 4th **Resource** position from the bottom of each of the 6 Markets (value 6 for North America, Europe and Oceania, value 4 for the others).



6. Place 1 orange, 1 green and 1 purple cube below the lowest **Consumer Goods** position of each of the 6 Markets (they have no values yet).
7. Place the **Company discs** near the Action rondel. They will be used on the **Action rondel**, the **List track** , the **Market track**  and the **Turn order track** .
8. Shuffle the **Event cards** and place them face down in the Event Deck section . Draw three cards and place them in the Future Event  and Current Event  sections face up. Shuffle the **Market cards** and place them face down in the Market Deck section .
9. Divide **€60** equally among the players.
10. Place the remaining **Loans**, **Credits** and **Machineries** in the **Bank Area**.



The player who last made a good deal is the **Starting Player** and takes the **Start token**.

## 4. Game Objective and Overview

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

The Companies Operate in three different but interdependent sectors of business. They engage **Operatives** (Workers or Machineries to **deliver** (produce, manufacture and transport) **Units** (Resources and Consumer Goods) to different **Markets**.



**Production Companies:** Those Companies produce Resources of three different types (represented by the colors blue, red and yellow) and sell them to local or overseas Resource Markets.



**Manufacturing Companies:** Those Companies buy Resources on local or overseas Markets, manufacture them into Consumer Goods (represented by the colors green, orange and purple) and sell them to local or overseas Consumer Goods Markets.



**Transport Companies:** Those Companies transport Resources and Consumer Goods. Production Companies and Manufacturing Companies engage them to buy from and sell to Markets.





The Companies are not owned by any player but the player currently owning a majority of Shares of a Company (the "President") runs the Company and decides its Actions.

**It is important that the Company Credits are kept separated from the players' Credits at all time. All Company transactions are paid to and from the Company chart. The players may only pay to a Company when buying Shares and be paid from a Company when receiving Dividends.**

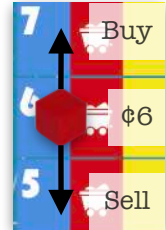
When the game ends, the Companies are liquidated and the player with the most Credits wins.

Chapter 5 describes the Companies' costs and revenues at different Markets. Chapter 6 details the Company Actions.

## 5. Market Prices

There are six **Markets** in the game: North America, South America, Europe, Africa, Asia and Oceania. Each Market has Market tracks that show **Prices** for **Units**   (**Resources** and **Consumer goods**) and **Workers/Transports**  . They also have sections for **Facilities**. When a Facility acts in its own Market it is referred to as **Local**, otherwise as **Overseas**.


When a Facility buys or sells **Units** in a Market, the Price equals the value in the Market track position that the corresponding Market cube is located in.




- ➔ The Price applies to all Units transacted.
- ➔ After the transaction, move the cube up 1 position per Unit bought or down 1 position per Unit sold.
- ➔ Units may still be bought/sold even if the cube cannot be moved any further. The top/bottom Price then applies.

If a **Production** or **Manufacturing** Company **operates**, each delivered Unit requires 1 **transport** by a **local** **Transport Company** Operative. If a Unit is bought or sold **overseas**, it requires 1 additional **transport** by an overseas **Transport Company** Operative. Note that if a **Manufacturing** Company buys a resource overseas and sells a goods overseas, it pays for 1 local transport and 2 overseas transports.



The **local** transport cost is the value  in the lowest empty Worker Market track range (φ1-3) and is paid to the **Transport Company**. If no Transport Company is available, the cost +φ1 per Transport is paid to the Bank instead.



When a **Worker** is **hired**, take the lowest positioned. When a **Worker** is **retired**, return it to the highest empty position. The Price equals the value  in the Worker Market track position that the Worker is moved from/to. For each additional Worker hired or retired, the new Market Price apply. When a **Worker** is **paid**, the Price equals the value in the lowest empty Worker Market track position.





See 6.4 Operations for a detailed example.



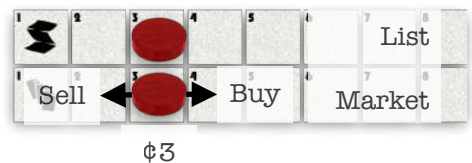
## 6.1 Stock Action

In player order, take 1 of the 2 Actions below or pass. The last player to pass takes the Time token for the next Stock Market

1. **Buy** 1 Share from the **Company** for the **List Price**.  $\phi 1$  of the payment goes to the Share slot on the Company chart as brokerage fee and the rest to the Credit slot **¢**. For the first Share, take the President Share, set a List Price from  $\phi 1$  to  $\phi 10$  and place the 4 **Company discs** as follow:



1. The Action rondel: on any Finance section .
2. The Company order track: on the first position, sliding any previous Company discs to the right .
3. The List Price track: on the set List Price value .
4. The Market Price track: on the List Price value .

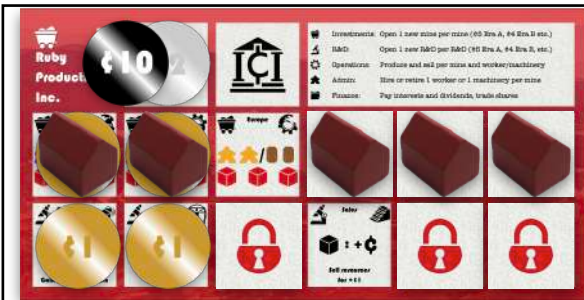
2. **Buy** or **sell** 1 Share from or to the **Bank** for the **Market Price**. The Share Market track works similar to the Unit Market tracks, i.e. the disc tells the Price and moves up 1 position after buying and down 1 position after selling. You may not buy and sell Shares to the Bank of the same Company in the same Stock Action.



- ➔ If a **player** or **Company** (not the **Bank**) gets more Shares than the President, they take the President Share in exchange for an ordinary Share. Resolve ties in player order/ Company order where players win ties against Companies.
- ➔ The President runs all directly and indirectly owned Companies. **A transaction that would leave a Company without a direct or indirect player President is illegal.**

When all the players have passed consecutively, the Presidents of the newly started Companies take the following Actions:

1. Rearrange Shares/Credits on the Company chart so that **open** Share slots (no Shares/Credits, 2 at game start) are evenly divided between Facilities  and R&D .
2. For each open Share slot, take 1 Investments Action (see 6.4) or 1 R&D Action (see 6.6), paying only for the Workers hired. In addition, optionally take Loans (see 6.7 Finance).



Example: Adam buys the 1st Red Share and becomes President. He sets the List Price to  $\$4$ . Belle buys the 2nd Share for  $\$4$ . Carl buys the 3rd Share for  $\$4$ . Adam and Belle pass but Carl buys the

4th Share for  $\$4$  and becomes the new President. Adam sells his Share to the Bank for  $\$4$  and the Market Price falls to  $\$3$ .

The Red Company has sold 4 Shares for  $\$4$  each, of which  $\$4$  are on Share slots and  $\$12$  on the Credit slot  $\$$ . Carl wants to start with a Facility in Europe and the R&D "Sales", leaves those slots open and takes 1 Operation and 1 R&D Action.

## 6.2 Event

Draw 2 **Event cards** from the **Event deck** and place them in the 1st and 2nd Event sections. Slide any previous Event cards 2 sections to the right and discard any Event cards in the rightmost section. Then move 1 Share to the Bank from each Company with which has not sold any Shares yet. This opens 1 more slot to help the Company once it starts. Note that they have no Market Price yet and hence cannot be bought.

Event cards in the 2nd and 3rd sections labelled "**Current Event**" affect the game while there. Each card has 2 symbols at the bottom; the leftmost symbol tells the **timing** and the rightmost symbol tells the **location**. If a Company cannot pay for an Event cost, the cost is forfeit.



The Event applies once immediately.



The Event applies to all Markets.



The Event applies until the Event card is discarded.



Draw a **Market card** and slide it partially beneath the Event card. It tells which Market the Event applies to.



The Event applies until the Units on the card are exhausted.

## 6.3 Investments

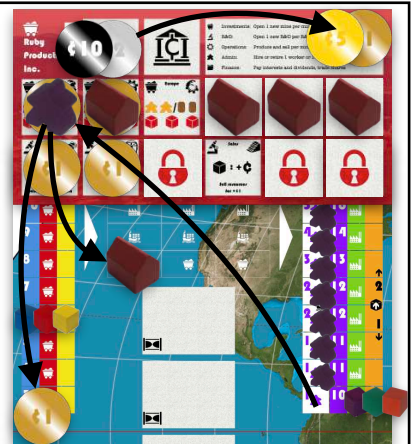


Choose an unlocked (with Credits) **Facility slot** on the Company chart, switching Shares and Credits if you want to). Pay the Credit to the Bank and move the Facility to the Market's Facility section on the game board. Then move the lowest **Worker** from the same Market to the now empty Facility slot on the Company chart. The Facility is now open and may be used in the **Operations Action**, see 6.6. Note that unsold Shares limits how many Facilities the Company may open.

- ➔ For each Facility you currently have, you may open 1 new.
- ➔ The Facility cost is €5 in Era A and €1 less each new Era.
- ➔ The Worker cost is the Market Price (see 5).
- ➔ Facilities are referred to as **Mines** (Production), **Factories** (Manufacturing) or **Hubs** (Transport).

**Manufacturing Companies** may not hire Workers for €0 (they are considered unskilled). Once hired, it does not matter if the Market Price subsequently falls to €0.

Example: The Red Production Company invests in a Facility in North America and pay the €1 in its Share slot to the Bank. It is Era A and the Worker cost is €1 so Red pays €5+€1=€6 to the Bank. The Facility moves to North America and the lowest Worker to the Company's chart. Next time the Company operates, open 2 new Facilities.



## 6.4 Operations



For each Facility, choose how many Operatives to **engage** and lay them down. They must be engaged from left to right.

Each Operative **delivers** Units as per below. Revenues are incurred before costs, i.e. the Company does not pay in advance.

After the Operation, pay to **reset** the engaged Operatives and put them in upright position again. Workers cost their Market Price as per 5. Market Price and Machineries cost €1. Unengaged Operatives do not have to be paid.



**Production Companies:** Each Operative produces 1 Resource of the Company color. Choose whether to sell each one locally or overseas. Take revenue and pay costs according to the Market Price as described in 5. Market Prices.



**Manufacturing Companies:** Each Operative manufactures 1 Consumer Good of the Company color using 1 of the 2 Resources of the colors specified on the chart.

If the Facility manufactures more goods, every 2nd must be of the other color. Choose whether to buy and sell each one locally or overseas.

Take revenue and pay costs according to the Market Price as described in 5. Market Prices.

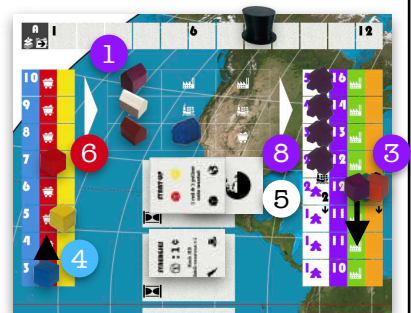
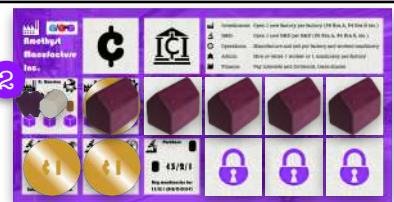


**Transport Companies:** Each Operative transports up to 2 Units for other Companies during their Operations. Place the payment beneath the Operative and engage it (lay it down) after its 2nd Unit. Note that a Unit may pay  $\phi$  1-3, see 5. Market Prices.

The Credits are "locked" until the Transport Company itself takes the Operations Action, in which case the Operatives are reset and the Credits moved to the Credit slot.

The Transport must still engage Operatives from left to right but may choose which ones to reset.

Example: The Purple Manufacturing Company has 1 Facility in North America ① with 2 Operatives; 1 Worker and 1 Machinery ②. It Operates with both and lay them down. Then it manufactures 2 purple Consumer Goods and sell them locally. Purple receives  $\phi 12 + \phi 12 = \phi 24$  from the Bank and moves the purple cube 2 steps down ③. Next, Purple must pay for 1 blue and 1 red Resource and engage 2 Transport Operatives in the same Market.







**Accounting:** At the beginning of any turn, the Company may pay  $\phi 1$  to the Bank for each Facility it has to receive  $\phi 2$  at the end of the turn.



**HR:** At Investments and Admin, each Facility may hire Workers from other Markets. The Worker cost equals the Market Price.



**Purchase:** At Admin, each Facility may take a Machinery instead of a Worker as its 2nd and 3rd Operative. They cost  $\phi 3$  in Era A-B,  $\phi 2$  in Era C-D and  $\phi 1$  in Era E-F. At Operations, Machineries cost  $\phi 1$  to reset.



**Sales:** At Operations, each Facility may sell **Resources** (production Companies) and **Consumer Goods** (manufacturing Companies) for  $\phi 1$  more per Unit than the Market Price.



**Strategy:** At Operations, each Facility may deliver Units of a different color than normal. **Manufacturing Companies** must buy the corresponding Resources, e.g. if Purple manufactures green Consumer Goods instead, they must buy blue or yellow Resources. Different Facilities may produce different colors.



**Technology:** At Operations, each Worker (not Machinery) may deliver 2 Units. If they do, they must sell for  $\phi 1$  less per Unit than the Market Price. **Manufacturing Companies** must buy a 2nd Resource, which must be of a different color than the first.



**Capacity:** At other Companies' Operations, each Worker (not Machinery) may **transport** 3 Units instead of 2. Lay the Worker on its side after the 2nd Unit and lay it down after the 3rd Unit to keep track.



**Logistics:** At other Companies' Operations, Operatives at other hubs may be used. In this way, Credits can be sent to Operatives with unfilled quotes and/or less cost. Operatives must still be engaged from left to right.



**Speed:** After the **Transport Company**'s turn, Operatives may be reset (Workers must still be paid) and available for operations again. However, the Credits are "locked" and not available until the **Transport Company** actually takes the Operation Action. Move locked Credits to the Company logo to show that they are not available.

Example: The Companies in the 6.4 Operations example would benefit from R&D as follows:



With **Accounting**, Purple could pay  $\$1$  for its only Facility to receive  $\$2$  at the end of the turn.



With **Sales**, Purple could sell Consumer Goods for  $\$1$  more, i.e.  $\$13+\$13=\$26$  instead of  $\$12+\$12=\$24$ .



With **Strategy**, Purple could sell green Consumer Goods instead to take advantage of the lower blue and yellow Resource Prices.



With **Technology**, Purple's Worker could sell 2 Consumer Goods for  $\$11+\$11$  (and paid for 2 Resources and 2 Transport). Purple's Machinery could still only sell 1 Consumer Good for  $\$12$ .



With **Capacity**, White's only Worker could transport Purple's 2nd Unit as well.



With **Logistics**, White could let an unused Operative in another Market transport Purple's 1st and/or 2nd Unit.



With **Speed**, White's Worker could be reset after White's turn (if paid its cost) and get available again.



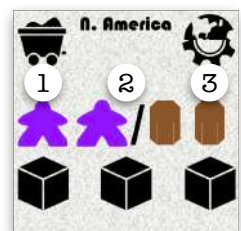
With **HR**, Purple may hire a Worker from another Market where the Price is at least  $\$1$  and operate for that Cost. With **Purchase**, Purple may hire a Machinery as its 2nd Operative for  $\$3$  and operate for  $\$0$ .



## 6.6 Admin



For each Facility, hire and/or retire any number of operatives. Hire them in order from left to right and retire them in opposite order, i.e. the 1st ① must be a Worker, the 2nd ② may be a Machinery and the 3rd ③ must be a Machinery. Retired Machineries may be moved to another Facility or return to the supply. Retired Workers return to the Market. Any Credits beneath them return to the Bank.

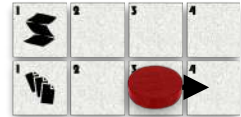





To hire a **Worker** costs the Market Price as per 5. Markets, Costs and Revenues. To hire a **Machinery** costs  $\phi 3$  in Era A-B,  $\phi 2$  in Era C-D and  $\phi 1$  in Era E-F. The Bank pays the same cost for retired Workers or Machineries. **Manufacturing Companies** may not hire Workers for  $\phi 0$  (they are considered unskilled).

## 6.7 Finance



**Before** the Finance Action, increase the **Market Price** by  $\phi 1$ . Then manage Loans and Shares in any order.



**Loans** are tracked by **Loan tiles** in the **Bank slot** . They come in increments of  $\phi 3$   with an interest of  $\phi 1$  . The Company may take Loans up to a limit of 1 per Share sold to a player or to a Company. Each Loan pay the Company  $\phi 3$  and costs the Company an **Interest** of  $\phi 1$  when it stops at or passes the Finance action.



**Shares** are tracked by **Share tiles**. They may be in the **Share slots** (owned by a Company), in the **Bank area** on the board (owned by the Bank) or with **players** (owned by the players). The Company may **trade** Shares with the Bank and pay **Dividends** to Shares.



Shares are traded similar to how players do in the Stock Market Action (see 6.1). The Company may buy or sell 1 Share per Company. To buy a Share, replace  $\phi 1$  from a Share slot with a Share. To sell a Share, move a Share from a Share slot and place  $\phi 1$  of the Share price there. Open slots (with neither Credits nor Shares) cannot be used to trade.

Dividends must be distributed equally among the Shares. The Company may trade Shares before or after paying Dividends.

**After** the Finance action, increase the **Market Price** by another  $\phi 1$  if no Dividends were paid.

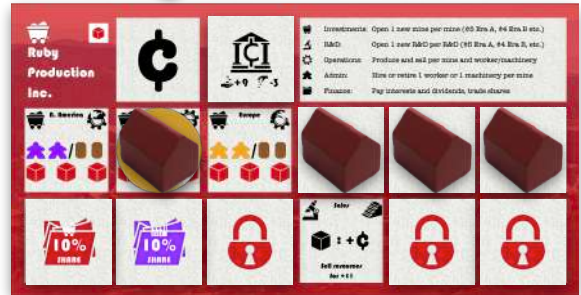
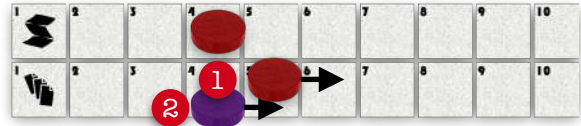
If the Company Action disc only passes the Finance Action, the Company must pay **Interest** and increase the **Market Price** by  $\phi 2$  but may not repay Loans, trade Shares or pay Dividends. A Company unable to pay the interest is **removed** from game.

Example: The Red Production Company, takes the Finance Action with  $\phi 16$  and 4 sold Shares (2 to Carl, 1 to Belle, 1 to the Bank). The List Price is  $\phi 4$  and the Market Price goes from  $\phi 4$  to  $\phi 5$ .

It takes 3 Loans (the max allowed with 3 sold Shares) to get  $\phi 9$ . It then pays  $\phi 4$  to each of the 4 sold Shares;  $\phi 8$  to Carl and  $\phi 4$  to Belle and  $\phi 4$  to the Bank.

Finally it buys the Red Share from the Bank for  $\phi 5$  (1) (Market Price goes to  $\phi 6$ ) and 1 Purple Share for  $\phi 4$  (2) (Market Price goes to  $\phi 5$ ).

Next Finance action, the Red Production Company may buy a 2nd Purple Share. If this gives Red a majority, its President (Carl) will run the Purple Manufacturing Company.



## 7 Event cards



**No Event** (⚡🗑️): No Event. When this card is discarded, shuffle the discarded cards into the draw pile.



**Paradigm** (⚡🗑️): In Company order, the Companies may take the Action on the Event.



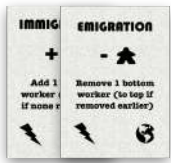
**Synergies** (⚡🗑️): Each Company that has unlocked the affected R&D receives  $\phi 1$ .



**Estate Tax/Subsidies** (⚡🌐): Each Company with a Facility in the affected Market pays/receives  $\phi 1$ .



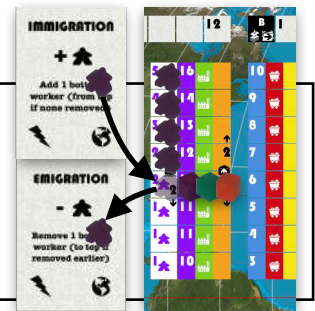
**Hausse/Baisse** (⚡🌐): Each Company Share Market Price (if any) increases/decreases by  $\phi 1$ .



**Immigration/Emigration** (⚡🌐): For Immigration, move a Worker to the lowest empty Worker position. If Emigration has been played, take it from the box, otherwise take it from the highest Worker position. For Emigration, move a Worker from the lowest Worker position. If Immigration has been played, move it to the highest Worker position, otherwise move it to the box.

Do not move any **Consumer Goods** cubes.

Example: A previous Emigration has moved the lowest Worker to the box. Immigration now returns that Worker to the lowest empty Worker position.



**Inflation/Deflation** (⚡🌐): Increase/Decrease all Resource and Consumer Goods Market Prices.



**Free trade/Tariffs** (🏠🌐): Get/pay  $\phi 1$  per Unit transported overseas from or to this Market (e.g. Free Trade makes overseas trade more profitable).



**Devaluation/Revaluation** (🏠🌐): Facilities in this Market get/pay  $\phi 1$  per Unit transported overseas from this Market and vice versa (e.g. Devaluation makes export more profitable and import less).



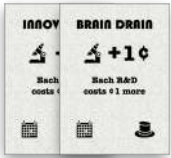
**Capital Relief/Capital Tax** (🏠🌐): Each investment in new Facilities in the affected Market costs  $\phi 1$  less/more.



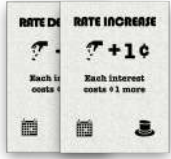
**New Deal/Strikes** (🏠🌐): Each Worker in the affected Market costs  $\phi 1$  less/more. This affects hiring and paying as well as retiring Workers.



**R&D Events** (🏠🌐): Affected R&D abilities may not be used in the affected Markets. Note that already hired Machineries may still be used.



**Innovation/Brain Drain** (🏢🧠): Each R&D slot costs ¢1 less/more to unlock.



**Rate decrease/Rate increase** (🏢🪙): Each ¢3 Loan has an interest of ¢0/¢2 instead of ¢1.



**Start-Up** (📦🌐): Units may be bought/sold/transported according to the Event card without Market Price changes. Place a Credit on the card on the Event card to mark an offer as used.

- ➔ Resources offered: 2 Resources may be bought from the card for the Market Price. (The Market does not change.)
- ➔ Resources wanted: 2 Resources may be sold to the card for the Market Price. (The Market Price does not change.)
- ➔ Transport: Transport 1 Resource and 1 Consumer Good locally/overseas for free. (The part not paid for must be paid to a Transport Company or to the Bank.)

Example: Two start-ups are current in North America; one offering 2 red Resources and one offering local transport. The Purple Manufacturing Company buys 1 red Resource from the Resource start-up (the Market Price does not change) and transports 1 purple Consumer Goods locally for free thanks to the transport start-up. One Credit is placed on each card to indicate that 1 red Resource and 1 Resource transport are still available.



## 8 End of Game

When a Company has opened all its Share slots OR when the Time token moves out of the last Era, the game end is triggered. Liquidate each Company following the steps below.

- 1) Continue playing until the last Company on the Company order track has taken its action.
- 2) **Transport Companies** may reset Operatives with Credits as per 6.4 Operations. Any remaining Credits are lost.

- 3) Retire all **Workers** for the current Market Price (do not change it) and all **Machineries** for  $\$1$  as per 6.6 Admin.
- 4) Pay **Interests** for and repay all **Loans**.
- 5) Take  $\$3$  for each **open Share slot**.
- 6) Sell any remaining **Shares** to the Bank as per 6.7 Finance. Lower the Market Price by  $\$1$  after each sale.
- 7) Divide the Credits by 10 (rounded up) and pay the amount to each Share.
- 8) If any Companies were paid Credits from owned Shares, conduct one more division as above (but only one more).

The player with the most Credits wins. In case of a tie, the player with the least number of Shares wins.

Example: The Red Production Company is liquidated:

- Credit slot:  $+\$36$ .
- 5 Workers and 2 Machine-ries (total cost  $\$32$ ):  $+\$32$ .
- 1 Loan:  $-\$4$ .
- 3 open Share slots:  $+\$24$ .
- 3 unsold Shares (Market Price  $\$9$ ):  $+\$9+\$8+\$7=\$24$ .



The sum  $\$112$  is divided by 10 and each Share is paid  $\$12$ . The Purple Share is paid  $\$11$  so each Red Share is paid another  $\$2$ . When all Companies have been liquidated and all Shares paid, Adam and Belle end up with  $\$160$  each. Adam has 16 Shares and Belle 15 Shares so Belle is declared the winner!

## 9 Shorter Game Variants

Apply one or more of the following:

1. Start at Era C and play only four Eras.
2. Remove the Asia/Oceania map and the Yellow, Green and White Companies. Both the Orange and the Purple Companies use Blue and Red Resources.
3. Remove the Transport Companies and pay normal Transport costs to the Bank instead.
4. The Bank does not buy or sell Shares. Only players can buy (but not sell) Shares. Do not use the Share Market track.

## Credits

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Production: The Game Crafter

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Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations

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