

Globalization - Print & Play

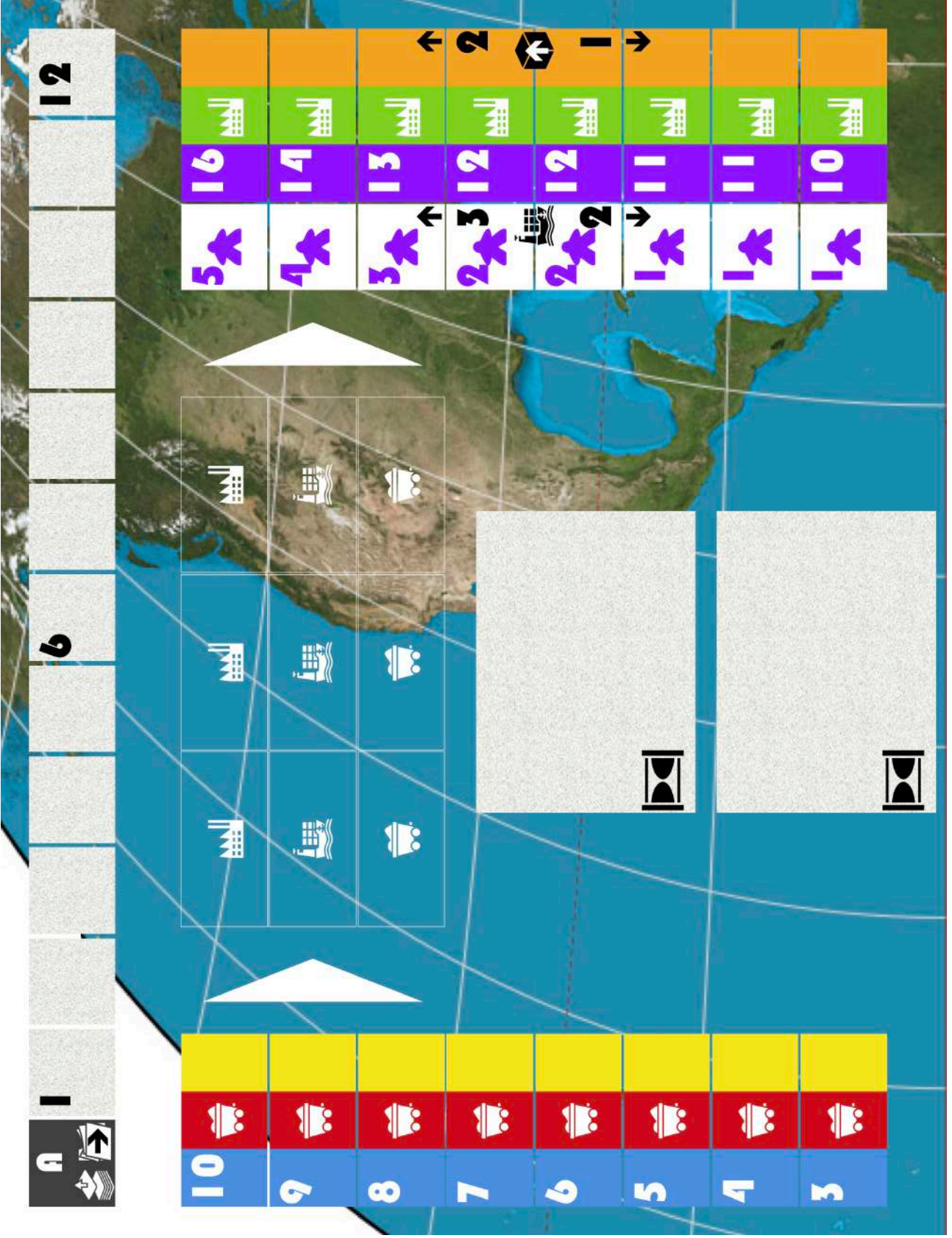


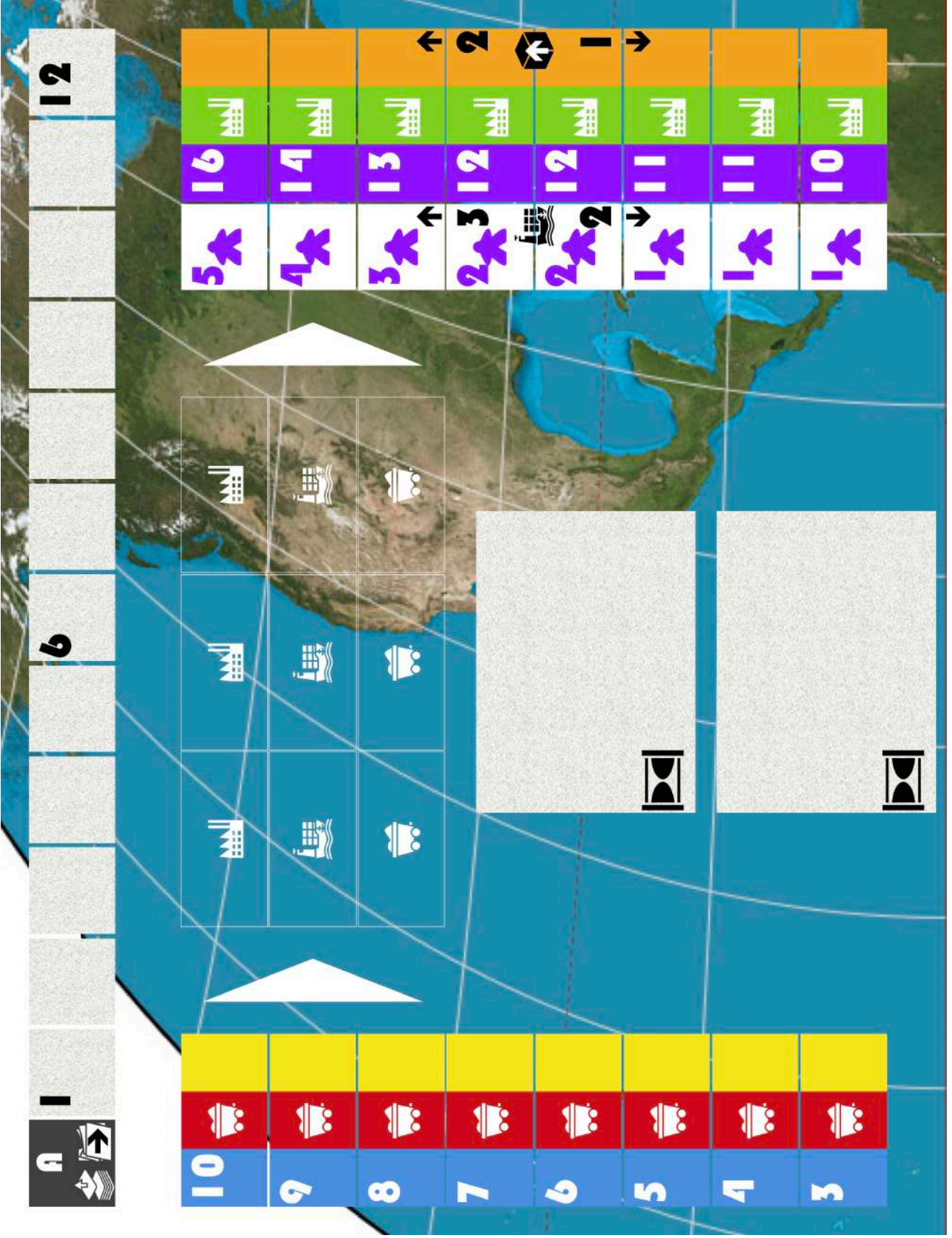
Instructions

1. Print the following pages 2-10 single-sided on thick paper
 - 14-16: Company Charts
 - 21: Loan Certificates (14)
2. Print the following pages 11-25 double-sided on thick paper
 - 2-13: Game board
 - 17-20: Shares (90)
 - 22-29: Event Cards (52), Market Cards (12)
 - 30-31: Credits (136)
3. Cut out the components with a sharp knife or scissors
4. Add the following of 9 different colors
 - 36 Discs
 - 54 buildings
 - 55 Meeples
 - 6 cubes (6 colors only)
5. Download the rules from
<http://novasuecia.se/globalization/files/Globalization%20Rules.pdf>
6. Enjoy your game!

Globalization - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com

A printed version is available at <https://www.thegamecrafter.com/games/globalization>







1

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12

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11



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8



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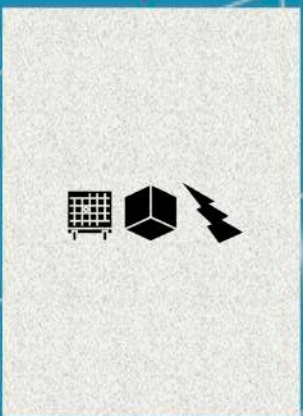


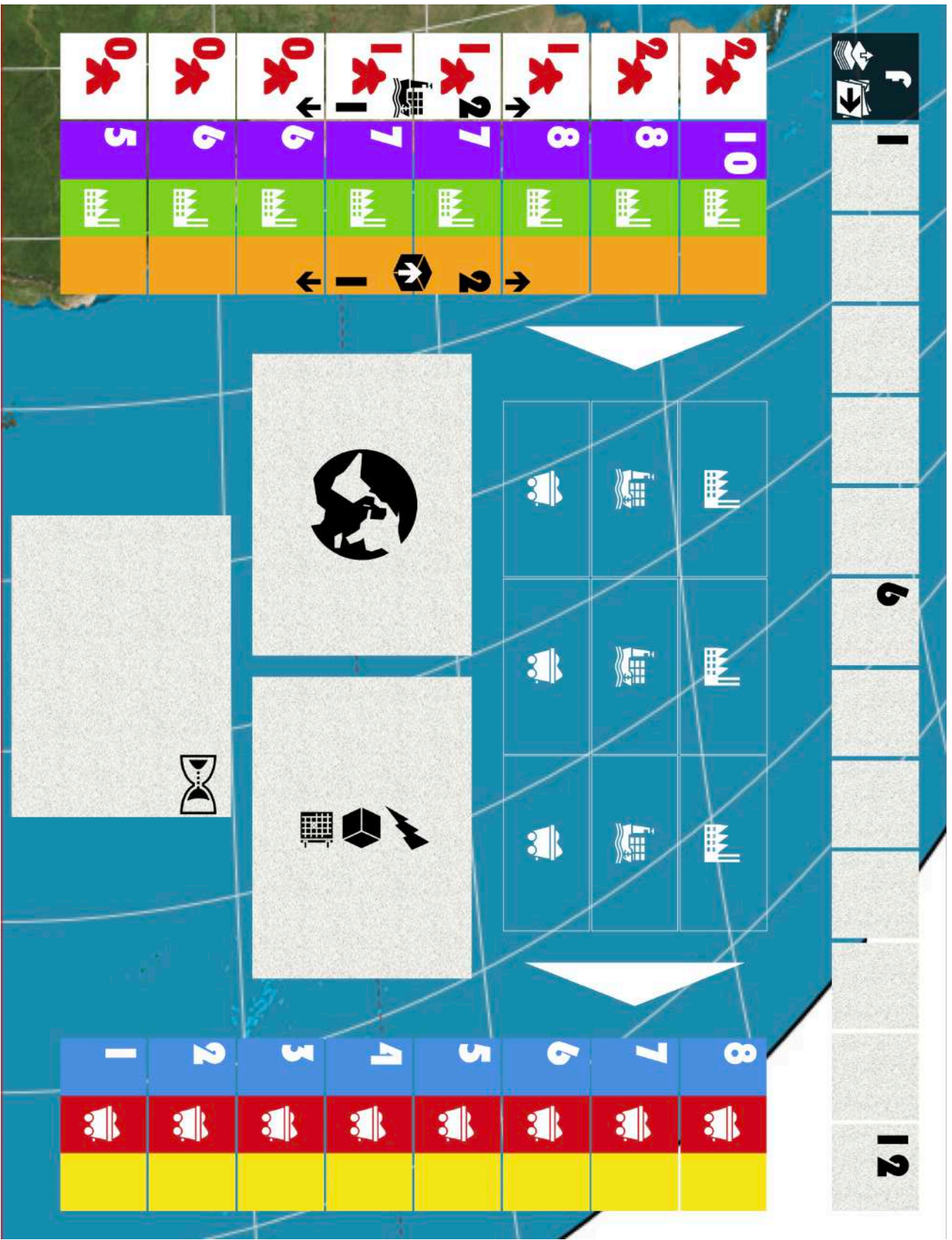
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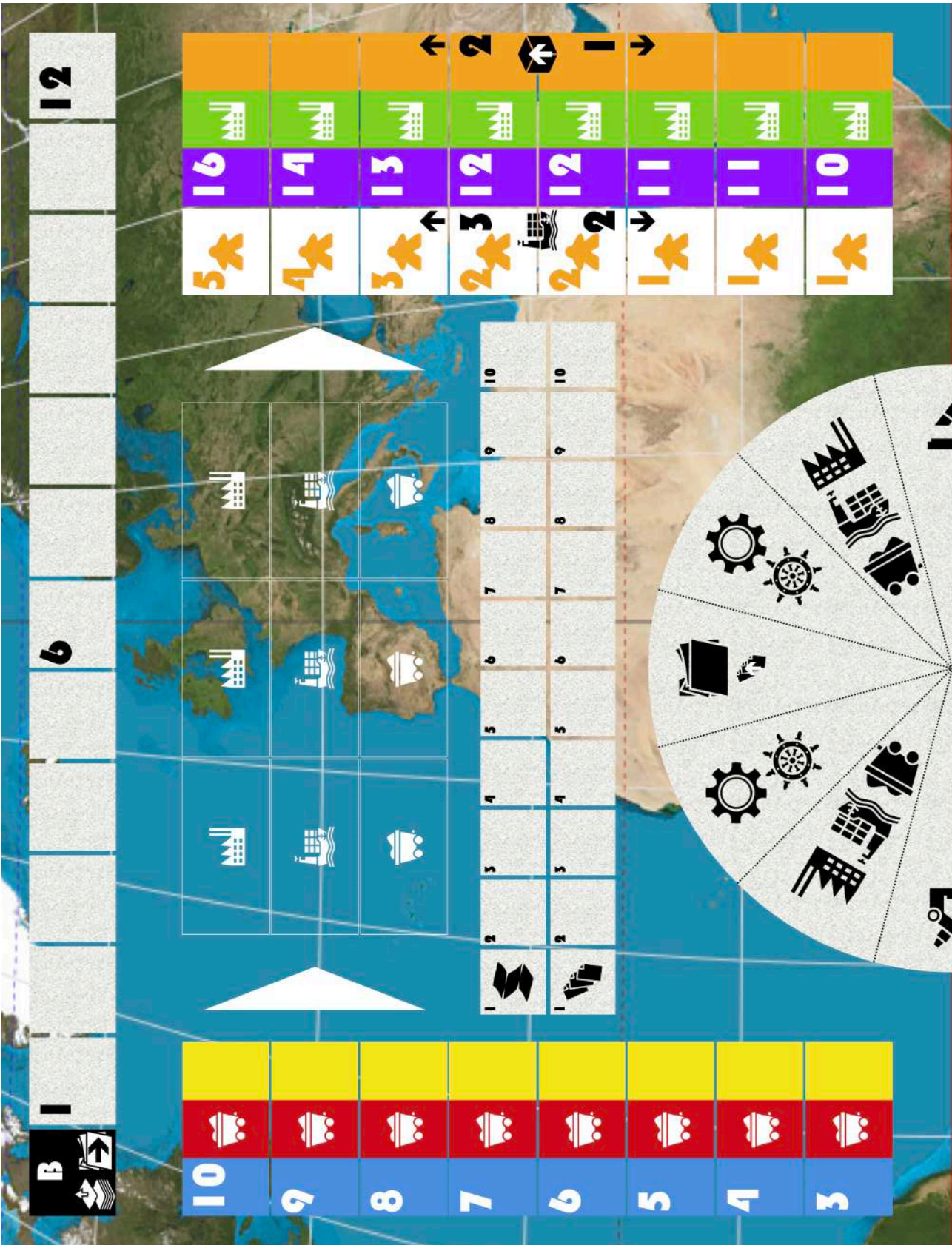
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8 7 6 5 4 3 2 1







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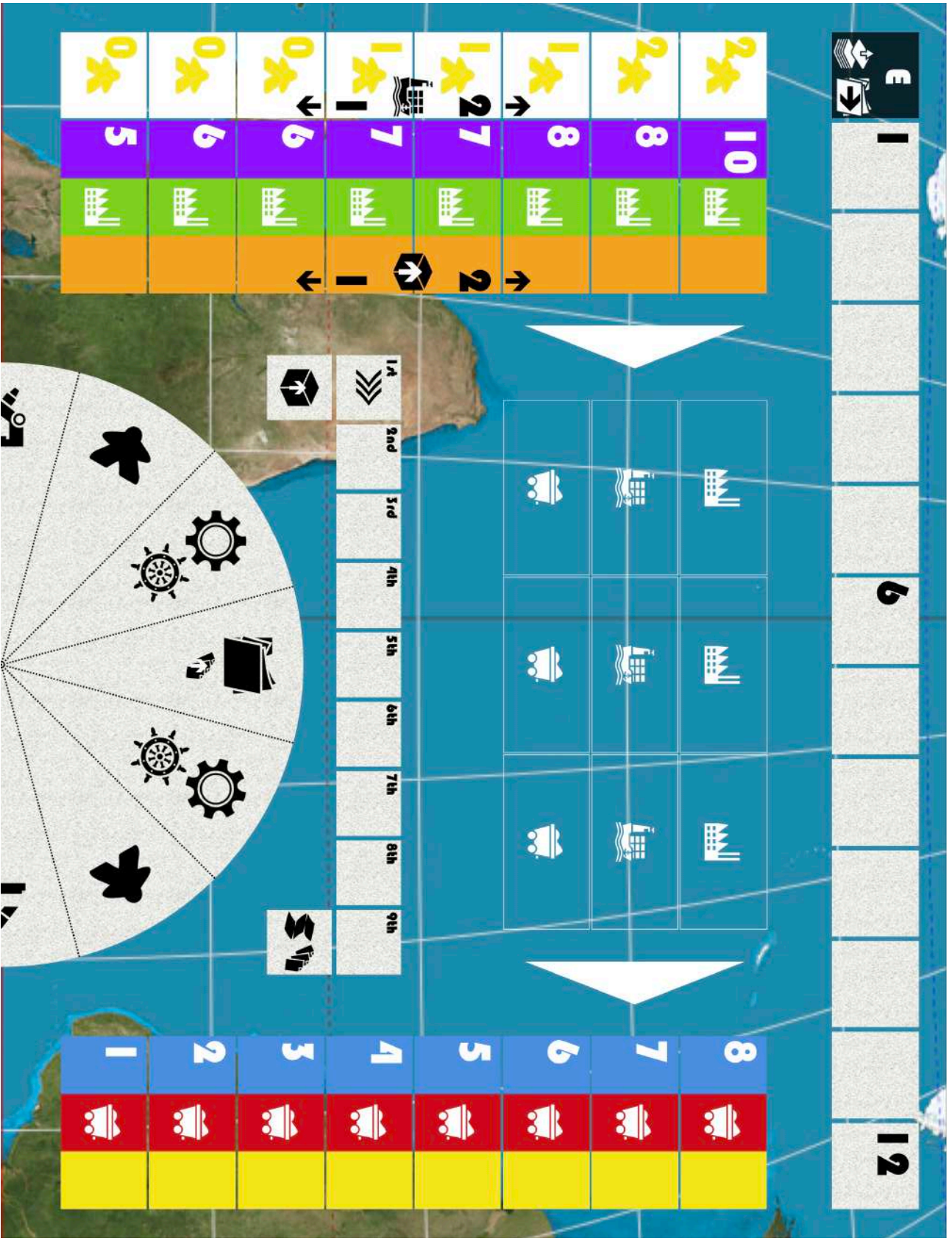
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3

5★	4★	3★	2★	2★	1★	1★	1★
16	14	13	12	12	11	11	10
↑	↑	↑	↑	↑	↑	↑	↑
←	←	←	←	←	←	←	←

10	9	8	7	6	5	4	3	2	1
10	9	8	7	6	5	4	3	2	1





€

1

6

12

2★	10	Factory	
2★	8	Factory	
1★	8	Factory	2
1★	7	Factory	2
1★	6	Factory	1
0★	6	Factory	
0★	5	Factory	

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Factory								Factory

8	7	6	5	4	3	2	1
Factory	Factory	Factory	Factory	Factory	Factory	Factory	Factory



4★	15	→
3★	13	2
2★	12	1
1★	11	→

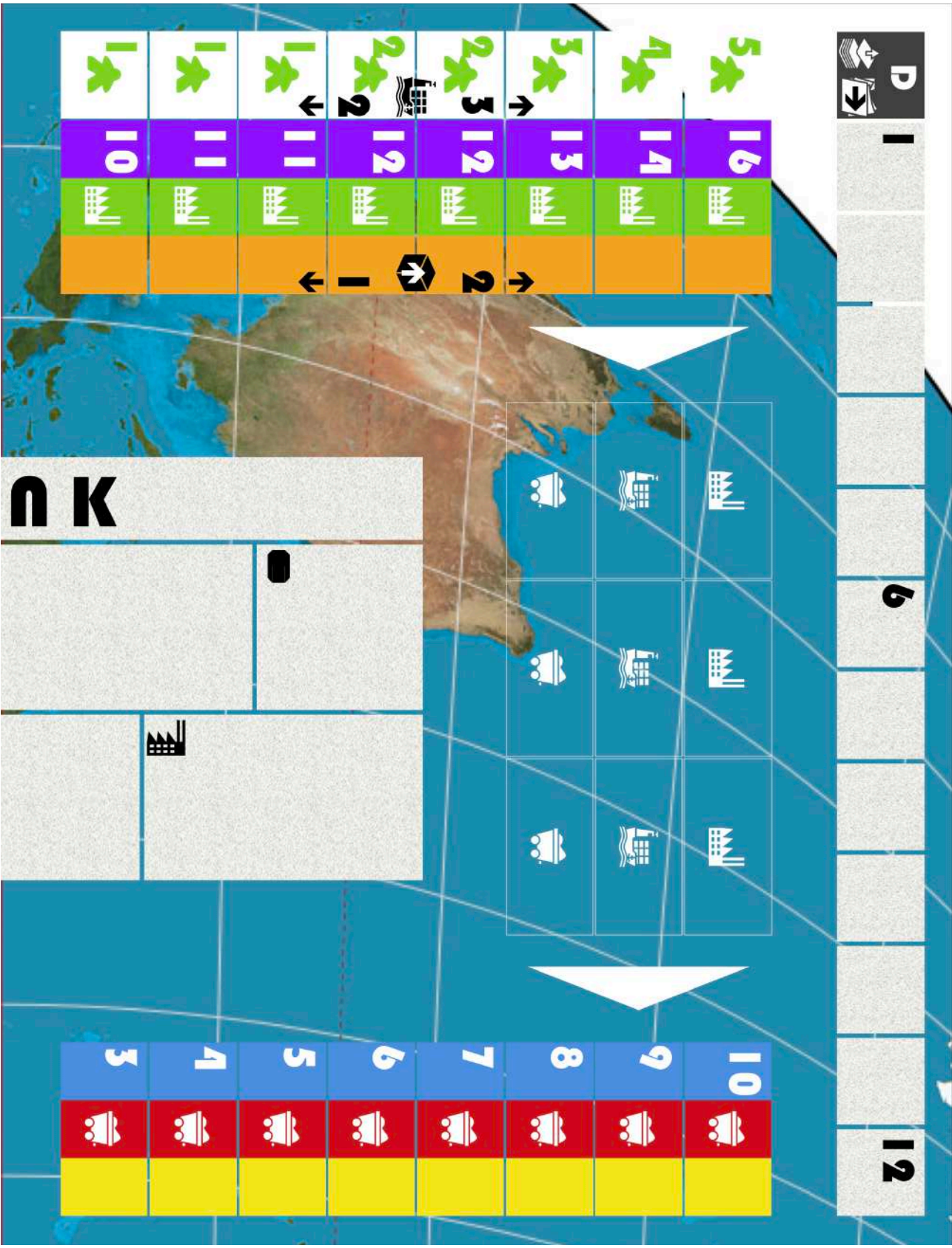
★	5	0★
★	6	0★
★	9	0★
★	7	0★
★	5	0★


★	★	★
★	★	★
★	★	★

10	★	★
9	★	★
8	★	★
7	★	★
6	★	★
5	★	★
4	★	★
3	★	★


BANK


★
★








**Ruby
Production
Inc.**







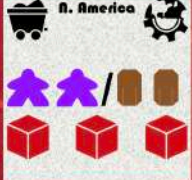
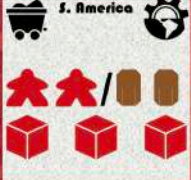
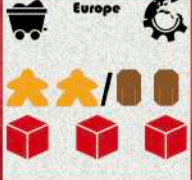

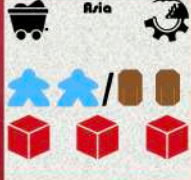



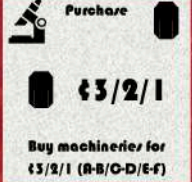


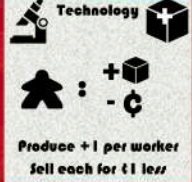
 Investments: Open 1 new mine per mine (€5 Era A, €4 Era B etc.)


 R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

 Operations: Produce and sell per mine and worker/machinery


 Admin: Hire or retire 1 worker or 1 machinery per mine


 Finance: Pay interests and dividends, trade shares


					
 <p>Pay €1 to Bank Gain €2 at end of turn</p>	 <p>Hire workers from any market</p>	 <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	 <p>Sell resources for +€1</p>	 <p>May produce 1 other color</p>	 <p>Produce +1 per worker Sell each for €1 less</p>





**Sapphire
Production
Inc.**







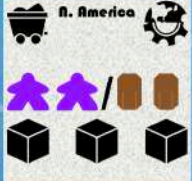
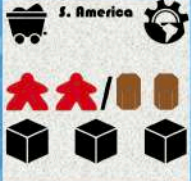
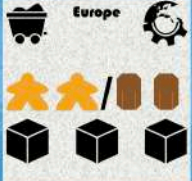

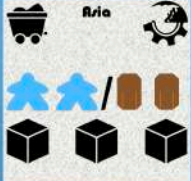







 Investments: Open 1 new mine per mine (€5 Era A, €4 Era B etc.)


 R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

 Operations: Produce and sell per mine and worker/machinery


 Admin: Hire or retire 1 worker or 1 machinery per mine


 Finance: Pay interests and dividends, trade shares


					
 <p>Pay €1 to Bank Gain €2 at end of turn</p>	 <p>Hire workers from any market</p>	 <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	 <p>Sell resources for +€1</p>	 <p>May produce 1 other color</p>	 <p>Produce +1 per worker Sell each for €1 less</p>





**Topaz
Production
Inc.**







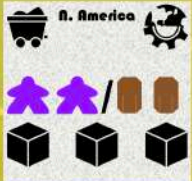
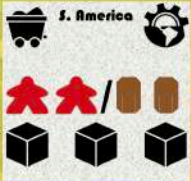
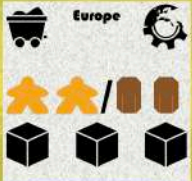
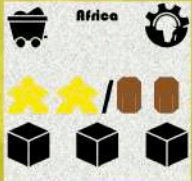
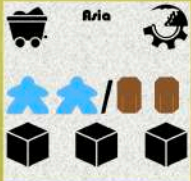
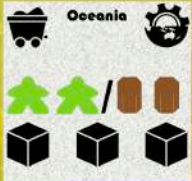
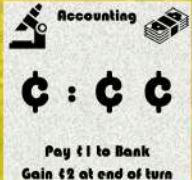

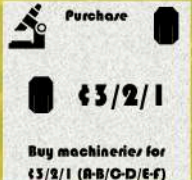


 Investments: Open 1 new mine per mine (€5 Era A, €4 Era B etc.)

 R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

 Operations: Produce and sell per mine and worker/machinery

 Admin: Hire or retire 1 worker or 1 machinery per mine

 Finance: Pay interests and dividends, trade shares

					
 <p>Pay €1 to Bank Gain €2 at end of turn</p>	 <p>Hire workers from any market</p>	 <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	 <p>Sell resources for +€1</p>	 <p>May produce 1 other color</p>	 <p>Produce +1 per worker Sell each for €1 less</p>

Emerald Manufacture Inc.

Investments: Open 1 new factory per factory (€5 Era A, €4 Era B etc.)

R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

Operations: Manufacture and sell per factory and worker/machinery

Admin: Hire or retire 1 worker or 1 machinery per factory

Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>S. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Europe</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Africa</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Asia</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Oceania</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>★ ●</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>● €3/2/1</p> <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	<p>Sales</p> <p>■ : + €</p> <p>Sell consumer goods for +€1</p>	<p>Strategy</p> <p>■ / ■</p> <p>May manufacture 1 other color</p>	<p>Technology</p> <p>★ : + ●</p> <p>Manufacture +1 per worker Sell each for €1 less</p>

Amber Manufacture Inc.

Investments: Open 1 new factory per factory (€5 Era A, €4 Era B etc.)

R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

Operations: Manufacture and sell per factory and worker/machinery

Admin: Hire or retire 1 worker or 1 machinery per factory

Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>S. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Europe</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Africa</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Asia</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Oceania</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>★ ●</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>● €3/2/1</p> <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	<p>Sales</p> <p>■ : + €</p> <p>Sell consumer goods for +€1</p>	<p>Strategy</p> <p>■ / ■</p> <p>May manufacture 1 other color</p>	<p>Technology</p> <p>★ : + ●</p> <p>Manufacture +1 per worker Sell each for €1 less</p>

Amethyst Manufacture Inc.

Investments: Open 1 new factory per factory (€5 Era A, €4 Era B etc.)

R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)

Operations: Manufacture and sell per factory and worker/machinery

Admin: Hire or retire 1 worker or 1 machinery per factory

Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>S. America</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Europe</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Africa</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Asia</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>	<p>Oceania</p> <p>★ ≥ 0</p> <p>★ ★ / ● ●</p> <p>■ ■ ■</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>★ ●</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>● €3/2/1</p> <p>Buy machinery for €3/2/1 (R-B/C-D/E-F)</p>	<p>Sales</p> <p>■ : + €</p> <p>Sell consumer goods for +€1</p>	<p>Strategy</p> <p>■ / ■</p> <p>May produce 1 other color</p>	<p>Technology</p> <p>★ : + ●</p> <p>Manufacture +1 per worker Sell each for €1 less</p>

**Obsidian
Transports
Inc.**

Investments: Open 1 new hub per hub (€5 Era A, €4 Era B etc.)
R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)
Operations: Take € and reset workers/machineries
Admin: Hire or retire 1 worker or machinery per hub
Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>Stars: 2 purple, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>S. America</p> <p>Stars: 2 red, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Europe</p> <p>Stars: 2 orange, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>Africa</p> <p>Stars: 2 yellow, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Asia</p> <p>Stars: 2 blue, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Oceania</p> <p>Stars: 2 green, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p>Capacity</p> <p>Transport + 1 unit per worker</p>	<p>Logistics</p> <p>Use worker/machinery at any hub</p>	<p>Speed</p> <p>Reset worker/machinery at end of own action</p>

**Silver
Transports
Inc.**

Investments: Open 1 new hub per hub (€5 Era A, €4 Era B etc.)
R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)
Operations: Take € and reset workers/machineries
Admin: Hire or retire 1 worker or machinery per hub
Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>Stars: 2 purple, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>S. America</p> <p>Stars: 2 red, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Europe</p> <p>Stars: 2 orange, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>Africa</p> <p>Stars: 2 yellow, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Asia</p> <p>Stars: 2 blue, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Oceania</p> <p>Stars: 2 green, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p>Capacity</p> <p>Transport + 1 unit per worker</p>	<p>Logistics</p> <p>Use worker/machinery at any hub</p>	<p>Speed</p> <p>Reset worker/machinery at end of own action</p>

**Diamond
Transports
Inc.**

Investments: Open 1 new hub per hub (€5 Era A, €4 Era B etc.)
R&D: Open 1 new R&D per R&D (€5 Era A, €4 Era B, etc.)
Operations: Take € and reset workers/machineries
Admin: Hire or retire 1 worker or machinery per hub
Finance: Pay interests and dividends, trade shares

<p>N. America</p> <p>Stars: 2 purple, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>S. America</p> <p>Stars: 2 red, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Europe</p> <p>Stars: 2 orange, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>	<p>Africa</p> <p>Stars: 2 yellow, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Asia</p> <p>Stars: 2 blue, 2 brown Tokens: 1-2, 1-2, 1-2, 1-2, 1-2, 1-2</p>	<p>Oceania</p> <p>Stars: 2 green, 2 brown Tokens: 2-3, 2-3, 2-3, 2-3, 2-3, 2-3</p>
<p>Accounting</p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p>HR</p> <p>Hire workers from any market</p>	<p>Purchase</p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p>Capacity</p> <p>Transport + 1 unit per worker</p>	<p>Logistics</p> <p>Use worker/machinery at any hub</p>	<p>Speed</p> <p>Reset worker/machinery at end of own action</p>



NO EVENT



No event
Shuffle discard
pile into draw pile




PARADIGM




Companies may in
turn take 1 In-
vestment action





PARADIGM





Companies may
in turn order take
1 R&D action





PARADIGM





Companies may
in turn order take
1 Admin action


PARADIGM



Companies may
in turn order take
1 Finance action






SYNERGIES




: 1¢

Each Accounting
R&D receives ¢1






SYNERGIES




: 1¢

Each HR
R&D receives ¢1






SYNERGIES




: 1¢

Each Purchase
R&D receives ¢1






SYNERGIES




: 1¢

Each Sales
R&D receives ¢1






SYNERGIES




: 1¢

Each Strategy
R&D receives ¢1






SYNERGIES




: 1¢

Each Technology
R&D receives ¢1






SYNERGIES




: 1¢

Each Capacity
R&D receives ¢1






SYNERGIES




: 1¢

Each Logistics
R&D receives ¢1






SYNERGIES




: 1¢

Each Speed R&D
receives ¢1






ESTATE TAX




- 1¢

Each facility
pays ¢1






SUBSIDIES



+ 1¢

Each facility
receives 1¢

HAUSSE

 +1¢

Each Company market price increases by 1




BAISSE

 -1¢

Each Company market price decreases by 1



IMMIGRATION

+ 

Add 1 bottom worker (from top if none removed)



EMIGRATION

- 

Remove 1 bottom worker (to top if removed earlier)



INFLATION

 +1¢

Increase resource and consumer goods prices by 1



DEFLATION

 -1¢

Decrease resource and consumer goods prices by 1



FREE TRADE

 +1¢

Overseas bought or sold cubes get ¢1



TARIFFS

 -1¢

Overseas bought or sold cubes pay ¢1



DEVALUATION

-  +

Facilities pay ¢1 for imports and get ¢1 for exports



REVALUATION

+  -

Facilities get ¢1 for imports and pay ¢1 for exports



CAPITAL RELIEF

 -1¢

Each new facility costs 1¢ less



CAPITAL TAX

 +1¢

Each new facility costs 1¢ more



NEW DEAL

 -1¢

Each worker costs ¢1 less





STRIKES

 +1¢

Each worker costs ¢1 more



BANK CRASH

Finance R&D may not be used



BORDER CHECK

HR R&D may not be used





SHORTAGE



Purchase R&D
may not be used

PRICE CONTROL

Sales R&D
may not be used

ANTITRUST

Strategy R&D
may not be used



LOCKDOWN



Technology R&D
may not be used



CLOSED ROUTES



Capacity R&D
may not be used

BLOCKADE

Logistics R&D
may not be used


PIRACY



Speed R&D
may not be used


INNOVATION

 - 1¢



Each R&D
costs €1 less


BRAIN DRAIN

 + 1¢



Each R&D
costs €1 more


RATE INCREASE

 + 1¢



Each interest
costs €1 more

RATE DECREASE

 - 1¢

Each interest
costs €1 less



NO EVENT





No event
Shuffle discard
pile into draw pile



START-UP



2 blue cubes
offered at
market price



START-UP



2 red cubes
offered at
market price

START-UP

2 yellow cubes
offered at
market price


START-UP

1 blue & 1 red
cube wanted for
market price

START-UP



1 blue & 1 yellow
cube wanted for
market price



START-UP



1 red & 1 yellow
cube wanted for
market price




START-UP




1 local transport
offered for free




START-UP




1 overseas
transport
offered for free



**NORTH
AMERICA**



**NORTH
AMERICA**



EUROPE



EUROPE



OCEANIA



OCEANIA




**SOUTH
AMERICA**




**SOUTH
AMERICA**




AFRICA



AFRICA



ASIA



ASIA



EVENT



EVENT



EVENT



EVENT



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



MARKET



