

# Globalization - Print & Play



## Instructions

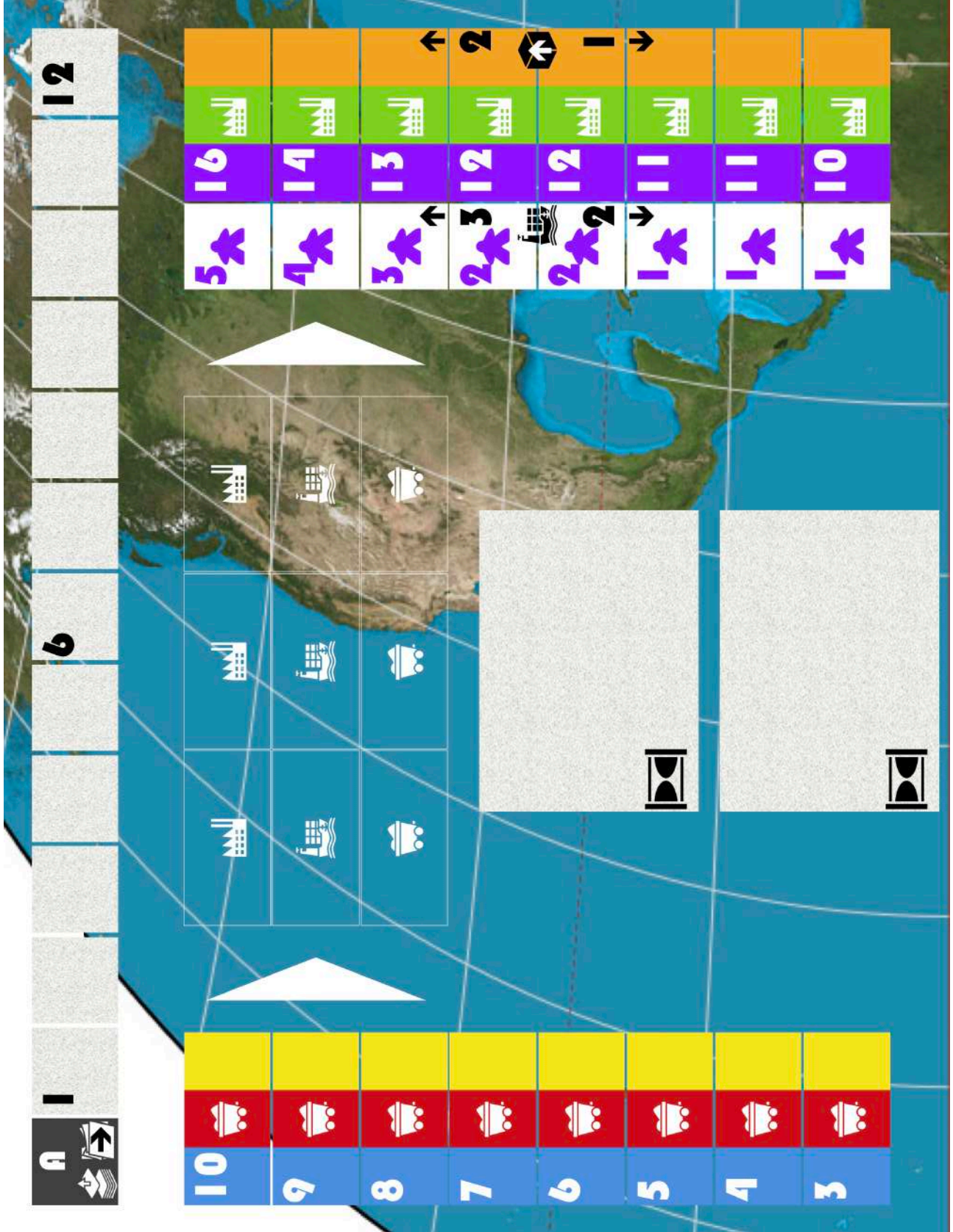
1. Print the following pages 2-10 single-sided on thick paper
  - 14-16: Company Charts
  - 21: Loan Certificates (14)
2. Print the following pages 11-25 double-sided on thick paper
  - 2-13: Game board
  - 17-20: Shares (90)
  - 22-29: Event Cards (52), Market Cards (12)
  - 30-31: Credits (136)
3. 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!

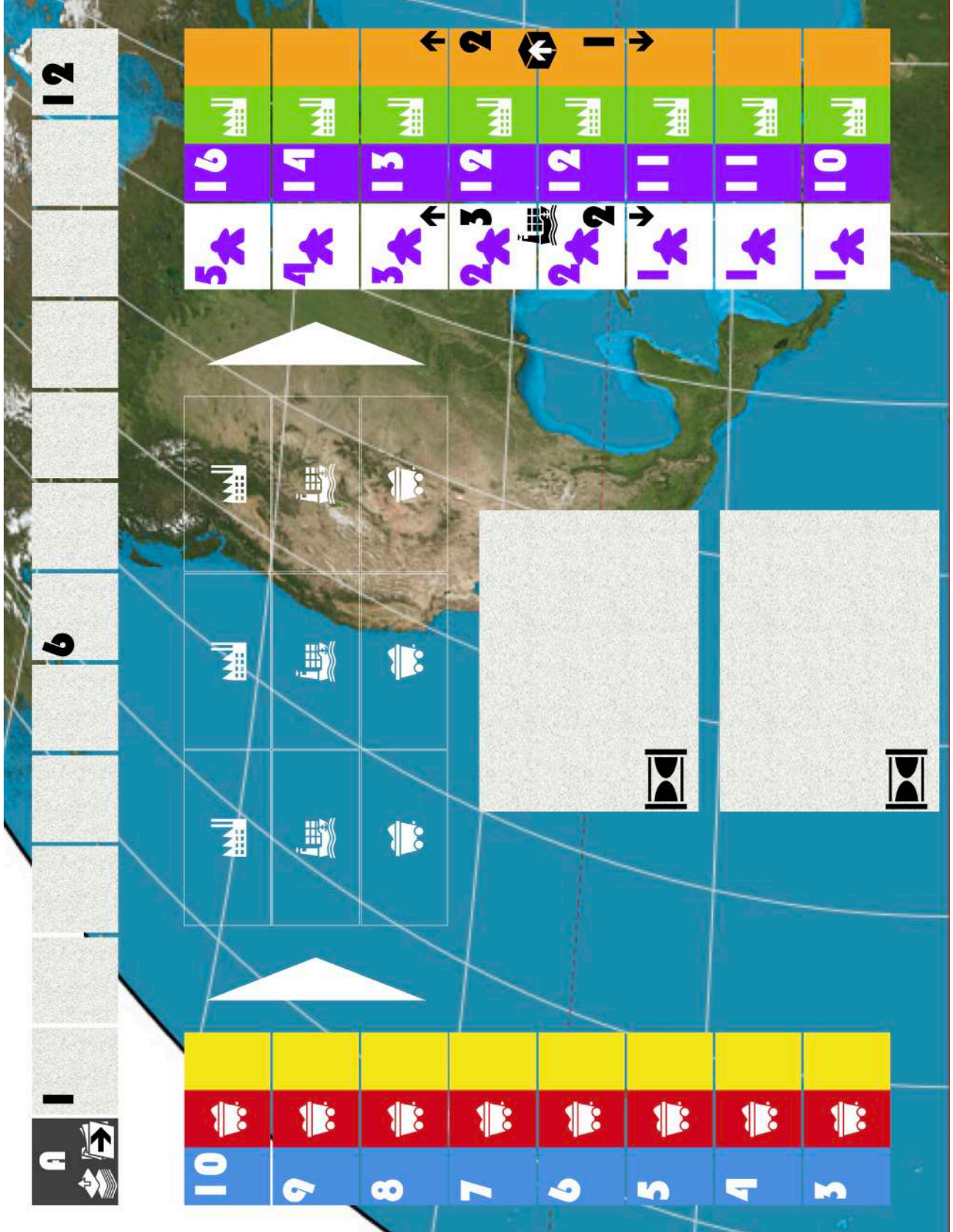
Globalization - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to

[nicholas.hjelmborg@gmail.com](mailto:nicholas.hjelmborg@gmail.com)

A printed version is available at

<https://www.thegamecrafter.com/games/globalization>





12

6
















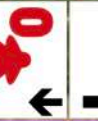








1









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


10	9	8	7	6	5	4	3
↖	↖	↖	↖	↖	↖	↖	↖





1
6
12










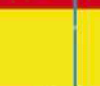






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	5		

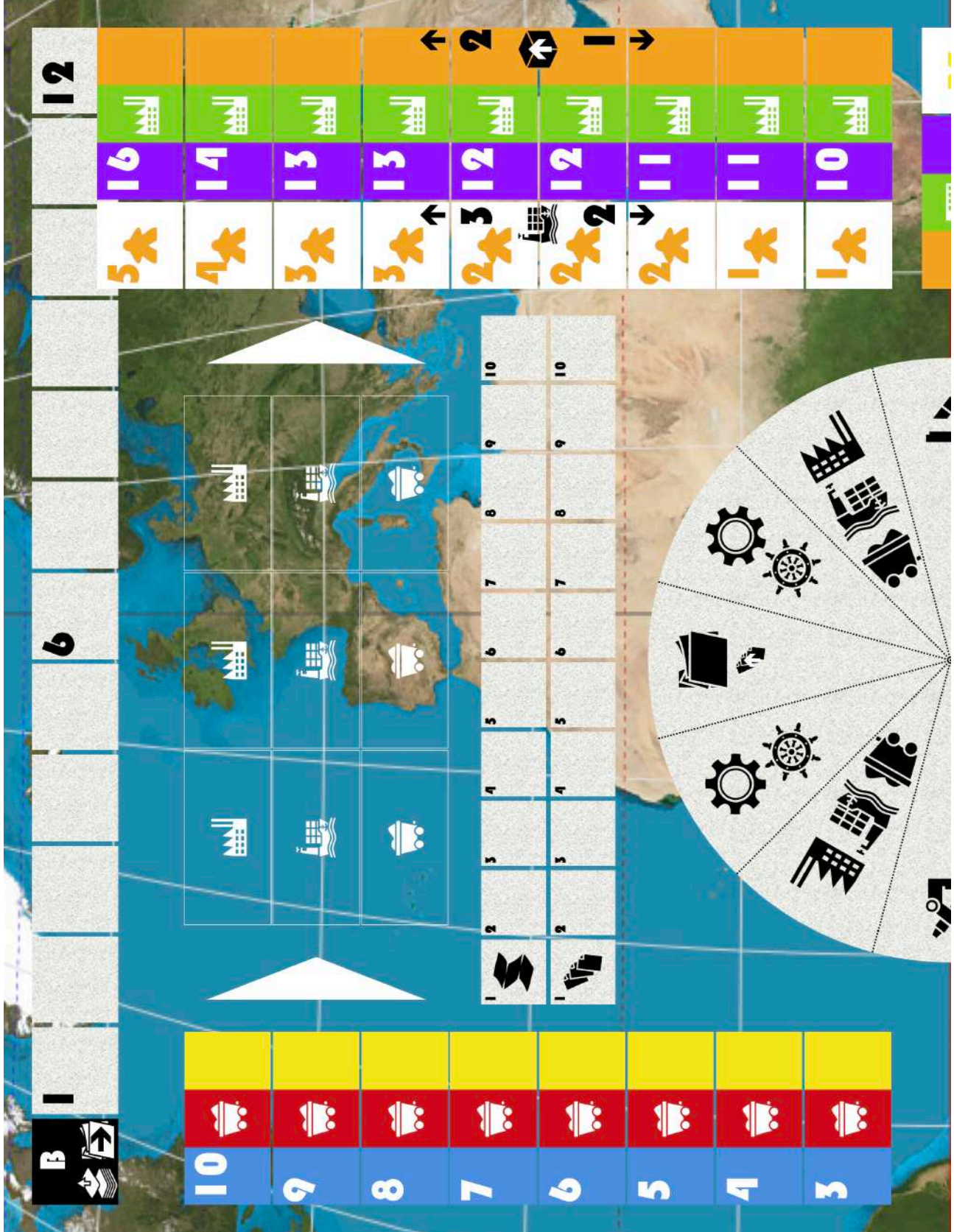
		
		
		





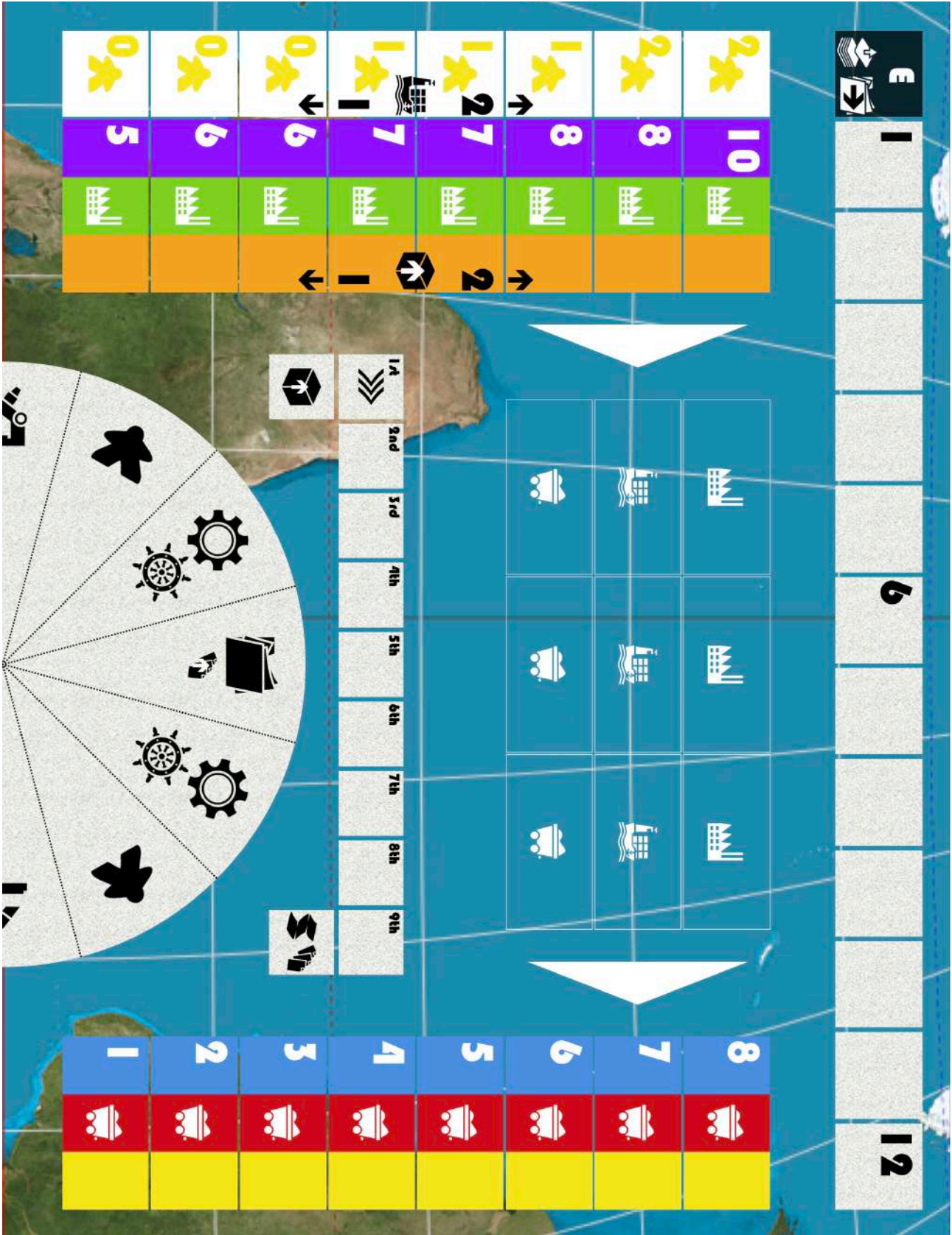


8		
7		
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4		
3		
2		
1		





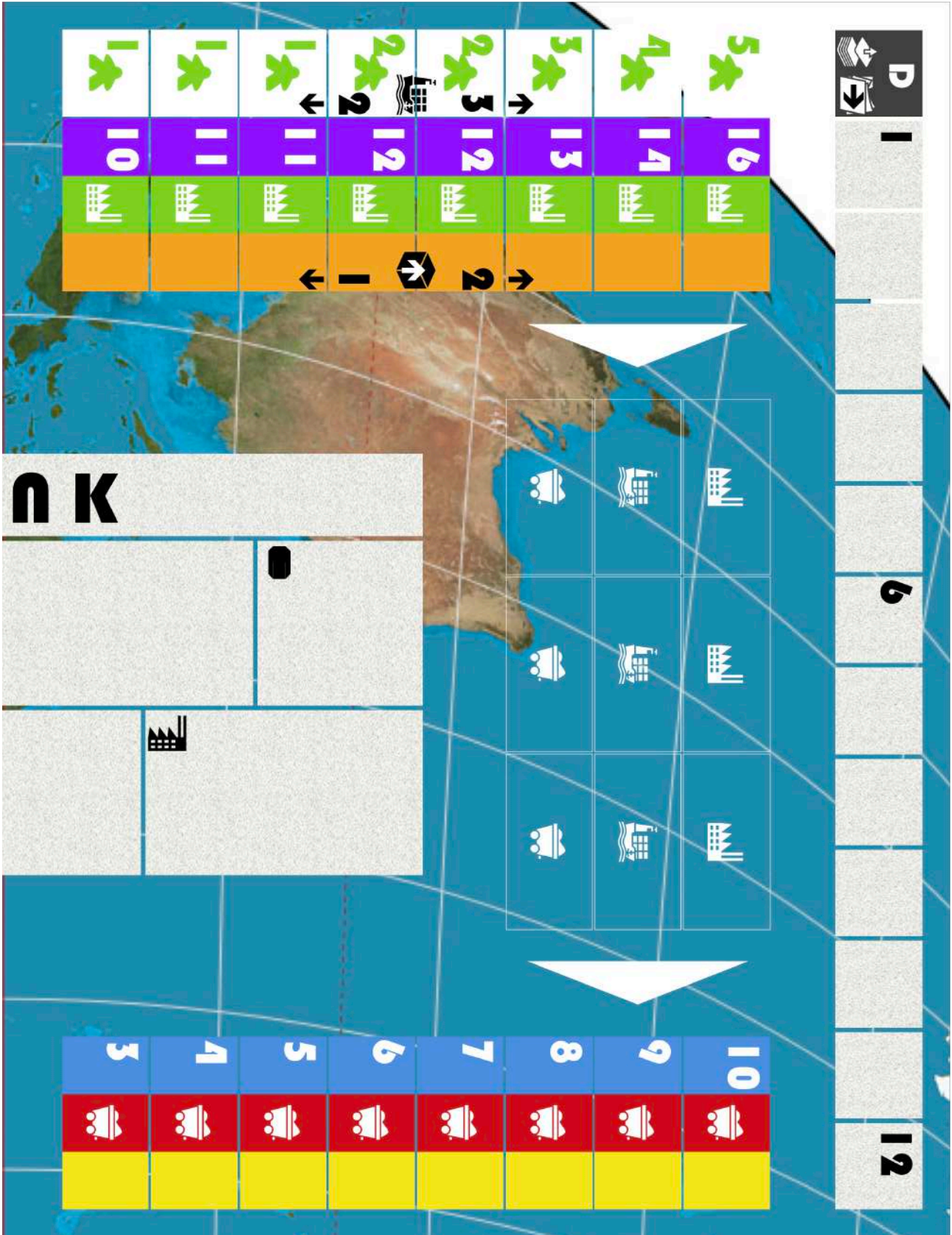














**Ruby  
Production  
Inc.**




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

**Obidian  
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><b>N. America</b></p>	<p><b>S. America</b></p>	<p><b>Europe</b></p>	<p><b>Africa</b></p>	<p><b>Asia</b></p>	<p><b>Oceania</b></p>
<p><b>Accounting</b></p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p><b>HR</b></p> <p>Hire workers from any market</p>	<p><b>Purchase</b></p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p><b>Capacity</b></p> <p>Transport +1 unit per worker</p>	<p><b>Logistics</b></p> <p>Use worker/machinery at any hub</p>	<p><b>Speed</b></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><b>N. America</b></p>	<p><b>S. America</b></p>	<p><b>Europe</b></p>	<p><b>Africa</b></p>	<p><b>Asia</b></p>	<p><b>Oceania</b></p>
<p><b>Accounting</b></p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p><b>HR</b></p> <p>Hire workers from any market</p>	<p><b>Purchase</b></p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p><b>Capacity</b></p> <p>Transport +1 unit per worker</p>	<p><b>Logistics</b></p> <p>Use worker/machinery at any hub</p>	<p><b>Speed</b></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><b>N. America</b></p>	<p><b>S. America</b></p>	<p><b>Europe</b></p>	<p><b>Africa</b></p>	<p><b>Asia</b></p>	<p><b>Oceania</b></p>
<p><b>Accounting</b></p> <p>€ : € €</p> <p>Pay €1 to Bank Gain €2 at end of turn</p>	<p><b>HR</b></p> <p>Hire workers from any market</p>	<p><b>Purchase</b></p> <p>€3/2/1</p> <p>Buy machineries for €3/2/1 (R-B/C-D/E-F)</p>	<p><b>Capacity</b></p> <p>Transport +1 unit per worker</p>	<p><b>Logistics</b></p> <p>Use worker/machinery at any hub</p>	<p><b>Speed</b></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**



Each R&D  
costs €1 less




**BRAIN DRAIN**




Each R&D  
costs €1 more




**RATE INCREASE**




Each interest  
costs €1 more



**RATE DECREASE**



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**



