

## Globopolis – Rules Clarification Sheet

Discussions with Mike Lasher and Mia Iverson from Globopolis turned out these **clarifications**:

### **Advancement of Governors**

- (a) **Rolling the die or dice for Governor advancement is NOT part of the options phase** but the first action of the event phase.

### **Transfer of R-Units**

- (a) R-Units may be transferred freely between Territories and between PS and Territories. **There is no minimum allocation of R-Units required for a Territory.**
- (b) R-units may only be transferred during the Options Phase, i.e. before the Governor advances. In particular, **no transfer of R-units is allowed immediately before or after an Aggression Scenario unless explicitly allowed by the Ops card “Military Aid”.**

### **Insufficient R-Units**

- (a) If after a transfer a Territory has insufficient R-units to justify its current development status the status is corrected by temporarily shifting the ED piece(s) from the Base Plate to the Territory field. As soon as the R-unit situation justifies a better development status the ED piece(s) are placed back on the Base Plate **at no cost to the owning player.**

### **Earning Points**

- (a) Bonus points are granted for ownership of a complete color group. **A color group consists of all Territories and Guilds of the respective color. Guilds count as Territories for bonus point calculation.**
- (b) Different to Territory points, bonus points are not remitted when **losing a Territory or Guild of a previously complete color group.**

### **Network Infiltration Agents**

- (a) When playing with NIAs each player receives 15 agents (9 single, 3 double) at the start of the **game for usage from the second turn onwards. Additional agents are acquired at no cost when landing on the NIA field, the number of agents acquired depends on the roll of a six sided die (p.16). Agents may be placed on domestic as well as opposing player’s Territories at the end of a player’s turn. Players may have a maximum of 3 agents on any one Territory.**
- (b) **Captured NI agents are regarded POWs held by the capturing player. They may be used in business propositions in the Options Phase.**

### **Using Influence Cards**

**You can use Influence cards when it is not your turn in certain scenarios:**

- (a) **You can use Influence cards that relate to aggression scenarios and cards that relate to the number of dice that players can roll on their turn.**
- (b) **You cannot use Influence cards that relate to R-Units, cards that relate to Independent Territories, cards that make opponents give you money, or cards that relate to Guilds.**

### **Landing on Guilds**

**If you land on your own Guild, you can roll again.**