

## Globopolis – Variants

A discussion with Mike Lasher led to these possible rule variants in addition to those described on page 18 of the rule book.

### **Shorter Games**

To shorten the game start the game with an additional 50 to 100 EU.

### **Military Occupation**

In order to strengthen a Territory's military defense after an Aggression Scenario the victorious player immediately after the takeover may transfer NS units from domestic Territories of the attacking color group to the new Territory. However, the new Territory may not be developed even if sufficient R-units exist (reminder: development of Territories takes place during the Options Phase).

### **Precision Move**

To provide more control over the advance of the Governor a player may chose to make up any difference between movement points rolled and desired movement points by paying CR points. Exchange rate is 1 CR point for each movement point.

### **Business Propositions**

In order to prevent voluntary or involuntary king-making situations especially in games with inexperienced players some restrictions regarding business propositions in the Options Phase can be introduced:

- (a) The proposing player may only exchange one Territory per opposing player per turn.
- (b) Territories are exchanged one for one, i.e. Territories may only be exchanged for other Territories at a 1:1 rate.
- (c) Resources may be exchanged between two players on a 1:1, 1:2 or 2:1 basis only.
- (d) Ops or Influence cards as well as POW NIAs may be used in any trade as an incentive for the other player. Mission cards cannot be bartered.
- (e) Any card(s) exchanged must not be disclosed to the other player before the trade is completed.
- (f) CR points must not be used in any business proposition.

### **Calling Off War**

Before the Engagement of an Aggression Scenario commences a player may start a negotiation in order to try and convince the opponent to call of war. This can include the payment of bribes in the form of R-units, CR-points, money or Territory's Title cards. Any R-units exchanged must be placed in the receiving player's PS.