

World Order - Rules v0.3.8

This document contains the latest rules for the upcoming World Order board game. It is not a complete rulebook since some elements are missing (like a detailed components breakdown or graphics in some examples) but it contains all of the game's rules and allows for anyone reading it to fully play the game.

Note that, as the game is still in development, elements of those rules may change before the final production.

The year is 2010, and the world is drastically changing in front of our eyes. While the unrivaled influence of the United States is beginning to wane, other major powers are eagerly stepping onto the stage, ready to claim their piece of the geopolitical pie. In the East, Beijing is rising to become a global powerhouse. Simultaneously, Moscow is entangled in an intricate chess play with Washington, ready to counter its every move. And amidst these tumultuous waters, the European Union is trying to carve out its identity. The world undergoes a drastic shift while power is being redistributed on a global scale. But who will take the lead in this rapidly changing world order?

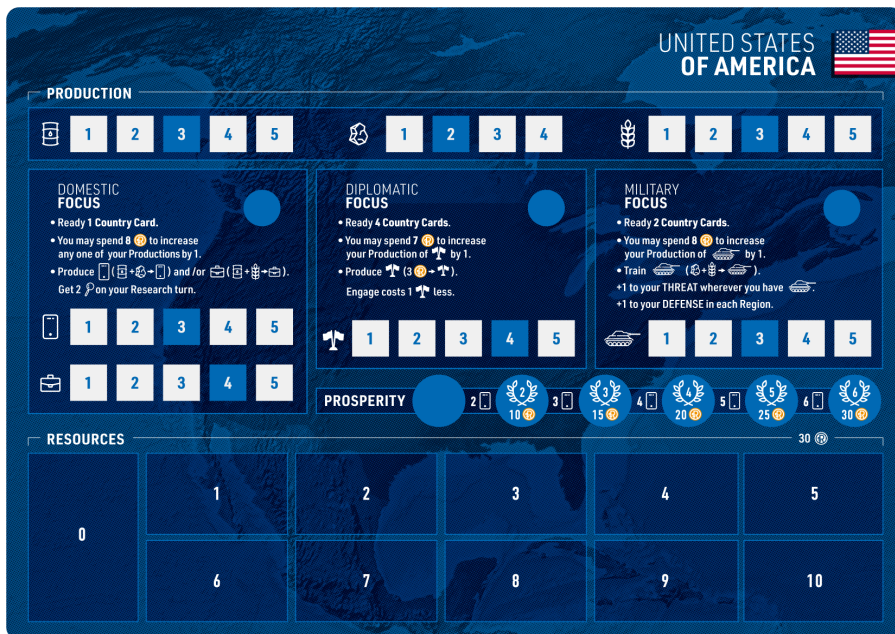
World Order is an area control board game for 2-4 players that lets you take control over one of four dominant global powers of the 2010s: the United States of America, the People's Republic of China, the Russian Federation, and the European Union. Utilize your diplomatic finesse, economic strength, and military might to expand your influence across the globe. Form alliances through sharp negotiation, entice other nations through clever economic dependencies, or become the military juggernaut no one dares to mess with. Join the race for a global hegemony and show the other powers that a new era is dawning!

Components

- 1 Main Board
- 4 Player Boards
- 48 Starting Ability Cards (12 for each player)
- 66 Market Ability Cards
- 20 Strategic Assets Cards (5 for each player)
- 16 Starting Country Cards (4 for each player)
- 72 Map Country Cards
- 4 Trade Policy Cards (1 for each player)
- 8 Commerce Cards (2 for each player)
- 20 Growth Cards
- 20 Auto-Influence Cards

- 28 Production Markers (7 Blue, 7 Red, 7 Yellow, 7 White)
- 94 Influence Cubes (23 Blue, 23 Red, 23 Yellow, 23 White, 2 Black)
- 1 Round Marker
- 60 Army Markers (15 Blue, 15 Red, 15 Yellow, 15 White)

- 4 Focus Markers (cylinders in 4 colors: Blue, Red, Yellow, White)
- 4 Prosperity Markers (cylinders in 4 colors: Blue, Red, Yellow, White)
- 4 Scoring Markers (discs in 4 colors: Blue, Red, Yellow, White)
- 24 Resource Markers:
 - 4 Energy Markers
 - 4 Raw Materials Markers
 - 4 Food Markers
 - 4 Consumable Goods Markers
 - 4 Services Markers
 - 4 Diplomacy Markers
- 24 Base Tokens
- 24 Foreign Direct Investment (FDI) Tokens
- 4 Turn Order Tokens
- 3 Majority Tokens
- 85 Coin Tokens (in 4 denominations)



Example of a **Player Board** - different for each Country.



Examples of **Countries** of different levels



1 3

SUCCESSFUL NEGOTIATIONS 4

Ready an allied Country. Then, **Improve Relations** with a Country on the board in the same Region or **Engage** in that Region.



1 3

COVERT MILITARY OPERATION 6

Produce . Then, **Build Base** in an allied Country.



6 3

STEADY PARTNERSHIP 4

Invest in an allied Country. You may choose a Country even if you have Invested in it before (but no more than once).



Examples of **Ability** cards of different types (Diplomatic, Military, Economic)

BELT & ROAD INITIATIVE 2

Invest in an allied Country. You may also **Invest** in an additional allied Country from another Region, spending 20 more.

PRIVATE MILITARY CORPORATIONS 1

Pay 25 , place 1 from the supply to Europe, M. East - N. Africa, Africa or Central Asia and add 1 Influence to that Region. You may repeat this process once more, choosing a different Region.

Examples of **Strategic Asset** cards

1 **INDUSTRIAL DEVELOPMENT** 2

1 **10**

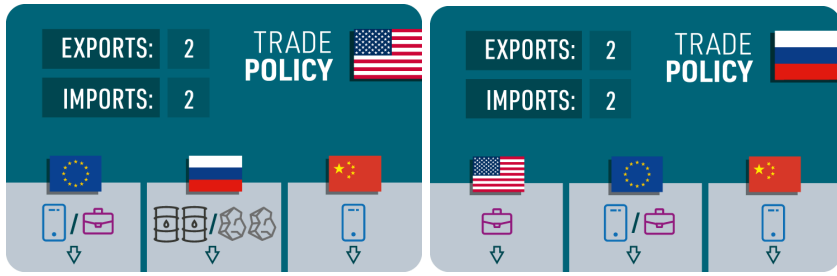
Increase 2 of your Productions by 1.

2 **KNOWLEDGE TRANSFER** 4

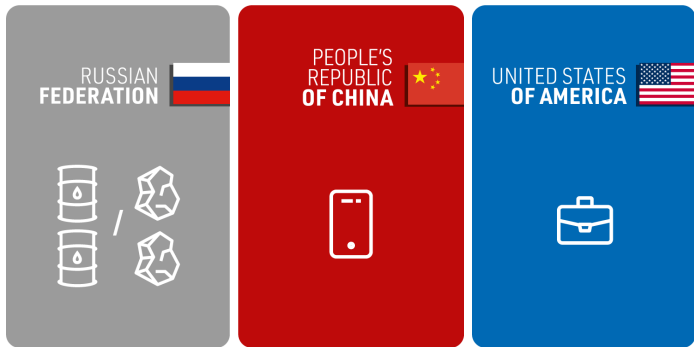
2 **2**

Once per round, you may draw 2 cards. Then discard 2 cards from your hand.

Examples of **Growth** cards



Examples of **Trade Policy** cards



Examples of **Commerce** cards

Setup



Place the **Main Board** in the middle of the table.

Separate the **Map Country Cards** by their Region. Shuffle each Region's cards separately and place them in a face-up pile, on the left side of the corresponding space on the board. Then, take the top Country card of each pile and place it to the right side, so that 2 cards are visible in each Region.

Place in each Region, its starting **Influence cubes** (as indicated by the colors of the slots on the board) and the **Round marker** on the 1st space of the Round Track.

Place the 3 **Majority tokens** on the board with the side corresponding to the number of players face up (the side with the 3 numbers for 3+ players, the side with the single number for 2 players).

Shuffle the **Market Ability cards** and place them in a face-down pile beneath the board. Reveal the first 6 cards and place them in a row next to the Ability pile. These 6 cards will be collectively called the **Market**.

Separate all the **Growth cards** by name and place them in piles above the board, in numerical order. Note that not all of the piles have the same number of cards in them.

Make piles of the **coins**, **Base tokens** and **FDI tokens** and place them next to the board, where all players can reach them. These will be collectively called the **Supply**.

Have each player choose one of the player roles (USA, China, Russia & EU) and take its corresponding Player board, starting Ability cards, starting Country cards, Trade Policy card, Special cards, Commerce cards, Production cubes, Influence cubes, Army markers, Focus marker, Prosperity marker, Player Aid, starting money (shown above the resource track, on the right) and one of each Resource marker.

Then, each of you should perform the following:

- Place your **Player board** in front of you.
- Put a **Production cube** on the starting Production space of each track (the colored square).
- Place your **Focus marker** in the Domestic Focus space.
- Place your **Prosperity marker** in the first space of the Prosperity track.
- Place the 6 **Resource markers** on the Resource track, each one indicating a quantity equal to your starting Production, and the appropriate number of starting **Army markers** on top of your Player board (not on the Resource track). Keep your remaining Army markers and your Influence cubes nearby.
- Place the 4 **starting Country cards** face-up above your Player board; they are your allied Countries.
- Place your **Trade Policy card** next to your Player board. Place 1 **Commerce card** next to it if you are playing with 2 or 3 players, or 2 **Commerce cards** if you are playing with 4 players.
- Shuffle your **Starting Ability cards** and form 2 piles of 6 cards at random. Look at the cards in each pile and choose one as your starting hand. Shuffle the other pile face-down and place it on your side. This will be your deck during the game. If this is your first game, see the *Starting Hand* box below instead.
- Shuffle your 5 **Strategic Asset cards** and draw 2 at random, placing them face-up beneath your Player board. Return the rest of the cards to the box, they won't be needed. Then, place your **Scoring Marker** on the space around the board that corresponds to the sum of Starting Victory Points (VP) listed on those 2 cards.
- Place your **Starting money** in front of you, next to your Player board.

Starting Hand: If this is the first time you are playing World Order, we suggest that you start with a fixed starting hand. Instead of drawing 6 cards at random, take the 6 Starting Ability cards with a small arrow right before their name, as shown in the image below:



Place the remaining cards in a face-down pile as your deck.

If you are playing with 4 players, return the **Auto-Influence** cards to the box, they won't be needed. If playing with fewer than 4 players, draw 2 **Auto-Influence** cards. For every role that is not taken by an actual player, place Influence cubes of their color next to their role's flags as well as Army tokens if indicated on the cards.

Take the 4 **Turn Order tokens** and place them next to the Turn Order track on the board. The player with the fewest starting VP on the board places their token in the space of their choice on the track. Continue doing this for all the players, in reverse VP order. In case of a tie, the player with the fewest starting money chooses first.

After everyone places their turn order marker, you are now ready to start the game.

How to Play

The game plays over 6 rounds. Each round is divided into phases: **Preparation Phase**, **Action Phase** and **Aftermath**. Through your actions, you place Influence cubes in various Regions on the board which grant you VP. In addition, you gain VP based on who has the most Influence in each Region, during the game's 2 scoring intervals. At the end of the 6th round, the player with the most VP wins!

Preparation Phase

This phase is skipped during the 1st round. If it's the first time you are reading the rules, it may be better to skip to the next phase and come back here after you've read what happens in the next phases and have a better understanding of how the game plays.

In the Preparation Phase you perform the following steps. Note that most of these steps can be performed simultaneously by the players to save time. If however, it is important for one or more players to see what the others are doing, use the regular turn order to perform them, with each step fully carried over by all before moving to the next one.

Draw Cards

Draw 6 cards from your deck. If at any moment there are no cards to draw from, shuffle your discard pile and form a new deck. Continue drawing cards from that one.

Reveal Country Cards

In each Region, take the top card of the left pile of Country Cards and move it to the top of the right pile. If you end up placing the last card from the left pile to the right, move the single pile you now have to the left side and place the top card to the right side.

Determine Turn Order

Slide the turn order markers slightly downwards. Then, the player with the fewest VP places their turn order token on the space of their choice on the track. Continue doing this for all the players in reverse VP order. In case of a tie, the player with the fewest money among those tied chooses first. If there is still a tie, the player between them with the fewest starting money chooses first.

Produce Primary Resources

Have all 3 of your Primary Resources (Energy, Raw Materials and Food) produced. For each resource, get as many of it as its Production cube indicates, moving the corresponding marker in the Resource Track accordingly. See the Produce action's section for additional details.

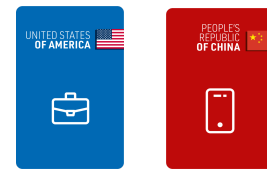
Choose Focus

Choose where you want to focus this round among the three available options: Domestic Focus, Diplomatic Focus or Military Focus. Move the Focus marker on your board accordingly and then perform the instructions listed there in order.

Some instructions allow you to increase a Production on your player board. If you choose to do so, pay the listed cost and move the corresponding Production marker one space forward. Note that if you increase the Production of a Primary resource this way (Energy, Raw Materials or Food), immediately gain 1 of that resource.

If an instruction tells you to Produce a secondary resource (Consumable Goods, Services or Diplomacy), you may produce as many items of that resource as the number indicated by the Production cube. However, for each secondary resource item that you produce, you need to spend the corresponding requirements listed next to it. For example, for each Consumable Good (mobile phone symbol) produced, you need to spend 1 Energy (oil barrel symbol) and 1 Raw Material (stone symbol). If your Production cube in the Consumable Goods track is in the 3rd space, it means you may produce up to 3 Consumable Goods, spending 3 Energy and 3 Raw Materials for that.

Commerce Cards: Whenever you produce a resource that is listed on your Commerce cards, turn all those cards back face-up. They represent produced resources that have been allocated for use in Trade.



Note that the last instruction in each Focus section (without a bullet) is an ongoing ability that you do not perform at this moment but applies during the whole round. In the first round, all players start with Domestic Focus and its ongoing ability applies as normal.

Action Phase

This is the phase in which most of the game takes place. You play cards from your hands to affect the board and pursue your agenda. You then get to add new cards to your deck if you like.

This phase consists of 2 steps: **Actions** step and **Research** step. The first player in the Turn Order track goes first.

Actions

Choose one of the cards in your hand. Play that card in front of you and apply its effect. If you can't apply the full effect listed, apply as much as you can. The card then stays in front of you (do not put it in the discard pile).

Instead of playing a card and applying its effect, you may choose one of the following options:

- **Play a Strategic Asset Card:** Place face down in front of you an Action card from your hand (if able) and apply the effect of one of your available (face-up) Strategic Asset cards. Then, turn that card face-down.
- **Pass:** Place face down in front of you an Action card from your hand (if able) and get 10 coins.

After you have performed your Action (either the card's effect or one of the other available options), your turn is over. The next player in the Turn Order track gets to play their turn. This goes on until

you have all played 4 actions. As soon as that happens, you proceed to the **Research step** (see later below).

The Action Cards in front of you serve as a reminder of how many actions you've taken so far in the round. If, due to an effect, you end up playing multiple cards within the same turn, place them on top of each other so that the number of "piles" in front of you remains equal to the number of turns you have taken so far.

The Actions that the cards allow you to perform will belong in one of 4 categories, indicated also by the color on the card's side:

- Diplomatic (**Green**)
- Economic (**Orange**)
- Military (**Red**)
- Domestic (**Blue**)

Below you can see a description of what each Action does. Note that some of those actions allow you to add Influence to a Region. See later on for more details on that.

Improve Relations (Diplomatic)

This Action allows you to improve your relations with other countries and form new allies. You can even use existing alliances to help establish new ones.

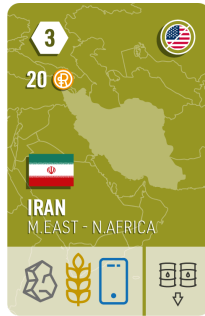
Choose an available Country card on the board (the top card in any Country card pile). Pay Diplomacy equal to the Country's value (the number in the hexagon on the top left corner and place it face-up in front of you. It is now considered an allied Country.

If you have other allied Countries **of the same Region**, you may exhaust them (turn them face down) to lower the DIPLOMACY cost you need to pay. Each Country you exhaust, lowers the DIPLOMACY cost by an amount equal to its value.

***Example:** Kate, playing **China**, wants to Improve Relations with **Australia** which has a value of 3. Normally, she would have to spend 3 Diplomacy to do so. However, she decides to use her good relations with **Singapore**, another Country in the same Region, to her advantage. She exhausts **Singapore's** card and gets a discount of 2 Diplomacy, equal to its value. Thus, Kate spends just 1 Diplomacy and takes **Australia** in front of her.*

If you Improve Relations with a Country you already have in front of you (one of your 4 starting allied Countries), place the new card face-up on top of the previous card, slightly upwards so that both cards' trade symbols are visible, and keep any Base or FDI tokens it had. You may then immediately exhaust it to add 1 Influence to that Country's Region. From this point onwards, treat this a single Country for all intents and purposes (with the top card's characteristics - only the trade icons are kept from the previous card).

Note that some Countries do not allow for some players to improve their relations with them. If a Country card features a forbidding symbol over a player's flag (in the upper right corner), then that player cannot choose that Country for this action.



The US, for example, cannot Improve Relations with Iran.

Engage (Diplomatic)

This Action allows you to cement your Influence in a region through your diplomatic ties.

Choose a Region on the board in which you have at least 1 allied Country. Pay the Diplomacy cost listed next to that Region's name and add 1 Influence to it.

Similarly to Improve Relations, you may exhaust allied Countries **of the same Region** (turn them face down) to lower the Diplomacy cost you need to pay. Each card you exhaust, lowers the Diplomacy cost by an amount equal to its value.

***Example:** Anna plays the **European Union** and wants to Engage in **Middle East - North Africa**. She looks at the Region on the board and sees that the cost to Engage is 6 Diplomacy. This is more than what she can spend but luckily for her, she has **Jordan** and **Qatar** among her allied Countries. She decides to exhaust their cards to get a discount. Their values are 1 and 2 so she gets a total discount of 3 Diplomacy. She then pays the remaining 3 Diplomacy and adds one of her Influence to the Region.*

Trade (Economic)

This Action allows you to trade with other countries and generate income or get access to resources that you can't produce yourself in a sufficient quantity.

Whenever you perform this Action, you can perform a number of Export (selling) and Import (buying) transactions. The exact number of transactions of each type you can perform is listed on your Trade Policy card. Most players can perform up to 2 Exports and 2 Imports, in that order (with China performing one more of each).




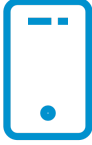


To perform an **Export** transaction, choose a resource and count the number of times its symbol appears on your allied Countries (regardless if they are ready or exhausted), in the large section at the bottom of their cards. You may sell that many copies of that resource.

To perform an **Import** transaction, choose a resource and count the number of times its symbol appears on the small section of your allied Countries (with an arrow pointing towards you) and on your Trade Policy card (getting it from the other players). You may buy that many copies of that resource.

Note that each resource can only be used in one transaction - you may not Export and/or Import the same resource twice.



The cost of the resources you Import or Export can be seen in the following table:

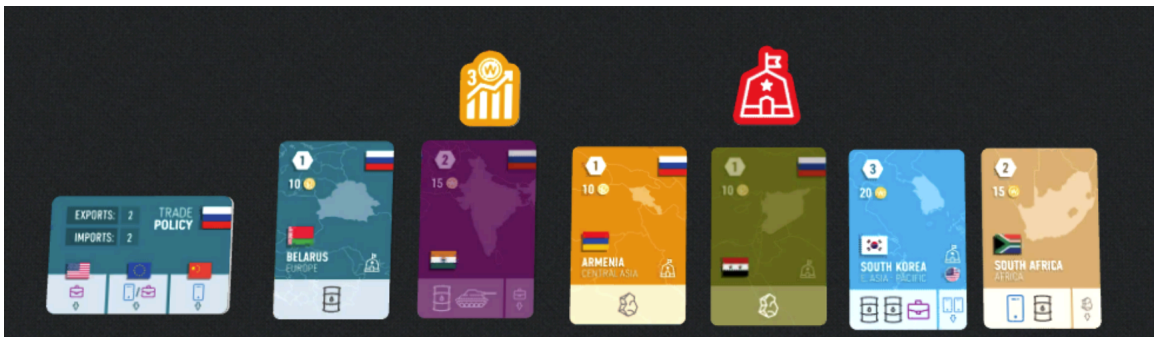
						
EXPORT GAIN (amount you get)	5	5	5	15	15	20
IMPORT COST (amount you pay)	3	3	3	10	10	-

When Importing, in order to buy from another player, the player must have that resource available for you. If the player has a Commerce card showing that resource, turn that card face-down and get the listed resource(s), giving the corresponding amount to that player. If that player does not have a face up Commerce card with that resource, then you can only buy it if they have it available on their board, in which case they reduce their quantity accordingly. In both cases, the other player cannot deny you the transaction. If a player does not have any of that resource on their board, and has no face-up Commerce cards, you cannot buy it from them.

Whenever you Import, if you end up buying from one or more other players, gain also 1 Diplomacy (regardless of the amount of resources or how many players you bought from). Note that in 2 or 3 player games, you may still buy from countries not controlled by an actual player. However, you don't get any Diplomacy in those cases.

Example: Jim plays Russia and is about to perform a Trade action. He looks at the icons on his allied Countries and decides he will Export Energy and Raw Materials. There are 5 Energy icons on the left side of his allied Countries and 2 Raw Material icons meaning he can sell up to 5 Energy and 2 Raw Materials (whether the cards are exhausted or ready, plays no role in this). Jim decides to

Export 4 Energy and 2 Raw Materials, moving the markers on his player board accordingly, for 5 each, for a total of 30 money.



Jim then considers what he will Import. Apart from his allied Countries, he can also Import from the other players, so he checks his Trade Policy card as well. For his first Import transaction he decides to get 2 Consumable Goods from South Korea, paying 20 money to the supply and moving his Consumable Goods marker accordingly. He could also get more from Kate (China) or Anna (EU) but decides against it. He then announces he will get 3 Services for his second Import: One from India, one from the EU and one from USA. He pays 10 money to the supply, 10 money to Anna (EU) and 10 money to Alex (USA), and moves his Services marker 3 spaces forward. He also makes sure to turn one of the USA's Commerce cards face down. EU's Commerce cards were both already face-down so she must give him one of the Services on her board, moving its marker one space backwards. Finally, since Jim traded with other players, he also gets 1 Diplomacy for free.

Invest (Economic)

This Action allows you to finance large-scale projects in foreign countries. Such projects not only do they bring you long term financial gains, they also help you establish a foothold in the region.

Choose a ready allied Country in front of you. Exhaust it (turn it face down) and pay the amount of money listed on the top of the card (right beneath its value). Place a Foreign Direct Investment (FDI) token above the Country as a reminder and add 1 Influence to that Country's Region.

Example: *Kate (China) wants to Invest in Pakistan, one of her allied Countries. It's a Value 2 Country so the cost to invest in it is 15 money. She pays the amount, exhausts the card and places a FDI token on top of it. Then, she adds 1 Influence to South Asia.*

Note that, unless stated otherwise, you can only Invest once in each Country.

Move Army (Military)


This Action allows you to move your army around the world, tipping the balance to your favor.

Choose one of your Army markers (either from your Player board or anywhere on the main board) and move it to a Region in your zone of Interest (showing your flag in a small circle) or where you have a Military Base (see Build Base below). You then pay **5 coins**.

***Example:** Jim (Russia) wants to put some pressure on the other players so he decides to use the **Military Reinforcements** card which allows him to Move 2 Armies. He takes one of the armies on his board and places it in **Europe**. Then, he takes an army of his in **Central Asia** and moves it to **East Asia**. He can make the move in **Europe** because it is in his zone of interest, featuring Russia's flag on the board. **East Asia**, on the other hand, is not in his zone of interest but he has built a Military Base in **Vietnam**, a country of that Region, which allows him to send armies there too. Finally, he pays the cost for these moves - a total of 10 coins, 5 for each army moved.*

Build Base (Military)

This Action allows you to build a military base on foreign soil, ensuring a permanent military presence of yours in the region.

Choose a ready allied Country in front of you with a Military Base ( symbol). Exhaust it (turn it face down), place a Military Base token above the Country as a reminder, and move an amount of Army markers up to that Country's value (minimum of 1) from your Player board to that Country's Region. Pay a cost of **5 coins** for the Base and **5 coins** for each Army marker used, and then add 1 Influence to that Country's Region (regardless of the amount of Army markers sent).

***Example:** Alex has 3 Armies on his board and wants to build a Military Base in Turkey, one of his allied Countries. He starts by exhausting the Country card and placing a Military Base token on top of it. Turkey has a value of 3 which means he can send all three of his Armies with the base, if he likes. He decides to send only 2 Armies and keep the remaining one. He moves 2 of his Army markers to the Middle East - North Africa Region (in which Turkey belongs) and pays a total of 15 coins (5 for the base and 10 for the 2 Armies). Finally, he adds 1 of his Influence to the Region.*

Note that, unless stated otherwise, you can only Build Base once in each Country.

Get a Growth Card (Domestic)

This Action allows you to tackle the inner workings of your Country, improving the way things work and leading to a more efficient form of governance.

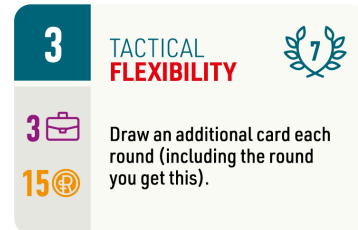
Choose one of the available Growth cards, pay its cost and place the card in front of you, next to your Player board. Then, gain the VP listed on the card. The first time you get a Growth card you need to

take a Level 1 card. Then, each time you perform the Action, you must choose a Growth card that is exactly 1 level higher than the previous one you got.

These cards usually provide you with an ongoing ability that you can make use of for the rest of the game.

Example: Anna (EU) just played the **Growth Strategy** card that allows her to get a Growth card. She already has a Level 1 and a Level 2 Growth card so she must take a Level 3 card this time. There are 2 different cards available, **Tactical Flexibility** and **Diplomatic Opening**. She decides to go for the first one so she pays its cost, 3 Services and 15 coins, and takes the card in front of her. She also gains 7 VP as listed on the card.

Note that she took the last available copy of **Tactical Flexibility**. If another player goes for a Level 3 Growth card, they will have to get **Diplomatic Opening**.



Produce (Domestic)

When an effect instructs you to Produce one or more resources, you may choose any of the 7 available resources. If you choose a primary resource to produce (Energy, Raw Materials, or Food), you gain as many items as your Production indicates. If you choose a secondary resource to produce (Consumable Goods, Services, Diplomacy or Armies), you gain up to the quantity your Production allows, spending the necessary requirements for each resource produced.

Note that when you produce multiple resources within the same action, you may choose any combination between primary and secondary resources. You are also allowed to use primary resources just produced in that action as the requirements for any secondary resources you also want to produce.

Remember that whenever you produce a resource that is listed on your Commerce cards, turn all those cards back face-up. They represent produced resources that have been allocated for use in Trade.

Example: Alex (USA) also plays the **Growth Strategy** card but chooses the second option on the card, to Produce 3 Resources. He mainly wants to get Services but even though he has a lot of Energy, he only has 1 Food which is the other requirement. Thus, for his first resource he chooses Food and produces 3 items of it, as his Food Production marker indicates. For the second resource he chooses Services and he spends the 4 Food he now has along with 4 Energy, to produce a total of 4 Services. Finally, for the third resource he chooses Diplomacy. He has a Diplomacy Production of 4 but decides to Produce only 3

items. He pays 9 coins (3 for each Diplomacy), and moves the Diplomacy marker on his board 3 spaces forward.

When producing Armies, if you run out of tokens in your color, use any available items as an equivalent - they are supposed to be unlimited. For all the other resources that use the Resource Track, if you ever end up having more than 10 of them, leave the marker on the 10th space - all extra resources are ignored.

- Placing Influence

Each region contains slots where Influence can be placed, with each slot indicating the amount of VP you immediately gain when doing so. There are 2 types of such slots: Permanent ones and Temporary Ones. Whenever you place Influence, for any reason, you can choose which of the available slots to use.

The slots above the line are Permanent Influence slots. Whenever you place Influence in one of those slots, the Influence placed will remain there until the end of the game. However, their number is limited and if they all become filled, unless an effect instructs you otherwise, you may no longer place any of your cubes there.

The slots beneath the line are Temporary Influence slots. Whenever you place Influence in one of those slots, it has to go to the first available slot on the left and the VP you'll gain will most likely be higher. However, when all those slots are covered and new Influence needs to be added, the left-most Influence is removed and the remaining cubes all move one space to the left. The new cube is then added to the right-most slot but you don't gain any immediate points.

Note that, when majorities are checked in each Region (see *Score Regions*), all Influence cubes count in determining who has the most (regardless if they are in Temporary or Permanent slots). However, for a Region to score, **it needs to have all the Permanent Influence slots covered**. If it doesn't, the Region won't score any points at all.

Example: Jim (Russia) just built a Military base in Syria so he gets to add 1 Influence in **Middle East - North Africa**.

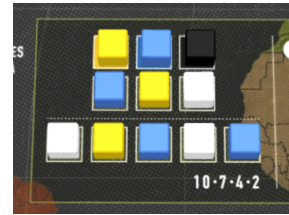


All of the slots are available so he decides to place his Influence in the first Temporary slot, gaining 5 VP.



Alex (US) plays after him and Invests in **Saudi Arabia** which also gives him 1 Influence in the Region. He chooses to place it in one of the Permanent slots, gaining just 1 VP for now but ensuring his cube will stay there for the rest of the game.

Much later in the game, Anna (EU) decides to Engage in the Region, adding another Influence there.



By that point, all the slots (both Permanent and Temporary) have been filled. Thus, she can only place her cube in the right-most slot, pushing all the other cubes in Temporary slots one space to the left.



She doesn't get any immediate VP at this time but at least she got to push one of Jim's Influence cubes out of the Region.

- Resetting Temporary Influence

Some effects allow you to Reset your Temporary Influence. When that happens, remove one of your Temporary Influence in a Region, push all the Influence cubes that were to its right one space to the left, and place back your Influence in the first available Temporary slot. You do not gain any [VP] when you do so but you get to “protect” your cube this way from being pushed off the region by moving it farther to the right. Note that if there isn't any other Influence to the right of your cube, Reset has no effect on it.

- Drawing Cards

If any effect instructs you to draw cards during the Action phase and there are no longer any cards in your deck, shuffle the cards in the discard pile (but not the cards in front of you that you have played this round) and form a new deck to draw from.

- Trashing Cards

When you Trash a card, return it back to the box or set it aside. It will no longer be used.

Research

After you have all played 4 turns, the Actions step is over. You are then given the opportunity to Research new cards, that is to add new cards to your deck.

First of all, place all the Action cards in front of you in your discard pile. Then, reveal the remaining cards in your hand. In the beginning, there will only be 2 of those cards left but some effects in the game may later increase that number. For each revealed card, take the upper Bonus item listed on it (usually money, Diplomacy or Army) and then add the total amount of Research (magnifying glass symbol) shown on all the revealed cards (the lower Bonus item). You can use that Research to get new cards in your deck from the Market.

To get new cards, you spend the Research that you just got but you can also get additional Research by exhausting allied Country cards. Every Country card exhausted for this, will provide you with Research equal to its value. Note that any unspent Research is lost, it doesn't carry over to the next round.

Whenever you get a new card, move the cards on the left of where it was, one space to the right, and immediately reveal a new card to the left-most available position. You may get as many new cards as you have Research for, and each card you get goes on top of your deck. Discard your revealed cards afterwards.

Remember that if you have Domestic Focus, you get 2 additional Research during this step.

When everyone has finished getting new cards, discard the rightmost card, move all the remaining cards one space to the right and reveal a new card to the left-most space. Then, move to the next phase.

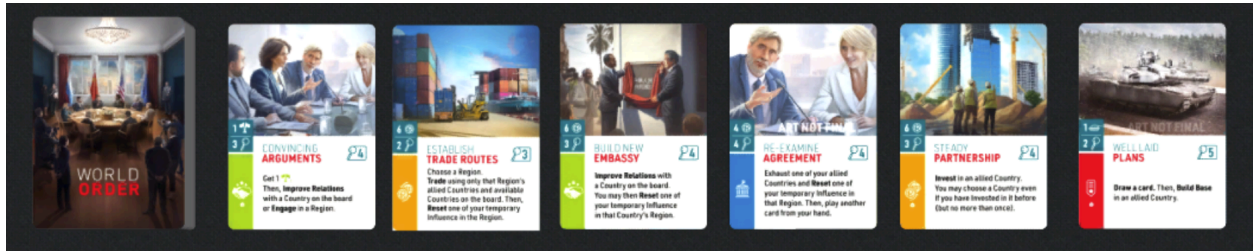
Example: Everyone finished their actions and Kate (China) just got into the Research step. She starts by revealing the cards in her hand. She has a **Growth Strategy** and a **Foreign Trade**.



She checks the Bonuses on those 2 cards and sees that she gets 5 coins which she takes from the Supply. The cards also give her 4 Research that she can use to get new cards from the Market. However, she happens to have **Domestic Focus** which provides her with an additional 2 Research for a total of 6.



She takes a look at the available cards and decides she wants to take **Explore Alternatives**, costing 5 Research. She places that card on top of her deck and slides the remaining cards on the left, one slot to the right, revealing also a new card, **Convincing Arguments**.



Kate realizes that the card that was just revealed will fit very well in her deck so she wants to get that one too. However, it costs 4 Research and she only has 1 Research remaining to spend. To cover the remaining amount, she will use her allied Countries. She decides to exhaust Singapore (Value 2) and Tajikistan (Value 1) for a total of 3 Research, enough to reach the 4 she needs to get the **Convincing Arguments**. She takes the new card and places that one too on top of her deck, revealing a new card for the Market.

Aftermath

In this phase, you deal with the consequences of your actions. Your investments pay off and your army presence has an effect on your opponents. This is also the phase in which scoring happens.

The Aftermath consists of the following steps:

Get Return on Investments

For every FDI token you have on an allied Country, get **3 coins**.

Increase Prosperity

You may pay the amount of Consumable Goods listed next to your Prosperity marker and move it to the next space. Immediately gain the VP and money listed on that space. You may only move a single space in the Prosperity track, even if you have enough Consumable Goods to move again.

Add Auto-Influence

If you are playing with 4 players, skip this step. Otherwise, take the Influence cubes from the 2 revealed Auto-Influence cards and place them to the Regions listed next to them. If any Army markers are shown next to those Regions' names, place also Army markers of the same color in those Regions.

When adding Influence in a region this way, if there is a permanent Influence slot available, place it in that slot. Otherwise, place it in the first available temporary slot.

Then, draw 2 new **Auto-Influence** cards. For every role that is not taken by an actual player, place Influence cubes of that role's color on the cards, next to their flags, as well as Army tokens if indicated on the same row. These cubes indicate where Influence will be added at the Aftermath of the next phase.

Example: Alex and Kate are playing a 2-player game and use the Auto-Influence cards for **Russia** and the **European Union** which are not controlled by players. It is now the end of the 2nd round and they look at the Auto-Influence cards they had drawn the previous round.



They start by placing a yellow Influence cube (representing EU) in **Europe**, along with an Army marker of the same color. They continue by placing a white Influence cube (representing Russia) in **Africa**. Then, they add another yellow Influence cube in **Middle East - North Africa** and a white Influence cube in **Europe**, accompanied by a Russian Army.

Resolve THREAT

During this step, each player checks to see the military presence of their opponent in their zone of interest (usually the regions next to their borders). This is indicated by the small circular flags in each Region and the number of each player's armies there is equal to their THREAT in the Region.

Each player checks the Regions that include their flag and loses 2 VP for every other player who has a higher THREAT (more Armies than them) there.

Example: It's time to check for THREAT and there are 3 players with Armies in **Central Asia**. Kate (**China**) has 2, Jim (**Russia**) has 1 and Anna (**EU**) also has 1. Since the Russian and the Chinese flags are the only ones shown in the Region, only **Russia** and **China** will check for THREAT here. Jim (**Russia**) is tied with Anna (**EU**) so he doesn't lose any points from her. Kate (**China**) however has more Armies than him. As a result, **Russia** loses 2 VP. If Anna (**EU**) had 2 Armies in the same Region, there would be 2 players with more Armies



than **Russia** and Jim would lose 4 VP instead. Kate (**China**) doesn't lose any VP because there aren't any other players with more Armies than her.

Note that, if you have **Military Focus**, you get +1 to your THREAT wherever you have Armies. In Regions in your zone of interest where you don't have any armies, you get +1 Defense: You ignore 1 of each other player's THREAT.

Also, USA and EU both have the "Member of NATO" special ability which allows them to ignore THREAT from each other.

Score Regions

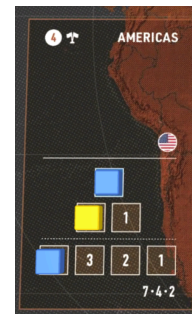
This step takes place only in the 3rd and 6th rounds. In all other rounds you skip it entirely.

During scoring, only Regions that have all of their Permanent Influence slots filled get to score. For each such Region, count each player's Influence cubes there - they all get 1VP per Influence cube they have. Then, the player with the most Influence cubes, gets the majority bonus listed on the bottom right corner. The next player with the most Influence gets the second bonus and so on.

In case of a tie, the VP bonus goes to the player with the most Armies in that Region. If there is still a tie, all tied players get the bonus of the lowest position among them. For example, if 2 players are tied for most Influence cubes in a Region and have the same number of armies there, they both get the VP corresponding to second place.

Note that 2 Regions start the game with black Influence cubes. These represent Influence by local powers in the Region. When determining majorities, they should be treated as belonging to another player, affecting ties as described above.

Example #1: It's the end of the 3rd round and scoring takes place. **Americas** is checked but since the Permanent slots are not all filled, no points are given at all.



Example #2: It's the end of the game and players check **Middle East - North Africa**. Since all the permanent slots are filled, scoring takes place as normal. Note that through the use of a card's ability, Alex (**USA**) was able to add a permanent Influence even though there was no available slot.



Players start by counting their Influence in the Region, gaining 1 VP for each of their cubes. Alex (**USA**) scores 4 VP, Anna (**EU**) and Jim (**Russia**) score 3 VP each, and Kate (**China**) scores 1 VP. They then check who has the majority. Alex has the most cubes (4) so he gets an additional 10 VP. Anna and Jim are tied with 3 Influence each so they look at their Armies. Since Jim has more (4 Armies compared to Anna's 1 Army), he takes the second place, gaining an additional 7 VP, with Anna getting the third place's 4 VP. Kate's single Influence is tied with the starting local Influence and since she doesn't have any Armies, she ends up in "fifth" place, not gaining any additional VP at all.

After all Regions are checked and VP are awarded, check the 3 Majority tokens on the board. They also award VP to the players based on the majority in 3 key metrics:

- Most money
- Most Army markers on the board. (Do not count Armies on player boards and ignore Armies of non-players in 2 or 3 player games)
- Most allied Countries

In case of a tie in these 3 majorities, all tied players get the points of the lowest position among them.

Note that in 2-player games only the player who wins each majority scores points. The other player doesn't score anything. Thus, if the 2 players are tied in one of the 3 metrics, no bonus is given.

Example: After scoring all the regions, players proceed to score the 3 Majority tokens. They start with the one for the most money. Kate (China) finished the game with 121 coins, Anna (EU) had 78, Alex (USA) had 54 and Jim (Russia) 49. As a result, Kate gets 5 VP, Anna gets 3 VP and Alex gets 1 VP.



They proceed to check who has the most Armies on the board. Alex is the clear winner with 8 Armies getting the first place and it's 6 VP. Jim and Kate happen to have 5 Armies each so they both get just 1 VP, the bonus corresponding to third place.

Finally, they check who has the most allied Countries. Anna has 10 Countries so she gets the 7 VP that correspond to the first place, while Alex has 9 Countries and gets 4 VP for second place. Jim and Kate have 8 Countries each, Since they are tied for third place they get the rewards of “fourth” place, which means no points at all.



USA has an additional ability that applies during this step called **Superpower Overstretch**: In each scoring, count the number of Regions in which USA has the most Influence or is tied for most. If that number is less than 4, it gets the corresponding penalty:

0	1	2	3
-8 VP	-6 VP	-4 VP	-2 VP

Game End

The player with the most VP at the end, is the winner. In case of a tie, the winner is the player among those tied who has the majority in the most Regions on the board. If there are still tied players, the player among them with the most Influence cubes in total is the winner. If there is still a tie, players share the victory.