

ACTOR CARD

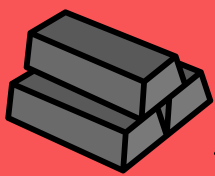
STRATEGIES



& STRAITS

REPUBLIC OF SIMINI

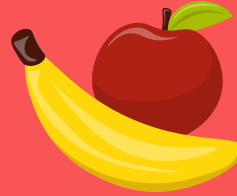
Resources



X2



x5



x3



X3 EVERY ROUND

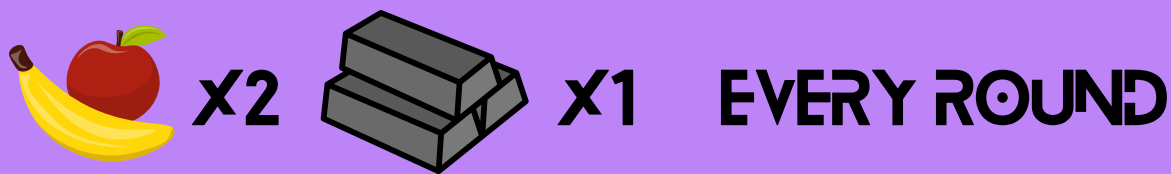
Objectives

- trade 8 oil with other players
- Build an alliance

Development threshold
5 metal, 6 food, 3 oil

EASTERN ANDEA

Resources



Objectives

- build an alliance
- Gain double of one resource of another player

Development threshold:
5 metal, 4 food, 5 oil

GREAT BINDAR

Resources

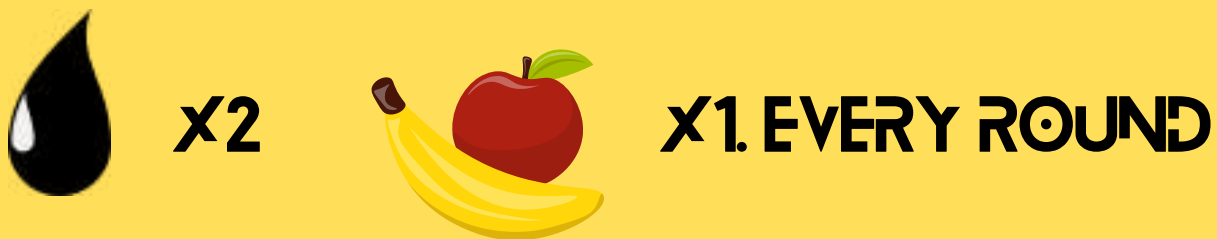


Objectives

- Trade min. once with every player
- build one alliance

Development threshold:
5 metal, 5 food, 4 oil

WENDERY



Objectives

- build an alliance
- trade min. 4 oil and 2 food

Development threshold:

5 metal, 4 food, 5 oil

EVENT CARD

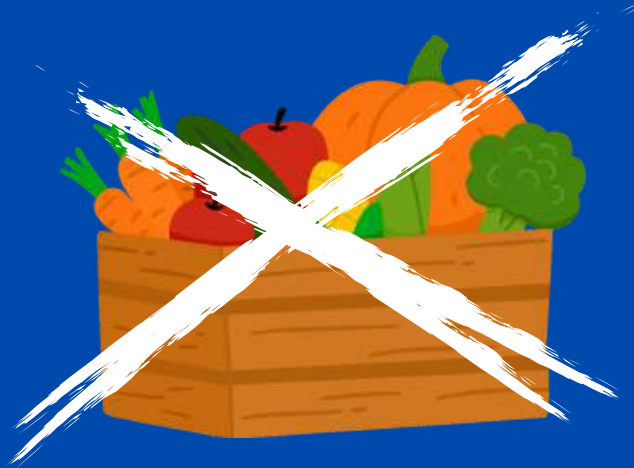
STRATEGIES



& STRAITS

FOOD SHORTAGE

A particularly bad harvest has not been accounted for in the past. Now, the governments are facing a supply shortage.



Everybody loses 2 food.

ATTEMPTED COUP

**... in Simini. As many resources
go into dealing with internal
tensions, Simini engages less
with its neighbouring countries.**



This round, Simini is limited to one action.

REPORT

**...by the ILO reveals that
corporations from Eastern
Andea have severely underpaid
workers for 6 months.**

As Eastern Andea is under pressure. If they do not take
care of fairer wages they will loose alliances.

Make a choice:

**invest 2 metal
in wages**

**lose 1
alliance**



PIRATES!

Your ships get looted.

All ships at sea lose all moving resources.



Everybody, make a choice:

**invest 1 metal in
anti-piracy
campaign**

**no investment,
stay vulnerable to
next piracy attack**

After everybody made their choice, put this card in the deck again. Next time it gets drawn, players that invested one metal in an anti-piracy campaign will not be affected.

FLOOD

A strait is impassable.

Passage 1 cannot be used for one round. No trading is possible amongst this route during this time.



Everybody, make a choice:

**invest 1 metal in
to build
infrastructure**

**invest 1 food into
assisting your
civilians**

You must make the same choice as your allies
or break the alliance.

FLOOD

A strait is impassable.

Passage 2 cannot be used for one round. No trading is possible amongst this route during this time.



Everybody, make a choice:

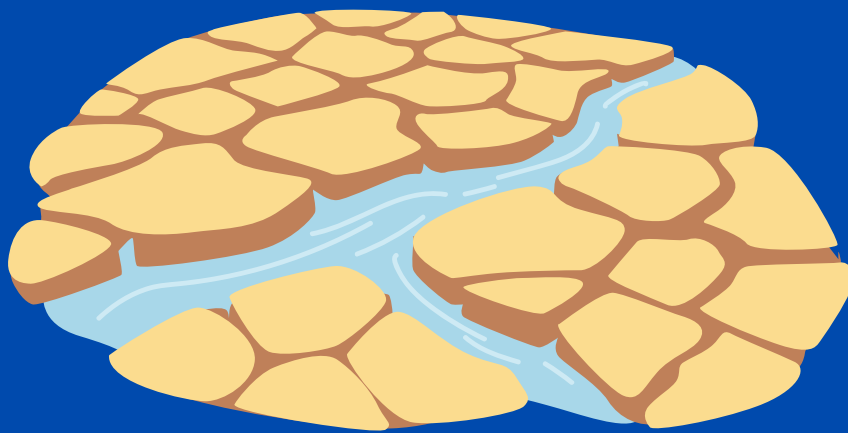
**invest 1 metal in
to build
infrastructure**

**invest 1 food into
assisting your
civilians**

You must make the same choice as your allies
or break the alliance.

DROUGHT

With too little water in it, ocean strait cannot be used - ships could run aground.



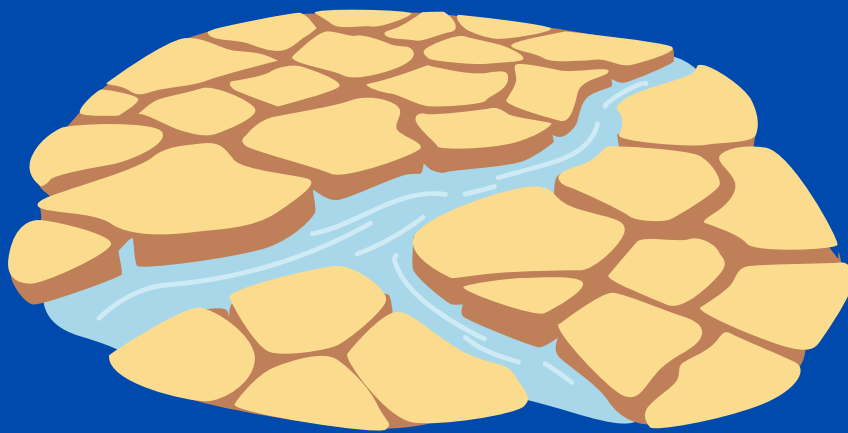
Passage 3 cannot be used for one round. No trading is possible amongst this route during this time, all players loose 2 food tokens.

**invest 3 oil to be
shielded from
droughts for 5
rounds**

**invest 1 oil to be
shielded for 2
rounds**

DROUGHT

With too little water in it, ocean strait cannot be used - ships could run aground.



Passage 3 cannot be used for one round. No trading is possible amongst this route during this time, all players loose 2 food tokens.

**invest 3 oil to be
shielded from
droughts for 5
rounds**

**invest 1 oil to be
shielded for 2
rounds**

FINANCIAL CRISIS

**Your major resource firm has
been found of fraud.**



This will affect the resource you currently have the most
of. Make a choice:

**gain 2 less
resources per
round**

**invest 6 resources
now and resolve
the issue**

MINE

A new mine was found in your country.

You gain 4 of your smallest resource except for food.



PROTEST

**...for a more sustainable
infrastructure and energy
system.**



Make a choice:

**invest 3 metal
now**

**loose 2 oil for 3
rounds**

NEW PORT

...built in your country!

You get one extra move action.



NEW PORT

...built in your Great Bindar!

Great Bindar get one extra move action.



STRIKE

**The workers in your oil mines
are on strike and demand more
investment in their work
environment.**



Make a choice:

**pay them now
4 metal**

**do not
regain oil**

BLOCKADE

**The strongest government
blocks one passage of their
choosing to cut off a resource.**

The player with the highest total amount of resources
blocks a passage adjacent to them. Everbody may now:

- a) negotiate reopening of passage with leading power (no
refill of resource for 1 round)
- b) cut off off that resource until the blocking country
agrees to reopen (no refill of ressource for 3 rounds)

A red container with vertical stripes and a small red square in the top-left corner.

negotiate

A yellow container with vertical stripes and a small yellow square in the top-left corner.

**cut off the
resource**

INVESTMENT

**A major international
organization invests in your
country.**

Gain 1 food.



INVESTMENT

**A major international
organization invests in your
country.**

Gain 1 food.



INVESTMENT

A major international trading organization invests in passage 1.

Efficiency increases. For two rounds, every player has one additional transaction through passage 1.



