GREEN DEAL

by Juma Al-JouJou

Rule Book

In Green Deal you lead an international corporation in 2050! It is your job to increase the profits and plan the finances. You are struggling to secure the liquidity for your next investments and to pay dividends to your shareholders.

But your business must not only be profitable. Due to resource scarcity and social unrest, governments increasingly require clean production and compliance with social norms. Governments commission supervisors to monitor the sustainability of all companies. These supervisors search for a company's flaws and periodically publish sustainability reports documenting problems for the world to see.

The public also has become more demanding. Customers prefer fair trade and organic products. The war for talent has become fierce and workers can choose to work for the most sustainable companies that treat their employees best. To attract these workers, you initiate PR campaigns to boost your image. Your goal is to place first in the frequent surveys which award recognition for the best employer, the most innovative, the greatest socially or environmentally sustainable company. Do good! But as importantly, let people know you're doing good!

Behind the scenes, you may not always be quite as ethical as your carefully crafted public image suggests. You may bribe in order to top rankings. You may exploit your employees to increase your margin. You may evade taxes to get some fresh Cash. It is up to you: how far are you willing to go to capture the victory?

In Green Deal you need Cash for everything. You take loans hoping that no hyperinflation will break out. To realize economies of scale and cost efficiencies you scale your projects or cooperate with competitors in the same cluster. But be careful: direct competitors may compete with your projects and harm you financially!

Finally, investors assess the companies in Green Deal. For the business valuation they determine the most profitable businesses. They want to maximize their yield and will invest only in the most profitable corporations. So you try to maximize your profit before the negotiations with the investors.

Do you have what it takes to be successful in Green Deal?

Content

Description

3-5 players

Age: 12 and up

Playing time: 25 minutes per player

Sub domain: Economic Game

Game Materials

- 1 large game board
- 60 square sustainability tiles (15 for each of the 4 categories: Social, Jobs, etc.)
- 60 sustainability cards (15 for each of the 4 categories: Social, Jobs, etc.)
- 30 action cards; 1 PR card

The Game Board

Sustainability Scale

Each time a player buys a sustainability project, their marker advances in the respective category by the level of the project.

World Map

Acquired sustainability projects are represented by square tiles that are placed on one of these 49 locations. Numbers indicate starting positions for a game of that many players.

Round Bar

Indicates the current round and the occurrence of several evaluations.

Round Order

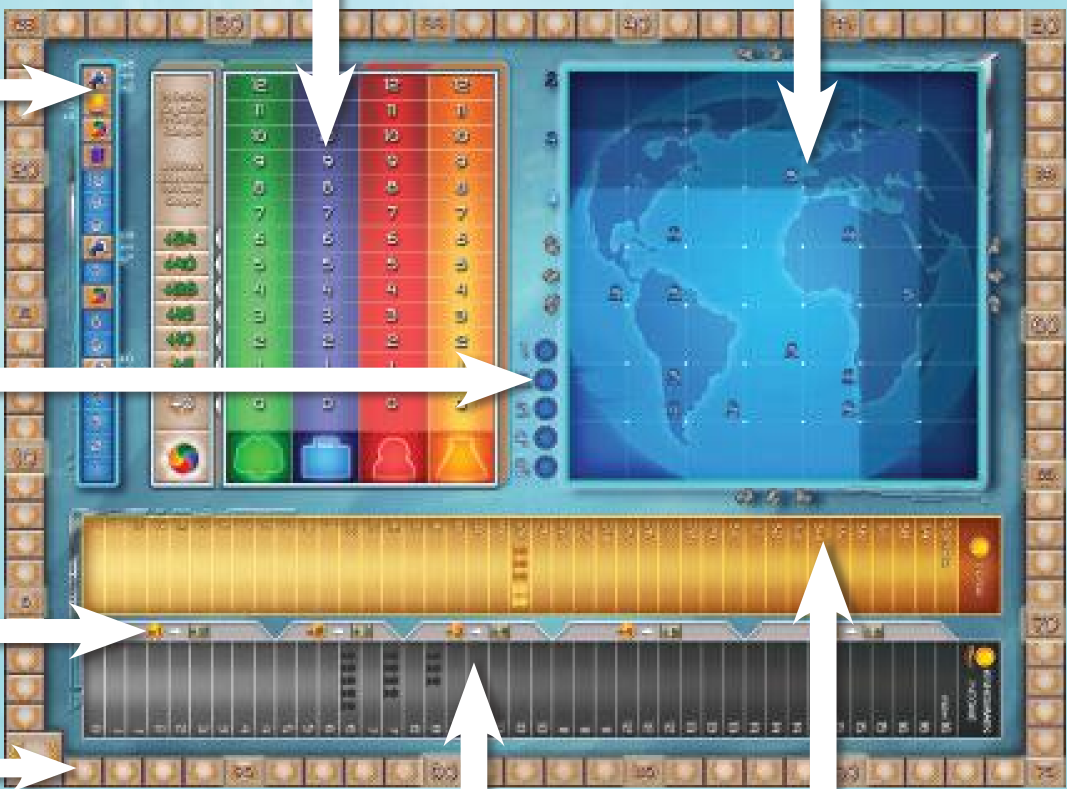
In each round, players place a wooden marker in the order of their bids.

Dividends

The area between the Cash and Income Scale shows their available dividend option depending on the own income.

Victory Points

Victory point track with starting spot.



Income Scale

Indicates how much cash each player receives per round:

Starting income:

3 Players: 8 Income
4 Players: 7 Income
5 Players: 6 Income

Cash Scale

Indicates how much cash each players has. All player start with 20 cash.

The Sustainability Scale

The sustainability scale shows the progress of all players in all four categories (from left to right): Environment, Jobs, Social and Research.

Cash and Income Scale

The upper end represents the maximum of the Income and Cash scale. Your Cash and Income are capped by the scale. Any excess Cash and Income is lost.

- 9 loan cards
- 5 auction wheels and 5 information sheets (1 per player)
- 90 wooden octagon markers (5 colors, one per player)
- 5 turquois stickers, please put the turquois stickers on one octagon marker of each color
- 1 cylindrical round marker
- 9 PR chips
- 5 PR sheets (one per player)
- 1 rulebook

Objective

The player with the most victory points after 10 rounds and 4 final assessments wins. In case of a tie, the player with the higher Income (or more Cash in case of another tie) wins.

6 ways to gain victory points:

- Sustainability cards (victory points on card)
- Paying Dividends (max. one time per turn) *
- Action cards (see appendix) *
- PR assessment *
- Sustainability assessment
- Company Valuation *

** One can play a simpler version of the game without these elements (keep the action card "Tax Refund" that can only give you 4 Cash, though).*

The game lasts 10 rounds. In each round all players complete the auction phase, then the accounting phase, etc.:

1. Auction
2. Accounting
3. Investment
4. Expansion

Over the course of the game, there will be several evaluations of the companies. After the four assessments after the 10th round, the game ends.

After the 10th round, victory points for specific action cards are added.

After the 6th and 10th round there is the sustainability assessment.

After the 10th round the company valuation takes place.

After the 4th, 7th and 10th round the PR assessment takes place.

Then, the game ends.

Set Up

Each player chooses a color and places their wooden markers according to the following:

- 3 player game: 8 Income; 4 player game: 7 Income; 5 player game: 6 Income
- 20 Cash
- 0 victory points (around the edge of the large board)
- Every player starts with one wooden marker on level 0 on each of the four categories of the sustainability scale
- The image markers with a turquois sticker are placed in front of each player (one per player)

Shuffle four decks of sustainability cards (sorted by color) and one deck of action cards. Split the action cards in 2 decks. Place all 6 decks in a row as shown below. Move the top cards one row lower for the current round and place the cards PR Points and Tax Refund and the deck of loans next to them. The new top cards of the decks will be available next round, so everyone can plan one turn ahead.

Current round: The deck of loan cards is sorted by size with the smallest loan on top. At the beginning of each round the following cards are available: the PR Points card, 4 sustainability cards, the Tax Refund (special action card), 2 further action cards and the loan card on top of the deck.

World map: The world map scales based on the number of players. The light blue is for 3 players. The shades show the versions for the 4, and 5 player games.

world map for 5 players

world map for 4 players

world map for 3 players

Turn Phases

Every phase is done by all players before moving on to the next phase. Step 1 is done by all players at the same time. The results of phase 1 will determine the turn order for phases 2-4.

1. Auction
2. Accounting
3. Investment
4. Expansion

1. Auction

Each player simultaneously makes a secret bid on their „auction wheel" for this round's turn order. All players reveal their bid at the same time. The players put their markers on the board according to their determined turn order (image on the right side).

Note that each player can only bid up to the amount of Cash that player currently has on-hand (if someone accidentally bids more than they have, automatically reduce the bid to their current Cash level). If two or more players bid the same amount, the player with less Cash wins the bid. If the Cash is also the same, the player with less Income wins the bid. If the Income is also the same, flip a coin to determine the starting player.

Example: *In this case, the player bids 10 Cash.*

2. Accounting

Each player pays their bid by moving their marker down on the Cash scale by the amount of their bid, whether or not that player chooses to buy a card later.

Next, add Income value to Cash. Your Income level itself does not change in this step.

Example: *If your Cash is 5 and your Income is 7, your marker goes up 7 steps on the Cash scale (so you end up on 12 Cash).*

3. Investment

Each player chooses ONLY ONE of the following five options for taking cards:

- 1 sustainability card
- 1 action card (normal or Tax Refund)
- 1 loan (card on top of the deck only)
- 1 action card (normal or Tax Refund) AND 1 loan OR
- None

A player may (or may not) also perform, in any order, each of the following three actions (in addition to the five options above):

- Buy one PR chip (max. 1 time per round, see also PR)
- Pay Dividends to shareholders (max. 1 time per round)
- Play action cards (that the player already possessed or just bought in this phase; no limit on number)

There are always one fewer sustainability cards available than the number of players. All four sustainability card categories are always displayed for initial selection. In a **4 player game**, after three players take sustainability cards, the extra card is discarded. In a **3 player game**, after two players take sustainability cards, the remaining cards (usually two) are discarded.

1. **Example:** *In a game round with 3 players: The first two players take the cards Environment and Jobs. Then the Social and Research cards are discarded, making it impossible to take a sustainability card any more in the current round.*

2. **Example:** *In a game round with 4 players: The first three players took the Environment, Jobs and Social cards. Then the Research card will be discarded. The fourth player won't be able to take a sustainability card in this round.*

After each round, unselected sustainability and action cards go to the discard pile and the cards on top of each deck for the next round are moved down to the row for the current round.

No matter whether a player buys a sustainability card, action card or takes a loan etc., a player can ALWAYS buy one PR chip and can ALWAYS pay Dividends to their shareholders. Both regardless of whether other users have done the same. If a player possesses an action card (bought in the current or previous rounds), the player can use the action card in this phase if it is not mentioned explicitly that the card should be used differently or in another phase.

Players are free to choose the order in which they perform their preferred options/actions in this phase (a player can first buy a PR chip, then an action card, then pay Dividends and play an action card or in completely different order).

Example:

A player can first buy a PR marker and then an action card, pay Dividends, play an action card previously purchased or perform these steps in another order.

Whenever a player buys a sustainability or action card, it is not immediately replaced with a new one. In other words, when the first player buys a Jobs card, no other players can buy Jobs cards in the same round, since only one Jobs card is available in each round. Note that Loans may be taken by multiple players per round.

Sustainability cards

There are 5 important pieces of information on each sustainability card:

- **Sustainability Category** (Environment, Jobs, Social or Research)
- **Cash** to be paid
- **Victory points** that you get for this card
- **Income**, change in steps on Income scale
- **Project size** between 1 (cheap) and 5 (expensive)

Adjust the Cash, Income, victory points and sustainability scale according to each card purchased and stack the card in front of you until the end.

Example:

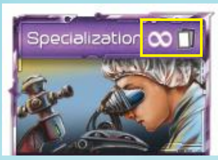
If your Income is 5 and you buy a sustainability card that raises your Income by 2, then move your marker on the Income scale two steps and ending with Income of 6.

Furthermore, if your Income or Cash would drop down below 0 due to a card, then you can't buy that card.

Adjust the sustainability scale by moving up your marker in the respective category by the project size (as in the example below).

Example:
If you bought a Research card of size 5, you go 5 steps up on the sustainability scale. On this scale, all sustainability efforts are aggregated per category. It basically shows the level of investment the player did in Research.

Action cards

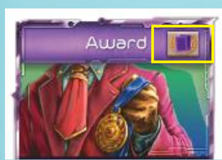


Activation of action cards

Some action cards have a white card icon in the top right. These cards can only be played them in the Investment phase (unless otherwise written) of the owner‘s turn, in any order. If there is no hand card icon, then the effect of the card is immediately active. Stack active and already played action cards in front of you until the end.

Duration of effect of action cards

The horizontal eight icon in the top right means that once the effect is triggered, it applies until the end of the game. If there is no such icon the effect is one time only (unless explicitly stated otherwise).



Victory points after the 10th round

Action cards that give extra points in the end of the game have an icon with two violet cards and the victory point symbol. These action cards are only played in the assessment with the same icon after the 10th round.

All action cards are explained in detail in the appendix.

Tax Refund

Tax Refund is a special action card that is available to all players in each round. All players can use it in a round, no matter how many other players also have used it (the card stays in its place at all times). If a player uses this card, the player can’t also buy an additional action card or sustainability card this round. However, the player can combine this action card with a loan.

If a player uses the Tax Refund, the player can EITHER take a PR chip for free (the biggest one available) OR receive 4 Cash for free, but not both.

PR

All cards and PR points must be shown openly in front of each player. No matter which cards players purchase, they can always buy PR points (if PR chips are still available). The PR campaign card simply shows the cost of PR points. Like the Tax Refund card, the PR card stays in its place at all times. Each player may buy only 1 PR chip per round (you can’t split 3 PR into a 2 and 1 PR chip). So, if you buy 3 PR points, then you get one 3-point chip. You may only buy chips, which are available.

Note: If you take a PR chip for free from the Tax Refund, you may still also buy 1 PR chip. So by using the Tax Refund, you can get 2 PR chips in a round.

Loans

A loan may be taken in a round by a player ONLY if he does not buy a sustainability card in the same round. Each loan can be repaid, in full or in part, only once during the game (not some of a loan in one round and the rest of that loan later). This may be in any of the player’s turns (in investment phase), but no later than in his last move in the 10th round. If the player does not fully repay his loan, he gets a penalty. For each Cash unit that a player doesn‘t pay back, the player loses 2 victory points.

Example: *If he does not pay back a loan of 10, then he will get 10 * 2 = 20 victory points deducted. If he pays back 7, he gets 3 * 2 = 6 victory points deducted.*

After paying back the loan, the loan goes to the bottom of the loan pile and is available again.

If the player does not pay back the loan at all, he loses the respective victory points at the end of his turn in the 10th round. A player may not pay back a loan and take another loan in the same round. Also, a player may not have more than 3 loans at any time. A player may repay multiple loans in one round.

Hint: *If you don’t happen to take a sustainability card in the first 6 rounds and if you do not have a lot of Cash already, it is usually a good idea to take a loan. However, you will want to plan for paying it back in the last game rounds.*

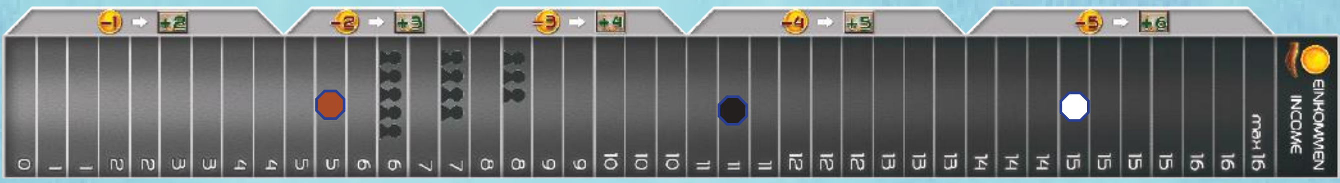
Dividends

As the CEO of a corporation you also want to satisfy your shareholders. Once per round, a player can pay Cash as Dividends. The amount of Cash that can be paid depends on a player’s position on the Income scale. The Dividends to shareholders earn the player victory points. One may pay only what is indicated on the Income chart next to one’s own position (not more, not less). The more profitable your company is, the more Dividends the shareholders expect! So the higher your Income, the more Cash you pay for Dividends. Remeber, in Dividends you always pay in Cash, not in Income!

Example:

In this case, brown could pay 2 Cash to get 3 victory points, black 4 Cash for 5 victory points and white 5 Cash for 6 victory points.

Hint: *For dividends, the higher the Income, the worse the ratio of costs to victory points. Thus, paying dividends is especially attractive if your Income is low or if you have money left that you cannot otherwise invest reasonably near the game end.*



4. Expansion

Square tiles represent the four sustainability categories with numbers ranging from 1 to 5.

If you bought a sustainability card, find a tile corresponding to its category and size and place it on the world map with a marker of your own color.

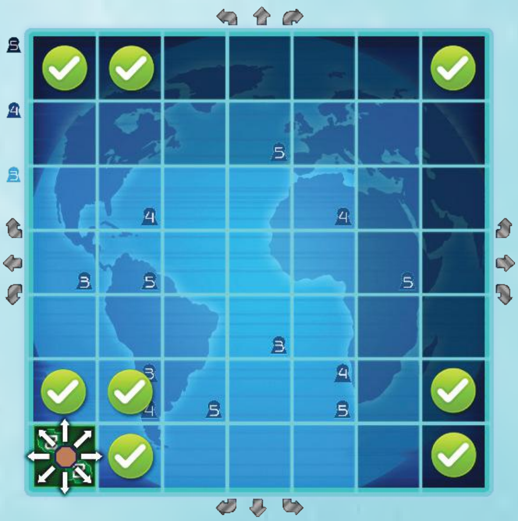
The first tile that each player places must be put on one of the starting positions, according to the number of players.

Players may not prevent a player from placing their first tile by blocking a remaining starting position.

All following tiles have to be placed next to one of your existing tiles on an empty space on the board (vertically, horizontally or diagonally), so your projects expand geographically. Also note that every spot has 8 possible adjacent spaces. If you currently have a tile on the edge, you may place a new one at the three „adjacent“ fields on the other side of the board. If you have a tile in a corner, then you may place the new one in the other three corners, as indicated in the example to the right.

In the very rare case that a player can't place a tile adjacent to their existing ones, the player can place the new tile on any empty spot on the world map.

Example: *With four players each player starts with their first tile on a square labeled "4".*



If you place a tile horizontally or vertically (not diagonally) adjacent to a same-colored tile of another player, you **must** either cooperate or compete, as explained below. Note the other player cannot veto your choice to cooperate or compete. If you place it next to your own tile of the same category you „cooperate“ with yourself but you get the Income increase only once (see example on next page).

Cooperation

With cooperation, synergies between projects result in lower costs and thus improved Income (economies of scale). Two conditions need to be met if you want to cooperate with a tile you just placed:

- Both tiles are horizontally or vertically adjacent (not diagonally!).
- Both tiles belong to the same category (Jobs, Social, etc.)

The Income markers of both players increase by the same number of steps on the scale by the average of both project sizes (rounded down if necessary). It is also possible to cooperate with oneself or others multiple times with one tile placement if the new tile fulfills the conditions explained above.

Example 1:

3 next to 5 would simply average to 4 (so each player would increase their Income by 4 steps on the scale). In another example, 2 next to 3 averages to 2.5 which would then be rounded down to 2 (so the Income of both players would increase by 2 steps).

Example 2: *In the picture the brown player has placed the 3 Environment tile in the other adjacent corner. Since the 2 (tile in the bottom) and 3 Environmental tiles are vertically adjacent, the brown player can „cooperate“ with himself and gets the average of the two numbers, namely (rounded down) 2 steps of Income increase on the Income scale.*

One gets the Income increase only once, namely when the tile is placed.

It is also possible to cooperate multiple times with oneself when one places a tile horizontally or vertically adjacent to several own tiles of the same category.

Competition

In a competition the owner of the stronger tile can harm the owner of a weaker tile.

3 conditions need to be met if you want to compete with a tile you just placed:

- Your and the other tile are horizontally or vertically adjacent (not diagonally!).
- Both projects belong to the same category (Jobs, Social etc.).
- Your tile is stronger than the other one.

First, determine the difference between the strengths of the two projects. The Income of the player who owns the stronger project increases by this difference in steps on the Income scale, while the Income of the player who owns the weaker project decreases by the same amount of steps. One can only gain as many Income steps as the weaker player can lose, such as when a weaker player would go below zero on the Income scale.

Example:
Brown has a 3 Environment card, white has a 1 Environment card; 3 - 1 = 2
Brown: + 2 Income

White: - 2 Income

Brown could also choose to cooperate with white. In this case brown would get +2 Income and white would gain +2 Income as well.

The player who actively puts a tile on the board can decide whether to cooperate or enter into competition. The passive player (white in this case) must enter the cooperation or competition as decided by the active player.

With one placement, brown “cooperates” with itself and thus achieves +2 Income and competes with white and again gets +2 Income. In total brown, has increased his Income by 4 steps and reduced the Income of white by 2 steps.

As mentioned above, you have to cooperate or compete when you place a tile of the same category horizontally or vertically adjacent to an existing one.

If you place a tile horizontally or vertically adjacent to one of your own tiles of the same category then you automatically „cooperate“ with yourself. Note that you obviously can’t compete with yourself.

It is also possible with the placement of one tile to compete multiple times when one places a tile horizontally or vertically adjacent to several tiles of the same category. It is possible to compete with one adjacent tile and cooperate with another adjacent one, even if both adjacent tiles belong to the same opponent.

Theoretically it is possible to cooperate/compete up to 4 times with each tile since a cell on the world map has 4 adjacent (horizontal and vertical) cells.

You can only decide between cooperation and competition if your project is stronger (higher number) than the respective tile of the other player. Otherwise, you have to cooperate.

Hint: *If it is tough for you to decide between cooperation or competition, you can simply compare how much additional Income you get relative to each opponent.*

Hint: *In total the sustainability cards tend to reduce the Income. Only after taking into account the options on the world map can you assess a card’s financial benefit.*

Setup for next round

If each player has finished their turn, all sustainability and action cards that have not been bought in this round go to the discard pile and the cards for the next round are put in the row of the cards for the current round. The cards for the next round become visible immediately (because all card values are printed on front and back).

PR Assessment

PR points allow the current owner to communicate their sustainability efforts to the public in order to obtain a better image. What a company is doing objectively for sustainability is important, but public perception is also crucial.

After the 4th, 7th and 10th rounds the PR Assessment starts: All players secretly and simultaneously place (cover with hand) as many of their purchased PR chips as they want in the same or different sustainability categories on their PR sheet. Each player may save up to one PR chip for future PR assessments by placing it on the circle “1x” in the middle of the PR sheet (the other chips need to be submitted after the assessment!). Once everyone is ready, all PR sheets are revealed at the same time.
Next, the four sustainability categories are assessed, one at a time. Each player has one image marker with a turquois sticker that is used to mark the player‘s TEMPORARY position

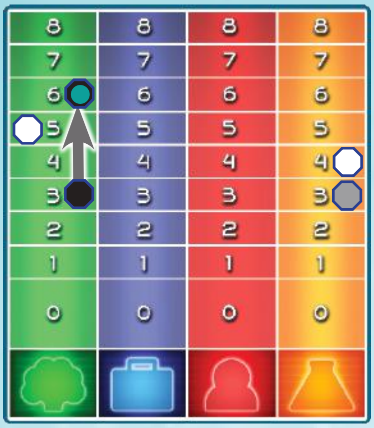
in a category by adding the PR points spent to that player's current position on the Sustainability Scale. Your image is always at least as good as your objective position created by projects and can temporarily reach levels higher than 12.

Example: *If you've achieved level 1 in Research and choose not not to use any PR points, then the public will perceive you in terms of Research level 1.*

Assess the four sustainability categories one after the other:

1. **8 Victory Points** for the player with the best image
2. **4 Victory Points** for the player with the 2nd best image
3. **2 Victory Points** for the player with 3rd best image

Note: You can't gain victory points in a category when your image is at level 0 (but you can increase your image from level 0 by PR). In case of a tie, evenly divide the victory points of the respective tiers among the tied players (round down if necessary).



Example: *In a draw between 2 players for first place, both players get 6 points (8+4 =12 to be divided); if 3 players share the first place they get 4 victory points (8+4+2=14 to be divided)*

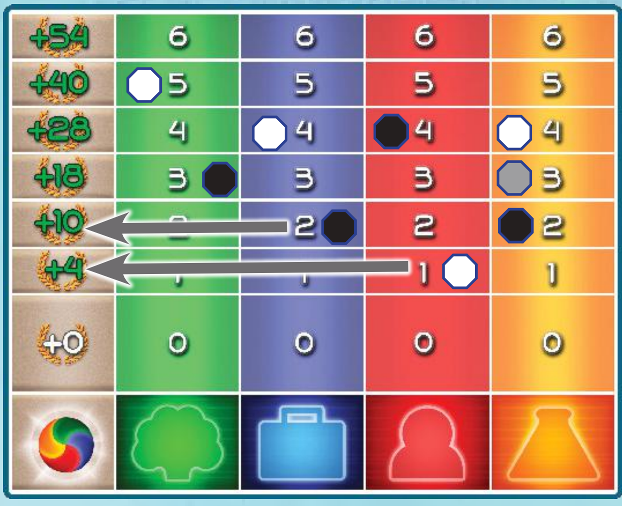
PR campaigns have a short-term effect: Used PR chips must be discarded (and are available for purchase again) and the image markers are put back in front of the players.

Example Environment track:
As you can see on the PR sheet on the right hand-side, the black player places 3 PR points on Environment in the PR rating. These 3 points are added to the existing points in Environment with the black image marker. The black player gets a better image concerning Environment than the white player. Thus, the black player gets 8 victory points and the white player only 4 victory points. The 2 PR point chip is saved for a future PR assessment.

Sustainability Assessment

This assessment takes place after rounds 6 and 10. They represent sustainability reports that are written by inspectors sent by the government to monitor if your production is clean and if you comply with social standards. These reports are publicly available and also point to the weaknesses of companies in their sustainability. Therefore, each player gets points for their weakest sustainability goal (max. 54 points). In this assessment, you can't use PR points. It is therefore important to consider all sustainability categories, so that you get extra victory points after the 6th and 10th round.

Example: *The white player has the least in Social of all four categories (Level 1). White gets 4 extra victory points in this assessment. In contrast, the black player is worst in Jobs and Research (level 2). That results in 10 extra victory points for the black player.*



Company Valuation

After the sustainability assessment after the 10th round investors approach the corporations and the Company Valuation takes place. Investors want to maximize their return on investment so they will only invest in the most profitable corporations.

The player who has the most Income earns 12 victory points, the 2nd best player on Income receives 8 victory points and the 3rd best player on Income gets 4 victory points. In a tie the players share the respective points (similar as in PR assessment).

1. **12 victory points**
2. **8 victory points**
3. **4 victory points**

Example: *Two players are on the same Income step and have more Income than all other players. They share the points for the first and second rank, so they both receive 10 victory points: (12+8):2=10*

End of Game

After the 10th round players receive victory points if their actions cards award them extra points.

Then, the sustainability assessment, company valuation and finally the PR assessment are conducted. Then the game is over and the player with the most victory points has won! In case of a tie, the player with the higher Income (or more Cash if another tie) wins the game.

Addition (Action Cards)

Explanation of all 29 action cards (in alphabetic order).

All action cards must be shown openly in front of each player.

Hint: In case of a deduction of victory points one can have a negative score.

1 Award

At the end of game, you receive 3 victory points for each of your sustainability projects.

2 Bribe

You win all ties in auctions, PR and company valuation until the end of the game!

If you bid the same amount in an auction as one or more other players you always win the tie regardless of Cash or Income.

3 Cash Cow

You always receive +7 Cash (also retroactive), if one of your sustainability markers reaches level 7 (max. 1 time per category).

Example: If you get to level 7 with a sustainability card you just picked, you still need to fully pay for the card before receiving the 7 Cash bonus.

4 Cluster

After the 10th round you receive +12 victory points for each 2x2 square of 4 of your adjacent sustainability tiles. Each tile can be counted for one square only. The square of tiles can be connected via the edges or corners of the world map.

5 Competitive Analysis

This means that if you place a tile diagonally adjacent to a tile of another player of the same category you can (in this case you don't have to) compete if both tiles are of the same category and yours is stronger. Then your Income increases and your opponent's Income decreases according to the rules of competition.

This card can't be played against the owner of the action card „Hire Lawyer".

6 Dumping Wages

You lose two victory points and your Income increases by 5 steps.

7 Frontrunner

After the 10th round you receive +10 victory points for each of your sustainability markers (without PR) that reached at least level 9 (only once per category possible).

8 Good Tax Morale

You simply lose 6 Cash to gain 13 victory points.

9 Growth

After the 10th round you receive additional victory points: Determine the longest linear connection of either horizontally or vertically adjacent sustainability tiles of yours on the world map (in one direction only, no turns). These tiles can also be connected via the edges of the world map. For each tile of yours in this longest connection you get +3 victory points.

10 Hire Lawyer

If a player places a tile of the same category adjacent to yours, that player has to cooperate with you because he can't compete with you anymore.

11 Hyperactive

Receive 4 victory points for each of your action cards after the 10th round.

12 Hyperinflation

You may only play this card before an auction (and after each player finished their turn). Then, all players (including yourself) lose half their Cash.

Example: *9 Cash would be reduced by 4 Cash and result in 5 remaining Cash.*

If the Hyperinflation and the Lawsuit are both played at the end of the same round, first the Hyperinflation and then the Lawsuit are executed.

13 Industrial Spying

You can use this card 3 times (not necessarily in 3 consecutive turns). However, you need to announce it before the auction. If you use it you can sit back. After all other players have revealed their bid, set your bid.

If the cards Sabotage and/or Industrial Spying and/or Insider Trading are played after one auction, then first Sabotage, then Industrial Spying and then Insider Trading are executed.

So if another player has the "Insider Trading" action card, then this player can still increase or decrease their bid by 1 after you have used this card.

14 Insider Trading

Example 1: *You bid 7, one other player also bids 7. After revealing all bids, you increase your bid by 1 to 8 to win the auction. Of course you also need to pay your bid of 8, then.*

Example 2: *You bid 7, one other player bid 9, and another player bid 5. After revealing all bids, you realize that you can't improve your rank in the auction. Thus, you lower your bid from 7 to 6 to simply save 1 Cash. Then, you just need to pay your bid of 6.*

If the cards Sabotage and/or Industrial Spying and/or Insider Trading are played after one auction, then first Sabotage, then Industrial Spying and then Insider Trading are executed.

15 Internationalization

In 2 of your turns (you can choose any 2) in which you buy a sustainability card, you can place the region tile anywhere on a free spot on the board, independent of normal placement rules (does not have to be adjacent to any of your existing tiles).

16 Latitude

After the 10th round you gain additional victory points. Determine your longest connection of diagonally adjacent (just one direction, no turns) tiles on the world map. These tiles can also be connected via the corners or edges of the world map. For each tile in this connection you receive +3 victory points.

17 Lawsuit

You can play this card only before an auction (and after each player finished their turn). Then, all other players lose 2 Cash and you receive this total Cash amount. Players with less than 2 Cash lose their remaining Cash.

If the Hyperinflation and the Lawsuit are both played at the end of the same round, first the Hyperinflation and then the Lawsuit are executed.

18 Market Screening

In one of your future rounds (not this one) you can buy one additional card. Once per game you can buy for example 2 sustainability cards OR 2 action cards OR 1 sustainability and 1 action card OR take a loan and still buy a sustainability and/or an action card.

In a 3 or 4 player game the sustainability cards are only discarded after 2 or 3 players took a sustainability card. Thus, when you use Market Screening, one more sustainability card may be taken in total in comparison to other rounds.

19 PR Analysis

In the PR assessment, you can sit back and wait. After all other players have placed their PR chips, you can check how they placed their PR chips and then place your PR chips.

20 PR Consultant

You can buy up to 3 PR as single PR chips, namely three 1 PR chips, or one 1 PR and one 2 PR chip in one round (as available). Furthermore, PR is cheaper for you for the rest of the game because 1 PR point costs you only 1 Cash.

21 PR Machine

Each time you win the PR assessment in one category, you get +3 additional victory points (only if you are the sole leader, not in case of a shared first). If you win a tie for first rank in PR due to your "Bribe" action card, you receive the PR Machine bonus.

22 Resource Transfer

Reduce your marker in one sustainability track by 3 steps and increase in another track by 2.

Example: *Reduce your environmental marker from level 9 to 6, and increase your job marker from 0 to level 2. That way, you can gain more points in the sustainability assessment.*

23 Sabotage

You can manipulate the auction to win with any bid only once. Directly after the auction wheels are revealed, you declare to use this action card. You win the auction but you still have to pay your bid. The turn order among the other players stays the same.

If the cards Sabotage and/or Industrial Spying and/or Insider Trading are played after one auction, then first Sabotage, then Industrial Spying and then Insider Trading are executed.

24 Specialization

Define one sustainability category. All cards of this category will be 7 cheaper for you for the rest of the game (minimum cost of 0, you don't receive Cash if a card costs less than 7).

25 Super Dividends

You immediately receive 4 victory points. In addition, each time you pay Dividends you receive an additional victory point.

26 Sustainability Report

After the 10th round you receive additional victory points: determine your lowest level in the sustainability scale and multiply this level by 3.

Example: *After the 10th round you receive 28 victory points in the sustainability assessment, because you reach level 4 in your weakest category. This action card gives you 4*3=12 additional victory points.*

27 Tax Evasion

Simply lose 3 victory points to get 10 Cash.

28 Tough Competition

If you compete on the world map with a level 5 tile against a level 2 tile, you usually get the difference as Income increase (in this case +3 Income). If you owned the "Tough Competition" card however, you would get additional +2 Income, thus +5 for you, and -5 for your opponent.

This card can't be played against the owner of the action card „Hire Lawyer".

29 Tricky Accounting

After the 10th round, your Income increases by 8 steps. This way you may get more points in the Company Valuation assessment.

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