



Industry Structure Card Backs  
Print this page twice.

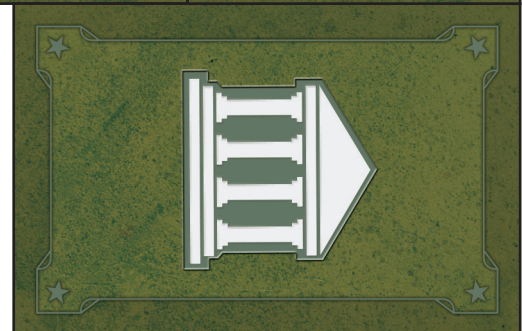
If you plan to sleeve your cards with  
opaque backs, you do not need to  
print this page at all.



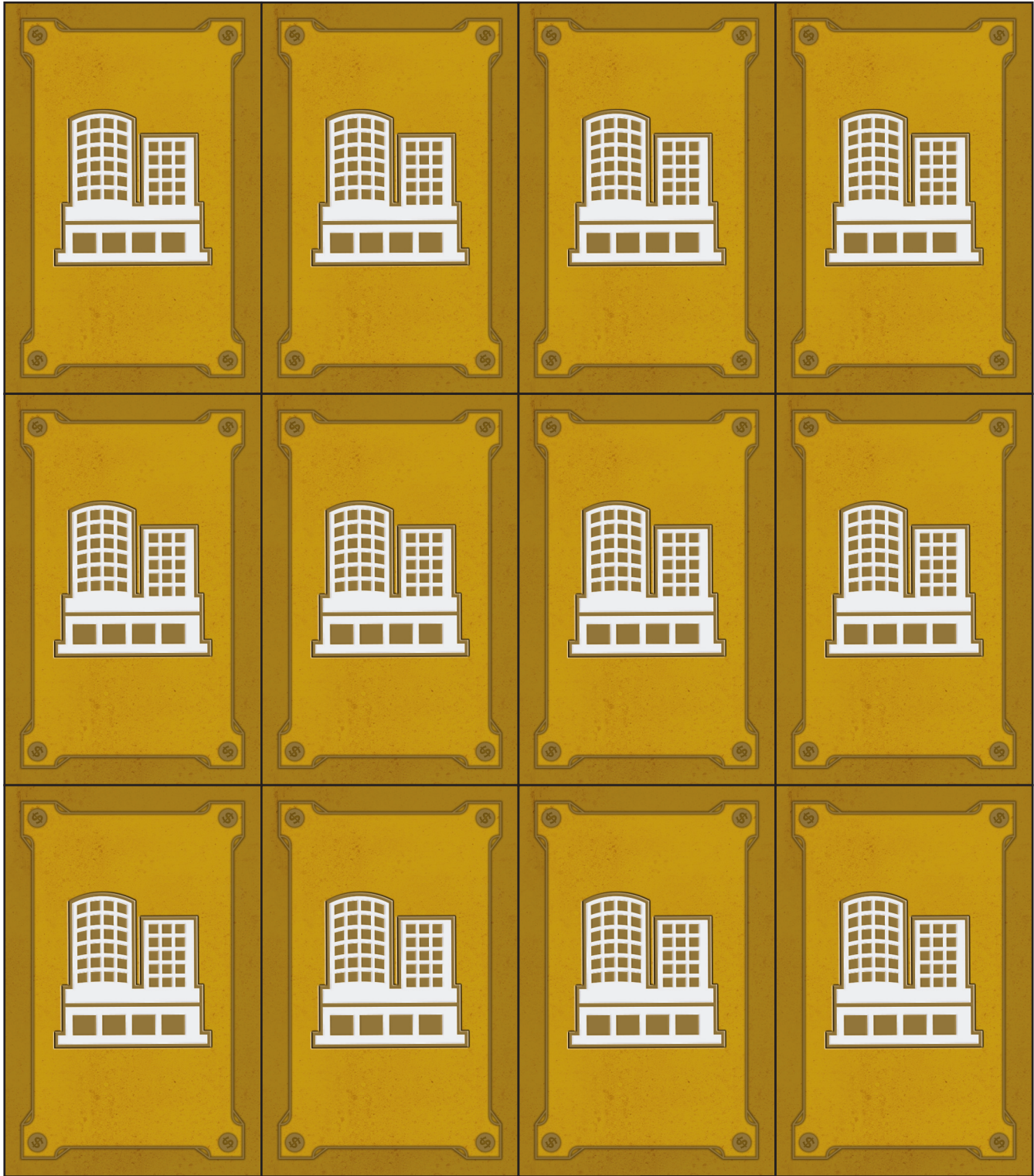


Government Structure Card Backs  
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If you plan to sleeve your cards with  
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Commerce Structure Card Backs  
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Commerce Structure Card Fronts  
Page 1 of 2





Commerce Structure Card Fronts  
Page 2 of 2





Government Structure Card Fronts  
Page 1 of 2





Government Structure Card Fronts  
Page 2 of 2





Industry Structure Card Fronts  
Page 1 of 2





Industry Structure Card Fronts  
Page 2 of 2



6 Late Global Impact Card backs.

On the next page are 9 Early Global Impact Card backs.

If you plan to sleeve your cards with opaque backs,  
you do not need to print this page at all.





EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**



EARLY

**GLOBAL  
IMPACT**

**CLASSIFIED**

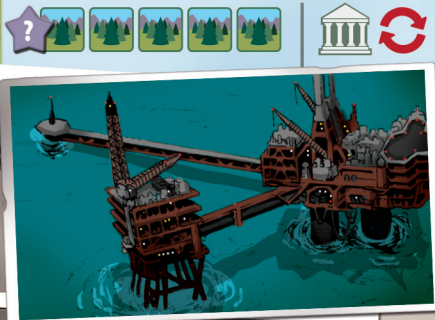




6 Late Global Impact Card fronts.  
On the next page are 9 Early Global Impact Card fronts.



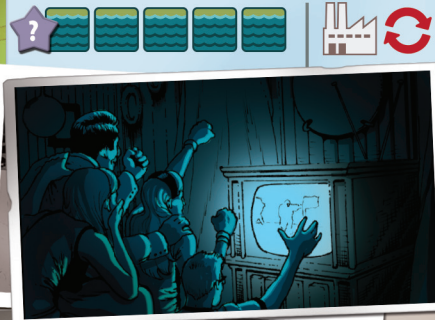
## OIL BOOM



Immediately, (in turn order starting with the active player), each player may drill for oil, as if using the **Oil Drilling** board location.



## MOON LANDING



Until another Global Impact card is triggered, players may freely discard Science tokens. 1 VP is gained by the player for each Science token discarded.



## INDUSTRIALIZATION



Immediately place 1 Steel on each Industry board location. Then, each player gains 1 Pollution token from the supply and places it in their own Environment.



## IMPERIALISM



Beginning with the Active player, each player draws **one** card from the Structure deck of their choice, and keeps it as though it had been purchased normally.

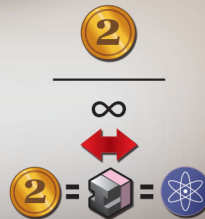
If your Structure indicates that it causes pollution or contamination when purchased, pollute your environment as normal but take the token from the **supply**, not from the Global Impact track.



## FREE TRADE



Immediately, (in turn order starting with the active player), each player gains \$2, and then may trade as if using the **Trade** board location.



## CIVIL RIGHTS



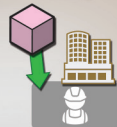
Immediately, (in turn order starting with the active player), each player chooses to either gain 1 Worker or gain 5 VP.



## CHEAP IMPORTS



Immediately place 1 Plastic on each Commerce board location.



## AUTOMATION



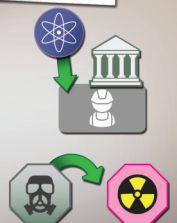
Beginning with the active player, each player may discard 1 Worker. Each player that does so gains 3 VP and one Energy die, choosing between Coal and Nuclear.



## THE ATOMIC AGE



Immediately place 1 Science token on each Government board location. Then, each player flips over one Pollution token in their own Environment to become Nuclear Contamination.





<p><b>YOUR TURN: WORK OR GENERATE</b></p> <p><b>WORK</b></p> <ol style="list-style-type: none"> <li>1. Place 1 worker on a <b>main board location</b> (stacked with Energy if required or desired), then activate that location.</li> <li>2. Activate your own desired <b>structures</b> of the correct <b>type</b> and/or your <b>Nation</b> card using Energy/workers.</li> </ol> <p><b>GENERATE</b></p> <ol style="list-style-type: none"> <li>1. You may claim <b>1 Achievement</b> if you still have 2 or more unused workers + Energy.</li> <li>2. Return all workers to your player mat and discard <b>all</b> Energy you have left.</li> <li>3. Refine Oil; gain 1 temporary Oil die per barrel.</li> <li>4. Roll desired Energy dice and collect Energy.</li> <li>5. Pollute your Environment according to your highest die result (or discard 1 token from the Global Impact track if you didn't pollute.)</li> </ol>	<p><b>YOUR TURN: WORK OR GENERATE</b></p> <p><b>WORK</b></p> <ol style="list-style-type: none"> <li>1. Place 1 worker on a <b>main board location</b> (stacked with Energy if required or desired), then activate that location.</li> <li>2. Activate your own desired <b>structures</b> of the correct <b>type</b> and/or your <b>Nation</b> card using Energy/workers.</li> </ol> <p><b>GENERATE</b></p> <ol style="list-style-type: none"> <li>1. You may claim <b>1 Achievement</b> if you still have 2 or more unused workers + Energy.</li> <li>2. Return all workers to your player mat and discard <b>all</b> Energy you have left.</li> <li>3. Refine Oil; gain 1 temporary Oil die per barrel.</li> <li>4. Roll desired Energy dice and collect Energy.</li> <li>5. Pollute your Environment according to your highest die result (or discard 1 token from the Global Impact track if you didn't pollute.)</li> </ol>	<p><b>YOUR TURN: WORK OR GENERATE</b></p> <p><b>WORK</b></p> <ol style="list-style-type: none"> <li>1. Place 1 worker on a <b>main board location</b> (stacked with Energy if required or desired), then activate that location.</li> <li>2. Activate your own desired <b>structures</b> of the correct <b>type</b> and/or your <b>Nation</b> card using Energy/workers.</li> </ol> <p><b>GENERATE</b></p> <ol style="list-style-type: none"> <li>1. You may claim <b>1 Achievement</b> if you still have 2 or more unused workers + Energy.</li> <li>2. Return all workers to your player mat and discard <b>all</b> Energy you have left.</li> <li>3. Refine Oil; gain 1 temporary Oil die per barrel.</li> <li>4. Roll desired Energy dice and collect Energy.</li> <li>5. Pollute your Environment according to your highest die result (or discard 1 token from the Global Impact track if you didn't pollute.)</li> </ol>
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5 Nation Card backs.  
Print this page twice.

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5 Nation Card fronts.  
 Page 1 of 2



5 Nation Card fronts.  
Page 2 of 2



Gameboard upper left section



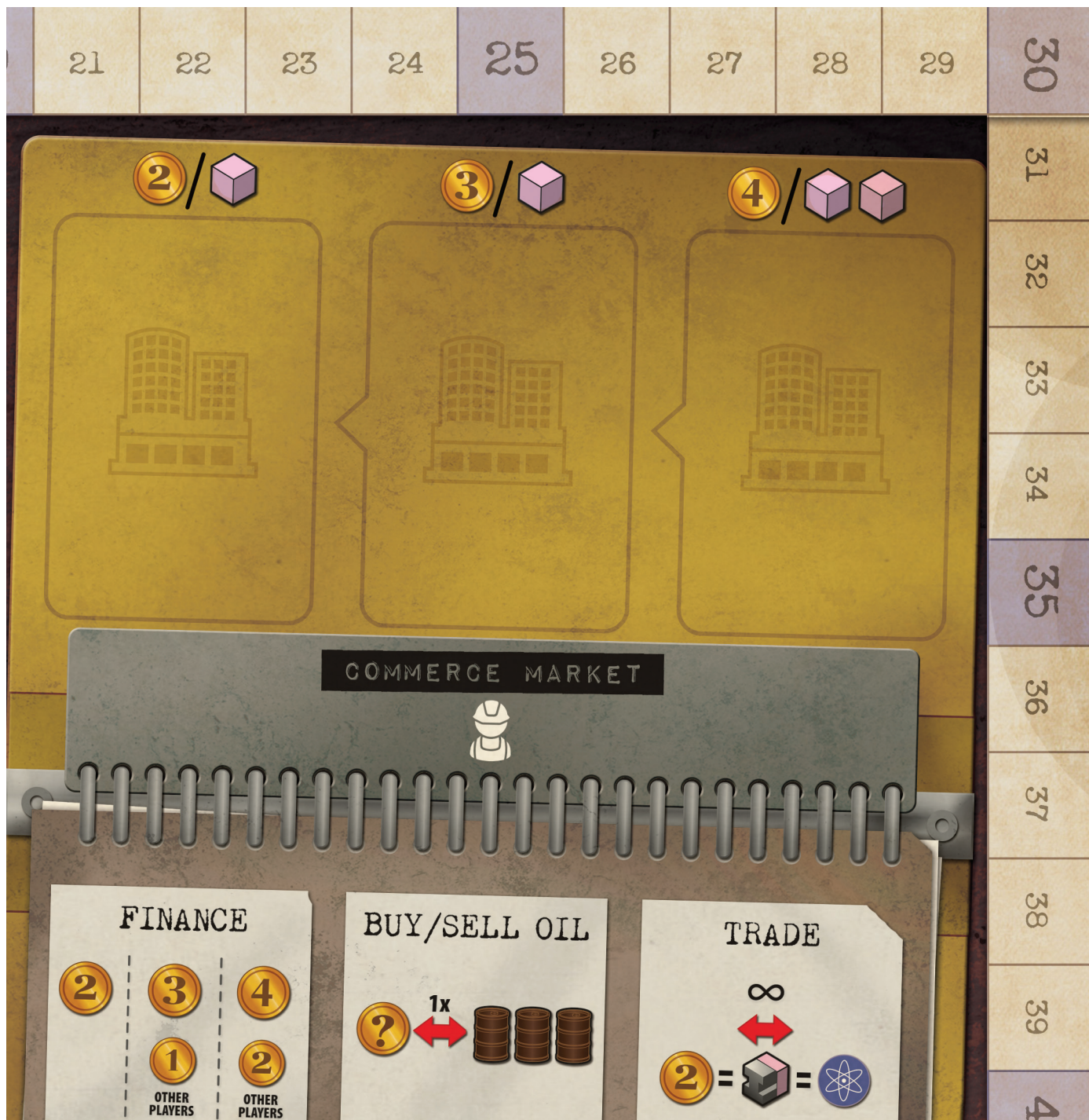


Gameboard upper middle section





Gameboard upper right section





Gameboard lower left section





Gameboard lower middle section





Gameboard lower right section





ENVIRONMENT


ACHIEVEMENTS

(maximum 5)

WORKERS

6	4	5	2	3	1
<div> <div>ENERGY</div> <div> <div></div> <div></div> <div></div> </div> </div> <div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div>

2

2

2

2

2

A vertical strip of five yellow, textured rectangular panels, each with a different icon in the top right corner. The icons are: a red circle with a right arrow, a pink cube, a grey 3D block, a blue atom symbol, and a brown barrel.



# ENVIRONMENT

## ACHIEVEMENTS

WORKERS

ENERGY	
6	    
$\frac{4}{5}$ $\frac{2}{3}$	    
1	    













The image displays a board game interface with several tracks and components. At the top, the 'ENVIRONMENT' track consists of a 3x5 grid of icons: clouds, forests, and water, each with a star rating. Below this is the 'ACHIEVEMENTS' track, featuring a grid of lightning bolts and a 'WORKERS' track with worker icons. The bottom section shows a '1' icon, a pink cube, a grey block, a blue atom symbol, and a brown barrel. The right side of the image shows a dark grey background with a grid of star ratings (1, 2, 3) and a large '1' icon.



## Achievement Tile Fronts





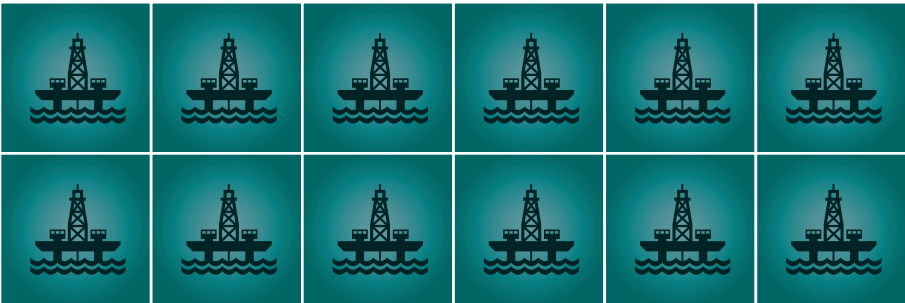
Achievement Tile Backs; optional print



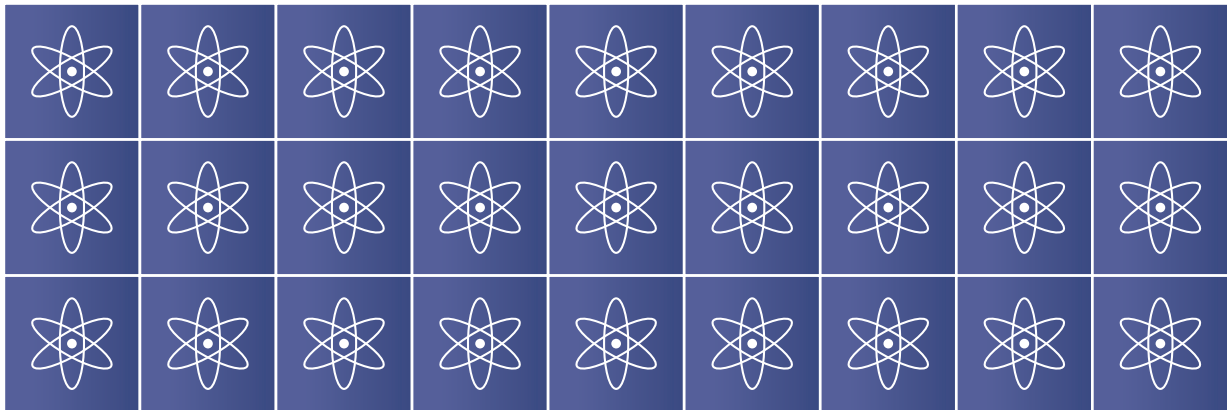
Oil Well fronts



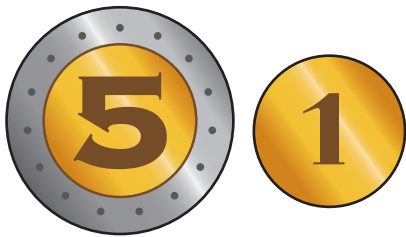
Oil Well Backs



Science Tokens

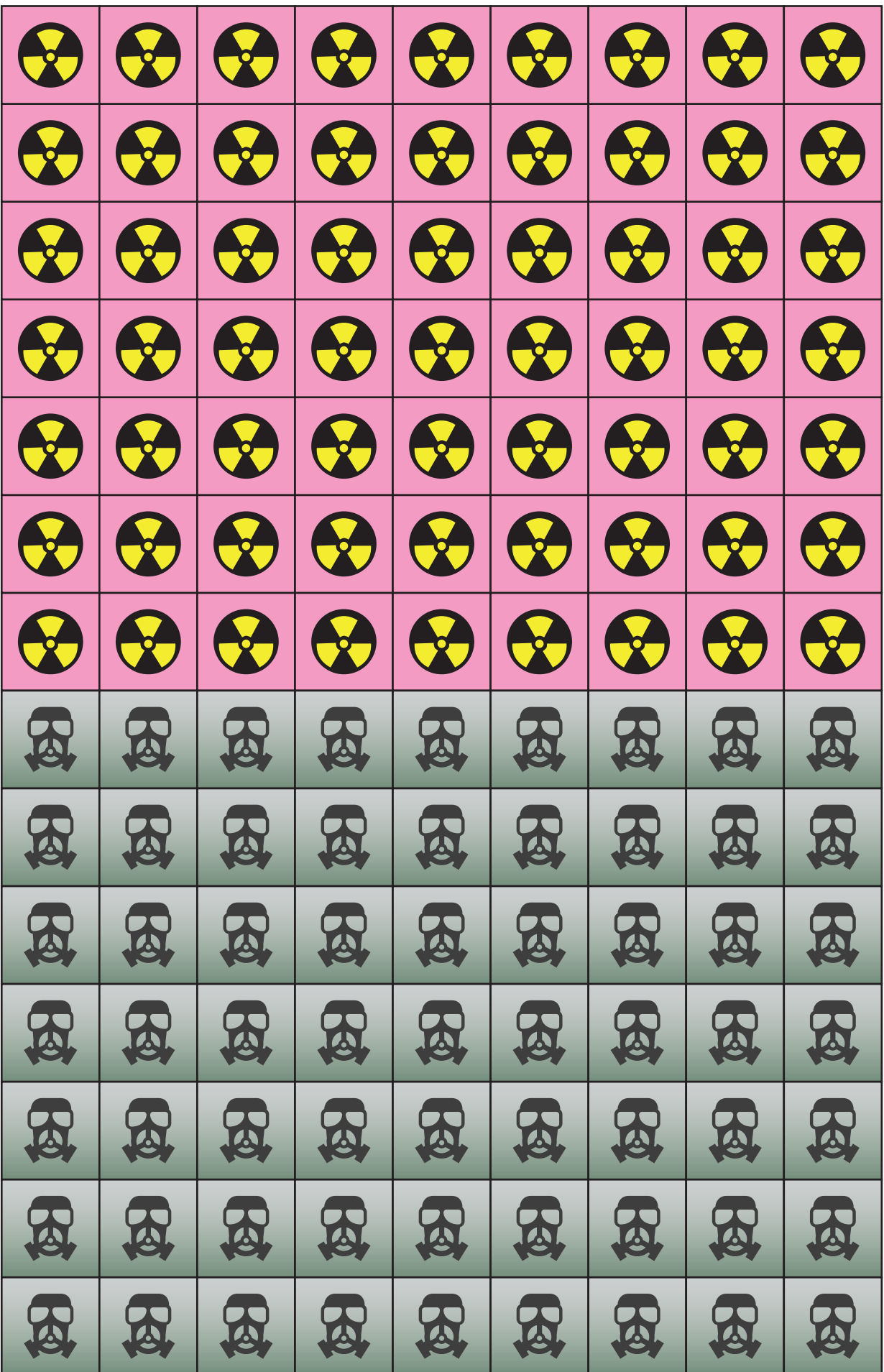


Money: Instead of printing, use nickels and pennies for 5s and 1s





Pollution Tokens fronts and backs



Worker and Energy Tokens

