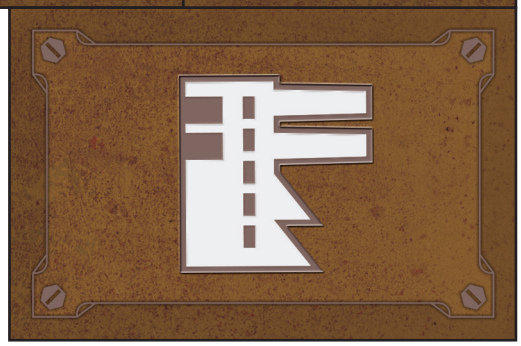
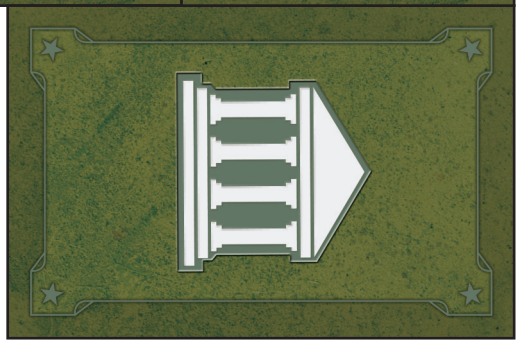


Industry Structure Card Backs
Print this page twice.

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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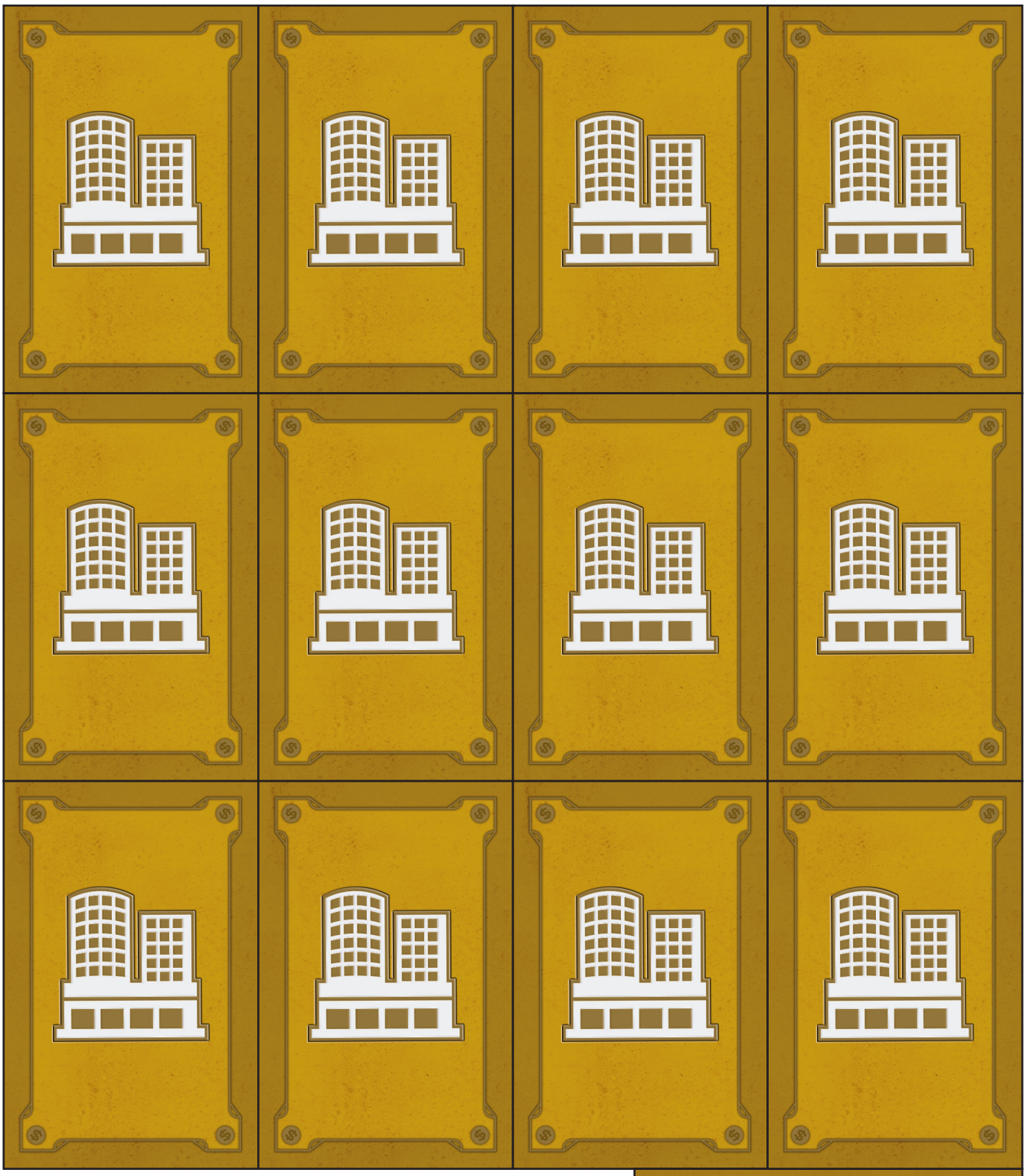

Commerce Structure Card Backs
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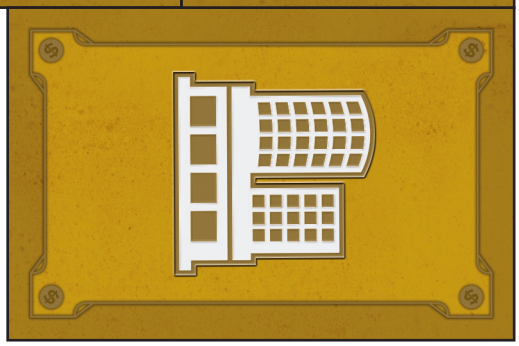

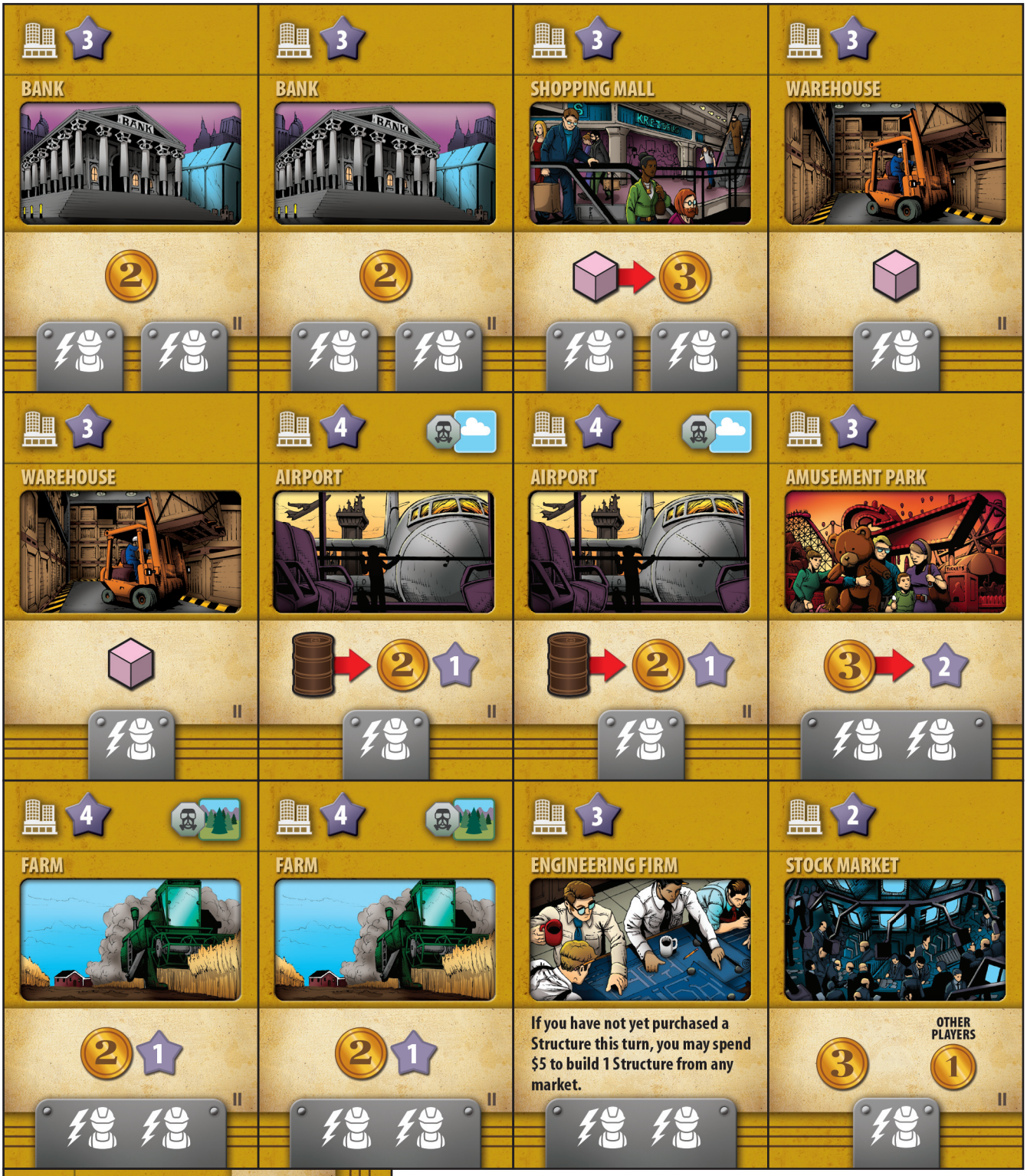

Commerce Structure Card Fronts
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Commerce Structure Card Fronts
Page 2 of 2



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.

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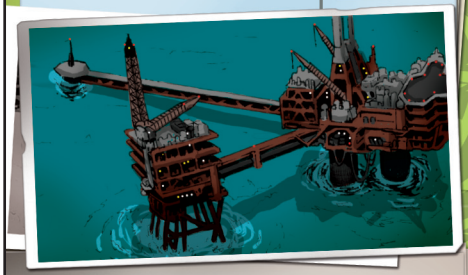
EARLY
GLOBAL IMPACT
CLASSIFIED



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

OIL BOOM

EARLY



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

EARLY



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

EARLY



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

EARLY

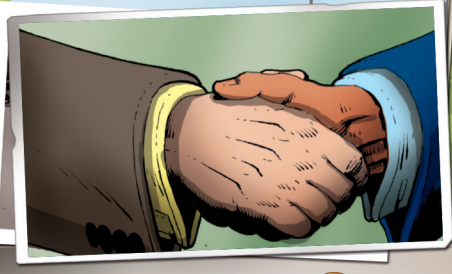


Beginning with the Active player, each player draws **one** card from the Structure **deck** of their choice, and keeps it as though it had been purchased normally.

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

EARLY



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

EARLY



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

CHEAP IMPORTS

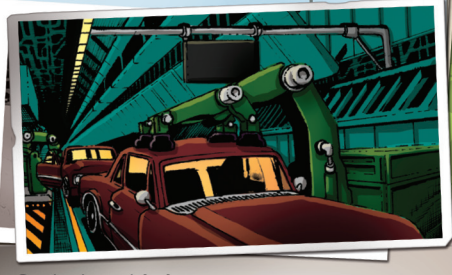
EARLY



Immediately place **1 Plastic** on each Commerce board location.

AUTOMATION

EARLY



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

EARLY



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.

YOUR TURN: WORK OR GENERATE

WORK

1. Place 1 worker on a **main board location** (*stacked with Energy if required or desired*), then activate that location.
2. Activate your own desired **structures** of the correct **type** and/or your **Nation** card using Energy/workers.

GENERATE

1. You may claim **1 Achievement** if you still have 2 or more unused workers + Energy.
2. Return all workers to your player mat and discard **all** Energy you have left.
3. Refine Oil; gain 1 temporary Oil die per barrel.
4. Roll desired Energy dice and collect Energy.
5. Pollute your Environment according to your highest die result (*or discard 1 token from the Global Impact track if you didn't pollute.*)

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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.

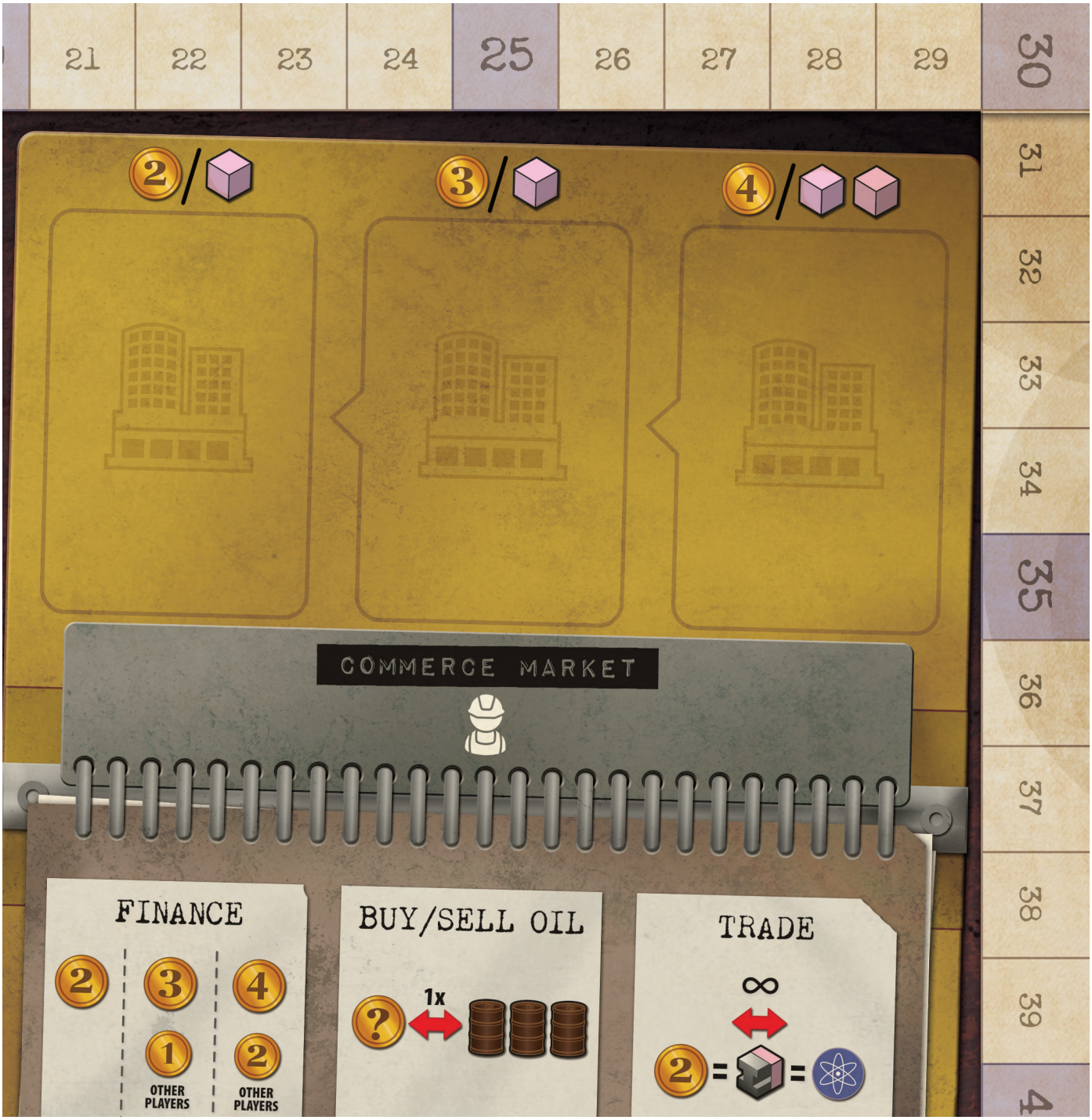
Gameboard upper left section



Gameboard upper middle section



Gameboard upper right section



Gameboard lower left section



Gameboard lower middle section



Gameboard lower right section



Yellow Player Mat



Red Player Mat



Green Player Mat



Blue Player Mat



Black Player Mat



Achievement Tile Fronts



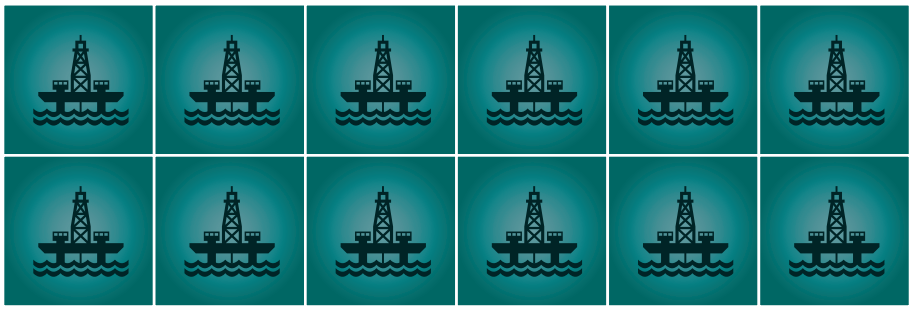
Achievement Tile Backs; optional print



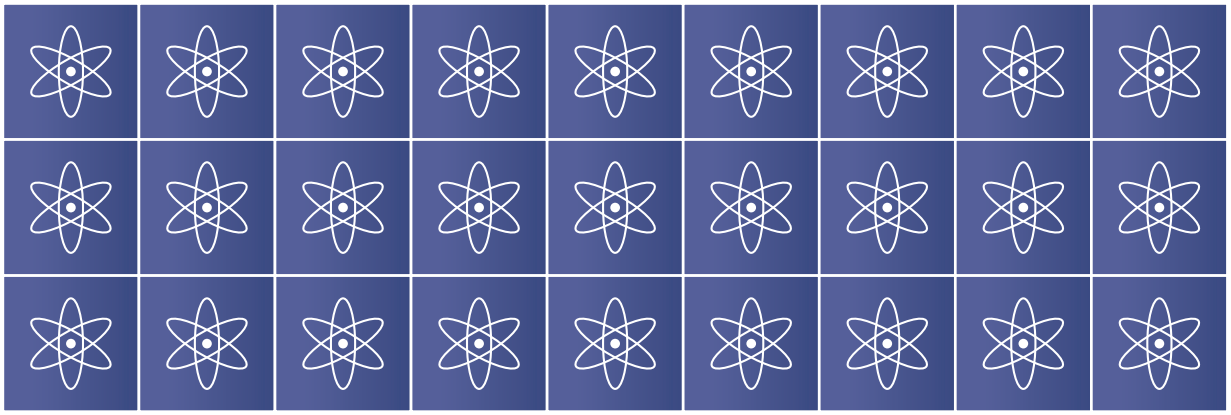
Oil Well fronts



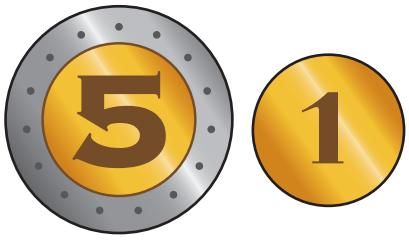
Oil Well Backs



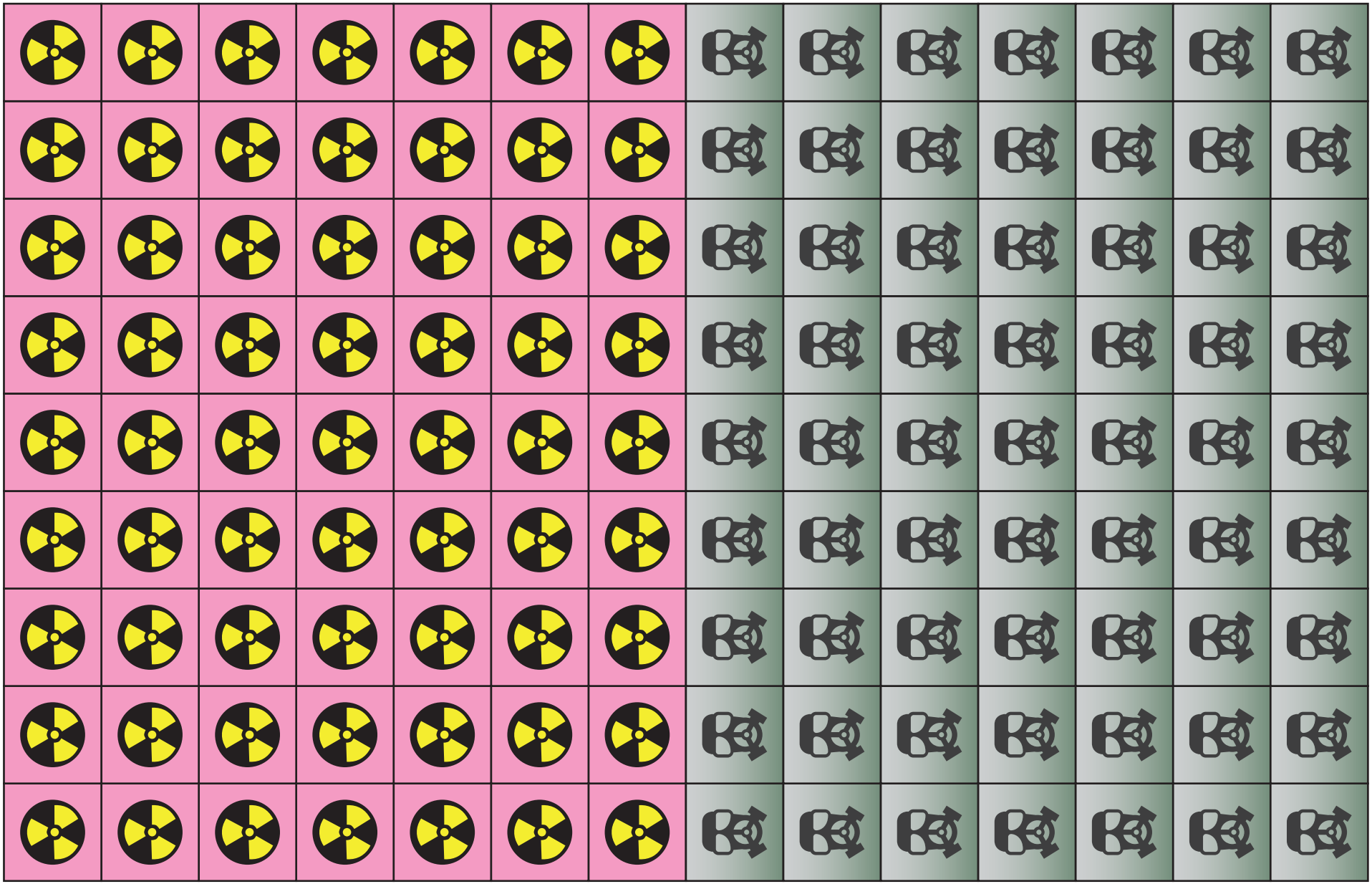
Science Tokens



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



Pollution Tokens fronts and backs



Worker and Energy Tokens

