

SPECIAL BUILDING RULES

To use the special Buildings, shuffle them and give 1 to each player at the start of the game. Each player then places their building on an empty space of their Player Board. You may build over your special building if you wish following normal rules.

Four of the five buildings, when you activate them during your Retrieval turn, allow you to immediately make a placement in a certain area. Return the Worker on the Building to your Worker Track, then make the placement. Any Worker (or Workers) in your Worker Track may be used for this placement. Since this happens on your Retrieval turn, the Worker(s) you place must also be retrieved before the end of your turn.

When making a placement from a special building's activation, you must still satisfy all of the worker and money requirements of the placement.

BONUS NATIONS RULES

To play with the 2 additional Nations, simply combine them with the 10 Nations included in the base game and follow the normal rules.

South Africa: When converting a Sub or Bomber into Nukes, return its card/tile to the General Supply and collect the number of Nukes shown on it from the General Supply.

You do not have to return Decoys to the General Supply when you convert a Sub.

Brazil: When you purchase a Fighter Squadron, you must place it into your Personal Supply.

Some buildings require a Politician, General, or Spy placed on them instead of a Laborer. (Note the icons upper right.) However, when you place on an opponent's special building, you must always use a Spy as normal.

Military HQ: Make 1 placement in Military Actions.

Embassy: Make 1 placement in any Third World Nation space.

Intelligence Agency: Make 1 placement on an opponent Building.

University: Make 1 placement in Recruiting or Education.

Stock Exchange: Collect $1 and move any Building in the Building Market to a different row.