

Bribe Court



Block one litigation or bribery card currently being played, or remove one permanent litigation or bribery card from play. Lose 5 rep points.

Bribery

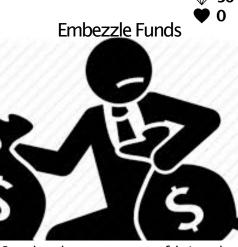


Bribe Officials



You may start one extra business this turn. As an additional cost to play this card lose 5 Reputation points.

Bribery



One player loses one percent of their total liquid assets (rounded up) for every \$1,000 spent in the playing of this card, up to 50% Lose 10 rep points.

Bribery



Spread Rumors



Cause another player to lose 10 rep points; this cannot lower their rep below zero. As an extra cost to playing this card lose 1 Rep point.

Briberv





business in a sector in which they already own one or more businesses.





Acquire any one business currently owned by another player. Make a one time payment equal to the startup cost plus one year's cashflow of that business.



Play this card on a single business. Affected business loses twenty percent of its cashflow until the taxes are lifted via counter–litigation.



You may start one extra Business this turn.





Remove one Illegal business from the game. The owner of that business loses the startup cost of that business or \$10,000, whichever is greater, in reparations.



Civil War

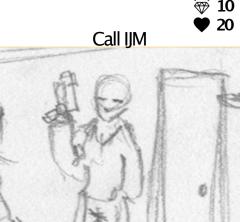


Civil war disrupts the region. Every other player receives no positive cash flow from legal businesses their next turn.



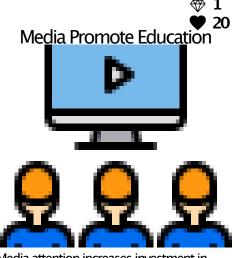
Press Coverage

Media expose on social enterprise increases international awareness. Each legal business doubles its cash flow and reputation effects next turn.



Destroy one illegal business. Its owner loses twice that business' cashflow in reparations. Up to \$200,000. This effect may not be prevented

Up to \$200,000. This effect may not be prevented. Litigation



Media attention increases investment in education sector businesses.