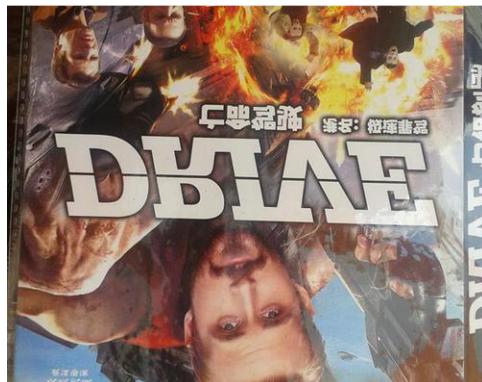


Bootleg DVD

◆ 50
♥ 5



Media

Flow ◆ 25 ♥

Medical Office

◆ 20
♥ 5



Health

Flow ◆ -21 ♥

◆ 11



Child Pickpockets



Theft

Flow ◆ 1-1



 30
 10
Ciudad Saludable



Infrastructure  22 

10
◆

Clay Stoves
School



Education

Flow ◆ 11 ◆

52
♥

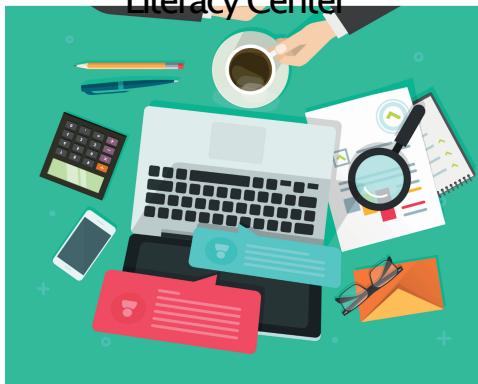


Goods

Flow 52
11 ♥

54
♥

Computer Literacy Center



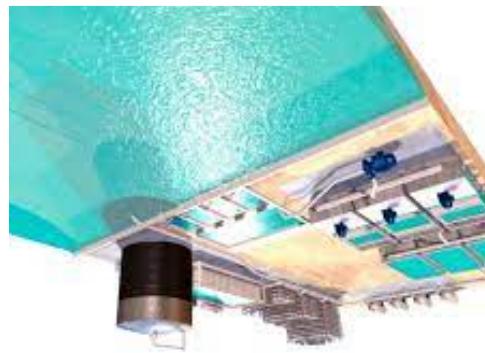
Education

Flow

54

♥

 15
 0
Desalination Plant  25



Infrastructure  32 
Flow  32 

♦ 50
♥

Embezzle Funds



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 Flow ♦ ♥

 50
 25

Kickstart Pumps



10x improvement in irrigation
for small farmers.

Infrastructure

Flow  20 

Microcredit Bank

10
0
30



Financial

Flow

153

10
◆

Mobile Library



Education

Flow ◆ 21 ♥

◆ 25
♥ 10

Opium Fields



Drug Trade

Flow ◆ 25 ♥

◆ 30
♥ 10

Orphanage



Education

Flow ◆ -25♥

 20
 0
Solar Panel Rental  25



Rent solar panels to

Energy

Flow  50 

 10

 0

Solar WaterHeater



Infrastructure

Flow  11 

 15
 1
Solar Refrigerator



Infrastructure  12 

◆ 40
♥ 15

Village Phone

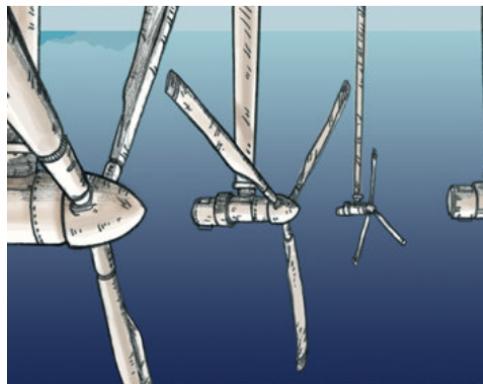


Infrastructure

Flow ◆ 10 ♥

💡 20
❤️ 5

Windmil Farm



Energy

Flow 💡 12 ❤️

50

Bicycle Cargobike



Infrastructure

Flow

11

♥

 50

Anti Trust Lawsuit 

Prevent a player from starting a second business in a sector in which they already own one or more businesses.

Flow  

◆ 10
♥

Bribe Court

Prevent the effect of one
litigation or bribery card
currently being played, or
remove one permanent litigation
or bribery card from play. As an additional cost to playing this

◆ 10
♥

Bribe Officials

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

Flow ◆ ♥

💎 10
♥

Buyout offers

You may make a one time offer to acquire one business owned by another player. Buyout offers must be completed using current liquid assets.

How



 10
 20

Call IJM

Alert the IJM to the existence of
an illegal business. That
business is destroyed and its
owner loses twice that business'
cashflow in reparations. Up to  \$200,000



Civil War

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

Flow

♦ 20

Counter Litigation ♦

Prevent the effect of one
litigation or bribery card
currently being played, or
remove one permanent litigation
or bribery card from play. ♦

 10
 0
Hostile Takeover

You may acquire any one business currently owned by another player. To do so you must make a one time payment equal to the startup cost plus   one year's cashflow of that

◆ 50
♥

Impose Taxes

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

◆ 20
♥

Legal Consultation

You may start one extra
Business this turn.

Flow ◆ ♥

Media Promote
Education

1
20

Media attention increases
investment in education sector
businesses.

Flow  

◆ 00
Press Coverage

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

Press Office

💎 10
♥ 10

Each other business you own
gains +1 Reputation per turn.

Media

Flow 💎 1 ♥

Professional
Kidnapping

◆ 50
♥ 20

Extortion

Flow ◆ 75 ♥ 0

◆ 50
♥

Prosecute Felon

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.

Flow ◆

R&D Office

◆ 25
♥ 0

You may draw an extra card
each turn.

Consulting

Flow ◆ -5 ♥

 20

Spread Rumors

Cause one player to lose 10 reputation points; this cannot lower their reputation below zero.

As an extra cost to playing this card lose 1 Reputation point

How