

Kickstart Pumps	\$50,000
Business	25 Rep
Infrastructure	+ \$20,000
	+ 2 Rep

Solar Panel Rental	\$200,000
Business	25 Rep
Energy	+ \$50,000
	+ 2 Rep

Microcredit Bank	\$100,000
Business	30 Rep
Financial	+ \$15,000
	+ 3 Rep

Village Phone Business	\$40,000
	15 Rep
Infrastructure	+ \$10,000
	+ 2 Rep

Desalinization Plant	\$150,000
Business	25 Rep
Infrastructure	+ \$30,000
	+ 2 Rep

Waste Management Company	\$30,000
Business	10 Rep
Infrastructure	+ \$7,000
	+2 Rep

Mobile Library	\$500
Non-Profit	0 Rep
Education	+ \$0
	+ 1 Rep

Computer Literacy Center	\$5,000
School	4 Rep
Education	\$500
	+2 Rep

Windmill Farm	\$20,000
Business	Rep 5
Energy	+ \$3,000
	+ 2 Rep

Solar Refrigerator	\$15,000
Business	Rep 1
Infrastructure	+ 2,000
	+2 Rep

Solar Waterheater	\$10,000
Business	Rep 0
Infrastructure	+ \$2,000
	+ Rep 1

Medical Office	\$ 20,000
Business	Rep 5
Health	+ 2,000
	+ 2 Rep

Clay Stoves	\$ 500
School	
Non-profit	Rep 0
Education	\$100
	+1 Rep

Clothing	\$ 5,000
Cooperative	
Business	Rep 2
Goods	+ \$1,000
	+1 Rep

Bicycle Car	\$ 5,000
Business	Rep 0
Infrastructu	+ \$1,000
	+ 1 Rep

Orphanage	\$30,000
Non-Profit	Rep 10
Education	- \$2000
Health	+ 5 Rep

Opium Fields	\$25,000
Illegal Business	Rep 10
Drug Trade	+ \$25,000
	- 5 Rep

Bootleg DVD	\$50,000
Illegal Business	Rep 5
Media	+ \$25,000
	-1 Rep

Professional Kidnapping	\$50,000
Illegal Business	Rep 20
If this card leaves play owner must pay \$250,000 in bribes to avoid imprisonment.	
Extortion	+ \$75,000
	- 20 Rep

Child Pickpockets	\$100
Illegal Business	Rep 1
Theft	+ \$500
	- 1 Rep

Energy Buyout	\$0
Event	Rep 0
Buyer offers to purchase any energy sector business for twenty times that business' annual cash flow. Any player may accept this offer.	

Infrastructure Buyout	\$0
Event	Rep 0
Buyer offers to purchase any Infrastructure sector business for twenty times that business' annual cash flow. Any player may accept this offer.	

General Buyout	\$0
Event	Rep 0
Buyer offers to purchase any business for fifteen times that business' annual cash flow. Any player may accept this offer	

Media Promote Education	\$500
Event	Rep 20
Media attention increase investment in education sector businesses. All players gain \$5,000 for each such business they own.	

Civil War	\$0
Event	Rep 0
Civil war disrupts the region. Each player receives no positive cash flow from legal businesses in their next turn.	

Press Coverage	\$0
Event	Rep 10
Media expose on social enterprise increases international awareness. Each legal business doubles its cash flow and reputation effects next turn.	

Anti-trust Lawsuit	\$5,000
Litigation	Rep 0
Prevent a player from starting a second business in a sector in which they already own one or more businesses.	

Legal Consultation	\$2,000
Litigation	Rep 0
You may start one extra Business this turn.	

Hostile Takeover	\$10,000
Litigation	Rep 0
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 business.	

Impose Taxes	\$5,000
Litigation	Rep 0
Play this card on a single business. Affected business loses twenty percent of its cashflow until the taxes are lifted via counter-litigation.	

Prosecute Felon	\$5,000
Litigation	Rep 0
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.	

Counter Litigation	\$2,000
Litigation	Rep 0
Prevent the effect of one litigation or bribery card currently being played, or remove one permanent litigation or bribery card from play.	

R&D Office	\$25,000
Business	Rep 10
You may draw an extra card each turn.	
Consulting	- \$5,000
	+ 0 Rep

Spread Rumors	\$2,000
Bribery	Rep 0
Cause one player to lose 10 reputation points; this player cannot lower their reputation below zero. As an extra cost to playing this card lose 1 Reputation point	

Bribe Officials	\$1,000
Bribery	Rep 0
You may start one extra business this turn. As an additional cost to play this card lose 5 Reputation points.	

Buyout offer	\$1,000
Litigation	Rep 0
You may make a one time offer to acquire one business owned by another player. Buyout offers must be completed using current liquid assets.	

Embezzle Funds	\$X,000
Bribery	Rep 0
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.	

Call IJM Litigation	\$5,000 Rep 20
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 This effect may not be prevented.	

Press Office Business	\$10,000 Rep 10
Each other business you own gains +1 Reputation per turn.	
Media	- \$1000
	+ 0 Rep

Bribe Court Bribery	\$ 1,000 Rep 0
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 card lose 5 Reputation points.	