

Puppetmaster Endgame

Struggle for the Awakening of Humanity



a strategy game of civilization, hidden teams and pyramids for 3-6 players

(playing time: 120 minutes; ages: 12+)

by Channing Jones

(cjones@cjgames.com)

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1 Introduction

This game is about the struggle of the free peoples of the World against the control of the “Puppetmasters”, a powerful cabal that has been secretly controlling humanity throughout History.

Overview:

Every player has a civilization controlled by a secret society which expands and changes over the course of History. He also belongs to one of two opposing groups. Along with that comes a secret which affects what he needs to win.

One group is the “Free Peoples” players who must work together as a team. They can only win or lose together. They must put their secrets together to find out what they need to win. They must also be powerful enough to withstand the opposing group.

The other group is the “Puppetmaster” players. They must defeat the “Free Peoples” players but also the others in their group. Only one of them can claim victory. Puppetmaster players need to get as much power (income points) as possible. They also want to avoid having their identity and secret exposed, but their power grows through desperation once it has happened. Only they know initially who belongs to which group, so they have the opportunity to manipulate the Free Peoples players.

Pyramids in the game are important as they have numerous uses. Among other things, they can be key to winning and they allow the secret societies to use their special powers.

Story:

It was during the age of Atlantis, 30,000 years ago, when humanity invited the darkness. The Sons of Belial appeared and caused much havoc. So Atlantis fell. Thousands of years later human civilization began to recover. The dark ones reincarnated into positions of power in the fledgling cultures. They used mystery schools and secret societies to rule from behind the scenes. Their power grew as those civilizations grew. Changing their masks as always they named themselves the Illuminati in the 18th century. This is when they made their plan to take over the world. They know their time is running out. They must complete world domination by 2018. The rivalries between them remain strong though as only one of them will be the ruler of the world if they succeed. If they fail humanity will awaken at this time and end their power once and for all. Positive secret societies are supporting the liberation of Earth. They are using ancient secrets passed on to them through the ages to help bring this about. The pyramids are a key factor in this epic struggle as these are located on “star gates” that can be used by secret societies to connect to supernatural powers, benign and evil.



See the background booklet for more details.

2 Components

- 15 lightning bolt markers (for marking calamities) *
- 18 “+1” & “+2” counters (for trade action) *
- 22 specialization cards (purple backs)
- 36 city/consciousness markers
- 42 continent cards (light blue backs)
- 50 purple chips (action counters) *
- 6 player pads
- 6 small pyramids
- 7 secret society cards (green backs)
- 9 calamity cards (red backs)
- 90 colored cubes (6 colors, 15 for each color)
- 10 identity cards (green backs, 4 Puppetmaster, 5 Free Peoples, 1 dummy)
- background information booklet
- consciousness pool board
- map board
- rounds marker (hourglass symbol)
- rules booklet
- starting player marker (the large pyramid)

*) in the unlikely event that you run out of this item during play, then use some suitable replacement instead

3 Setup

3.1 Playing Area

Place the map board in the middle of the table. Place the rounds marker on the position number 1 (3000 BC – 1 BC) of the round track.

Put the consciousness pool board next to the map.

Take the calamity cards, shuffle them and put them face down as a deck next to the map.

<i>Players</i>	<i>Secret Societies & Pyramids</i>	<i>Specialization Cards</i>	<i>Cards Drawn per Identity Card Deck</i>
3	3	8	2
4	4	10	2
5	5	12	3
6	6	14	3

Take all the secret society cards and shuffle them. Draw a number equal to the numbers of players (see table above) and place them individually face up next to the map. Put one pyramid on each such card. Put away all remaining secret society cards and pyramids as these are not used in this game.

Take the specialization cards and shuffle them face down. Draw a number of these equal to $2 + \text{number of players} \times 2$ (see table above). Place these cards individually face up next to the map. The remaining specialization cards that were not drawn will not be used in this game.

Three-Player Map Restriction:

A three-player game is played without the continents of North and South America. No player may control a province in these continents. Put away all the continent cards of these continents (they are not used in this game). You can also use some of them cover up these areas on the map as a reminder. All the oceans are still used as normal.

Four-Player Map Restriction:

A four-player game is played without the continent of Oceania using the same manner of restriction as above.

3.2 Player Pieces

Each player takes a player pad, chooses a color and takes the 15 cubes of that color. Each player sets his civilization level on his player pad to “1” (Ancient) by putting one of his cubes on on that number. Each player takes another cube and places it on the “0” on the track at the bottom of his pad (battle experience track).

Continent Cards:

Sort the continent cards into separate piles by continent each (only of continents in play). Shuffle each pile separately face down into a deck. Every player draws one card from each deck.

Note: In a game with five or six players this means every player has a card from each of the six continents.

Then shuffle the remaining continent cards face down into a single deck and put it beside the map.

In a game with three or four players deal out enough cards face down from this deck so that all players have six cards each.

Players may look at their continent cards but may not show them to other players.

Note: It is important for the 3- and 4-player games that the players get their continent cards before they choose a starting province (see below).

Starting Player:

If there is a single player who believes there is actually a world ruling cabal (e.g. “Illuminati”), then he or she is the starting player, otherwise determine one randomly. This player takes the starting player marker (large pyramid).

3.3 Secret Identities

Separate the identity cards into two piles by type (as per the top image: Puppetmasters or Free Peoples). Shuffle each pile separately face down into a deck. From each deck draw two cards face down if 3/4 players or three cards if 5/6 players (see also the above table in setup section 3.1). Shuffle the drawn cards together into a single deck and from that deal one card face down to each player. Put away all identity cards face down that were not dealt to a player. These may not be inspected during the game.



Puppetmasters

Every player secretly looks at his own identity card. He may not reveal it to others (exceptions: “Upgrade to Information Civilization Level” on page 12 and “Infiltrate” on page 20). This card also affects how he can win (see chapter 5.6).

Note: Half the players will be “Free Peoples” and the other half “Puppetmaster” players.

Starting Province:

After each player has received and looked at his identity card, then beginning with the starting player and going clockwise, each player selects a river province (i.e. with the blue wavy lines symbol) of their choice on the map and places a colored piece (control marker) therein.



Free Peoples

Identities Revealed to Puppetmasters:

After that, the Puppetmaster players (only) get to know each others identity. Do this in the following manner. The starting player functions as the announcer. He gives out the following instructions (pausing for a few seconds between each sentence) which all players must follow:

“All players now close their eyes.” (pause)

“All Puppetmaster players open their eyes, look around and acknowledge each other.” (pause)

“All Puppetmaster players now close their eyes.” (pause)

“All players now open their eyes.”

Example:

There are three players: Red, Green and Blue. The Free Peoples and Puppetmaster cards are shuffled in separate decks. Red draws two Free Peoples cards and two Puppetmaster cards and shuffles these together. Then he deals one card to each player. Red puts away all left over cards. The players then secretly look at their card. Red and green are Free Peoples. Blue is a Puppetmaster.

Red is the starting player and takes Western Europe. Then green takes Egypt and then blue takes India.



All players close their eyes. Then the blue player opens his eyes and notices he is alone. Then he closes his eyes again. Then all players open their eyes and play begins.

4 Game Concepts

4.1 Consciousness Pool

When city/consciousness markers (see image) are placed on the consciousness pool board they represent consciousness points (CP). On the map they represent cities. You can flip the markers over accordingly.



Each time a new city is built a marker is removed from the consciousness pool and put on the map. A city on the map that is removed due to a calamity or an attack province action is **not** returned to the consciousness pool but goes back to the supply.



4.2 Map

The world map is divided into 44 provinces. A land border exists between two provinces if there is a black border line directly between them (see picture).

Note: There is a land border between Mexico and Venezuela, between Egypt and the Middle East, and between Alberta and Alaska.



Sea Lanes:

Two provinces can also be connected via a sea lane. Sea lanes are depicted by a dotted line (see picture).

Note: The Middle East and Southern Europe have no land border but are connected via a sea lane. The same applies between the Middle East and East Africa, between Scandinavia and Central Europe and between Kamchatka and Alaska.



Terrain Type & Letter:

Every province has a terrain type indicated by a terrain symbol (see map legend). Each province is also marked with a letter in a square, either “A” or “B” (the “B”-provinces also have a diagonally striped area).

Continents:

Each province belongs to one of the six continents (number of provinces): Africa (8), Asia (11), Europe (6), Oceania (5), North America (9), and South America (5).

Note: The Caribbean belongs to South America and Mexico to North America. Greenland also belongs to North America.

Coastlines and Oceans:

A province has a coastline if it directly borders the white area of the map (i.e. the oceans).

The only provinces without a coastline are Central Asia, Himalaya and Sahara.

There are eight “oceans” in the game: North Atlantic, South Atlantic, West Arctic, East Arctic, Indian, North Pacific, South Pacific and the Mediterranean. The borders between these oceans are depicted by the light blue, wavy lines (see picture). A province that has a coastline is considered adjacent to an ocean accordingly. The North and South Pacific oceans each have two separate parts on the map but they are treated as one area each.



Note: Some provinces are adjacent to two oceans, such as South Africa and Guinea. Eastern Europe and Greenland are even adjacent to three oceans.

The small gray areas on the map are lakes or islands and are not used in the game.

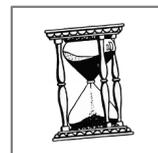
Province Control:

If there is no control marker in a province then it belongs to nobody. If there is a control marker in a province then it belongs to the player of that color. Only one control marker per province is allowed.

Note: A player cannot control more than 13 provinces.

5 Play

The game consists of 8 rounds after which the game ends. Keep track of the current round with the rounds marker (see image) on the round track of the board.



5.1 Round

A round consists of the followings phases in this order:

- 1) Get Action Counters & Add CP
- 2) Determine Starting Player (only rounds 2-7)
- 3) Player Turns
- 4) Calamity (only rounds 2-7)
- 5) Redistribute Continent Cards (only round 4)

1a.) Get Action Counters

Income Points (IP):

All players simultaneously calculate their income points (IP) as follows. Count the number of provinces a player controls that he can “use” according to his civilization level and the terrain there (see civilization table on player pad or in chapter 6).

Add 1 IP for each city in his provinces.

Add 1 IP for each pyramid in his provinces.

Add any IP for the specializations the player has.

Note: IP for cities and pyramids are given regardless of terrain.

Action Counters (AC):

After determining their IP for the round players then immediately determine the number of action counters (purple chips) they get now. This depends on their number of IP:

<i>Income Points</i>	0	1 – 2	3 – 5	6 – 9	10 – 14	15+
<i>Action Counters</i>	1	2	3	4	5	6

Any action counters a player has left over from the previous round are returned to the supply. **For every specialization a players has he may keep one of these though** (see icon on card).

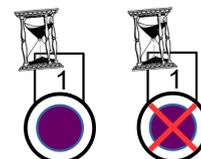
The Cultural specialization allows you to keep an additional one to that (see page 18). Also, players get an action counter they placed in their “Trade Spot” (see bottom left corner of player pad) on the previous round.

Every player places all of his action counters now into the action counter box of his player pad.

The number of purple chips a player has in his action counter box and elsewhere is public information. If a player cannot see how many chips another player has he may request they be openly counted.

Note: A player with no provinces at all still gets 1 action counter.

First Round Action Counters:



On the first round (only) some players may get or lose some action counters depending on which starting province they have chosen. Players starting in Argentina or South Africa get one additional action counter (thus they get three in total). A player starting in Eastern Australia even gets two action additional counters. A player starting in the Middle East loses one action counter (thus he only gets one in total). The provinces are marked on the map like with the icons to the right accordingly.

Example:

Red has two provinces and a pyramid, so he gets 3 IP (thus 3 action counters).

Green also has two provinces and a pyramid, but since he is still at the Ancient level he does not get anything for North Africa. So he only gets 2 IP in total (thus 2 action counters).

Blue has a province, a pyramid and a city, so he gets 3 IP (thus 3 action counters).



1b.) Add Consciousness Points

Add one marker to the consciousness pool for every player on rounds 1, 3, 5, 6, 7, and 8 (see also the accordingly marked rounds on the round track).

Note: Thus in the course of the game 6 CP per player are added.

Practical Tip: Make a pile of CP for each of the above rounds and put it next to the turn track accordingly.

2.) Determine Starting Player

For each round **after the first one** determine a new starting player in the following manner. The player with the starting player marker gives it to another (i.e. not himself) player of his choice. This player is now the new starting player. Alternatively, the player may keep the starting player marker if he pays an action counter.

Starting Player Power:

From the second round onwards, **after** the starting player has been determined for the round that player may view the top card of the calamity card deck. He may not show this card to other players.



Note: This power cannot be used in the first round.

3.) Player Turns

Players take turns beginning with the starting player and going clockwise (see chapter 5.2 for the details of a turn). On each turn a player must either do one action or pass. This phase ends once all players have an empty action counter box. A player can still do turns as long as he has action counters in his action counter box.

Passing:

A player who passes and still has some action counters in his action counter box must take one or more of these out the box and put it to the right side of his pad on a pile. These action counters cannot be spent anymore for actions or card effects this round. They can be spent for saving provinces from calamities though (see below).

4.) Calamity (only rounds 2-7)

There is a calamity each round except for the first and the last one (exception: see “Doomsayer” secret society effect) which may cause the loss of provinces. Do the following at the end of every such round:

First, reveal the top card from the calamity card deck. Then every player selects one of their continent cards and places it face down on a common pile. After all cards have been added to the pile, shuffle and reveal them.

Practical Tip: Mark all the potentially affected provinces with a lightning bolt marker (see image) before the continent cards are played. These are just to make it easier for players to decide which card to play.

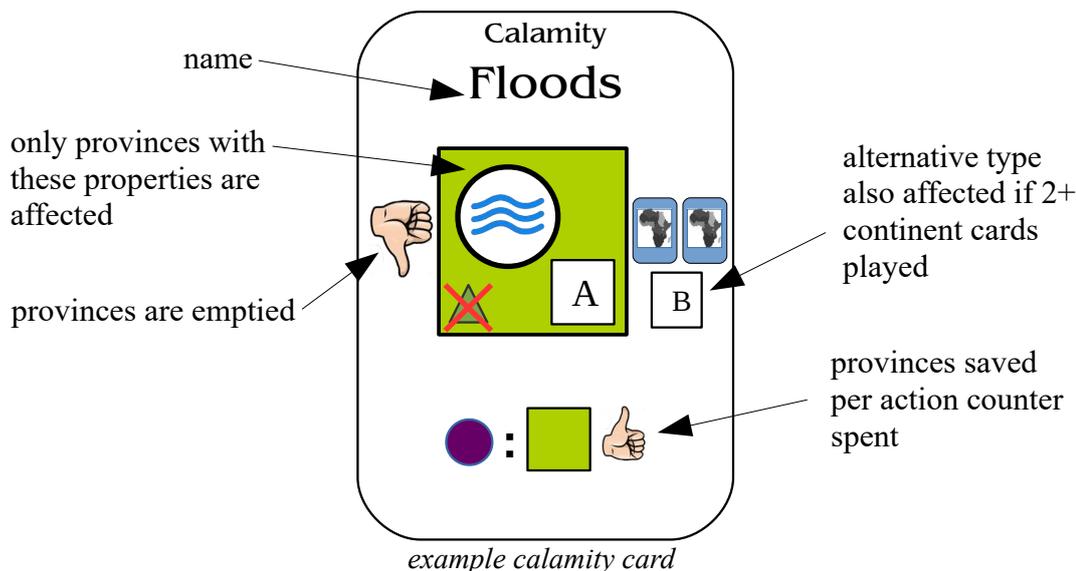


Note: Nobody sees who played which continent card. Players may not reveal continent cards in their hand.

Only those continents are affected for which one or more continent cards were played.

Calamity Cards:

The types of provinces on the played continents which a calamity card affects are indicated within its large green square (see image below). For example, if there is a terrain symbol there, then only provinces with that terrain are affected. The letters “A” and “B” indicate that only provinces with that letter are affected. If there is also symbol with two continents cards and the other letter to the right of the green square, then this means that provinces with the other letter are also affected where two or more of the same continent cards were played. The bottom of the card indicates how many provinces can be saved per action counter spent.



example calamity card

The effect for all cards (except Revolts and Civil War) is, that **the control markers and any cities in the affected provinces are removed** (i.e. the province is emptied). Players get their control marker back and cities are returned to the supply (i.e. not the consciousness pool). In the case of Revolts or Civil War any cities remain and the control marker is instead exchanged for one of another player whom the owning player chooses (that player must have enough control markers left).

See the calamities table (page 17) for the details on all the calamity cards.

A province with a pyramid is always unaffected by calamities.

Apply the effects by continent order (see the number at the bottom of the continent cards). Do the affected provinces within a continent in turn order of the owning players if necessary.

Players may prevent the effects on provinces of their choice by spending action counters they still have now to the side of their pad (i.e. which they “passed”). For every such action counter a player spends he may save one province of his choice (or up to two provinces in the case of Epidemic, Famine, Civil War or Revolts). Players may also save provinces of other players (if the affected player agrees to that).



Important Playing Hint:

New players need to realize that “Free Peoples” players are likely to be hit by calamities. It is risky for them not to keep any action points to save against calamities in the early game (rounds 2-4).

The revealed continent and calamity cards are put into discard piles. Players may inspect these discard piles at any time.

5.) Redistribute Continent Cards (only round 4)

At the end of round 4 all the continent cards (of continents in play) not currently in the hand of a player are shuffled together face down into a new deck. Every player draws three cards from this deck. Thus every player now has a total of six continent cards again.



5.2 Player Turn

When a player does an action on his turn, then this costs him one or more action counters. The action counters spent thus are returned to the supply (exception: Trade action, see below). Only action counters in the action counter box can be spent for actions (and for effects of specialization and secret society cards).

These are the possible actions (see also the actions table on page 16):

- Build City
- Build Pyramid
- Expand
- Attack Province
- Specialize Civilization
- Upgrade Civilization
- Trade

Build City:

This costs one action counter (exception: “Free City”, see below). The player takes a marker from the consciousness pool and puts it in a province which he controls and currently can “use” (as per the civilization table, see page 16). There may only be one city per province.



Note: If there are no markers left in the consciousness pool then you cannot build a city.

Free City:

If the player has two provinces without a city each that are adjacent (via land border) to the province he is building the city in, then he can build that city for free (i.e. he pays no action counter then). A player can only do this if he still has at least one action counter in his action counter box though.

Note: It does not matter what terrain the two adjacent provinces have.

Example: Blue is at the Ancient age and controls India, Himalaya and Southeast Asia, each without a city. He can build a city in India for free.

Build Pyramid:

This costs two action counters. The player takes one of the unused, little pyramid pieces by the side of the map and puts it in a province he controls. There may only be one pyramid per province. If the player does not have secret society card yet, he also takes the secret society card beneath the pyramid he took.

Expand:

This costs one action counter. The player must have an unused control marker. He places it in a province that contains no control marker and that he can “reach” (see below).



What provinces a player can reach is determined by his civilization level. Initially these are only the provinces directly adjacent via a land border to any of his currently controlled provinces. Starting with the Medieval civilization level this also includes all provinces directly adjacent to his via a sea lane (i.e. dotted line on map). At the Exploration level this includes all provinces that have a coastline on the same ocean as a province of his. At the Industrial level this includes all coastal provinces beyond one ocean border. At the Information level this is all provinces.

A player without any provinces may expand into any uncontrolled province on the map.

Note: Expanding/attacking into a province that you cannot “use” is allowed.

Example:

Red starts the round. He has 3 action counters.

Red's first action is to expand to Southern Europe. He places a red cube there. This costs him one action counter which he puts back into the supply. Then the other players, blue and green, each do an action.

His second action is to build a pyramid in Western Europe. He places a small pyramid there and takes the secret society card. This costs him 2 action counters.

After that blue and green also do an action each. Now nobody has any action counters left. Thus ends the player's turns phase of the first round.



Attack Province:

The player (attacker) must have an unused control marker and a province on the map somewhere. He selects a province that is controlled by another player (defender). He must be able to reach that province just as with the Expand action.



The attacking player must pay 1 action counter plus a number of action counters equal to the number of passed action counters of the defending player (i.e. which he has put to the right side of his pad). The maximum total initial cost is 3 action counters though (so no more than two passed counters can have an effect).

Attacker and defender each add up the following numbers for their result:

- +1 per civilization level higher than that of the other player
- +1 if attacking via land border (for attacker only)
- +1 if there is a city in the attacked province (for defender only)
- +1 the attacked province has mountain terrain (for defender only)
- +1 per continent card with the proper symbol (see section below)

Note: If a player has no bonuses at all his result is 0.

The player with the higher result wins the attack. In the case of a tie the attacker may pay an additional 1 AC to win, otherwise the defender wins it.

Supporting Attacker/Defender:

Other players may secretly influence the outcome of the Attack Province action. In turn order, every player **other** than the attacker or defender who can reach the attacked province may play a continent card from his hand.

Put all played cards face down in a common pile. Also **add the top card from the continent card deck** face down to this. Then shuffle all these cards and reveal them.

Note: The card from the top of the continent card deck is added even if there is no other card.

Every continent card with a defender symbol (shield) in the bottom right corner gives a +1 to the defender's result. Every continent card with an attacker symbol (crossed swords) in the bottom right corner gives a +1 to the attacker's result. A card with neither of these two symbols has no effect.

Note: You can remove each pair of cards with an attacker and a defender symbol as they cancel each other out.

Put the played cards on the discard pile after the attack is resolved. Every player who played a card draws a new one from the continent card deck.

If there are not enough cards in the deck then shuffle the discard pile into the deck beforehand.

Battle Experience:

Players may use "battle experience" to increase their result after the continent cards have been revealed. If both players can use battle experience then the attacker does so first. For every point of battle experience players use up they can increase their result by one. They may choose to use up any amount of their battle experience.

After the winner has been determined the losing player then increases his battle experience by one.

Players keep track of their battle experience by using the track at the bottom left of their player pad.

Note: The number of battle experience you can accumulate is not limited to 5.

Defender Wins:

If the defender wins then nothing else happens.

Attacker Wins:

If the attacker wins then he gets the targeted province (exchange control markers accordingly). If there is a city there it is removed (it goes back to the supply, i.e. not the consciousness pool).

If the defender is a revealed Puppetmaster player though (see Upgrade to Information Civilization Level on page 12) the attacker may do something else instead. He may either leave the city in the province or he may put the city marker into the consciousness pool (where it becomes a consciousness point again).



Pyramid:

If there is a pyramid in the newly acquired province and the attacker has no secret society card yet, then he may take any of the secret society cards by the side of the map that has no pyramid on it.

Note: You get the pyramid in a province you successfully attack.

Example:

Blue has 3 AC left. Red and green are at the Medieval level. Blue is still at the Ancient level. Green has already passed 1 AC this round.

Blue is doing his turn and decides to attack the Middle East. He can get there because he has India which is connected to the Middle East via land border.

This costs him 2 AC (1 +1 for the passed 1 AC of Green) which he pays.



Red can reach the Middle East so he decides to play a consent card with a shield face down from his hand to support Green. The top card from the continent deck is added to that. The two cards are shuffled and revealed. The other card has a crossed swords symbol thus supporting Blue as the attacker. These two cards thus cancel each other out.

Then the result is calculated. Blue gets a result of 1 because he is attacking via a land border. Green gets a result of 1 because he has one civilization level higher than Blue.

Since it is a tie so far Blue could only win if he pays another 1 AC (which he has). Both have 1 point of battle experience though which they can add to their result. Blue must decide first. He decides to add it, so he reduces his battle experience by 1 to 0 and gets a final result total of 2. Green decides to keep his battle experience then and leave his result unchanged.

The final result is Blue 2 and Green 1, so Blue wins and gets the province. Green increases his battle experience by 1 point to 2.

Specialize Civilization:

The player pays one action counter and gets a specialization. He takes one of the specialization cards laid out next to the board. A player can have a maximum of two specializations at a time. The new specialization immediately goes into effect.

See the specializations table (page 18) for more details on each specialization.

Upgrade Civilization:

The player increases his civilization level by one (move marker on player pad down one row). This costs him two action counters. He must also control a certain number of provinces with cities (1 city province for the Medieval, 2 cities for the Exploration, 3 for the Industrial and 4 for the Information level) for this.



Note: A player never loses a civilization level once acquired.

Upgrade to Information Civilization Level:

Whenever a player upgrades to the Information civilization level he may immediately inspect one identity card of another player who has not had his card revealed yet. He **may** reveal that card if it is a Puppetmaster card otherwise not.

Note: A player can only do this once per game. This does not count as an action.

Example: There are three players. Red and Green are Free Peoples. Blue is a Puppetmaster. Blue has just upgraded to the Information civilization level. He looks at Red's identity card and sees it is a Free Peoples card. He does not reveal that card (because he is not allowed to). He goes through the motions anyway and pretends to be surprised though, to make Red think he might be a Free Peoples player who mistakenly chose the wrong card to look at.

Switch Specialization when Upgrading Civilization:

After a player has upgraded his civilization level he must immediately exchange his oldest specialization card with one laid out next to the board (exception: Traditional specialization). Keep your specialization cards in order from top to bottom to the left of your player pad (place the oldest card at the bottom where the moon symbol is) as a reminder for this.

Note: If you only have one specialization, you must exchange that one. If you have two specializations, you must exchange the one you got first of those two.

Example: Red has two specializations: "Mystical" and "Scientific". "Scientific" is the older one he has of these two since it is to the bottom left of his player pad (near the moon symbol). He has just upgraded to the Industrial civilization (paying only 1 AC because of that specialization), so now he must exchange that card.

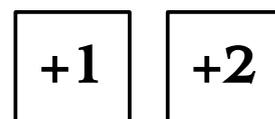
Still laid out next to the map are “Virtuous” and “Marauding”. He takes his “Scientific” card and put its back into the middle of the table, next to the map. He then moves his “Mystical” down (from where the sun symbol is to where the moon symbol is). This is his oldest specialization now. He chooses the “Virtuous” card and puts it next to the sun symbol to the left of his player pad. This is his newest specialization now. Next time he upgrades he will have to exchange his “Mystical” specialization.

Trade:

This costs one action counter which is not returned to the supply. Instead, the player must place it on his (empty) Trade Spot on the bottom left corner of his player pad (see image below). The player gets this action counter back at the start of the next round. This action counter may not be used to save provinces from calamities nor does it increase the cost of attack province actions against that player.



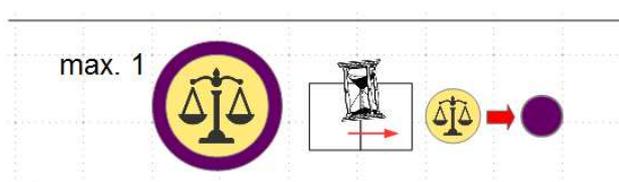
The player must select another player who has a province he can reach (see Expand action). If that player has a higher civilization level than his own then he takes one of the square “+2” markers (see image) and puts it on his player pad, otherwise he takes a “+1” marker. The selected player does the same thing but comparing his civilization level to the one of the player doing the trade action.



These markers are one-time increases of the player's income for the next round (only). Return all such markers to the supply after the income level has been calculated in the next round.

A player may do this action only once per round.

Note: The other player cannot refuse the trade.



Trade Spot of player pad

Example:

Blue has 1 AC left. Green is at the Medieval level. Blue is still at the Ancient level.

Blue is doing his turn and decides to do the Trade action with Green. He can get to the Middle East because he has India which is connected to the Middle East via land border (see image).



He places his AC on the empty trade spot of his player pad. Then he takes a “+2” marker and places it on his player pad. Then Green takes a “+1” marker and places it on his player pad.

In the next round Blue adds 2 to his income level and then returns his “+2” marker to the supply. Green does likewise with his “+1” marker. Blue then also takes his AC on his trade spot and puts it back into his action counter box.

5.3 Secret Societies

Players may only have one secret society card at a time.

Players may get a secret society card either by building a pyramid or by successfully attacking a province with a pyramid (see the respective actions above). Their card goes into effect after the action has ended that caused them to get it.

To use the effect of their secret society card players **must control a pyramid** (see icon on card)!

Practical Tip: Players who have no pyramid can turn their card face down to indicate that it cannot be used. They can turn it face up again when they get a pyramid back.

Some cards give an “action” effect. A player may choose to use this action on turn instead of one of the other actions normally available to him. The cost in AC is indicated in parentheses behind the action name.

A Puppetmaster player who has his identity card revealed has an extra effect as indicated at the bottom of his secret society card (next to the Puppetmaster symbol).

See page 19 and following for the details on each secret society.

5.4 Player Communication

Everybody must be able to hear everything being said. Players may not communicate secretly with each other.

5.5 Rule Priority

If there is a contradiction between card effects and rules, then effects of specialization cards take precedence over the normal rules. Effects of secret society cards take precedence over specialization cards **and** the normal rules.

5.6 Game End

The game ends after round 8 (2000 AD – 2018 AD). All players reveal their identity cards then and determine the winner as follows:



“Free Peoples” Victory:

To win, the Free Peoples players need to fulfill all the conditions as marked on their identity cards together.

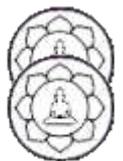
The conditions on their cards are additive. This means for every city symbol on their cards they need to control a city on the map, likewise for pyramids. Likewise for every consciousness point symbol on their cards there needs to be a marker in the consciousness pool. If there is a small Puppetmaster symbol on one of their cards then there must have been at least one revealed Puppetmaster player before the end of the game.

Note: It does not matter which player among the Free Peoples players controls which cities or pyramids.

Example: Red, Green and Blue reveal their identity cards. On Red's card there are 1 pyramid and 4 city symbols. On Green's cards there are 2 pyramids and 2 city symbols. So together they need 3 pyramids and 6 cities to win. Red has 3 pyramids and 3 cities. Green has 4 cities. So together they have enough and thus win the game.

Bonus CPs for Province Majority:

Add 2 markers to the consciousness pool at game end if the total number of provinces of the Free Peoples players is greater than the province total of the Puppetmasters. In a game with 3 or 5 players disregard the provinces of the player with the fewest provinces on the larger team.



Note: You only need to calculate this if it would make a difference.

Odd-Player Games:

Use the following rule to balance out a game with three or five players.

If the Free Peoples players are in the majority in such a game then they need to have 1 consciousness point and 1 city more to win.

If the Free Peoples are in the minority in such a game they need to have 1 consciousness point or 1 city less to win (they may choose which after all identity cards have been revealed at game end).

“Puppetmaster” Victory:

If there is no Free Peoples victory then the Puppetmaster player with the highest total of IP wins. Calculate this as if another round were to be played.

Each Puppetmaster player also increases his IP total according to the condition on his identity card.

Also, for every action counter a player has left, that he would carry over into the next round (i.e. using specializations or the Trade action) the player adds 3 to his IP total.

In the case of a tie then the player among the tied who is first in turn order wins.

Note: See also the table on page 17 for a list of the identity cards and their effects.

Ranking:

Every player can be given a rank at game end in the following way.

If there is a Free Peoples victory, then all the Free Peoples players are in first place. The Puppetmaster players are ranked in the following places according to their income calculation as above (break ties with turn order).

If there is a Puppetmaster victory then first the Puppetmaster players are ranked according to the income calculation as above (break ties with turn order). The Free Peoples players are then all in last place.

Note: Even if a Puppetmaster player cannot win the game anymore, he can still get a higher rank if there is no Free Peoples victory (see example below).

Example: Red and Green are Free People players. Blue and Yellow are Puppetmaster players. The Free People players have lost the game. Blue has an income of 11 at game end and Yellow an income of 16. So Yellow is in first place, Blue is in second place, and Red and Green at both in third (last) place.

6 Tables

Civilization Levels:

<i>Lvl.</i>	<i>Name</i>	<i>Provinces that can be "Reached"/ Other</i>	<i>Terrain that can be "Used" (for income & build city)</i>	<i>Upgrade Cost (Requirement)</i>
1	Ancient	via land border	river	
2	Medieval	& with sea lanes	river, forest	2 action counters (1 city)
3	Exploration	& any coastal on same ocean	river, forest	2 action counters (2 cities)
4	Industrial	& across one ocean border	river, forest, mountains	2 action counters (3 cities)
5	Information	reach entire map / inspect one identity card	river, forest, mountains, tundra/desert	2 action counters (4 cities)

Actions:

<i>Action Name</i>	<i>Cost (AC = action counters)</i>	<i>Requirements</i>
Attack Province	1 + (number of passed AC of attacked player) AC (maximum cost: 3 AC)	player must be able to reach the targeted province (see civilization table) and have an unused control marker
Build City	1 AC	only into a player's province without a city and with terrain that player can "use" (see civilization table)
Build Pyramid	2 AC	only into a player's province without a pyramid
Expand	1 AC	only into an uncontrolled province; player must be able to reach there (see civilization table); must have an unused control marker; a player who has no provinces may take any uncontrolled province
Specialize Civilization	1 AC	player can only have a maximum of 2 specializations at a time
Trade	1 AC (place in trade spot of player pad)	may do only once per round player must be able to reach a province (see civilization table) of his trade partner
Upgrade Civilization	2 AC	the player must also have a certain number of cities (see civilization table)

Special Powers:

<i>Name</i>	<i>Requirements</i>	<i>Effect</i>
Starting Player Power	must have large pyramid	may look at top calamity card

Calamities:

<i>Name</i>	<i>Effect</i>
Civil War	Every “A” province on an affected continent must be given to another player (owning player may choose). Every action counter spent prevents the loss of up to two provinces.
Drought	Every “A” forest province on an affected continent is lost. The “B” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of one province.
Earthquakes	Every mountain province on an affected continent is lost. Every action counter spent prevents the loss of one province.
Epidemic	Every “A” province with a city on an affected continent is lost. The “B” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of up to two provinces.
Famine	Every “B” province with a city on an affected continent is lost. The “A” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of up to two provinces.
Floods	Every “A” river province on an affected continent is lost. The “B” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of one province.
Forest Fires	Every “B” forest province on an affected continent is lost. The “A” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of one province.
Revolts	Every “B” province on an affected continent must be given to another player (owning player may choose). Every action counter spent prevents the loss of up to two provinces.
Tsunami	Every “B” river province on an affected continent is lost. The “A” provinces are also affected wherever two or more continent cards (of the same type) were played. Every action counter spent prevents the loss of one province.

Notes: Provinces with a pyramid are never affected by a calamity. The action counters players can spend here are the ones players have put to the side of their player pad by “passing”.

Identity Cards:

<i>Identity</i>	<i>Effect</i>
Free Peoples	Your team needs 2 pyramids and 2 cities at game end.
Free Peoples	Your team needs 1 pyramid and 4 cities at game end.
Free Peoples	Your team needs 6 cities at game end.
Free Peoples	There needs to be 3 markers in the consciousness pool at game end.
Free Peoples	There needs to be a revealed Puppetmaster player (before the game end) and 1 marker in the consciousness pool at game end.
Puppetmaster	You get +3 IP per pyramid at game end.
Puppetmaster	You get +1 IP per city at game end.
Puppetmaster	You get +5 IP per at game end if your identity card was not revealed beforehand.
Puppetmaster	You get +5 IP at game end if you are at the Information civilization level (or higher).

Specializations:

<i>Name</i>	<i>Effect</i>
Cultural	You keep an additional AC left over from the previous round (during the Get Action Counters phase). For every 2 AC you carry over from the previous round (including one from the Trade action) you get +1 IP.
Desert Survivalist	You can “use” the following provinces: North Africa, Sahara, Central Asia, Western Australia. If you are at the Information level (or higher) you get +1 IP for each of these provinces. You do not need to switch a specialization card if this is your only one.
Diplomatic	You can spend 1 AC to cancel an attack (before resolving it) on a province of yours (or 2 AC for any other province within your reach). The player attempting to do the attack must still pay the cost of his action.
Expansionist	You may take a second province per Expand action. You may take them sequentially so that one gives you the reach to get to the next one.
Engineer	You get 1 additional battle experience (so 2 in total) whenever you lose attacking or defending a city.
Explorer	You can use the “reach” of the civilization level one level above your current one. You get +1 IP for the next round (use a temporary income marker, see Trade action) for every province you expand into with terrain you cannot “use” (at the moment you expand there).
Land Invader	When attacking via land border: your maximum initial cost is 1 AC and the effect of one defender continent card in that attack is canceled. You still need to pay 1 AC more to win a tie though.
Marauding	You may do a <u>Raid</u> action (as your action on your turn): Pay 1 AC to flip over 1 city marker of another player within reach. That city provides no effects until it is flipped up again (i.e. no result modifier, no income, nor for upgrade civilization). It is still treated though as normal after a successful attack against it (e.g. removal from map). It also counts as a normal city for the Free Peoples players to fulfill their victory conditions. Flip the city counter back up <u>after</u> income has been determined in the next round. You also get +1 IP (+2 IP instead if the targeted player has a higher civilization level than you) for the next round. Use a temporary income marker like for a Trade action. A city can only be raided once per round.
Mercantile	Both players (i.e. the trading and the targeted player) get the +2 income marker in every trade action you are involved in (as one of those two players).
Metropolitan	You get +1 IP per city that is adjacent via land border to another city of yours (raided cities do not count).
Mountain Survivalist	You can “use” mountain provinces and when attacking or defending there you get a +1 result bonus. This is in addition to the normal bonus for mountains.
Mystical	If you have the Starting Player Pyramid you can keep it without paying 1 AC (in the Determine Starting Player phase). You may do a <u>Ritual</u> action (as your action on your turn): Pay 1 AC to look at the top 3 cards of the calamity card deck and put them back in any order. If the starting player is a player other than you he may not look at the top card afterward this round.
Naval	You get +1 IP per continent where you have a province.
Nomadic	You get 2 IP if you have no cities or have less cities than every other player. At the end of your expand action you may relocate a control marker of yours (where you have no city) to an uncontrolled province within reach. The new province need only be in reach before you are take out the marker.

Religious	You get +1 IP per pyramid. When your pyramid is attacked cancel one attacker continent card.
Scientific	You only pay 1 AC and need 1 city less than normal for Upgrade Civilization. If you are at the Information civilization level you may upgrade to a sixth civilization level by paying 1 AC and having 4 cities. This has all the appropriate effects (e.g. you switch a specialization card, you get higher bonuses when attacking or defending, etc). For identity cards and other specialization cards this still counts like the Information level though. Move your civilization level marker to just below the big “5” in the civilization table to mark this.
Sea Invader	Whenever attacking a coastal province without the land border bonus you get +1 to your result.
Secretive	In the calamity phase after all cards but yours have been collected you shuffle these cards and then look at them secretly. You then add your card and shuffle the cards again. Players must pay 1 AC to inspect your identity card (either by upgrading to the Information civilization level, see page 12 or by the “Infiltrate” effect, see page 20). A player who has no AC left may not select you to inspect then.
Spiritual	You immediately get 1 AC when you get this specialization (so effectively for free then if you get it via Specialize; and if you got it via switching then you have an additional AC). If you are FP: The FP players need either 1 pyramid, 1 city or 1 consciousness point less to win. You can only choose one of these three. If you are PM: You get +4 IP at game end (i.e. for determining the winning PM player).
Traditional	Whenever you upgrade your civilization level you do <u>not</u> switch a specialization card and you get +1 IP for the next round (use a temporary income marker like for a Trade action).
Tundra Survivalist	You can “use” the following provinces: Nunavut, Greenland, Siberia, Kamchatka. If you are at the Information level (or higher) you get +1 IP for each of these provinces. You do not need to switch a specialization card if this is your only one.
Virtuous	You may save 1 additional province per calamity phase. If you are FP: The FP players need 1 city and 1 consciousness point less to win. If you are PM: The FP players need 1 city and 1 consciousness point more to win.

Secret Societies:

<i>Name</i>	<i>Effect</i>	<i>Extra Effect as a Revealed Puppetmaster</i>
Freemasons	False Flag (you may do this as a reaction to an attack): Pay 2 AC (from your action counter box) to redirect an attack against your province to another province of your choice which is a possible target for the attacking player (i.e. it is within range and cost possibilities of the attacker). The attacker must attack that province instead (including paying the appropriate cost). If the “Diplomatic” specialization is also in play then the players must decide in turn order whether or not use their effects as reaction to an attack.	You may use this when any province is attacked (not just yours). When a province of yours is attacked this only costs you 1 AC instead.
Illuminati	Propaganda: You may keep the city of a province that you successfully attacked. You must have a pyramid at the start of the attack to use this.	additionally: Remove up to 2 CP from the consciousness pool when your identity card is revealed and get 1 AC per CP removed thus.

Ordo Templi Orientis	<p>Doomsayer: In the calamity phase you draw the top two calamity cards, secretly look at them and choose the one to play this round. Put the other one back on top of the deck.</p>	<p>additionally: At the end of the last round you may decide (whether or not) to have a calamity phase.</p>
Rosicrucian Order	<p>Infiltrate: If you are specifically affected by a secret society card (see below), then you get a chance to see the identity card of the player with that secret society. Take the dummy card and his identity card. Then randomly draw one of the two cards and secretly look at it. Then put the two cards together again and shuffle them. The player takes his identity card back and turns the dummy card face up.</p> <p>You may not reveal the card you looked at in any case!</p> <p>You will need to pay 1 AC if the player whose identity card you are getting a chance to look at has the “Secretive” specialization (otherwise you lose this opportunity).</p> <p>This applies only to the following secret society effects: Coup & Psychic Attack actions: if you are the targeted player of this action. False Flag: if your attack was redirected or you are attacked now because of this. Martial Secrets: if attacking or defending against a player with this and the result is a tie or you got no battle experience even though you lost the attack. Propaganda: if your city was taken because of this.</p>	<p>Instead of getting a chance to look at the player’s identity card you may switch secret society cards with that player.</p> <p>The switch does not go into effect until after the action during which it was enabled has ended.</p>
The Black Hand	<p><u>Coup</u> action (you may do this as your action on your turn): Pay 2 AC to get a province of your choice from a player who has more provinces than you. You may not choose a province with a pyramid. If there is a city in that province then it stays there.</p>	<p>The Coup action only costs you 1 AC.</p>
The Hashshashin	<p><u>Psychic Attack</u> action (you may do this as your action on your turn): Pay 1 AC and select a player. That player loses 1 AC per pyramid he has (or all his AC if he has less than that; only AC in the action counter box are removed).</p>	<p>The targeted player gives you the AC he loses instead of returning them to the supply.</p>
White Dragon Society	<p>Martial Secrets: You automatically win any tie result when attacking or defending (you do not need to pay any AC for this).</p>	<p>additionally: If you win when attacking or defending your opponent does not get any battle experience. You must have a pyramid at the start of the attack to use this.</p>

Note: A player can only use a secret society effect if he controls a pyramid.

Glossary:

AC = action counters

IP = income points

CP = consciousness point

FP = Free Peoples

(=marker in consciousness pool)

PM = Puppetmaster