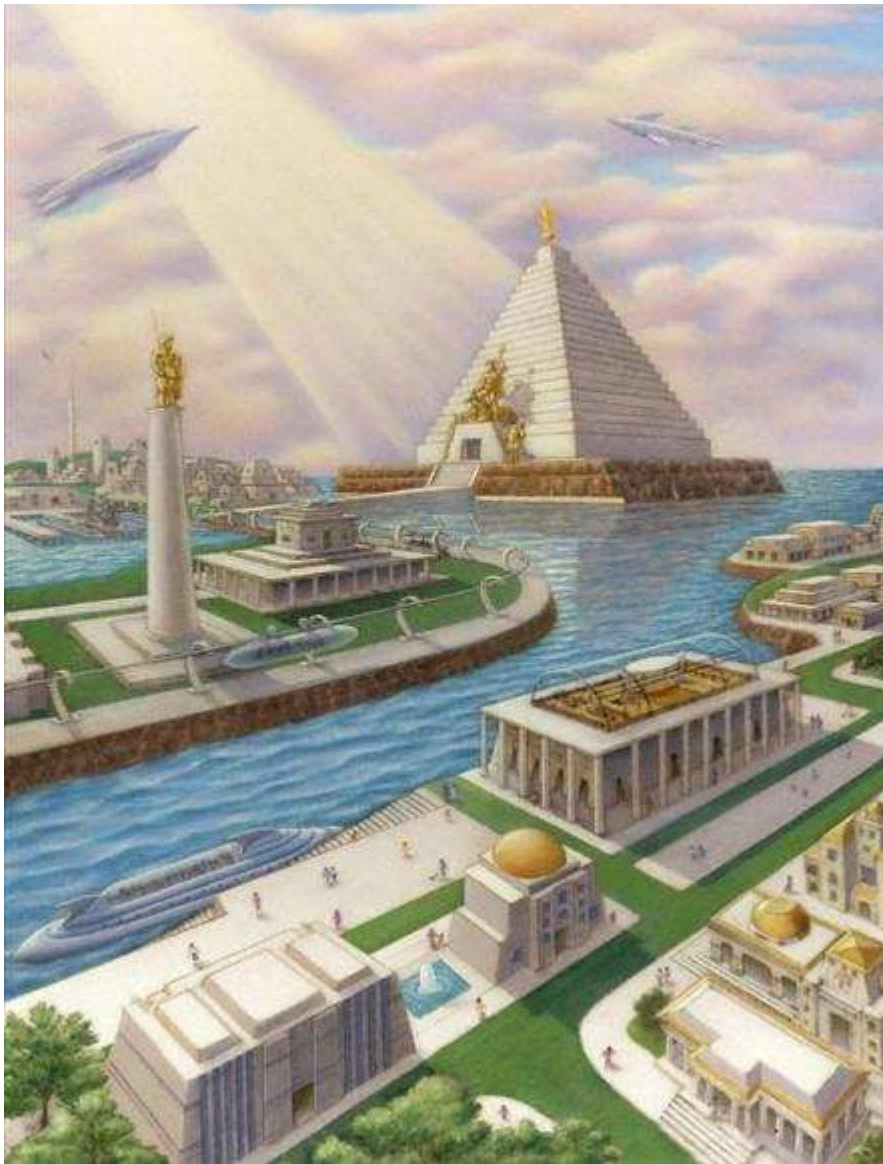


Age of Atlantis

Channing Jones



Version 1.11.1

a semi-cooperative strategy game for 3-5 players ages 12+

playing time: 120 minutes

1 Introduction

In Age of Atlantis you are a secret society seeking to expand the powerful nations you control. You usually have 2 of these under your control, but usually also share your power with a rival. You also have a secondary goal trying to bring "light" or "darkness" (or neither) to the World. Working together and against your rivals you must prove to be the most powerful secret society in the World before the age of Atlantis ends either in glory or in catastrophe.

Story:

"The change in the rising and setting of the sun and the other heavenly bodies, how in those times they used to set in the quarter where they now rise, and used to rise where they now set...Of all the changes which take place in the heavens this reversal is the greatest and most complete." - Critias by Plato 360 B.C.E

During the antediluvian period many thousands of years ago great civilizations forgotten today ruled the Earth which had a different axis then. Antarctica lay in temperate waters and was called "Atlantis". Secret societies ruled this nation and others. Often two societies would control the same nation and determine its fate together. Each society used the powers of light and dark to achieve its goals. As the age of Atlantis was gradually ending in the face of impending doom the struggle between the powers of light and dark became ever more desperate.

2 Overview

On each turn a player selects an action from one of the actions spaces available to him. This can be either an action for his secret society or for one of the two nations he controls. There are two main options to expand the power of a nation, either militarily or politically. A nation will grow more successfully the better its two controlling players can cooperate. There is also the option of switching the nations you control.

The main objective of the game is to expand the power of **both** of the nations you control. The dilemma is though, that you are nearly always helping one other player in whatever you do.

At game end the lesser power score of a player's two nations counts for his final score. Additionally, a player can score points by accumulating raw power or fulfilling secret objective cards. There are only three types of objective cards, so here also you have the dilemma of helping other players with the same objective as you.

3 Contents

- 10 large pawns (archons, 2 for each secret society in the colors: white, gray, orange, purple, pink)
- 15 cubes (2 of each color of the secret societies, 1 of each of the 5 major nation colors)
- 13 minor nation special action cards
- 15 objective cards
- 20 temples (10 black, 10 white)
- 24 minor nation properties counters (13 of them with special actions)
- 6 wilderness counters
- 5 major nation properties counters
- 5 bases
- 5 bidding dials
- 5 capitols
- 5 factories
- 5 major nation tiles
- 5 pyramids
- 5 player reference tiles
- 5 secret society pads
- 5 sets of 3 support cards (attacker, defender, neutral)
- 5 small pawns (power indicator, one in each secret society color)
- 45 square influence markers (9 for each secret society: 3x "1", 2x "2", 1x "3", 3x "0")
- end marker
- rule book
- small discs (7 in each of the 5 nation colors, as control markers)
- soldier pieces (30 in each of the 5 nation colors: red, green, yellow, blue, black)
- large black pawn (doom figure)
- square Poseidon counter (starting player marker)
- white wooden disc (round marker)
- world map board
- round track

4 Concepts

4.1 Map

The map is divided into 29 areas. There are 4 types of areas (amount): major nations (5), minor nations (15),

wildernesses (5), and ocean zones (4). The first 4 types are land areas. These are the ones mainly used in the game.

Aztlán and Paititi are considered to be bordering each other. Arcadia, Eden and the wilderness area between them are considered to be bordering the Borean ocean (i.e. it includes the Mediterranean sea).

4.1.1 Nations

There are 2 types of nations in the game: **major** and **minor**. Each nation area has a power value shown on the map by the large number between a pair of wings and some building spots (rectangles with a building symbol).

Major Nations:

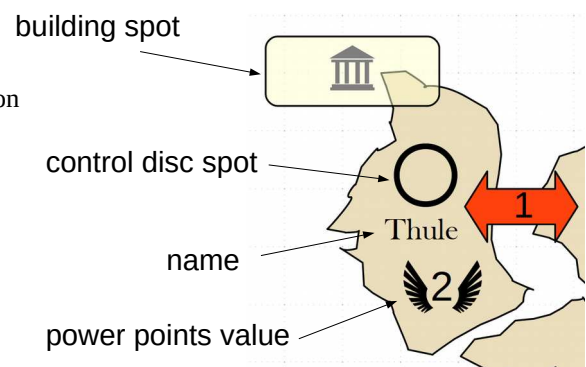
Major nations are the colored land areas marked with a 5-pointed star each (see image). They are controlled by players, up to 2 each. Mark this by placing a secret society control marker (cube) on one of the 2 square control spots in the top right corner of the major nation tile (with the puppetmaster icon). Initially, a major nation consists only of its home area (marked with a star). During the course of the game it will take control of minor nations areas. A major nation cannot take control of the home area of another major nation.



Minor Nations:

Minor nations are the light brown land areas with a name (see image). They are “neutral” at the start of the game and can become controlled by a major nation. When a major nation controls a minor nation then all of its power income, buildings and special actions there also belong to that major nation. A player who controls a major nation thus also controls all of its minor nations.

Only one major nation may be in control of a minor nation at a time. To mark this, place a control marker (disc) on the in the round control spot of the minor nation on the map (removing any previous marker). Also any special action card belonging to that minor nation (as indicated by its property counter) should be placed next to the tile of the controlling major nation. If there is an archon on that special action card it is removed and returned to the owning player (who places it next to his secret society pad). It can be used again starting with that player’s next turn.



A minor nation without a control marker is “neutral”.

A “minor nation property tile” is assigned to each minor nation at setup. This tile determines various other properties of that minor nation (see chapter 4.5).

4.1.2 Wilderness

Wilderness areas are the light brown land areas without a name but with a wilderness icon (see image). They cannot be controlled by nations or players. They do not have a power value nor can any buildings be built there. Military units may enter these areas.



4.1.3 Ocean Zones

Ocean zones are the areas between the land masses. Their borders are marked with the wavy blue lines. They function like wilderness areas except that military units may not stay in these areas. Units may pass through them in certain circumstances though (see chapter 6.1.6).

Both the Borean and the Murian oceans each are a single area that wraps around the left and right sides of the map.

4.2 Military Units

The soldier pieces are used to represent military units. Military units may only stay in land areas.

4.3 Power Points (PP)



Players record their power points (PP) using their small pawn on the PP track of their secret society pad. These are used to pay for or enhance certain actions in the game. They are also worth victory points (VP) at the end of the game as indicated by the green numbers on the track.

Note that you cannot have more than 22 PP.

4.4 Buildings

Buildings can be placed during the course of the game on the building spots of a nation (see image). Each building spot can only have one building. Buildings give bonuses to certain values, VP or special effects. See the tables section for an overview of what each building does.



A major nation controls all buildings in all areas it controls. A player controls all buildings of all major nations he controls.

4.5 Defense Values

There are 2 defense values for nations, the “garrison” value and the “political stability” value (see below symbols).

The **garrison** is used when defending against an attack with military units. The garrison value is the sum of the first number on the assigned nation property tile and the garrison effects of any buildings there.



The garrison value of Shambhala is 1 higher than normal (as indicated on the map).

The **political stability** value is used when defending against a coup. The political stability value is the sum of the second number on the assigned nation property tile and the political stability effects of any buildings there.



4.6 Player Involvement

Whenever a bidding contest happens (Coup or conflict actions) the players involved are determined as follows:

- The player doing his turn is always involved as **attacker** (even if he also controls the targeted nation in some way).
- Any other player who controls both the attacking and the defending nation may **choose a side** to support. This can only happen with a conflict action.
- Any other players (i.e. not already included above) who control the targeted area or have military units there are always involved as **defender**.
- Any other players (i.e. not already included above) who have an influence marker in the targeted area are also involved and may **choose a side** to support.

5 Setup

5.1 Prepare Map

Lay out the world map in the middle of the table. Put the white disc on the leftmost position of the round track (marked with a “1”). Put the doom figure at the far end of the round track on the position marked with the doom figure symbol with the number of the players. Put the end marker also at the far end of the track but on the position marked with the end marker symbol with the number of the players. Place it so the red arrow side is facing up and the arrow is pointing towards the start of the track.

If playing with less than 5 players some nations are only used as wilderness areas. Place a wilderness counter on each of these areas as detailed below:

#players	place wilderness counters in
3	Akakor, Arcadia, Brahmapura, Beringia, Thule, Yorubaland
4	Arcadia, Thule, Yorubaland

Put a cube for every major nation in play on the table in the bottom right corner of the map. Place it on the bottom of the column of its color there on the smallest printed number. This is for tracking the power total of a major nation. Update these whenever a the power total of a major nation changes.

Practical Tip: Save some time by letting players who are not doing their turn update these power totals tracks.

Minor Nation Properties:

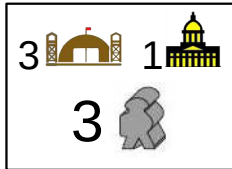
Shuffle all the minor nation properties counters (the long, thin rectangular ones) face down. Draw one for each minor nation in play and place it face up where it is on the map. Only the icon on the right end of each counter is used for setup. If the counter has a special action icon there (see example image) take the card with the same icon (see upper left corner) and lay it face up next to the map (away from any major nation tiles). If the counter has a building icon there on it place the appropriate building piece on one the building spots in that nation's area. If there is a power icon or no icon on the right end, then nothing needs to be done for setup there.



Note that some property counters increase the power value of the minor nation.

Major Nation Properties:

Do the same thing as above for the every major nation in play but using the more square-like counters instead (see example image) with a military unit icon. There is spot in every major nation with the same shape to place this in. Then for every such nation place a number of military units of the appropriate color into its home area as indicated by its property counter.



5.2 Player Pieces

Determine a starting player. Give the starting player marker to that player.

Each player takes a secret society pad with the matching 10 influence markers (with a number) and 2 control markers as well as the 2 large pawns and one small pawn of the matching color. He places his 2 large pawns (archons) on the 2 starting positions (circles in the top corners) of the pad. Each player also gets a player reference tile which shows the building effects on one side and the coup/conflict actions on the other.

Every players gets a certain of amount of PP placing their small pawn (power indicator) on the according position of their PP track: The starting player gets 6 PP. The next player in clockwise direction gets 5 PP. The next player 4 PP, and so on.

Shuffle all the objective cards face down into a deck. Deal 3 cards face down to each player. Every player may look at his cards but may not show them to other players. Every player keeps 2 of these cards and puts one back into the deck. Shuffle the deck again when everyone has done that.

Then beginning with the starting player and then going around clockwise each player selects a major nation. The player places one of the 2 cubes in his color on one of the 2 control squares in the upper right corner (with the puppetmaster icon, see image) of that major nation tile. After that, beginning with the last player and going around in counterclockwise direction each player selects a second major nation in the same way.



The following two conditions must always be met:

- Two cubes on a major nation tile must be of different color.
- No player may share control of the same two major nations with another player.

If a player has no possible position to place his cube, then he moves an already placed cube to one of the free positions

and places his cube on the vacated position. The above conditions must still be met.

Practical Tip: If possible, place a major nation tile and the pieces of that color between the two players who control it.

As the last step, each player in turn order places their “0” influence markers on the board (in any major or minor nations).

6 Play

Players take turns beginning with the starting player then going around clockwise until the game ends.

On each turn the player moves one of his archon pawns to an empty action space and executes that action (see next chapter). If any of his archon pawns are on a starting position then the player must choose to move one of those.

The action spaces the player can move his pawn to are only those on his own secret society pad, those on a tile of a major nation he controls and the special action cards of minor nations controlled by those.

Note: The player may not move his archon pawn onto an action space already occupied by an archon pawn.

Whenever an action space changes ownership so that an archon pawn on it would not be allowed to move to it anymore, then immediately remove that archon pawn and put it back one the starting positions of its secret society pad.

6.1 Actions

6.1.1 Intrigue (secret society)

The player may place his influence markers (square counters with a number) on any nation areas (major or minor). For every influence marker he places he must pay 1 PP. He may also relocate any of his influence markers already on the map to a different nation. For every 1 PP he pays he can relocate 2 markers. A player can place and relocate his “0” influence markers for free though.

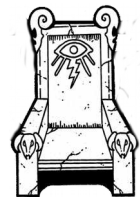


For every capitol building the player controls (in **any** of his major nations) he may place (or relocate) 1 influence marker for free.

6.1.2 Coup (secret society)

At the start of the action the player may swap two of his influence markers on the board for every 1 PP he pays.

The player (attacker) then targets a major nation home area or a minor nation area where he has at least one influence marker. The player may not target a major nation home area he already controls though.



All involved players (see chapter 4.6) take their bidding dial, secretly set it to a number (black: 0-5) and place it face down in front of themselves. Involved players who may choose a side (and only those) also secretly select one of their 3 support cards (attacker, defender, or neutral) and place that face down in front of themselves. Then all these players reveal their dials and cards simultaneously and determine the result.

The attacker adds up the numbers on his influence markers and the (black) number selected on his dial plus the influence markers and bids of every player who selected their attacker support card.

The defenders likewise add up their numbers. The defenders also add the political stability value (including building effects) of the targeted area to their total.

Players who selected their “neutral” support card always have a bid of zero.

Note: There may be no defending players if the target is a neutral minor nation or if the attacker is the only player controlling the targeted nation. In this case only the political stability value is used.

The players must pay the PP for their bid selected on their dial. The amount to pay is indicated by the red number at the selected position. If they do not have that much PP then their bid is invalid and counts as zero instead.

Note that the bid number can be different from the amount of PP to pay (above 1).

If the attacking player's total is **higher** than the defender's total then the coup is successful, otherwise not.

Success vs. Minor Nation:

If the coup is successful and the target was a minor nation area then the attacker puts it under the control of one of the his major nations. See chapter 4.1.1 for how you take control. Any military units in that nation are removed.

Success vs. Major Nation:

If the coup is successful and the target was a major nation home area then the attacking player becomes one of the players in control of that major nation. He relinquishes control of one of his 2 previous nations by removing his cube there. He then places that cube on an empty control spot of the targeted major nation tile. If there is no empty spot there then he first removes one of the 2 cubes there and places it on the spot he just vacated (i.e. control is swapped between these 2 players).

Important: The result of any coup must meet the two conditions as given for setup (i.e. two cubes on a major nation must have a different color and no two players sharing the same two major nations), otherwise the coup may not be done.

Unsuccessful:

If the coup is not successful then the control status remains as it is.

Remove Influence:

In any case (i.e. whether the coup was successful or not), remove all influence markers in that nation (return to each player's supply) except those of players who selected their neutral support card.

6.1.3 Collect Power (major nation)

The player selects a major nation he controls. He gets PP equal to the total power value of all of its areas. Any other player also in control of that major nation gets the same amount.



The power value of an area equals its number on the map plus the effects for any buildings there.

Note: Wilderness areas provide no power.

6.1.4 Construct (major nation)

The player selects a major nation he controls. He places one building on any free building spot in any of its areas. The player may likewise place an additional building per factory the major nation controls. The player may also likewise place an additional building for every 5 PP he spends now.



Important: There can only be one type of temple per area (i.e. either temples of darkness or temples of light).

6.1.5 Mobilize (major nation)

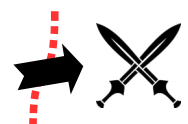
The player selects a major nation he controls. Place a number of military units in each of its areas equal to its power value (including building effects). Some buildings provide additional units (see player reference card or chapter 8.2) in the area they are located.



The player may also get an additional unit for every PP he spends now. He may place these additional units anywhere in the major nation areas, also in wilderness areas where units of that major nation are.

6.1.6 Limited Conflict (major nation)

The player (attacker) selects a major nation he controls. This action then consists of 2 parts in this order: first **Maneuver** and then **Resolve Conflicts**



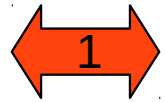
a.) Maneuver:

The player may move any or all military units of that major nation. Each unit can move to an adjacent

land

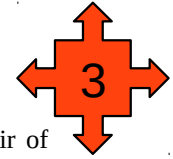
Moving across straits:

Units may move using a “straits” connection (see red double-sided arrows) between 2 areas if one of those units is removed.



Moving across ocean zone:

The units from an area can skip an ocean zone if 3 of them from there are removed. Skipping an ocean zone means moving through an ocean zone adjacent from the land area where the units started the turn and into another land area also adjacent to that ocean zone. This penalty must be paid for every pair of starting and target area. Units may also cross multiple ocean zones but must pay the penalty for each one.



When crossing an ocean zone or a strait at least one unit must arrive in the target area (i.e. you cannot use this to only destroy units).

If units enter an area that is either a neutral minor nation or one controlled by another major nation or where there are units of another major nation then this is called a “contested area”. A player can only have one contested area per turn unless he pays 5 PP per such additional area.

Units may not enter the home area of another major nation.

b.) Resolve Conflicts:

Any contested areas are then resolved in order of choice by the moving player. Do the following for each such area:

All involved players (see chapter 4.6) make their bids and choose sides to support in the same manner as for a “Coup” action. The only difference is that instead of adding influence marker numbers and the political stability value to the totals you add the number of military units and the garrison value (including building effects) in the contested area.

Successful:

If the **attacker’s** total is **higher** than the defender’s then the attack is successful. All of the defender’s units in that area are removed. If the area is a minor nation then the major nation takes control of it (see chapter 4.1.1). All influence markers in the area are removed (return to each player’s supply). If there are any buildings in the area then the attacker must remove one of them and move the doom figure 1 step forwards (black arrow direction).

Unsuccessful:

If the **defender’s** total is **higher** than the attacker’s total then the attack is unsuccessful. All of the attacker’s units are removed. Everything else remains unchanged.

If the totals are **equal** then the attack is also unsuccessful. In this case all units from both sides are removed though.

6.1.7 Global Conflict (major nation)

The player (attacker) pays 7 PP and selects another major nation as target. Calculate totals in the same manner as for a “Limited Conflict” action using bids and all, except that the 2 major nations each count **all** of their military units everywhere. Use the garrison value of the home area of the targeted major nation to add to the defenders’ total (no other garrison values are used). **All** players are considered to be involved (even those without an influence marker in the targeted major nation). Players who are not automatically on one side may choose to support a side (or stay neutral) as usual.



Note: A player who does not have 7 PP cannot do this action.

Win:

The side with the higher total is the winning nation and the other side is the defeated nation. The attacker first chooses 2 buildings or 2 control markers or one of each of the defeated nation to remove. If the defeated nation does not have that many of those pieces then he must choose the highest amount possible. The defeated nation then also loses half (rounded down) of its military units. The attacker also chooses which units to remove. Any units in minor nations lost

(i.e. where the control marker was removed) are removed in any case but count towards the loss total. Move the doom figure 1 space forwards (black arrow direction) for every building removed. Also remove the special action cards of minor nations lost from the according major nation tile.

Note: The removal of a control marker from a minor nation causes it to revert to a neutral status.

Note: Losing units due to loss of control of minor nations may result in reaching or even exceeding half the defeated nation's number of military units. The attacker has no further choice of which units to remove then.

Tie:

If the totals are equal, then both sides each lose half their military units (rounded down, attacker chooses which units to remove). No buildings or control markers are removed.

6.1.8 Repolarize (secret society)

The player pays 3 PP. He draws 2 objective cards. He keeps any 2 of the cards he has now. The other cards are shuffled back into the deck of objective cards.



6.1.9 Special Action (minor nation)

The player executes the special action of a minor nation (see the assigned special action card). This is the card with the same icon in the top left corner as the assigned minor nation property tile. The execution of this action may require payment of PP.



The symbol in the top right corner of every special action card indicates what kind of action the special action is similar to. Do not apply any special effects of the controlling major nation to this action though (unless stated otherwise). If there is a 6-pointed star symbol there (see image), then it is a unique kind of action. You can recognize a major nation special effect by the flavor text added to it (e.g. "Crystal Technology").

Example: Sophia controls Hyperborea which has the "Utopian City" special action card available. If she moves her archon onto that card to do a Construct action any additional buildings she may want to buy will cost 5 PP each (instead of 3 PP each, which is the special effect for Hyperborea).

Note: When the text of a special action card refers to the "controlling major nation" it means the major nation that is controlling the minor nation providing this special action.

6.2 End of Round

At the end of every round do the following in this order:



1. If the red arrow side of the end marker is facing up (see image), then move it one step towards the start of the track. If the other side of the end marker (with the black circle) is facing up instead, then just flip it to the other side, so that the red arrow is again pointing towards the start of the track.
2. Move the round marker (white disc) one step further on the round track (in the direction of the white arrows).
3. Check if any of the game end conditions are met (see below).

*Note that the round marker **can** move beyond the "12" position, although this is unlikely.*

6.3 End Marker

If at any time during a round a temple of light is built or a building is destroyed, then flip the end marker to the black circle side up (unless that side is already up). This prevents it from advancing one step further at the end of a round.

6.4 Game End

The game ends whenever one of the following conditions is met at the end of a **round**:

1. There are 5 temples of light more than temples of darkness on the map. This is an “**Ascension**” game end.
2. The doom figure has reached or passed the position of the round marker. This is a “**Pole Shift**” game end.
3. The round marker has reached or passed the position of the end marker.

Only one of the three possible game endings can be applied. If the conditions for multiple endings are met simultaneously then the one with the higher priority according to the above sequence is applied (e.g. Ascension game end has priority over the other endings).

6.4.1 Winner

Every player determines their score (VP) by adding up the following:

- the lesser of their two major nation power totals (count all areas and buildings of a major nation)
- the VP for the position of their PP indicator
- VP for every fulfilled objective card of theirs (see below)



The player with the most VP wins the game. In the case of a tie, the tied players compare the higher of their two major nation power totals. The player with the higher value wins. If there is another tie then the player who is first in turn order among those tied wins.

Example: Sophia is playing the Sisters of Starlight who are controlling both Hyperborea and Lemuria. Hyperborea has a power value of 8. Lemuria has a power value of 9. She thus gets 8 VP for that. She also has 7 PP which is worth 2 VP. She has a Doom and a Continuation objective card. Only the Continuation card was fulfilled because the game ended with neither a Pole Shift nor an Ascension. This is worth 4 VP because she is only player with that card. Her score total is thus $8 + 2 + 4 = 14$ VP.

6.4.2 Objective Cards

To get VP for an objective card the game ending associated with that card must have happened. Thus players can only score for one type of objective card at game end. All other objective cards score nothing.

The amount of VP a player gets for every fulfilled objective card varies depending on the total number of players who have such a card. If only one player has that card, then that player get the highest amount possible for every such card that player has. If two players have these cards then they score the second-highers amount for every such card they have. If three or more players have these, then they score the lowest amount.

7 Advanced Game

To play the advanced game, players use the other side of the secret society pads. This provides an additional special effect for that player.


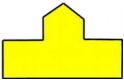




(not implemented yet!)

8 Tables

8.1 Major Nations

Name	Power	Building Spots	Color	Special Effect
Atlantis	5	3	black	<i>Crystal Technology:</i> Get +3 PP when doing the Collect Power action on the major nation tile (both controlling players get his). This bonus does not apply for determining VP at game end.
Aztlán	4	3	green	<i>Warrior Culture:</i> Get 3 units for every 2 PP spent when doing the Mobilization action on the major nation tile (you can still do 1 unit per 1 PP for odd amounts).
Brahmapura	4	3	yellow	<i>Agni Strike:</i> Before resolving the Limited Conflict or Global Conflict actions on the major nation tile you may remove up to 2 military units of other major nations from anywhere (they do not have to be in the same nation).
Hyperborea	3	4	blue	<i>Levitating Construction Method:</i> When doing the Construction action on the major nation tile additional buildings only cost 3 PP each.
Lemuria	5	2	red	<i>Faithful:</i> Your influence markers are not removed at the end of any Coup action where Lemuria controls the minor nation then (i.e. this also applies if you did not do the action yourself or the action is from a special action card).

8.2 Buildings

Name	Icon	Effect
Base		+5 garrison +2 units per Mobilize action
Capitol		+5 political stability place or relocate 2 influence markers per Intrigue action for free
Factory		+1 building per Construct action +1 unit per Mobilize action
Pyramid		+1 power
Temple of Darkness		+1 power if pyramid in same area get 1 PP for every step the doom figure moves forward (black arrow direction)
Temple of Light		+1 power if pyramid in same area +2 power at game end (i.e. for determining VP only)

8.3 Objective Cards

Title	VP	Condition
Ascension	2-4	Ascension game end (i.e. 5 temples of light more than temples of darkness)
Continuation	2-4	round maker reaches the end marker and there is neither an Ascension nor a Pole Shift game end
Doom	3-5	Pole Shift game end (i.e. round marker meets doom figure)

8.4 Special Actions

<i>Name</i>	<i>Effect</i>
Brahmastra (weapon of doom)	For every temple of darkness in play remove 2 military units. Move the doom figure 1 step forwards (black arrow direction).
Crystal Healing Grid	You and a player of your choice get 5 PP for every temple of light in play.
Extraterrestrial Contact Center	You must pay 3 PP. Execute the special action of any minor nation in play (including neutrals and any with an archon pawn).
Military Research Complex	You do a “Mobilize” action for the controlling major nation with 2 additional units at every base and factory of the controlling major nation. You may place additional units for 1 PP each.
Oracle of Rama	Announce an objective card title. Then choose another player and look at a randomly chosen objective card of that player. If it matches with your announcement reveal it and get 10 PP.
Psychotronic Weaponry	Target a player. That player loses 7 PP for every pyramid of the controlling major nation. You gain the same amount of PP that player lost.
Pyramid of the Galactic Sun	You do a “Collect Power” action for the controlling major nation with pyramids and temples having double effect.
Spy Network	You do an “Intrigue” action and can remove 3 influence markers of other players for every capitol of the controlling major nation.
Temple of Anu	You do a “Repolarization” action at no PP cost and drawing 4 cards (instead of 2).
The Black Knight (mind control satellite)	You do a “Coup” action on a minor nation for the benefit of the controlling major nation with your influence markers there counting double. If successful, any military units in the taken nation are converted to this major nation (instead of being removed).
Utopian City	You do a “Construct” action for the controlling major nation and for every capitol of the controlling major nation (already there before this turn) you may place 1 additional building. You may place additional buildings otherwise for 4 PP each.
Vimanas (flying craft)	You do a “Limited Conflict” action for the controlling major nation and can cross ocean zones for free that are adjacent to a base that nation controls. You may have additional contested areas for 4 PP each.
Weather Control Crystals	Move the doom figure 2 steps in one direction. <i>Note that this triggers the dark temple effect twice.</i>

Note: All removed units and markers are returned to their respective supply.

8.5 Secret Societies

<i>Name</i>	<i>Special Effect (advanced game)</i>
Lemurian Brotherhood	<i>Ancient Loyalty:</i> You get +2 to your side’s total when you are fighting with or against Lemuria in any Limited/Global Conflict type action.
Order of Thoth	<i>Secret Tablets:</i> When doing the Repolarize action on your pad you can keep 3 objective cards (instead of 2) if you pay an additional 10 PP.
Priests of Atla-Ra	<i>Religious Manipulation:</i> When doing the Intrigue action on your pad you can also remove other player’s influence markers in areas with a temple for 1 PP each.
Purple Dragon Society	<i>Lizard King:</i> When doing the Coup action on your pad you can double the value of one of your influence markers.
Sisters of Starlight	<i>Unity Consciousness:</i> You can move your archon pawn onto an action space where the other archon pawn of yours is standing and execute that action (if that is an otherwise allowed space for your archon pawn). Once both your pawns are on the same space you must move one away on your next turn.