

Calamity Cards

Illuminati Endgame 2012

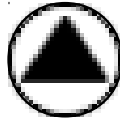
Deluge



Draw 3 continent cards. Each player loses 1 river province (of his choice) on each of the 3 continents.

Players may save a province for 2 PP. Provinces with a pyramid are automatically saved.

Earthquakes



Draw 3 continent cards. All mountain provinces in those continents are lost.

Players may save a province for 2 PP (or 1 PP if it contains a pyramid) each.

Epidemic



Draw 2 continent cards. Remove all cities in the provinces of those continents.

Players may save a city for 2 PP (or 1 PP if the province contains a pyramid) each.

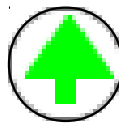
Famine



Draw 2 continent cards. Each player loses 1 city (of his choice) on each of the 2 continents.

Players may save a city for 3 PP (or 1 PP if the province contains a pyramid) each.

Forest Fires



Draw 2 continent cards. All forest provinces in those continents are lost.

Players may save a province for 1 PP each. Provinces with a pyramid are automatically saved.

Reshuffle (Revolt?)



If all players have a province on the map then reshuffle all calamity cards into a new deck and draw a new card.

If there are players who have no province on the map then play the "Revolt" card and reshuffle all other cards into a new deck.

Revolt



This effects the player(s) with the most PP income as per the number of provinces he controls:

1-4: Get 2 PP less next turn.

5-8: Give 1 province to player*

9+: Give 2 provinces to player*

*) with the lowest PP income, lowest no. of provinces breaks tie.

See rules for a detailed explanation.

Pollution



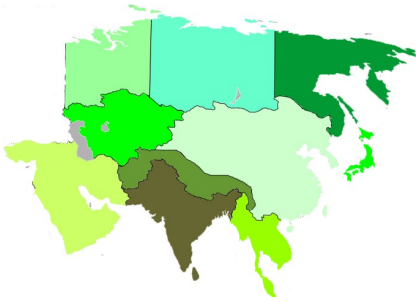
Each player at the Industrial civilization level loses 2 cities (of his choice). Each player at the Information civilization level loses 3.

Players may save a city for 3 PP (or 1 PP if the province contains a pyramid) each.

If no player is affected draw another card.

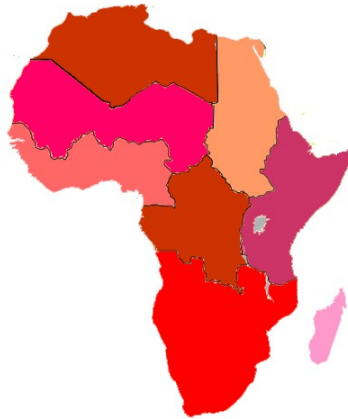
Continent Cards

Illuminati Endgame 2012



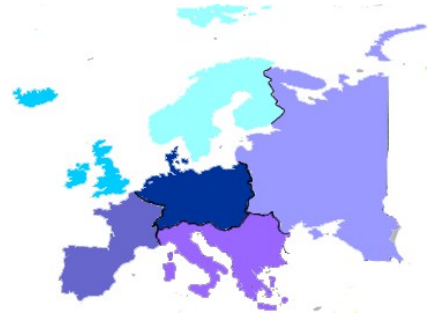
Asia

(2-6 players)



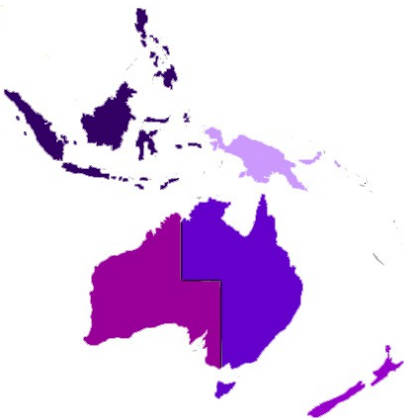
Africa

(2-6 players)



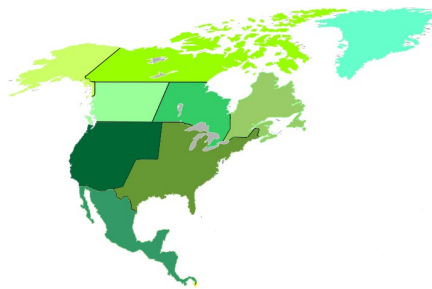
Europe

(2-6 players)



Oceania

(3,5,6 players)



North America

(4-6 players)



South America

(4-6 players)