









































# Player Pad

Illuminati Endgame 2012

Civilization Table:

Lvl.	Name	Move	Use Terrain 1  	Upgrade *)
1	Ancient	  		
2	Medieval	   oooo	 	2
3	Exploration	    	 	3 
4	Industrial	     	  	4  
5	Information		   	5   

\*) immediately upgrade for 1 PP (if enough cities) when province lost to attacker with higher civilization

PP Track:

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

2x  /



:

1+

1

?

Attack province  
Build city  
Build pyramid  
Expand  
Pyramid control  
Upgrade civilization (see



+  : 2

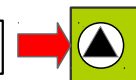
Attack Province Bonuses:



+1



+1



&



+1



..

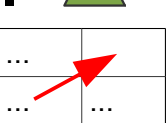
>



&



+3



PP Income:

1

/



:



+

>

?

1

/



:



+

>

?

1

/



minimum= 2

