

CJ Games presents:

# **ILLUMINATI ENDGAME 2012**



a tactical game of civilization, hidden teams and pyramids for 2-6 players

(playing time: 75 minutes; ages: 10+)

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Version: 1.7.1

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## I. Introduction

This game is about the historic struggle of the free peoples of the World against the control of the Illuminati.

There are two opposing teams in this game. On one side are the “Free Peoples” players who can only win or lose together. Their main goal is to survive. On the other side are the “Illuminati” players who must both defeat the “Free Peoples” players and lastly also their team members to win the game individually. Illuminati players need to get as much power as possible. Nobody knows who belongs to which side at the start of the game.

Pyramids are represented in this game because the Illuminati extensively use pyramid technology for their own advantage. Pyramids also have positive uses though as reflected in the game.

### 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 took control of the religions and mystery schools and so ruled from behind the scenes. They used the mysterious energies of the pyramids for their own nefarious purposes. Their power grew as those civilizations grew. Changing their masks as always they named themselves the Illuminati (the opposite of what they are) 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 2012. Otherwise human consciousness will awaken and end their influence once and for all. Nevertheless the rivalries between the Illuminati factions remain strong.

## II. Components

This is a "print-and-play" game. This means you will need to make and supply some parts on your own.

You will need to print out all the PDF files. Keep the rules for reference during play. The map board consists of three parts which need to go together. Cut out the player pads, cards, markers and pyramids. Fold and glue the pyramids together. You can paste parts onto cardboard for extra stability.

### Parts of the printout:

- the rules
- the map board (tape the three parts, left, center and right together)
- the consciousness pool board
- 6 player pads (print the PDF files out 6 times)
- 7 victory cards (3 Illuminati, 3 Free Peoples and a “do not keep” card)
- 6 continent cards
- 8 calamity cards
- the starting player marker (either make the large pyramid or use some similar item)
- 6 small pyramids
- the turn marker
- 3 “+20” markers (used when a player has 20 or more PP)
- 60 city/consciousness markers
- 12 bidding dials (connect arrow to disc with a brass paper fastener)

### Parts you will need to supply yourself:

- 90 colored pieces (6 colors, 15 for each color, from another game for example)

### **III. Setup**

Place the map board in the middle of the table and the consciousness pool board next to it. Place the turn marker on first turn (3000 BC – 1 BC) of the turn track.

Each player takes a player pad, two bidding dials (attacking and defender), chooses a color and takes all the colored pieces of that color. Each player sets his civilization level on his player pad to '1' (Ancient) by putting one of his colored pieces in that row. He also puts one of his colored pieces on the '2' of the PP track on his player pad.

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

Determine a starting player randomly among the players who believe the Illuminati are real. If there is none then among all players. The starting player takes the starting player marker (large pyramid).

Make a deck out of victory cards in the following manner. Take a number of “Free Peoples” cards equal to one half of the number of players (plus one if player number is odd). Then add the same number of “Illuminati” cards to the deck.

Shuffle this deck and deal one card face down to each player. If the number of players is odd then there should be one card left over otherwise none. Put this card is face down next to the board and keep it secret.

*(Note that half the players will be “Free Peoples” and the other half “Illuminati” players.)*

Players may not reveal their victory card until game end (exception: “Pyramid awareness”).

Then beginning with the starting player and going clockwise, each player selects one province of their choice on the map and places a colored piece (control marker) therein.

*(Note that it is usually best to take a river province at setup.)*

#### **A. Two Player Game**

Take two Free People and two Illuminati victory cards. Shuffle the cards and deal one card face down to each player. Put the two remaining cards face down next to the board. These cards remain hidden until the end of the game.

If there are two Free Peoples player then they must have at least one pyramid to remove all their city markers from the map (see chapter V.C). If they do not fulfill their victory condition (see chapter V.C) then there is no winner.

If there are two Illuminati players then use the victory conditions as in the case of an Illuminati victory (see chapter V.C).

The game is played without the provinces of the continents of Oceania and North and South America. Take these two cards out of the continents cards deck. You can use them to cover up the unused areas of the map as a reminder. All the oceans are still used as normal.

#### **B. Three Player Game**

A three player game is played without North and South America (see above for details).

#### **C. Four Player Game**

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

## IV. Game Concepts

### A. Power Points (PP)

Each player keeps track of his power points on his player pad using a colored piece. They represent the power of his civilization. A player can use these points to make actions during his turn. They are reset each turn. Use a “+20” marker if a player has more than 19 PP.

A player may not give PP to another player (exception: for saving provinces from calamities or for upgrading civilization levels, see chapter V.B).

### B. Consciousness Points (CP)

When city/consciousness markers 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. Each time a city on the map is lost due to a calamity or an attack the marker is removed from the game.



### C. Map

The world map is divided into 43 provinces. A land border exists between two provinces if there is a black border line directly between them (see picture).

*(Note that there is a land border between Mexico and Venezuela and also between Egypt and Middle East.)*



#### Sea Lanes

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

*(Note that the Middle East and Southern Europe have no land border and are only connected via a sea lane. Also the Middle East and East Africa are only connected via a sea lane. Scandinavia and Central Europe are only connected via a sea lane. Kamchatka and Alaska are also considered connected via a sea lane.)*



#### Terrain Type

Each province has a terrain type indicated by a terrain symbol (see map legend).

#### Continents

Each province belongs to one of the six continents (number of provinces): Africa (8), Asia (10), Europe (6), Oceania (5), North America (9), and South America (5).

*(Note that 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).

*(Note that the only provinces without a coastline are Central Asia and Himalaya.)*

There are four oceans in the game: Atlantic, Arctic, Indian and Pacific. 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.



*(Note that the following provinces are adjacent to two oceans: Alaska, Argentina, Eastern Europe, Egypt, Greenland, Indonesia, Kamchatka, Mexico, Middle East, Northwest Territories, Scandinavia, South Africa, Southeast Asia, Venezuela and Western Australia. Also note that the Baltic sea, the Black sea, the Mediterranean sea and the Hudson Bay are considered part of the Atlantic Ocean. The Red Sea is considered part of the Indian Ocean.)*

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.

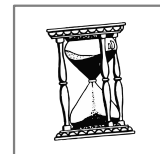
*(Note that a player cannot control more than 13 provinces.)*

## **V. Play**

The game consists of 8 game turns after which the game ends. Keep track of the current turn with the turn marker on the turn track of the board.

### **A. Game Turn**

Do the following each game turn in this sequence:



#### **1.) Add CP**

Add a number of CP to the consciousness pool as indicated by the turn track. The number of CP added is calculated using the number the players who have at least one province on the map (i.e.: this number \* 3 CP on turn 1, this number \* 1 CP on turn 5, this number \* 1 CP on turn 6, this number \* 2 CP on turn 7, this number \* 3 CP on turn 8).

#### **2.) Reset PP levels**

All players simultaneously reset the PP amount on their player pad to their PP income. Any leftover PP from the previous turn is discarded.

**PP income** for a player is calculated as follows. Count the number of provinces a player controls that give 1 PP each according to his civilization level and the terrain in that province (as per the civilization table, see player pad or chapter VII).

Add 1 PP for each city in his provinces.

Add 1 PP for each pyramid in his provinces.

The player who has the largest number of contiguous provinces connected by land borders and with a city each (greatest land empire) gets PP equal to the number of players. Only groups of at least three cities are counted though. In the case of a tie the PP are divided evenly among the tied players (discard any remainder).

*(Note that a province without a city breaks the connection needed for a contiguous group.)*

The player who is present on more continents with a city each than any other player, but at least three (greatest sea empire) also gets PP in the same manner as above.

The minimum PP income is 2.

*(Note that a player with no provinces still gets 2 PP which he can use for helping other players, for example. Also note that PP for cities and pyramids is given regardless of terrain.)*

### **3.) Determine starting player**

For each game turn after the first one determine a new starting player in the following way. The player with the most pyramids selects the starting player. If there is a tie then the player with the most cities among these is the one who selects. If there still is a tie then the player to left of the starting player becomes the new starting player.

The new starting player takes the starting player marker.

### **4.) Player Turns**

Each player then makes a player turn beginning with the starting player and going clockwise (see chapter V.B).

### **5.) Calamity**

There is a calamity at the end of each game turn except for the first and the last. Draw a card from the calamity card deck and apply that.

#### Calamity Cards:

**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.

*(Note that a player can choose a province that is automatically saved by a pyramid.)*

**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 province for 2 PP (or 1 PP if it 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.

**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 then draw another card.

**Reshuffle:** If all players have a province on the map then reshuffle all calamity cards (including the reshuffle card itself) 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 affects the player with the most PP income only. If there is a tie then all players with the highest PP income are affected. The effect depends on the number of provinces he controls. If he has 1-4 provinces then he gets 2 PP less on the next game turn (but not below the minimum income of 2 PP). If he has 5-8 provinces then he gives 1 province of his choice (including any city) to the player with the lowest PP income. If he has 9 or more provinces then he gives 2. If there is a tie among the players with the lowest PP income then select the one with the lower number of



provinces. If that is also the same then the players giving the provinces may choose whom among those to give their provinces to.

After a calamity or continent card is played put it face up onto a discard pile. These cards may be inspected anytime. You can also spread the discarded cards out for better overview. When the last continent card is drawn from the deck reshuffle the continent cards discarded on previous turns back into a new deck.

When a player “loses a province” due to a calamity or an attack he must remove his control marker there and any city therein (exception: in the case of a “Revolt” the provinces are put under the control of the receiving players including cities, see above).

*(Note that pyramids are never removed by a calamity.)*

A player may save provinces from the effects of a calamity if this is mentioned on the card by paying the appropriate PP cost. A player may also save or help save a province owned by another player if they both agree on that.

If a calamity causes all players to lose all their provinces then the game ends and everyone has lost.

### **Player Return to Map**

A player who controls no province on the map can only get a province through a “Revolt” calamity. If the player getting a new province hereby has a lower civilization level than the player giving the province to him, then he can immediately upgrade to that civilization level at no PP cost and disregard any city requirements.

## **B. Player Turn**

A player may do two actions in his turn. He may do the same type of action multiple times. The player must expend the appropriate PP as mentioned below for each action.

A player may do additional actions beyond the above limit of two but then they cost an additional 2 PP each.

The following are the possible actions (see also actions table, chapter VII).

### **Attack Province:**

The player must have at least 1 PP. He selects a target province that is controlled by another player to attack.

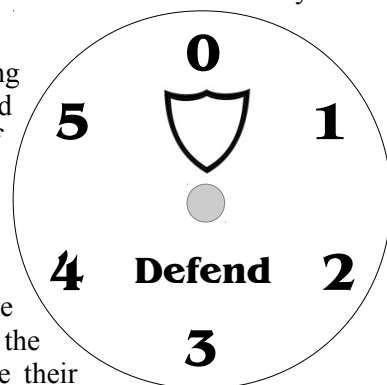
Then there is one round of secret bidding. Each participating player must secretly select one of his two bidding dials and set it to a number. The number he selects is the number of PP he wishes to spend. A player may not bid more PP than he currently has.

*(Note that a player cannot bid more than 5 PP.)*

The attacker and all players who can and wish to support the attacker must use their “Attack” bidding dial. Likewise the defender and all players supporting the defender must use their “Defend” dial.

*(Note that a player who only wishes to feign support can choose a “Defend” bid of 0. In this case his bid has no effect.)*

The attacker and all supporting players must be able to “move” into the targeted province (as described in the Expand action, see below).



Before revealing their bids the players may negotiate with each other. Agreements are not binding.

Then all players simultaneously reveal their bidding dial.

If the attacker has an invalid bid then it is assumed to be 1 PP. If the defender or a supporter has an invalid bid then it is assumed to be 0 PP.

The defending player gets a bonus of 1 PP on his bid if the province targeted contains a city. He also gets a bonus of 1 PP if it is mountain terrain. If one player (either attacker or defender) has more pyramids than the other then he gets a bonus of 1 PP. All pyramids of a player are counted regardless of their location. If one player has a higher civilization level than the other then he gets a bonus of 3 PP for each civilization level above the other. Supporting players do not get any bonuses to their bids. Supporting players' pyramids or civilization levels are not considered for bonus calculations.

If the total of attacking PP is higher than the defending total then the attacker gains the targeted province and any city marker there is removed. A city in the province is also lost when the totals are equal. If the attacking total is equal or lower than the defending total then the defender keeps his province.

All players lose the PP they bid (not counting the bonuses).

**Civilization Upgrade Opportunity:** When a player loses a province to an attacker with a higher civilization level then he can immediately upgrade his civilization by one level if he spends 1 PP and meets any city requirement for that level (not counting the province just lost).

#### **Build City:**

The player must pay 1 PP. He builds a city in a province he controls and which currently gives him 1 PP income (as per the civilization table, see chapter VII). He takes a marker from the consciousness pool and puts it on the map. If there are no markers in the consciousness pool then he may not build a city.

There may only be one city per province.

#### **Build Pyramid:**

The player must pay 1 PP. He builds a pyramid in a province he controls. He takes one of the little pyramid pieces and puts it on the map. If there are no more pyramid pieces available he may not build one.

There may only be one pyramid per province.

#### **Expand:**

The player must pay 1 PP. He places a control marker in a province that contains no control marker and that he can “move” into.



What provinces a player can move into 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 all provinces directly adjacent to his via a sea lane are added to this. Starting with the Exploration civilization level all provinces that have a coastline on the same ocean as a province of his are added. Starting with Industrial civilization level all provinces that have a coastline are added if the player has at least one province with a coastline, too. In the Information civilization level it is all provinces.

*(Note that a player may not expand, attack or support attackers/defenders if he has no province on the map. Expanding/attacking into a province that gives no PP is allowed.)*

#### **Pyramid control:**



The player must have a pyramid and pay 1 PP. He selects another player who also has a pyramid and at least 1 PP. He then executes an attack province action as if playing that player. This action is in addition to the targeted player's actions and does not affect the targeted player's action count. The targeted player's PP are used to pay for the attack. The controlling player makes the bid for the attacking player but may not bid more PP than the controlled player's current number of pyramids. He may temporarily use the controlled player's bidding dial if needed. If the attack is successful the controlling player may choose to get the attacked province himself instead of the attacker.

*(Note that a controlling player can also support the controlled player's attack. A controlling player can also let himself be attacked, for example to lose a pyramid or get a civilization upgrade opportunity. He would have to let the attacker gain the province though for this.)*

### **Upgrade civilization:**

The player increases his civilization level by one level. He must pay the PP as indicated on in the "Upgrade Cost" column of the civilization table using the row of the level he wishes to obtain (see chapter VII). For some levels he must also control a certain number of provinces with cities (1 city province for Exploration, 2 for Industrial and 3 for Information).

Any other player with a civilization level higher than the one the player currently has may help pay the PP cost. This also applies to a "Civilization Upgrade Opportunity" (see above).

*(Note that a player keeps his civilization level after upgrading even if he loses the required number of cities later on.)*

## **C. Game End**

After the end of turn 8 (2000 AD – 2012 AD) all players reveal their victory cards.

If the Free Peoples players have more pyramids than the Illuminati players, then move all the city markers belonging to Free Peoples players on the map to the consciousness pool.

If they have equal or less pyramids than the Illuminati players then all the Free Peoples player's city markers stay on the map.

*(Note that a pyramid in a province with no control marker belongs to neither side.)*

The city markers of the Illuminati players always stay on the map.

### **"Free Peoples" victory:**

If there are at least 10 markers (CP) for each Free Peoples player in the consciousness pool, then all the Free Peoples players have won together.

### **"Illuminati" victory:**

If there is no Free Peoples victory then the Illuminati player with the highest PP income wins (recalculate this as if another turn were to be played). In the case of a tie then the player among those with highest remaining PP wins. If there still is a tie then the player with the greater number of cities wins. If there *still* is a tie then the tied players must play a game of Arimaa to decide the winner. 😊



## **VI. Advanced Game Rules**

Use all or any selection of these rules for an advanced game.

### **A. Additional Action Types**

#### **Pyramid awareness:**

The player must have a pyramid and pay 3 PP. He inspects the victory card of another player who also has a pyramid. Alternatively, he may inspect any victory card from the setup that was not kept by a player and placed next to the board (see chapter III). He may not reveal whatever card inspected to other players.

#### **Pyramid ritual:**

The player must have a pyramid and pay 1 PP. He inspects a number of calamity cards from the top of the deck (draw pile) equal to the number of his pyramids. If there are currently less than that number of calamity cards in the deck then first take the discard pile, shuffle it, and add it underneath to the deck. The player then places one of the cards inspected back on top of the deck and the remaining cards (if there are any) at the bottom of the deck (in any sequence).

#### **Raid city:**

The player must pay 1 PP. He selects a province of another player with a city that he can “move” into (as for an attack province action). The targeted player loses 2 PP and the raiding player gets 2 PP. If the targeted player has less than 2 PP then he loses what is available and the raiding player gets less PP accordingly. Each city can only be raided once per game turn. Turn the city marker face down to indicate this. For the remainder of the game turn a raided city does not provide the 1 PP bonus to defending bids and cannot be used for upgrading a civilization level. Turn all inverted city markers back up at the start of a game turn.

*(Note that the raiding player can get a net gain of 1 PP.)*

### **B. Alternative Victory Card Distribution**

This alternative victory card distribution at setup gives the players (possibly) some choice on which side they will play.

Make a deck out of victory cards in the following manner. Take a number of Free Peoples cards equal to one half of the number of players (plus one if player number is odd). Then add the same number of Illuminati cards to the deck. If the player number is even also add the blank (do not keep) card. The number of cards in this deck should equal the number of players plus one.

Then beginning with the player left of the starting player and going clockwise each player shuffles the deck and draws two cards face down. After looking at them both he keeps one card and puts the other back into the deck. A player may not keep the blank (do not keep) card.

In an odd player number game the last unused card is put face down next to the board and kept secret. In even player number game the last unused card is always the blank card.

### **C. City Capture**

When a player gets a province with the attack province action he may keep any city in the captured province if he so chooses and his bid total was at least 3 PP higher than the defender's total.

## VII. Tables

**Civilization Table:**

<i>Lvl.</i>	<i>Name</i>	<i>Effects on actions</i>	<i>River</i>	<i>Forest</i>	<i>Mtn.</i>	<i>Desert/ Tundra</i>	<i>Upgrade Cost (Require.)</i>
1	Ancient	move via land border only	1 PP	-	-	-	-
2	Medieval	& move with sea lanes	1 PP	1 PP	-	-	2 PP*
3	Exploration	& move to coastal on same ocean	1 PP	1 PP	-	-	3 PP* (1 city)
4	Industrial	& move to any coastal	1 PP	1 PP	1 PP	-	4 PP* (2 cities)
5	Information	move anywhere	1 PP	1 PP	1 PP	1 PP	5 PP* (3 cities)

\*) other players of higher civilization level may help pay the cost

& immediate upgrade for 1 PP if province lost to higher civilization level (city requirement must still be met)

**Actions Table:**

<i>Action Name</i>	<i>Cost</i>	<i>Requirements</i>
Attack province	as per bid; minimum 1 PP	player must be able to “move” into the targeted province as per civilization level
Build city	1 PP	only into a player's province without a city and that also gives PP according to his civilization level
Build pyramid	1 PP	only into a player's province without a pyramid
Expand	1 PP	only into an uncontrolled province; player must be able to “move” into there as per civilization level
Pyramid awareness*	3 PP	must have a pyramid; any target player must also have a pyramid
Pyramid control	1 PP	must have a pyramid; targeted player must also have a pyramid and at least 1 PP
Pyramid ritual*	1 PP	must have a pyramid
Raid city*	1 PP	target province must have a city; player must be able to “move” into the targeted province as per civ. level
Upgrade civilization	as per civilization table**	for some civilization levels the player must have a certain number of cities (see civilization table)

\*) advanced game actions

\*\*) other players of higher civilization level may help pay the PP cost