

Puppetmaster Endgame

Era of History



a strategy game of civilization, hidden teams and pyramids
for 3-6 players; playing time: 120 minutes; ages: 14+

by Channing Jones (cjones@cjgames.com)

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Version: 3.33

1 Introduction

This is a civilization-building and social deduction game featuring two opposing teams: the “Free Peoples” and the covert “Puppetmasters.” The Puppetmasters, who are the ‘in-the-know’ group, are not truly a team though, because only one of them can win if they defeat the Free Peoples.

Story:

It was during the golden days of the Era of Atlantis, 26,000 years ago, that the Sons of Belial first appeared. As time passed, they caused more and more havoc. Consequently, Atlantis fell, along with other civilizations.

Thousands of years later, human civilizations began to reappear. As masters of control, they reincarnated into the most promising of the fledgling cultures to infiltrate its mystery schools and secret societies with the aim of ruling covertly. Their power grew as these civilizations developed.

Soon, others within the secret societies realized what was happening and began to oppose them. Seeing this, the masters of control devised their final plan to take over the world. They must complete it by 2030; otherwise, their window of opportunity will close. The rivalries among these masters remain strong however, as only one of them will be crowned ruler of the world if they succeed.



Other secret societies support the cause of freedom. They are using supernal secrets passed down through the ages to help bring this about. They are also working to expose the masters of control so that humanity can free itself. However, once exposed, the masters will become more dangerous in their desperation. Should the forces of freedom prevail though, this will enable humanity to ascend to a more harmonious world.

Pyramids are a key factor in this epic struggle, as they are located on star gates used by all secret societies to connect with mystical powers.



Overview:

Players each control a civilization as it grows over the course of history, along with a secret requirement or effect on winning (on their identity cards). Half of the

players will each belong to one of two opposing groups.

One group is the “Free Peoples” (FP) players who must work together as a team. They can only win or lose together. Their secrets determine what they need to win, which is usually some combination of pyramids, cities, and markers in the consciousness pool.

The other group is the “Puppetmaster” (PM) players, who need to first defeat their opposing group, the “Free Peoples”, by preventing them from fulfilling their secrets. Even if they achieve that though, only the most powerful one (most income points) among them will win.

Only the Puppetmasters know initially who belongs to which group, so they have the opportunity to manipulate the Free Peoples players.

Over 7 rounds, players take turns performing actions to expand and improve their civilization. The number of actions a player can take depends on the size of their civilization. At the end of each round, a calamity occurs with players determining which parts of the map are affected. This can set civilizations back who have not taken enough precautions. However, being too cautious can also hinder a civilization’s growth.

Pyramids in the game are important as they have numerous uses. They can be key to winning and allow the use of special powers.

Risk management is an important aspect of the game! You should expect and prepare for losses from calamities!



2 Components

- 15 lightning bolt markers (for marking calamities)
- 22 specialization cards (purple backs)
- 38 city/consciousness markers
- 48 continent cards (light blue backs)
- 44 purple chips (action counters)
- 4 legacy counters (Committee of 300 special effect)
- 6 player pads
- 6 small pyramids
- 9 secret society cards (green backs)
- 7 infiltration counters (Rosicrucian Order special effect)
- 9 calamity cards (red backs)
- 84 control cubes (6 colors, 14 for each color)

- 9 identity cards (cards with green backs, 4 Puppetmaster, 5 Free Peoples)
- 4 win condition modifier cards (2 for province majority, 2 for player majority)
- Consciousness Pool board
- conflict marker
- result bonus tracker (for the Attack action)
- 2 pawns for result bonus tracker
- starting player marker (the large pyramid)
- map board
- round marker (hourglass symbol)
- rulebook
- backstory book

Note: Components are limited as listed above.

3 Setup

3.1 Playing Area

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

Prepare the **consciousness points** (CP) schedule on the Round Track by placing a stack of such markers on rounds 1, 3, 5, 6, and 7. The number of markers for each stack equals the number of players but with the following modifiers:

- round 1: 1 CP less
- round 6: 1 CP more
- round 7: 2 CP more if playing with 3-4 players, or 3 CP more if playing with 5-6 players

See also the markings for these rounds on 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.

Take all the **secret society cards** and shuffle them. Draw a number of them equal to the number of players (see table below) and place them individually face up next to the map. Put the same number of pyramids next to the map. 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 4 + number of players x 2 (see also Setup table 9.1). Place these cards face up next to the board. Remove the

remaining specialization cards that were not drawn from the game.

See the **Setup table in section 9.1** for overview of the number of cards of each type.

Map Restriction (3-5 players):

Games with fewer than 6 players are played without the continents mentioned also in table 9.1. No player may control a province in these continents. All the oceans are still used as normal.

Win Condition Modifier Cards

These cards show the modification to the win conditions for the FP players at the end of the game (see chapter 5.10).

(a) Province Majority:

Place the two win condition modifier cards for province majority (marked “a”) next to the map with the side face up, that corresponds to the number of players. This shows the modification depending upon which side (FP or PM) has more **provinces**.

(b) Player Majority (only with 3 or 5 players):

In a game with 3 or 5 players, also place the two win condition modifier cards for player majority (marked “b”) next to the map with the side face up, that corresponds to the number of players. This shows the modification depending upon which side (FP or PM) has more **players**.

The effects of these cards are cumulative, when both types are in play.

3.2 Player Pieces

Each player takes a player pad, chooses a color and takes all the 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.

Continent Cards:

There are 7 continent cards for each continent on the map plus 6 Antarctica cards. The icons are for various effects in the game. Icons in the top right corner are for counting province majority at game end, any in the bottom left are for calamities, any in the bottom right are for resolving Attack Province actions.

Shuffle the six “Antarctica” cards together and deal one of those face down to each player. Any remaining Antarctica cards are removed from the game.

Game with 3-5 players: Remove all cards of continents not in play (as per map restriction, see table 9.1) from the game.

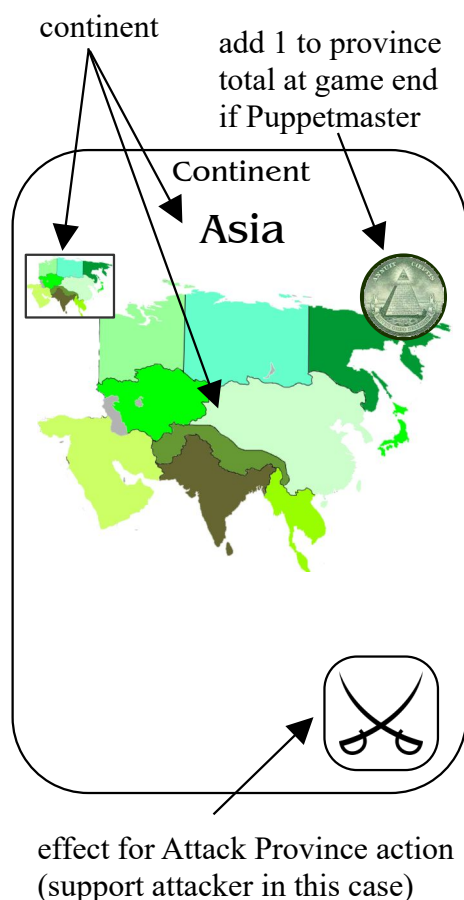
Practical Tip: Place some of these cards face down on the map to cover the unused continents.

Make a separate pile of cards for each continent. Shuffle each pile face down into a deck. Each player draws one card from each continent deck.

Shuffle the remaining cards together into a single deck and place it face down next to the board.

Game with 3-5 players: Players then fill up their hand to seven cards with cards from the deck.

example continent card:



Note: Everyone starts the game with 7 continent cards in hand, including at least 1 for each continent in play and 1 Antarctica card.

Usage:

Whenever continent cards are played during the game put them into a discard pile. Players may inspect the discard pile at any time. Whenever the deck is used up, shuffle all cards from the discard pile into a new deck.

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

Note: It is important that players get their continent cards before they choose a starting province (see below)!

Starting Bolstered AC:

Every player places an action counter into the “Bolstered AC” box of their player pad.

Starting Player:

Determine a starting player. 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. Shuffle the drawn cards together into a single deck and from that deal one card face down to each player.



Free Peoples



Puppetmasters

Game with 3 or 5 players: There will be one card left over from the deck, add that card to the others not dealt to players.

Put away all identity cards face down that were not dealt to players. These may not be inspected during the game! See the table in chapter 9.7 for a list of all identity cards.

Players secretly look at their identity card. They may not reveal it to others (unless specifically stated otherwise). This card also affects how a player can win (see chapter 5.10).

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

Starting Provinces:

After looking at their identity card, but before any further identities are revealed (see below) players each select a starting province. In turn order, players each select a river province (i.e. with the blue wavy lines symbol) by placing a cube of their color therein.

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 speaker,

giving out the following instructions which all players must follow:

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

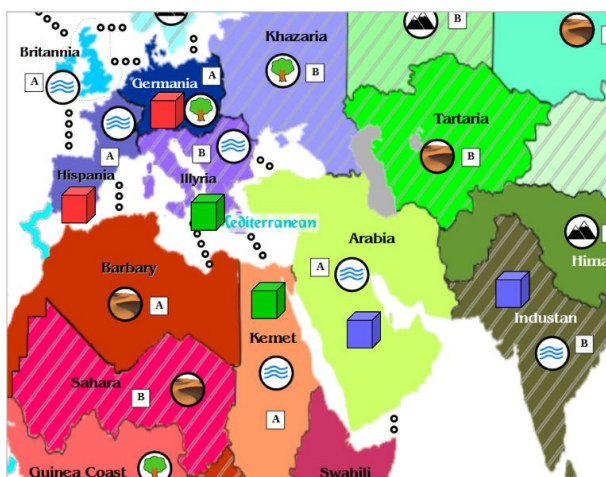
“All Puppetmaster players open their eyes, look around and acknowledge each other.” *(pause)*

“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 face down and shuffles these together. Then he deals one card to each player and puts away the left over card. The players then secretly look at their card. Red and green are Free Peoples. Blue is a Puppetmaster.



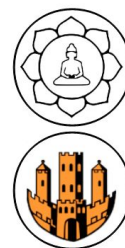
Red is the starting player and takes Hispania, green takes Kemet and then blue takes Indistan. For the second province, blue starts with taking Arabia, then green takes Illyria and finally red takes Germania.

Red gives out instructions for each of the following steps. 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.



Markers are removed from the Consciousness Pool to build cities on the map. However, markers in the “Enlightened Zone” cannot be removed. A city that is removed from the map is usually **not** returned to the Consciousness Pool but is instead placed back into the supply (for details, see City Removal Rule, page Error: Reference source not found).

4.2 Map

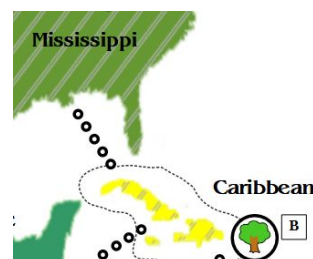
The world map is divided into 44 provinces. A land border exists between two provinces if there is a black border line directly between them (see image).



Note: There is a land border between Anahuac and Arawakia, between Kemet and Arabia, and between Cascadia and Alyaska.

Sea Lanes:

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



Note: Arabia and Illyria have no land border but are connected via a sea lane. The same applies between Arabia and Swahili Coast, between Scandia and Germania and between Chukotka and Alyaska.

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 background).

Continents:

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

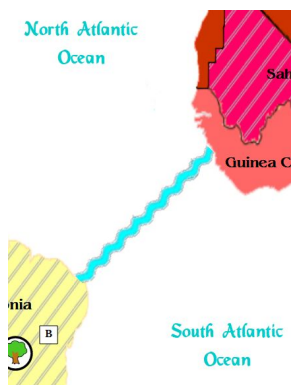
Note: The Caribbean belongs to South America and Anahuac to North America. Nunaat also belongs to North America.

Coastlines and Oceans:

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

Note: The only provinces without a coastline are Tartaria, 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 image). 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 Zululand and Guinea Coast. Khazaria 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 cube in a province then it is uncontrolled (belongs to nobody). If there is a control cube in a province then it belongs to the player of that color. Only one control cube per province is allowed.

Note: A player cannot control more than 13 provinces.

5 Play

The game consists of 7 rounds after which the game ends. Keep track of the current round with the round marker (see image) on the Round Track of the board.



Round:

A round consists of the following phases in this order:

- 1) Get Action Counters & add CP
- 2) Determine Starting Player (*not in first round*)
- 3) Player Turns

- 4) Calamity (*not in last round*)
- 5) Draw Continent Cards (*only round 4*)
- 6) Move Round Marker

Note: Check the icons on the current position of the Round Track, to see which phases apply or not.

5.1 Get AC & add CP

Income Points (IP):

All players simultaneously calculate their income points (IP) by adding up the following:

- 1 IP per province that players control and that they can “use” according to their civilization level and the terrain there (see civilization table on player pad or in chapter 9).
- 1 IP for each city in their provinces (regardless of terrain).
- 1 IP for each pyramid in their provinces (regardless of terrain).
- IP for control cubes in the trading box of their player pad (see Trade action) and for their specialization cards.

Action Counters (AC):

After determining their IP for this round, players then immediately determine the number of action counters (purple chips) they get. Use the table on the player aid (or table 9.2), referencing the IP number, to see how many.

Example: Green has 4 IP, so he gets 3 AC.

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

All players place all of their new action counters into the “Action Counter Box” of their player pad.

Remove Excess Bolstered AC:

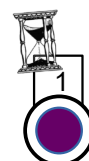
Any action counters in excess of one, that players have left over in their “Bolstered AC” box are returned to the supply.

Public Information:

The number of action counters a player has on his player pad is public information. If players cannot see how many another player has they may request that these be openly counted.

First Round Action Counters:

On the first round (only) some players may get a (regular) extra action counter, namely



those who have chosen a starting province marked with this icon (see image) on the map.

Example:



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

Green also has three provinces and a pyramid, but since he is still at the Ancient level he does not get anything for Barbary. He also gets 3 IP in total (thus 3 action counters).

Blue has two provinces, a pyramid and two cities, so he gets 5 IP (thus 3 action counters).

Add Consciousness Points:

Take the CP on the current position of the round track and place them in the Consciousness Pool.

5.2 Determine Starting Player

(not in first round)

For each round **after the first one** determine a new starting player in the following manner. The player with the starting player marker hands it to another player of his choice. This player is now the new starting player. Alternatively, the player may keep the starting player marker if he pays 1 action counter.

Note: This phase not needed in the first round because the starting player for the first round was determined via setup.

Starting Player Power:

The starting player may view the top card of the calamity card deck anytime, but may not show it to other players. After the first round, this only applies to the **new** starting player (so **after phase 2** in rounds 2-7).



Note: If the starting player does not change then old one can still use this power.

5.3 Player Turns

Players take turns beginning with the starting player and going clockwise. On each turn a player must

either do an action or pass. This phase ends once all players have an empty action counter box.

Pass:

Players who have no action counters left in their action counter box must pass. Players may not pass otherwise.

Player Actions

When a player does an action on his turn, then this costs him a certain amount of action counters. The action counters spent thus are returned to the supply (exception: Bolster). Only action counters in the action counter box can be spent for actions (and other special effects).



Important: A player can only do an action if he has at least one action counter in his action counter box.

These are the possible actions (see also the actions table in section 9.4):

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

5.3.1 Bolster

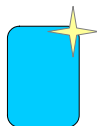
This costs one action counter, but unlike the other actions, this action counter does not go into the supply. Instead, the player moves it into the “Bolstered AC” box inside of his pad.



Any action counters here cannot be spent anymore in the action phase (only in the calamity phase).

They also each count as a +1 result bonus when defending (see Attack Province action below).

The player may also swap out a continent card from his hand. First put a card face up on the discard pile and then draw the top card of the deck.



Strategy Tip: Free Peoples players can use the card they discard to signal their identity to their team members.

5.3.2 Build City

This costs one action counter. The player takes a marker from the Consciousness Pool, that is not in the Enlightened Zone, and puts it in a province which he controls and currently can

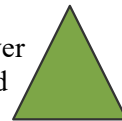


“use” (as per the civilization table, see page 19). There may only be one city per province.

Note: If there are no markers left in the regular part of the Consciousness Pool then you cannot build a city.

5.3.3 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 a secret society card next to the board (that does not belong to a player).



Note: If all pyramids are on the map then you cannot build a pyramid.

5.3.4 Expand

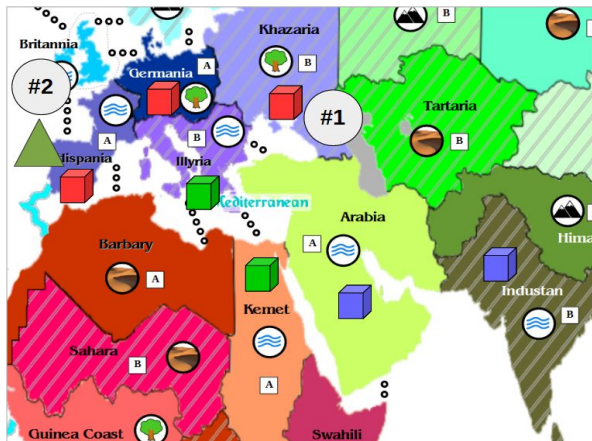
This costs one action counter. The player must have an unused control cube. He places it in a province that contains no control cube and that he can “reach” (see below).



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 all coastal provinces also beyond one ocean border (but not two) are included. At the Information level this is all provinces.

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

Example:



Red starts the round. He has 3 action counters.

Red's first action is to expand to Khazaria. 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 Hispania. He spends two actions counters, places a small pyramid there and takes a secret society card.

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.

Note: Expanding or attacking into a province that you cannot "use" is allowed.

5.3.5 Specialize Civilization

This costs one action counter. The player takes one of the specialization cards laid out next to the board. A player can have a maximum of two specializations (thus a player who already has two cannot do this action). The new specialization immediately goes into effect. See the table 9.8 for more details on each specialization.



5.3.6 Upgrade Civilization

This costs two action counters. The player increases his civilization level by one (move marker on player pad down one row). To do this, he must 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).

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

Immediate Effects:

Players who upgrade to the Industrial or Information civilization levels *immediately* get this one-time effect:

- **Industrial:** Get 1 AC.
- **Information:** Inspect the identity card of another player. The inspecting player **may** reveal that card if it is a Puppetmaster card, otherwise not.



Note: 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 takes 1 AC and then 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 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.

Swap Specializations:

Players who have upgraded their civilization level (after completing any immediate effects as above) **must** exchange all of their specialization cards with ones laid out next to the board.

5.3.7 Attack Province

This costs one action counter. The player (attacker) must have 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.



Place the conflict marker in the attacked province as a visual aid (see image).

The **attacker** adds the following number to his result:

- +1 for each province adjacent via land border to the attacked province

The **defender** adds the following numbers to his result:

- +1 for each bolstered AC (it does not get spent)
- +1 if there is a city in the attacked province
- +1 if the attacked province has mountain terrain

If one side has a **higher** civilization level than the other, then that side gets **+1 per civilization level** they are higher to their result.

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

Practical Tip: Use the Result Bonus Tracker with its two pawns to keep track of the total bonus for each side from the above numbers.

Using Continent Cards:

After adding up the numbers for both sides, the attacker and defender must first each select a continent card from their hand and play it face down on a common pile.

Other players may then secretly influence the outcome of this action by adding their own cards: In turn order, every other player who can reach the attacked province may also play one card in the same way as above.

Then shuffle all these cards and reveal them.

The icons on these continent cards have the following effects for resolving this action:

icon	effect
	+1 to the defender's result
	+1 to the attacker's result
	The winner of this attack (attacker if successful, defender otherwise) gets +1 IP for the next round (only). That player keeps this card as reminder until then (as long as it is not needed), and then discards it.

Double the effect of every continent card that shows the **same continent** as the continent of the province being attacked.

Practical Tip: Rotate a doubled IP gain card (+2 IP) sideways as reminder for the doubling.

Note: If you run out of continent cards because of too many being used as reminders, then note the IP they give otherwise and put all these cards on the discard pile.

Note: The effects of Antarctica cards are never doubled since that continent is not part of the map.

Add the numbers from the revealed icons to the results of the according sides.

After the attack has been resolved, put the played cards on the discard pile. Every player who played a card draws a new card from the deck (in turn order, if it makes a difference). Each player thus has the same amount of cards again as before the action.

Note: The number just below the current box of the Round Track indicates how many continents cards players should

have in their hand during the current round (until the start of the Calamity phase).

Determining the Outcome:

If the attacking player has the higher result total, then the attack is successful, otherwise not.

Note: Defender wins ties.

Unsuccessful:

Nothing else happens.

Successful:

- **Change Control:** The defender's control cube is removed from the province. The attacker places one of his unused control cubes there (if he has any). If the attacker has no control cube to place there, the province becomes uncontrolled instead.
- **Remove/Keep City:** If there is a city there, it is either removed (as per the City Removal Rule, see below) or kept. A city may only be kept if the defender was a revealed Puppetmaster player. The attacker chooses which option.
- **Get Secret Society:** 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 unused secret society cards next to the board.



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

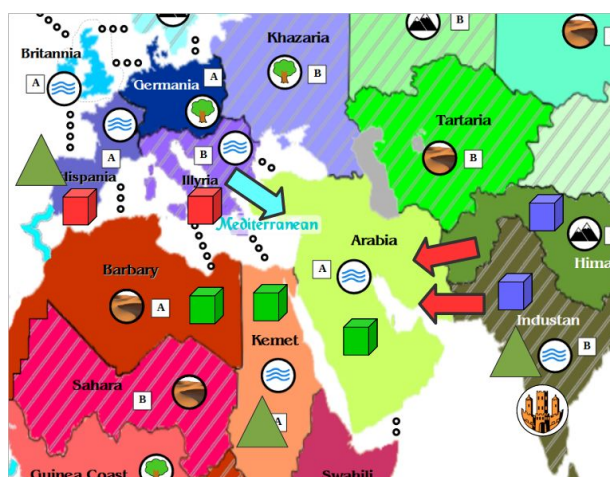
City Removal Rule:

Any city markers lost from the map, for whatever reason, are returned to the supply (not the Consciousness Pool)!



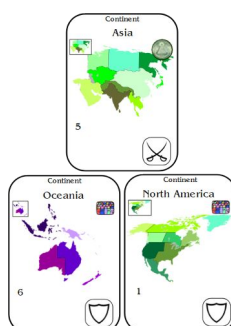
Only cities lost that belonged to a **revealed Puppetmaster** player (see Upgrade Civilization to Information level) are returned to the Consciousness Pool instead, filling up the Enlightened Zone first (maximum of 2 markers there).

Example:



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

Blue is doing his turn and decides to attack Arabia. He can get there because he controls both Indus and Himalaya which are connected to Arabia via land border (either one would be enough to do the attack, see red arrows).



Blue pays 1 AC for the action. Then Blue and Green both play a continent card face down from their hand. Red wants to support Green and can reach Arabia (through a dotted line from Illyria, see light blue arrow). So she decides to play a continent card with a shield. The three cards are shuffled and revealed. One card is Asia with a crossed swords symbol thus supporting Blue as the attacker with +2 (doubled for matching continent). The others are North America and Oceania each with a shield, so giving +1 each for the defender.

Then the result is calculated. Blue gets a total result of 5 because he is attacking via 2 land borders from adjacent provinces, plus 2 from the Asia continent card and plus 1 because he has 1 civilization level higher than Green.

Green gets a result of 3. He gets 1 for his 1 bolstered AC, and 2 from the two other continent cards played.

The attack is successful, so the green cube in Arabia is swapped out for a blue one.

Each of the three players then draws a new card from the continent card deck.

5.3.8 Trade

This costs one action counter. The player selects another player who has a province he can reach (see Expand action). Both he and that player must have an unused control cube and neither may currently have a control cube of



the other player in their “trading box” (see area on player pad with the above icon)

The players swap a control cube of their color with each other, placing the cube they receive in their trading box.

The players also swap a continent card by simultaneously giving each other a face down card of their choice from their hand.

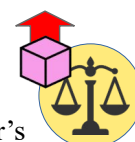
Note: There can only be one cube of each color in a trading box. Also, the targeted player cannot refuse the trade.

Each cube in a player’s trading box gives 1 IP, or 2 IP if the player of the cube’s color has a higher civilization level.

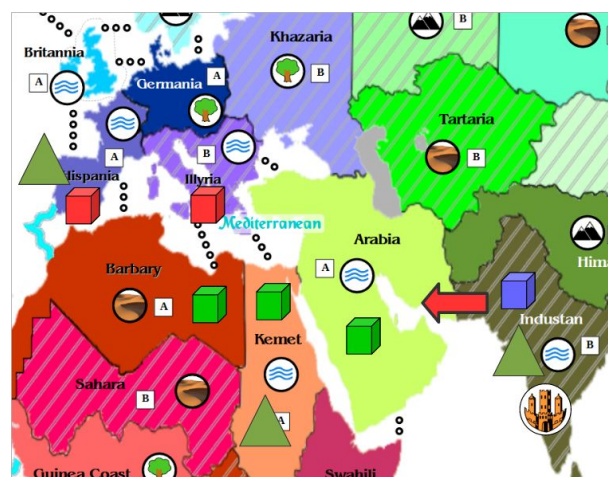
Practical Tip: At the start of each income phase, adjust the position of the cubes inside the trading boxes accordingly to easily see which cubes give 2 IP.

Losing Trading Cubes (from Attack):

Whenever a player successfully attacks another player (see Attack Province action) then a cube of the attacking player’s color is removed from the trading box of the attacked player, if present. A removed cube may be used by the attacker to take control of the attacked province (if the attack was successful).



Example:



Blue has 1 AC left and no cubes in his trading box. Green also has no cubes in his trading box. 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 Arabia because he has Indus which is connected to Arabia via land border (see image).

Blue gets a green cube from Green’s supply and places it in the trading box of his player pad. Green likewise gets a blue cube and places it in his trading box.

At the start of the next round the civilization levels are unchanged. Blue adds 2 to his income level. Green adds 1 to his income level.

5.4 Calamity

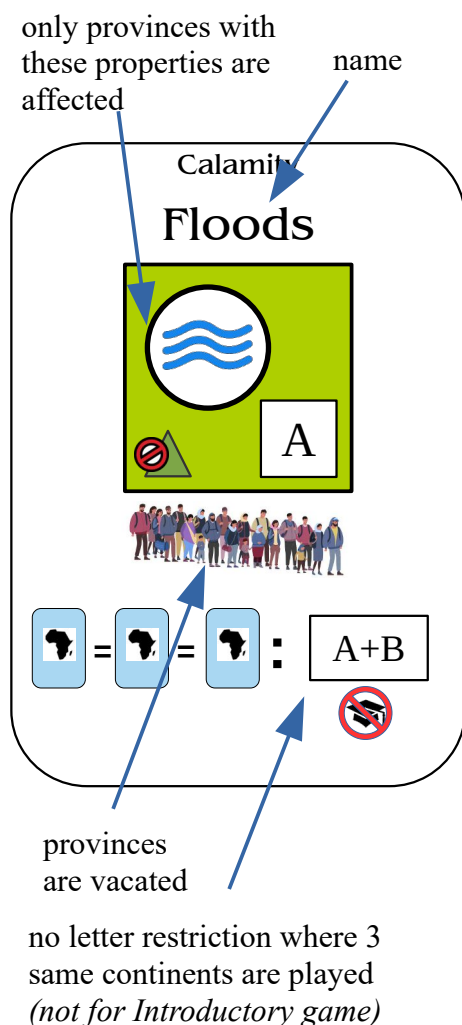
(not in last round)

There is a calamity at the end of each round except for the last one which may cause losses. Do the following then in this order:

a.) Reveal the top card from the **calamity** card deck.

Calamity Cards:

example calamity card:



The types of provinces 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.

Provinces with a pyramid are always unaffected by calamities.



After the calamity card has been revealed, place a lightning bolt marker in all potentially affected provinces (on all continents) as indicated by the calamity card. For terrain-related calamities this includes all such provinces not owned by players.



Playing Tip: You may even use the reverse side of these markers to place into provinces that would be affected in the case of an “A+B” effect triggered (see below).

b.) Every player then selects one of their **continent** cards and places it face down on a common pile. After all cards have been added to that pile, shuffle them and then reveal them all simultaneously.

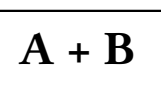
Note: Nobody sees who played which continent card. Players may not reveal continent cards in their hand.

c.) Resolve the **effect** of the calamity.

Only apply the effects of the calamity to continents for which one or more continent cards were played! Any other continents are not affected.

Note: Antarctica cards have no effect for calamities.

If either a continent card with an “A+B”-symbol on it, or **three cards** of the **same continent** have been played, then both the “A” and “B” provinces of the indicated type are affected for that continent.



Introductory Game:

Ignore all “A+B” effects. These are marked with the following icon:



Note: It is strongly recommended that new players play with this rule, as they will likely underestimate the dangers from calamities.

First correct the placement of all lightning bolt markers. Removing any from continents not affected and adding them to where more provinces are affected (see “A+B” effect).

Then in **turn order**, each player resolves all their affected provinces. There are two different types of effects for calamities:

Terrain-Related:

These are calamities affecting either provinces of a certain terrain type or with a city. The affected provinces must be vacated. This means either migration or losing:

- **Migration:** The owning player relocates the control marker to a different, uncontrolled province within reach from that province, that is not affected by the calamity (has no lightning bolt marker).
- **Losing:** If the player cannot or does not want to migrate the control marker, it is returned to the player's supply.

In any case, a **city** in an affected province must be **removed** (apply the City Removal Rule, 5.3.7).

Remove the lightning bolt markers only when all players are done.

Practical Tip: You can skip using the lightning bolt markers if you find it easier to resolve the calamity without them.

Terrain-Unrelated (Revolts or Civil War):

For each affected province, the owner **exchanges** the control marker with one of another player (of choice) who must have an unused control marker.

In this case, immediately remove the lightning bolt marker for each individual province after it has changed ownership.

Details:

See the table 9.6 for a detailed explanation of every calamity card.

Saving:

Players may now spend action counters they have inside the “Bolstered AC” box on their player pad to “save” provinces. For every such action counter spent the player may choose one province to not be affected as indicated by the calamity card. Players may also save provinces of **other** players but only if the affected player agrees (if multiple players want to save the same province then that player chooses who).

Strategy Hint: Calamities can be very devastating to players who have taken no precautions! It is recommended to have bolstered AC when in doubt.

Playing Tip: Players should be aware that there is only one calamity in the deck per combination of terrain and letter (A/B). So once a card has been drawn, its unique combination will not reappear.

5.5 Draw Continent Cards

(only round 4)

After the calamity phase of the fourth round, every player draws **three** cards from the continent card deck in turn order. Thus every player now has a total of six continent cards.

5.6 Move Round Marker

At the very end of the round, move the Round marker to the next position on the Round track.

5.7 Secret Societies

Players may only have **one** secret society card.

Players get their secret society card either by building a pyramid or by successfully attacking a province with a pyramid. Their card goes into effect after the action has been completed that caused them to get it.

To **use** a secret society card a player **must control a pyramid**, otherwise their secret society effect is not active.

Practical Tip: Players who have no pyramid can turn their card face down to indicate that it is inactive. They can turn it face up again when they get a pyramid back.

Some cards give an “action” or “free action” effect. A player may choose to use this action on a turn instead of one of the other actions normally available to him. Any cost in AC is mentioned in the text.

Extra Effect:

Players who control two or more pyramids or who are a revealed Puppetmaster (with a pyramid) have an extra or modified effect as indicated at the bottom of their secret society card.

See table 9.9 for the details on each secret society.

5.8 Player Interaction

All communication must be done openly to all players (no secret communication).

Players may not gift or exchange any game elements unless explicitly stated so by the rules.

Players may make agreements, but they are not binding.

5.8.1 Canceling

Whenever an action or effect is “canceled” it is still considered executed (only without any effect). Any “once per round” limits are reached. Any AC (or other spendable counters) are still spent as normal. If an “action” was canceled, then the player's turn is done.

A player may wait until the details on how the action or effect will be executed are known and **then** decide to cancel it (even retroactively as long as the next action or effect has not started). In the case of an **Attack Province** action the player must decide to cancel it before any continent cards are played. In the case of an **Upgrade Civilization** action to the

Information level this may happen after a player has been selected but must be before that player's identity card is actually viewed.

5.9 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.

5.10 Game End

The game ends after round 7 (2000 AD – 2030 AD). All players reveal their identity cards then and determine the winner as follows:

5.10.1 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 (Enlightened Zone also counts). If there is a Puppetmaster symbol on one of their cards then there must be at least one Puppetmaster player who was revealed 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 and Green are FP players and 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.

Free Peoples Win Condition Modifiers:

The win condition for the Free Peoples' players is modified in the following ways.

Practical Tip: After determining which win condition modifiers apply, place the corresponding cards next to the revealed identity cards of the FP players to get an easier overview of their win conditions.

(a) Province Majority:

- If the FP players have more provinces in total than the PM players: -2 CP required
- If the FP players have fewer provinces in total than the PM players: +4 CP required
- No change if the sides are tied.

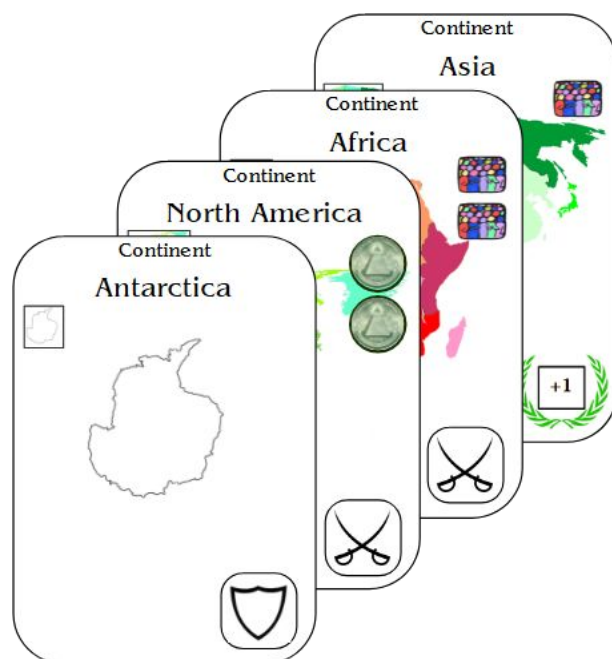
Continent Card Modifications:

The total number of provinces each player has at game end is modified by the (usually four) continent cards they each have remaining in their hand, which are all revealed at then.

For every icon on a continent card (see upper right corner) **matching** their identity, players **add one** to their personal province total, doubling those icons on cards where they control a province on that continent.



For reach icon on a continent card of the **opposite** identity players **subtract one** from their province total (the continent has no effect then). The minimum total for each player is zero.



Example: Red is a FP player and controls 8 provinces on the map at game end. She has the following 4 continent cards in her hand then: an Antarctica card (showing no identity icon) so that has no effect, a North America card with 2 Puppetmaster icons thus subtracting 2 provinces from her total, an Africa card with 2 Free Peoples icons while controlling Kemet (a province in Africa) so adding 4 provinces for that, and her fourth card being Asia with 1

Free Peoples icon but where she controls no province, thus adding 1 to her total.

Her personal modified province total thus is: 8 (from map) -2 (North America card) +4 (Africa card) +1 (Asia card) = 11 provinces.

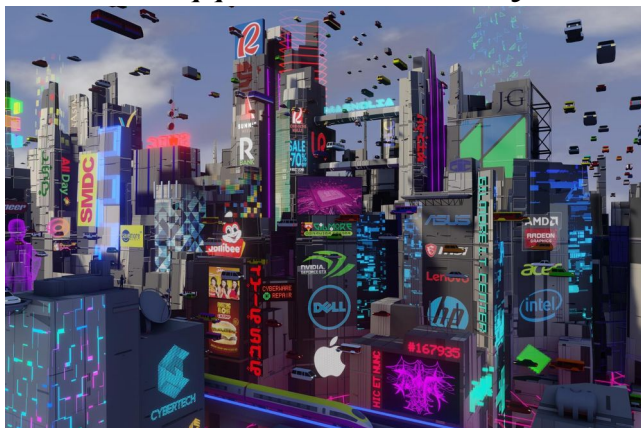
With 3 or 5 players: Do not count the provinces of the player with the fewest provinces on the side with more players (in the case of a tie for fewest disregard one of the fewest numbers).

Example: It is a 5 player game. Red, Green and Yellow are FP players. Red has 11 provinces, Green 6, and Yellow 8. The total number of FP provinces for determining province majority is $11 + 8 = 19$, because the 6 provinces of Green are ignored (that being fewest among the FP players, who are in the majority of players).

(b) Player Majority (3 or 5 players only):

- If the FP players have fewer players: -1 CP or -1 city required (their choice)
- If the FP players have more players: +2 CP and +2 cities required

5.10.2 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.

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

5.10.3 Ranking

Rank all players 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 rank the Puppetmaster players as above. The Free Peoples players are 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.

6 Strategy Tips

6.1 Free Peoples

As Free Peoples players you have two main strategies:

First, grow powerful enough to withstand - or even strike at - the Puppetmasters, but most importantly, avoid losing your cities. Losing your cities will prevent you from reaching higher civilization levels, including the very important Information level.

Second, figure out the identities of the other players as soon as possible. Then cooperate with your teammates and reveal the Puppetmaster players. Try to deduce the other players' identities through the different knowledge and incentives they should have, as well as which continent cards they are playing or discarding. You can also purposely play or discard certain continent cards to signal your identity to your teammates.

6.2 Puppetmasters

As Puppetmaster player your main goal is to simply grow as powerful as you can, as this helps you win the game in any case.

Another strategy is to confuse the Free Peoples players about who belongs to their team. You can, for example, persuade the Free Peoples players to support you or to attack each other.

Your fellow Puppetmasters may be necessary to defeat the Free Peoples, so be careful not to weaken them too much until it is unlikely that the Free Peoples players will win.

Prevent the Free Peoples players from upgrading to the Information civilization level by keeping the number of their cities low.

7 Hard Variant

*This is for players who like a more challenging game
regarding risk management right from the start.*

Players get no bolstered AC at setup.

8 Campaign Games

“Puppetmaster Endgame” can be played either with “Galactic Era” or “Era of Atlantis” (also games by Seajay Games) as a campaign game, or all three together for a grand campaign.

8.1 With Era of Atlantis



To play a campaign with Era of Atlantis, first play Era of Atlantis then Puppetmaster Endgame. The outcome of the Era of Atlantis game affects the setup for Puppetmaster Endgame.

Preparation:

Before starting the Era of Atlantis game, players get a chance to know their identity for Puppetmaster Endgame.

Players will need **two** sets of identity cards, so either also use the German versions of the cards included in the box or make copies of the regular cards. Deal out identity cards twice (according to the setup rules for Puppetmaster Endgame), once with the regular set of identity cards and once with the copies/German version.

Note: Do not go through the process of revealing identities to the Puppetmaster players yet. This only happens later when the actual game of Puppetmaster Endgame starts.

Players may look at both of their identity cards, but must otherwise keep them hidden.

Effect on Puppetmaster Endgame:

When determining identities during setup for Puppetmaster Endgame roll a die (6-sided) to determine which of the two previously received cards (see “Preparation”) players will use for their identity:

- on a 1-3: use the regular card
- on a 4-6: use the copy/German card

This replaces the normal process of dealing out identity cards during setup.

Cards not used are put away and kept hidden until the end of the campaign game.

Note: You can also flip a coin if you don't have a die.

The outcome of the Era of Atlantis game affects the Puppetmaster Endgame game in the following way:

First Place:

The winner of Era of Atlantis gets 1 additional AC for the first round (only) and decides who gets the starting player marker (may also choose himself).

Second Place:

The player who came in second has the option to choose different starting provinces (following the same rules) after everyone has selected theirs.

Ending:

Furthermore, depending on the game ending of Era of Atlantis, the following modifications are applied.

Game Ending	FP win condition modifier	Mandatory specialization cards
Ascension	-1 CP and -1 city	Diplomatic, Enduring, Spiritual, Virtuous
Continuation	-	-
Pole Shift	+1 CP and +1 city	Land Invader, Militaristic, Sea Invader, Secretive

When selecting the specialization cards, first take the mandatory cards, then randomly add specialization cards from the remaining cards up to the required amount for setup.

Winner:

The winner of the Era of Atlantis game is the winner of the campaign game.

8.2 With Galactic Era



To play a campaign with Galactic Era, first play Puppetmaster Endgame and then Galactic Era. The outcome of Puppetmaster Endgame affects the setup for Galactic Era.

Setup for Galactic Era:

Starting Advantages:

Players get the following advantages at the start of the Galactic Era game:

The winners of Puppetmaster Endgame get an additional 3 DP (Destiny Points) each and each choose a technology to start with at level 2 (additionally to what those players would normally start with).

The player in second place gets an additional 2 DP.

Note: Use the ranking rules in section 5.10.3 to determine the player in second place.

All players can also get the following depending on how Puppetmaster Endgame ended and what alignment players start with for the Galactic Era game:

<i>Puppetmaster Endgame end</i>	<i>advantage for starting as STO</i>	<i>advantage for starting as STS</i>
Free Peoples victory	2 additional population	-
Puppetmaster victory	-	2 additional ships

Any additional population or ships are placed at the player's home star.

Alignment Restriction:

Players whose identity for Puppetmaster Endgame was Free Peoples, must choose to start the Galactic Era game as STO. Players whose identity was Puppetmaster must start as STS.

Note: Players may switch their alignment during the course of the game as normal.

Galactic Story & Goal:

Depending on how Puppetmaster Endgame ended, the selection of galactic stories and galactic goals to randomly draw from during setup is restricted to the following:

<i>Puppetmaster Endgame end</i>	<i>available galactic stories</i>	<i>available galactic goals</i>
Free Peoples victory	Journeys Migrations	Cooperation Discovery Leadership Personal Growth
Puppetmaster victory	Rivalry Wars	Control Legacy Power Presence

Winner:

The winner of the Galactic Era game is also the winner of the campaign game.

8.3 Grand Campaign

"You are every thing, every being, every emotion, every event, every situation. You are unity. You are infinity. You are love/light, light/love. You are. This is the Law of One."

To play a grand campaign with all three games, combine the rules for both campaign games as above (sections 8.1 and 8.2), playing all three games in sequence: first Era of Atlantis, then Puppetmaster Endgame, and finally Galactic Era.

A player who is a winner of **both** the Era of Atlantis and the Puppetmaster Endgame games starts the Galactic Era game with an additional ship and an additional technology (of choice) at level 2. This is in addition the starting advantages from the regular campaign game rules (7.2).

The winner of the Galactic Era game is also the winner of the grand campaign game.

9 Tables

9.1 Setup

<i>Players</i>	<i>Secret Societies & Pyramids</i>	<i>Specialization Cards</i>	<i>Cards per Identity Card Deck (for section 3.3)</i>	<i>Remove these Continents for the map restriction.</i>
3	3	10	2	Oceania, North America, South America
4	4	12	2	North America, South America,
5	5	14	3	Oceania
6	6	16	3	-

9.2 Income

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

9.3 Civilization Levels

<i>Lvl.</i>	<i>Name</i>	<i>Provinces that can be “reached”</i>	<i>Immediate effect when upgrading</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	all above & with sea lanes		river, forest	2 AC (1 city)
3	Exploration	all above & any coastal on same ocean		river, forest	2 AC (2 cities)
4	Industrial	all above & cross 1 ocean border	Get 1 AC.	river, forest, mountains	2 AC (3 cities)
5	Information	reach entire map	Inspect 1 identity card.	river, forest, mountains, tundra/desert	2 AC (4 cities)

9.4 Actions

<i>Action Name</i>	<i>Cost</i>	<i>Requirements</i>
Attack Province	1 AC	You must be able to reach the targeted province (see civilization table).
Bolster	1 AC (place in the Bolstered box)	
Build City	1 AC	You can only do this into a controlled province without a city and with terrain that you can “use” (see civilization table). There must be a consciousness point available in the pool (not in the Enlightened Zone).

Build Pyramid	2 AC	You can only do this into a controlled province without a pyramid. There must be an unused pyramid available next to the board.
Expand	1 AC	You can only do this into an uncontrolled province that you can reach (see civilization table) and you must have an unused control cube. If you have no provinces on the map you may take any uncontrolled province.
Specialize	1 AC	You must have less than 2 specialization cards.
Trade	1 AC	You must be able to reach a province (see civilization table) of your trade partner. Both players must have an unused control cube. Neither player may already have a cube of the other in their trading box.
Upgrade Civilization	2 AC	You must have a certain number of cities (see civilization table).

9.5 Special Powers

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

9.6 Calamities

<i>Name</i>	<i>Effect</i>
Civil War	Every “A” province owned by a player on an affected continent must be given to another player (owning player may choose). Provinces with a pyramid are not affected.
Drought	Every “A” forest province on an affected continent must be vacated. Provinces with a pyramid are not affected.
Earthquakes	Every mountain province on an affected continent must be vacated. Provinces with a pyramid are not affected. All players also lose 1 bolstered AC that they did not use for saving provinces.
Epidemic	Every “A” province with a city on an affected continent must be vacated. Provinces with a pyramid are not affected.
Famine	Every “B” province with a city on an affected continent must be vacated. Provinces with a pyramid are not affected.
Floods	Every “A” river province on an affected continent must be vacated. Provinces with a pyramid are not affected.
Forest Fires	Every “B” forest province on an affected continent must be vacated. Provinces with a pyramid are not affected.
Revolts	Every “B” province owned by a player on an affected continent must be given to another player (owning player may choose). Provinces with a pyramid are not affected.
Tsunami	Every “B” river province on an affected continent must be vacated. Provinces with a pyramid are not affected.

9.7 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 4 cities and there needs to be 1 marker in the Consciousness Pool at game end.
Free Peoples	There needs to be 2 markers in the Consciousness Pool at game end.
Free Peoples	There needs to be a revealed Puppetmaster player (before the 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 +6 IP 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.

9.8 Specializations

<i>Name</i>	<i>Effect</i>
Cultural	Both of the following effects apply during the Income Phase (only): You get 1 IP per bolstered AC (carried over from the previous round). Before returning any bolstered AC to the supply, you may transfer up to 2 of them to your Action Counter Box.
Diplomatic	You may cancel an attack on a province of yours for 1 AC, or for 2 AC on any province within your reach. See section 5.8.1 for details on “canceling”. <i>Note: False Flag (the Freemasons’ effect) has priority over this effect. You can neither cancel the normal nor the redirected attack when False Flag is being used.</i> You can do the Trade action for free (0 AC).
Enduring	You double the effects of and from the Bolster action: This means you may swap up to 2 continent cards when doing the action, you get +2 result per bolstered AC when defending, and you may save up to 2 provinces per bolstered AC in the calamity phase. <i>Note: When you save only 1 province with a bolstered AC it is still spent.</i> <i>Also note: Any other effects (not mentioned here) regarding Bolstering are not doubled.</i>
Engineers	+2 result whenever attacking a province with a city or defending a province with a city
Expansionist	You may take a second province per Expand action (one first then the other).
Explorers	You can use the “reach” of the civilization level one level above your current one. At the Information civilization level, you instead get 2 IP.
Land Invaders	+2 result whenever attacking via a land border
Marauders	When you attack another player (regardless of whether successful or not), and you do not have a control cube of that player’s color in your trade box, then you may add one there (if the attacked player has any unused ones).
Merchants	You get +1 IP per cube in your trading box. You cannot lose cubes from your trading box.
Metropolitan	You get 1 IP per city that is adjacent via land border to another city of yours.

Militaristic	+1 result when attacking or defending
Mystical	The starting player marker must be given to you if you do not have it at the start of the round. If you have it at the start of the round, you may either keep it for 0 AC or give it to another player and get 1 AC extra (add this to the normal AC you get this round). <i>Note: This effect replaces the normal procedure for handling the starting player marker.</i>
Naval	You get 1 IP per continent where you have a province.
Nomads	You may migrate a city (it is not removed then) together with your control marker from a province affected by a calamity, if the new province is adjacent via land border. <i>Note: The limit of 1 city per province still applies.</i> You need 1 city less for the Upgrade Civilization action.
Religious	You get 1 IP per pyramid. +1 result when attacking or defending a pyramid.
Scientific	Your Upgrade Civilization action costs only 1 AC. +1 result when you are attacking or defending at the Information civilization level
Sea Invaders	+3 result whenever attacking a coastal province without having any land border bonus
Secretive	You get 2 IP if you share no land border with a province of another player. When other players get the opportunity to inspect your identity card, they must pay 3 AC to do so (otherwise they may not).
Spiritual	You need 1 pyramid less to activate your secret society effects (basically as if you had an extra pyramid, but only for this purpose). At game end, you may either add 1 CP to or remove 1 CP from the pool (but not from the Enlightened Zone).
Survivalist	You get an additional 1 IP for every Tundra/Desert or Mountain province. +1 result when defending in these provinces.
Traditional	You do not swap out specialization cards when you do the Upgrade Civilization action.
Virtuous	You may save 1 additional province per calamity phase. +1 result when defending in the last round.

9.9 Secret Societies:

Name	Effect (if at least one pyramid)	Extra Effect (if controlling two pyramids or as revealed Puppetmaster)
Committee of 300	<i>Imperial Legacy:</i> Whenever you lose control of or vacate a province (also due to “Civil War” or “Revolts”), you may place a legacy marker in that province. There can be maximum 1 such marker per province and a maximum total of 4 on the map. You get 1 IP per legacy marker on the map.	Remove a legacy marker from a province to cancel any action, other than Attack Province, being done by the player controlling that province. See section 5.8.1 for details on “canceling”. <i>Note: You cannot cancel effects that are not explicitly an “action”.</i>
Freemasons	<i>False Flag:</i> Once per round, you may redirect an attack against your	You may use False Flag for any attacked province within your

	province to another province of your choice which is within reach for the attacking player. The attacker must attack that province instead. If there is no other province the attacker can attack, then the attack is canceled.	reach. You decide whether the redirected attack is successful or not. It is not resolved normally.
Illuminati	<i>Propaganda:</i> You may keep the city of a province that you successfully attacked. You must have had a pyramid at the start of the attack to use this.	Apply both of these effects in the first phase of the round: Get 1 AC additionally. You add or remove 1 CP from the pool (after CP have been added for the round; removing has no effect if the pool is empty).
Knights Templar	<i>Banking Cartel:</i> You always get any continent cards giving IP that were played for an attack in which you participated (instead of the winner of the attack).	You may execute a free Expand action immediately after losing a province to an attack. This is done as part of the current player's turn. <i>Note: If you lose this extra effect as a result of the attack, you do not get the free Expand action.</i>
Ordo Templi Orientis	<i>Doomsayer:</i> At the start of the calamity phase you may pay 1 AC (from your bolstered ACs) to draw the top three calamity cards from the deck, secretly look at them, and put them back on top in any order.	The Doomsayer effect costs 0 AC. At the end of the last round you may decide to have a calamity phase.
Rosicrucian Order	<u>Infiltrate</u> (free action): Once per round, you may place an infiltration counter on a secret society card of a player within reach. You may spend 1 such counter anytime to cancel the effect of the card it was on for the entire current turn (if during the Player Turn Phase) or the entire current phase otherwise. See section 5.8.1 for details on "canceling". <i>Note: You can prevent the canceling of one of your actions by the extra effect of the "Committee of 300" in this way. The legacy counter is still removed then.</i> You may spend 3 such counters anytime to inspect that player's identity card (you may not show it to others). Any cost for the "Secretive" specialization must be paid.	You may spend 1 infiltration counter to use the card it was on as if you had it (once per round restrictions do not apply). This means you can either use it for an entire turn or an entire phase (in the same way as when canceling). The number of pyramids you control determines which effects you can use.
The Black Hand	<u>Coup</u> (action): Once per round, pay 2 AC to get a province without a pyramid that you can reach.	The Coup action only costs you 1 AC.
The Hashshashin	<u>Psychic Attack</u> (free action): Once per round, get 1 AC from a player whose province you can reach and who has more unspent AC than everybody else.	Get this from <u>any</u> player within reach (regardless of unspent AC).
White Dragon Society	<i>Martial Secrets:</i> When you are attacking or defending, you may play 2 continent cards (instead of 1). In this case, you also draw a second card (from the deck).	For any attack in which you played a continent card, you may cancel the effect of one continent card revealed for it.

Practical Tip: Whenever you use a card effect that is only allowed once per round, you can rotate the card sideways as a reminder that you have done that. Rotate it back up again at the start of a round.

to do:

10 Glossary

AC – action counter (purple chip). Players must spend these to do actions.

action – the thing players do on their turn. Every player does one action per turn.

attack – the Attack Province action

attacker – the player doing an Attack Province action

attacking – doing an Attack Province action

cancel – See section 5.8.1 on how the canceling of actions and effects works.

control – ownership of a province, indicated by a control marker (cube) of the owning player's color in a province. Only one player at most can control a province.

consciousness points – markers with city icon on one sides and lotus/Buddha symbol on the other side

Consciousness Pool – a special supply for consciousness points. Players can only take markers from here to build cities.

CP – consciousness point, a marker in Consciousness Pool, including the “Enlightened Zone”

defender – player who is the target of an Attack Province action

defending – being the targeted player of an Attack Province action

Enlightened Zone – a part of the Consciousness Pool. Any CP in that part of the pool cannot be used for building cities. CP can only get into this zone when successfully attacking a province with a city of a revealed Puppetmaster player. See sections 5 and 5.3.

FP – Free Peoples (one of two player identities)

free action – an action that costs 0 AC

identity – all player get their identity during setup with their identity card, belonging to one of two groups either “Free Peoples” or “Puppetmaster”

IP – income points. Calculated at the start of each round to determine how many action counters players get for that round. See section 5.

map – the portion of the board containing provinces and oceans (so not including the round track)

owned [by player] – controlled by player

participation [in attack] – determined by who is playing a continent card for an Attack Province action; always includes the attacker and defender, but other players may also join (see 9.4, Attack Province)

PM – Puppetmaster (one of two player identities)

province – a land area as marked on the map

reach – what provinces a player can target with various actions (Attack, Expand), as determined by which provinces the players control (as a starting point) and how they can get to targeted provinces using their civilization level

revealed [player] – a player whose identity card has been revealed. This can only happen to Puppetmaster players.

secret society – card with a special effect that players get when they control a pyramid. Every player may only have one of these, and may not change it later. See sections 5.7 and 9.9.

specialization – special effect for a player's civilization. Each player can have up to two specializations (see purple cards and table 9.8).

successful attack – an attack which was resolved in favor of the attacker

unsuccessful attack – an attack which was resolved in favor of the defender

use [terrain] – players who can “use” a terrain (as determined by their civilization level) can get IP **from** and can build cities **in** provinces of that terrain. Players who control a province whose terrain they cannot use still get any IP from cities and pyramids in those provinces.

Rules Summary

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