

The Dark Continent

Rough Rules

1. Concept

There is much political strife in the world. The Mahdi of Islamic Legend has come, and a new Caliphate is being born. At the same time, the United States has launched a stasi operation to disable all the nuclear weapons in the Russian arsenal, to which the Russians respond with the same, but too late. It's a race to restart the nuclear program on both sides as the secret war rages on.

There is one thing, however, on God's mind in all of this: There is love for a being that has never been before, and God will send it upon the right circumstance in the world. He is planning to send the Dark Continent into orbit, and eventually it will fragment and cover the entire Earth. This colony is populated by flesh and blood Devils, and they want to federate the entire world with the rest of the universe that God made. They claim to be the will of God, and who can argue?

4 players: United States, Russia, The Mahdi, and The Dark Continent itself. Who will be the victor in the end in this crazy spin of events?

2. Players

There are four players in The Dark Continent, all with their own abilities, cards, faction sheets, tokens, combat units and fortifications (Except for The Mahdi), and objectives. They are:

- a) United States – Their objectives are to fight the Russians at all costs. When The Mahdi poses a threat, then the objectives will change to accommodate for the new enemy. If the Dark Continent decides to send the Dark Army, then the objectives will change yet again to accommodate the new enemy. It has all access to basic units, america cards, divine will cards and technology cards.
- b) Russia – Their objectives are to defend the Motherland at all costs and to expand their influence on neighbouring nations to join the Russian Federation, in a move to make it bigger amidst their battle and come out on top. When the Mahdi becomes a threat, then the objectives will change to accommodate the new enemy. If the Dark Continent decides to send the Dark Army, then the objectives will change again to accommodate the new enemy. They have all access to basic units, communism cards, divine will cards, technology cards, and the population counter.
- c) The Mahdi – The Mahdi does not fight with combat units. Instead, he plays a trivia game with himself and draws influence cards in order to gain influence. All territories have a rated influence disposition under their name, and when The Mahdi reaches a certain influence, that territory will join The Mahdi's Caliphate. Known Muslim Countries will have a lower influence rate, making them the first to join, and a token is placed on the newly acquired country. When The Mahdi takes over another region of America or Russia, he will become a threat to them and the objectives will change. Still, The Mahdi does not fight on most occasions. The Mahdi has access to Caliphate tokens, trivia cards, divine will cards and the Population counter.
- d) The Dark Continent – The Dark Continents objective is to federate the Earth, which it will do through the use of mischief cards and divine will cards. This colony of devils rolls two of three 20 sided dice. Combining the number together, they will spawn their Dark Continent onto the map on the year determined by the dice. They are called The Dark Continent Dice. The game uses two dice separate from these two dice, called the Year Dice, which are placed on the world map with a combined result of 2 at the beginning of the game to determine the year since the nukes were disabled. To sum it up, every four complete cycles of turns around the board makes the Time Dice raise one point, not by rolling but by physical manipulation. When the Dark Continent is spawned, there is one year before it fragments and spreads all over the Earth, hovering there. This is when the Dark Continent becomes an active player in the turn cycle. If The Dark Continent Dice indicate a year equal to that of the Time Dice, then a new roll is done on The Dark Continent Dice until a greater year than the Time Dice is indicated. These dice may or may not be used during Black Lavel decision making, to be elaborated on later. The Dark Continent also gets it's own set of cards (For use in Black Lavel decision making), and has access to the influence cards right away, as well as all of their units should they decided to invade a players territory upon Black Lavel decision making. The Dark Continent has access to dark continent fragment tokens, mischief cards, absence tokens, divine will cards, water cards, and all combat units (Upon Black Lavel decision making), as well as the Population counter.
- e) Non-Player Entities – When the United States, the Russians or the Dark Continent launch an

invasion into a uncontested territory, the amount of influence the territory generates is measured on a legend located on the World Map. The amount of influence dictates how many units and fortifications are deployed according to this legend. These newly spawned units do not attack proactively, and only defend. The populations in each of the territories not controlled by individual players still goes up by 1 each year.

3. Faction Sheets

Each player has their own faction sheet, accommodating for the various things they will be doing in a turn. They are as follows:

- a) United States – On this faction sheet is displayed all the technology slots that the United States can use as it acquires the appropriate cards. Also featured is the influence counter, an active mischief pile, a Shimarra counter, a nuclear program token, a nuclear arsenal counter, as well as a currency counter.
- b) Russians – This faction sheet features a superweapon on it that requires upgrading. Certain communism cards will allow for upgrading of the existing weapon, unavailable until all 5 upgrades are gained. Once all communism cards that upgrade the superweapon have been played on the faction sheet, it may be deployed when purchased from an available Nauka. It also features an active mischief pile, a currency counter, a Shimarra counter, a nuclear program counter, a nuclear arsenal counter, and an influence counter.
- c) The Mahdi – The Mahdi's faction sheet will include an influence counter, a currency counter, an active mischief pile, and spots for divine will cards to be played on them.
- d) The Dark Continent – “We live in order to serve the God of design. We utilize tokens to displace our efforts, the number of which are to be determined by the placing on the board each token representing a fragment.”

This faction sheet also has a Shimarra maximum set much higher than the rest of the players. It features an influence counter, a Shimarra counter, a Currency counter, and an active mischief pile.

- e) Population Counter – This is not a faction sheet per se, but a playmat that all players have access to. The population in each territory is listed on the World Map under the Nations header. Each year, the number of people in a city increases, and this can be modified by cards in play, but this overall increase is represented by the token on the Population Counter for that specific city being increased by 1. Players place an absence token on the cities which belong to them. When the population in each city within a territory is full, the amount of Influence and Currency it produces goes up. The Influence bonus is calculated right away, the increase in annual Currency calculated when the year begins and it is the players turn. When the token for that city moves into the position under the header Overpopulated, the player subtracts 10 currency from the overall bonus he or she gets each year if that city was controlled by them to manage the costs of overpopulation. If the city is on a territory that is uncontested, then nobody's Currency bonus is affected until they control that city.

4. Game Mechanics

Here are some of the underlying game mechanics that are required to be known before learning about game set-up and play order:

a) Winning the game – The game is won by a number of factors:

- i – Maxing out the Shimarra counter.
- ii – Exerting enough influence on your influence counter.
- iii – One of the players dominating the others completely by taking all their territories.
- iv – The Federation Deck becomes empty.

These things cause the first blast of Judgment to be enacted, ending the game. The total influence is multiplied by the amount of Shimarra and the highest result determines the victor. If Federation was formed, then the rules of Federation apply for the end of the game. Otherwise, when the Time Dice reach the total of 40, this will indicate the last year of the game, after which, the following equation is performed:

$$(\text{Influence Total} \times \text{Currency Total}) / \text{Number of Cards in hand} = \text{Victory Points}$$

The player with the most Victory Points wins the game. See below for rules on ending Federation.

b) Black Lavel decision making – Decisions made by The Dark Continent, as concerns all cards they play, as well as political decisions (Which are counted as Actions for the Dark Continent only), are governed by the Black Lavel Government. Devils have their own government, and each time they make a decision, they follow a 6 step process to decide things. This is where the creativity of the player comes in, because they are allowed to make game bending rules in the following ways:

- i – Currency prices can be modified to go up or down, to a maximum of 3 points.
- ii – Influence can be given to a player of choice, to a maximum of 5 points.
- iii – Assign a divine will card to players by searching the divine will card deck for a single card.

Now that the decision has been made, there will be a time to present the decision. This will be after the decision is formalized, as the process is lengthy and he or she need not play any of the mischief cards in their hand necessarily, much less make a war decision. The decision will include all the steps that are performed within a turn, and each component of a turn will be presented in the right order during this procedure. If it is a combat decision, then the process of combat decision will be started, and no new decision will be generated for each attack unless the Dark Continent player wants to stop the attack. A new decision will be implemented at the time of surrender or truce, which can be initiated by the defender for the former at the time of attack, and both for the latter.

The Dark Continent can decide to ignore the petition for surrender, as the troops in the affected country will be evacuated to the nearest safe haven, adjacent to it. During this time, there will be no process to follow the steps for a normal turn, only following the Black Lavel Decision Making guide without them.

Military formations have to be deployed first into the country below the Dark Continent fragment chosen for the launch point of the invasion. The units have to attack any units which are deployed there already, or spawn and attack non-player entity units and fortifications in the case of an uncontested territory. When the Dark Continent units empty a territory with their movement, they leave an absence token in their place.

- c) Shimarra usage – This element of the game is about mischief. Mischief cards played by the Dark Continent, either on themselves or on the player, have a Shimarra reward attached to them. Shimarra is the Devils currency, and they use it to their advantage with the production of goods and services. The Dark Continent is the only player that can use Shimarra to purchase units. When the units are purchased, the player moves his Shimarra counter down the appropriate level, and the units are deployed near a selected Dark Continent fragment. When the Shimarra counter on a faction sheet is full, the game ends and the winner declared. Each player starts with zero Shimarra, so the Shimarra token is placed off the faction sheet for now. When the player gains Shimarra, place this token in the “1” position, and increase it each time a Mischief card is submitted to by 1 point. When this counter maxes out, the game ends and the winner is declared.
- d) Surrendering to your opponent – The units that are in a territory or naval region may surrender to the enemy's advance when they attack, and move into an adjacent territory if the territory is controlled by the player being attacked. This may be done right away when the other player declares an attack with his Action. The Mahdi cannot be surrendered to, and it requires a decision from the Black Lavel to accept surrender. This decision will not include the steps for a players turn. Draw a water card as normal in this decision. Combat will go on if the Black Lavel decides to continue it's pursuit.
- e) Truces – Truces can be formed at any time, except when it combat, and cannot be initiated when it is not your turn. The Dark Continent will require a Black Lavel decision to confirm the truce, something they will do on their next turn if they so decide to acknowledge it. Truces last 2 years according to the Time Dice from the date of initiation, so if it is mid-year you will have to account for it.
- f) Mahdi trivia – The Mahdi has access to trivia cards, which help the player gain influence. Upon each correct choice, as judged by the player controlling the Dark Continent, The Mahdi will gain that much influence. The influence counter on the players faction sheet is raised and the card is discarded, to be reshuffled later when the deck is empty.
- g) Technology gaining – There are only two players susceptible to this rule, those being the United States and the Russians. The United States has the option to collect upgrades from the America card deck, each one upgrading a certain function of a unit. This card, once played, is placed on the players faction sheet in the correct spot. The Russians upgrade their technology by collecting Communism cards, which may or may not be a superweapon upgrade. Once they

have all 5, as well as a Nauka fortification, the unit in question may be purchased and deployed at the beginning of a players turn. The upgrade card, once played, is placed on the players faction sheet in the correct spot when played. For the Russians, if a card has been played which disables an upgrade of the superweapon, the superweapon cannot be purchased or deployed, and the superweapons deployed on the World Map cannot be moved. They can still defend if attacked, but they must play another communism card which performs the same upgrade on the correct spot in order to disable the interference and restore normal access to the superweapon.

h) The Mahdi's divine will card placement – The Mahdi utilizes eight divine will cards, which are selected at random from the divine will card deck. They are placed in any order, face down, on The Mahdi's faction sheet, in the spots illustrated. When the player reaches a certain amount of influence, as shown above the spot where the cards are resting, a card is flipped, and the instructions followed. When all eight cards are flipped, they are shuffled into the divine will card deck, along with it's discard pile if available.

i) Attacking The Mahdi – When one of either the United States, the Russians, or The Dark Continent decides to attack a territory that is claimed by the Caliphate imposed by The Mahdi, he can call for reinforcements from an adjacent territory, if the player occupying the adjacent territory wishes to send troops to reinforce. If this cannot happen, the territory is taken freely, and because there are units on the territory, The Mahdi cannot claim the territory with his or her influence. One the territory is abandoned and an absence marker left behind, The Mahdi will claim this territory on the following year.

j) Nuclear program activation – The United States and the Russians both have a Nuclear Arsenal, which is currently offline. Both the America deck and the Communism deck have multiple cards for repairing and sabotaging the nuclear programs of each player. The nuclear token is placed on the faction sheet of the respective player, and is placed initially over the "20" position in the "off" position. When a nuke is used, the nuclear arsenal counter goes down to "19", and so on when the nukes are used until none are left. The counter goes up if a nuke is gained by purchasing it. Nukes cost 80 currency, and can be fired anywhere on the map with your Action.

k) Abandoning a territory – When a player decides to remove his units from a territory, the territory remains theirs as indicated by an absence token. If The Mahdi has enough influence to gain this territory, it will not be gained until the next year indicated by the Time Dice.

l) Taking an abandoned territory – The counties left untended by soldiers are not undefended, so to speak. The militia will be called when an invasion takes place in an abandoned territory marked by an absence token, and the player owning the territory will deploy a number of non-player entity troops as indicated by the Population Counter. The player owning the territory will defend with the deployed units and fortifications.

m) Federation – The objective of the Dark Continent is to federate the world with the universes. There are cards in each of the America deck, the Communism deck, and the Trivia deck that cause a player to accede to the federation when played with your Action. These cards can only be played when The Dark Continent has been spawned, as they call for Federation from the get go from outer space. Once The Dark Continent has been spawned, a player may play their card which accedes to the Federation, and it is removed from the game afterward. When all the players accede to Federation (The Dark Continent does not need a card to do this, as it is

their wish), combat stops and the launching of nukes is prohibited. Shimarra also can still be accrued with an Action to submit to Mischief cards. Any active Mischief card(s) played before this point remains active, as do all mischief cards played during Federation. Now at the beginning of Federation, 5 Federation cards will be handed out to each player, then 3 each year for the following years, and they can only be played once per turn. This will cause some to pass to strategize their usage of the cards. Following the cards to the letter, this will happen until the end of the game. Players may choose not to play their accession card, prolonging the normal phases of the game, though the Dark Continent may decide to be offended by that with Black Lavel decision making.

Federation now involves a game of cards that requires some creativity to help it along. Cards are played in front of the players faction sheet, not being discarded unless other cards say to do so. Sometimes an opposing player can play a card which affects the score of the player. There are cards which make other players or the player himself or herself discard some cards. The player with the highest score at the end of the game wins, despite all other considerations. Whoever was the last player to play their Accession to Federation card, the Federation minigame starts with that player. Turn order is not reset for any reason.

- n) Capital territory moving – Each player starts with a capital city, in a territory marked on the main map of the game. Since during Federation all combat stops, there is no need to move the capital city, so it is revealed at the start of Federation, in turn order. Normally, when a capital city is moved, the player in question will tell the player controlling The Dark Continent secretly, so that the other two players are unaware. The Dark Continent cannot move its capital fragment. If the capital fragment of the Dark Continent is nuked and destroyed, the player controlling the Dark Continent will decide next turn where to put the new capital, as decided by Black Lavel decision making on their next turn. The fragment that was nuked will fall and devastate the city below, being indicated by a Devastation token placed on the World Map over the affected city. Units in the territory remain unaffected by this devastation.
- o) Moving through the Dark Continent – At times, a player may make a request of the Dark Continent player to pass through the Dark Continent with its army to another fragment location. This will be decided by Black Lavel decision making, minus the steps for a regular turn, and will not stop with Federation. A player cannot pass through to another fragment location if there are enemy troops there. If the land that is adjacent to the destination fragment is an uncontested territory, then no transfer can take place as it is unfriendly territory. That notwithstanding, if the territory adjacent to the destination fragment is occupied by the Mahdi, then it may be landed upon and conquered freely.
- p) Nuking territory into submission – When a player that possesses nukes fires upon an uncontested territory, he or she must fire upon a city inside the territory. When that happens, a Devastation token is placed upon the city. No non-player entity units are spawned on the affected territory when other units pass through it if all the cities within it are nuked. If there were non-player entities spawned already, they are not destroyed by the nuke. If the capital city of a player was nuked, then that player can no longer produce units from his or her fortifications.
- q) Influence counter – This works differently for different players. All players except the Dark Continent start off with a pre-set amount of influence, determined by the rating of the territories they occupy. For the United States, the Russians and the Dark Continent, territories are gained

through combat, and the influence rating listed on the territory on the World Map indicates how much influence is gained. For The Mahdi, as well as those who possess certain divine will cards, influence is gained through the use of cards and the amount of cards played will raise their influence counter. The Dark Continent gets influence in the same way as the United States and the Russians, though not starting with any. Once the required threshold is met, the game is over.

- r) Dark Continent Fragment locations – Each territory has cities in it, and these cities are numbered 2-60. When the Dark Continent fragments, The Dark Continent Dice are rolled 10 times to place each fragment. The fragment is placed in a manner corresponding to the dice roll over the correct city.
- s) Acquiring currency – Each territory has a city or cities in it that determine how much currency a player has in their possession. When a player takes a territory, he or she gets the bonuses attached to those cities. These bonuses go up or down according to the Population counter. When the population of a country reaches Optimally Populated, then the city produces more Currency and spawns more Militia at the right time. The Currency bonus for each city is collected at the start of each year. If there are multiple cities in a territory, there are multiple bonuses to collect, and all of them are lost to the player if he or she loses that territory. When a city reaches Overpopulated, then there is a one time deduction of 10 Currency to the yearly bonus. You will not need to apply this deduction if another city within the players control becomes Overpopulated. If a city is nuked, it stops producing that currency bonus and stops growing population.
- t) Naval regions – Naval regions are places on the world map that can house a fortification of the correct type, or water based units. They are labelled on the World Map, and don't offer any influence. When a player leaves a territory empty, no absence token is left behind. These areas cannot be nuked.
- u) Keeping track of time – The game starts off with a placing of the Time Dice in a position that shows their combined result as 2. This is the current year since the nukes were disabled. Each year has four rounds of turns. When four complete rounds of turns is finished, the Time Dice are manipulated physically to increase the total by 1, indicating a year had passed, up to a maximum of 40 total. When the Time Dice indicate a total of 40, that year passes and then the game is over.
- v) Spetznaz – These units can attack with a standard attack force. When an invasion is launched into an enemy controlled territory, and a Spetznaz unit is in the attack force, a check is done. If there are enemy fortifications in the territory being invaded, the Spetznaz unit(s) attack the fortification first, hopefully destroying it. If the fortification was destroyed, remove it from the board now. The Spetznaz unit(s) then join the attack force without it's attack bonus. If the fortification was not destroyed, the Spetznaz unit returns to the invading army, and fights with its normal attack.
- w) Attacking with a transport (Naval and Land) – In this game, there are units which carry other units. The rules for these units are as follows:
 - i) HumVee: This unit can attack with it's bonus for each additional Infantry inside it. It must be loaded or unloaded on a land territory.

- ii) Usilivat: This unit can attack with its bonus for each additional Infantry inside it. This unit must be loaded or unloaded on a land territory.
 - iii) Supply Vessel: This unit cannot attack while transporting. This unit must be loaded or unloaded from the coast of a land territory.
- x) Defending with the Dark Continent and certain non-player entities – The Dark Continent units have the ability to defend from one space away, meaning they will move into a neighbouring territory and defend it if troops are in it suddenly. This also applies to the Bandit of the non-player entity units. Combat is initiated as though the enemy player invaded the neighbouring territory normally.
- y) Taking or destroying a capital city – When units move into a territory that hosts the capital city of a player, or when a nuke is launched on that same city, the enemy player is rendered unable to produce units and launch nukes, and no new capital city is able to be selected. This does not apply to the Dark Continent capital fragment or The Mahdi's capital city. Having your capital destroyed does not mean you cannot participate in the Federation minigame.
- z) Deployment card usage – This card, when played, changes the rules for the unit it is played on while the technology card is applied. It can now enter a mode called “active” or “inactive” with an action, and when the mode is active the unit will gain the defensive bonus of the card. When you cause it to become inactive with an action, the defensive bonus is lost until reactivated. The unit cannot move while the mode is set to active.
- aa) Mischief card rules - The mischief cards, once played, are placed in a player's active mischief pile, and the effect listed become active every turn, unless otherwise specified, until the player submits to the mischief card. When they submit, the card is removed from the active mischief pile and placed in one of either the America deck (If the card was placed in the United States active mischief pile), the Communism deck (If the card was played on the Russians active mischief pile), the Trivia deck (If the card was placed on The Mahdi's active mischief pile), or the Mischief card deck (If the card was placed on the Dark Continent's active mischief pile). This card will be automatically placed in the active mischief pile if drawn by the player. The Shimarra attached to the card may be acquired again, an unlimited number of times as the card is drawn, on their next action. If the mischief card in question does not apply to the player, the game proceeds as normal.
- bb) Acceding to Federation – This game offers a minigame which can either be played or ignored, depending on the disposition and ability of the other players. It will require that you purchase goods or obtain things that are not included with the game. Only 3 players are required to accede to Federation, and they all have cards to do so on an action in their respective decks. These cards can only be played when the Dark Continent has spawned on the World Map.

Remember, you may choose to accede to Federation, so if you wish to play a serious game, which does pose its own risks to health, you do so at your own risk. We only advise the best for you, and all necessary precautions have been taken to ensure your health is not at risk. You must purchase or otherwise obtain the items listed in a following section about the requirements for setting up Federation.

cc) Shuffling the decks – To even out shuffling of the cards in a completely random way, the following things will be done to each deck when reshuffled. Firstly, take the deck to be reshuffled in hand and distribute the cards into 6 piles, from the top of the deck, randomly (Non-sequentially, to improve the randomness). Once empty, gather the card piles in any random order (Again, non-sequentially) to obtain a shuffled deck. Place the new deck in the correct spot when finished.

dd) Attacking the Tishina – In the Russian arsenal is a fortification called a Tishina. This unit causes the units controlled by the Russians in the same territory as a Tishina is placed to be removed from the board, hidden from sight. Units still remain in the territory and occupy it, even when removed from the board. The Tishina will also be removed from the board when deployed. When an enemy player attacks this territory, the composition of the units or fortifications in the territory will not be disclosed, only the total defense amount. If the defense value is lower than the attack value of the enemy player, the units and fortifications are destroyed.

ee) Silencer upgrade – This game offers a Silencer for the Apache unit in the United States' arsenal. This will cause the unit to be removed from the board, except when placed on an Air Field or Naval War Pig. When it moves with one of its Movement points off of the Air Field or Naval War Pig, and this upgrade is active on the players faction sheet, the unit is removed from the board and the territory it was in remembered. It can attack without being revealed to the enemy player, only reporting the attack value to see if it outweighs the defense value in combat. Every time the unit moves, the player will announce its movement but not be obliged to reveal its origin or destination unless enemy units are in it or there are non-player entities spawned already. Non-player entities are not spawned when the unit moves through uncontested territories, and the player cannot control one if this unit is present alone with this upgrade.

ff) Population Counter – Each city is represented on this sheet. Set the population that each city has by default at the start of the game in the correct position, and increase the counter by 1 for each city every year at the beginning of the year. Eventually this counter moves into the Optimally Populated position. This increases the amount of Influence and Currency it produces by the bonus indicated on the Nations legend on the World Map. Finally, this counter can reach the Overpopulated position, and at this point if a player controls this city, they will have to pay a one time cost of 10 Currency each year, applied to their yearly Currency bonus, and will not have to pay it again for other cities. If a city has been nuked or otherwise devastated, and a Devastation Marker is present, remove the Absence Token belonging to the player, if any, on that city on the Population Counter.

gg) **The Dominion** card – This card activates certain functions of the game, as described below, for each of the effects listed:

i) Search the America deck for either the Gauss Rifle or the Titanium Weave card, and place it on the Rifleman position on the United States Faction Sheet right away.

ii) **Zalzalah** – This is an earthquake. Roll the Dark Continent Dice and place a devastation marker on that city. Do this 4 more times. Additionally, the territories in which these cities belong will be attacked with 25 Attack each time the dice are rolled, if the territory has units on it. Militia will not be spawned if not present already.

Additionally, the usage of the Deployment ability will determine that units death after it becomes inactive again. This counts for units already in the active state.

iii) **Dukhan** – This is a smoke that blinds and infects, and covers the whole Earth, causing some to die. Move the population counter down 1 position for each city on the Population Counter. Recalculate Influence bonuses if the population moves down from the Optimally Populated position. The Satellite fortification, if any are on the board, cease to reveal the enemy players capital city.

iv) **Abortion of fetuses** – This means that cities will no longer produce population. Cease increasing the Population Counter each year for all cities. All effects of cards on a population still remain, but no more can be played from this point on.

hh) **Duhkan** – There is an event in the game called the Dukhan. It is applied the same way as **The Dominion** card sets out, but active at year 15. When **The Dominion** card is played before or after this, the second time it happens there will be no additional effects.

ii) Wakkar card usage – This Mischief Card tells you to deal out one Federation card to each player of a specific type. Unless the Dark Continent says otherwise in this moment of initiating the Mischief Card, the set of Federation cards chosen will be the Natural Opposition type. Ask each player which card they want before dealing it out.

jj) Dealing out cards – Every player in the game has the ability to receive cards at the beginning of the year, as well as when purchased. Players will choose which cards to take from the deck, but must take that amount of cards each time and not skip any. If the deck is empty, reshuffle it from the discard pile next to it.

kk) Dealing with open-ended wording – This game offers some wording in the instructions on the various cards that can sometimes be vague. This is to give the game a sense of mystery. When you encounter wording such as this, you are ENCOURAGED to make a table rule to deal with the situation, if the answer is not immediately present to you. Sometimes there are multiple paths to take after a card, you will know what to do in your heart when you all decide on how to proceed for the good of the table.

ll) Djinn units and fortifications – In this game there is a minigame called Federation. In the deck of cards used by this minigame, there is a subset of cards called the Djinn cards, some of which spawn Djinn and/or their Nest, along with some Younglings in the case of the latter. Below are some rules on the units and the fortifications of the Djinn.

i) Djinn – These are fully grown Djinn that spawn on the board. They have a slot for 3 pegs that will increase the amount of Influence this unit generates while within a land territory by 10 Influence per peg. When a player takes his or her turn, they will decide the actions of the Djinn units, even to their detriment at some points. Djinn can be captured, in one of two ways:

1. If the Djinn is encroached upon from a neighbouring territory by units of that same player, the player can choose to decide if the Djinn defends or joins you. In the case of the former, the Djinn Attack Dice are rolled, but no peg is added for

Influence bonus. If the unit joins the attacking forces, an absence token from that players faction will be placed next to the Djinn unit.

2. If the Djinn move into a territory with units on it, it may decide to attack or join the units there. In the case of the former, the Djinn Attack Dice are rolled as normal. If the latter occurs, the absence token of that player will be placed next to that Djinn unit.

The Djinn unit has a variable attack and defense value. It rolls 7 dice per attack or defend move, and they are listed below:

1. Fire Die (D6) – Roll a 2 or greater to garner 10 Attack or Defense.
2. Water Die (D6) – Roll a 3 or greater to garner 14 Attack or Defense.
3. Lighting Die (D20) – Roll a 18 or greater to garner 30 Attack or Defense.
4. Earth Die (D12) – Roll a 7 or greater to garner 22 Attack or Defense.
5. Air Die (D6) – Roll a 2 or greater to garner 12 Attack or Defense.
6. Darkness Die (D9) – Roll a 9 to remove all Technology Cards placed on the Faction Sheet representing all unit types in that territory, and garner 50 Attack only.
7. Light Dice (2xD12) – Roll a 4 or greater on both dice to garner 1 Influence Peg added to this unit. Roll a 8 or greater on both to do the same and destroy one Djinn unit of your choice in the defending territory. In the case of the latter, the defending Djinn will roll all three Light Dice, and if the defending player rolls 5 or greater on all those dice then the Djinn will live instead, being the only survivor if necessary. If you are defending as a Caliphate owned Djinn unit, then defend with all three Light Dice, rolling a 8 or greater to live as the sole survivor. Do not garner any influence in this case.

If The Mahdi takes a territory that a Djinn occupies, that player may choose at that moment whether the Djinn joins the Mahdi. If the unit does join, then no additional token is added to the board, but neither can that Djinn move. If it does not join, then it is free to move through each Caliphate territory, deciding to join each time it moves, to symbolize reflection on the matter. When this unit is attacked and it belongs to the Caliphate, then it will roll an additional Djinn Attack Dice of the Light colour and acquire the new pegs, unless there is no more room in which case no additional Influence will be acquired.

ii) Youngling -

iii) The Nest is a fortification that is placed on the board when a certain card is played, in an uncontested territory. When that happens, the Militia are spawned in that territory, as well as 2 Youngling units. The objective with the building of the Nest fortification is to generate as much progress on the tracker as possible, in order to fully grow the Youngling units. Once the General Progress Tracker is full on the Nest Board, the Youngling units will be replaced by Djinn units, and they will be able to act as normal.

There are some items on the Nursery Board that the player will have to be attentive to. They are as follows:

i) General Progress Tracker: Very basic in function and scope. Goes up 3 values per every 6 units on the Monotheism Tracker. Goes up to to a maximum of 10.

- ii) Monotheism Tracker: Goes up according to the Scrolls flipped in the section below it. It maxes out at 40.
- iii) Putan Tracker: Goes up by grade according to the cards played. Goes up to a maximum of 20. Raises the General Progress Tracker by 2 each time it maxes out, which can only occur once.
- iv) Sickness Tracker: Goes down every turn by 1, until zero. Goes up by the value on the Goods tokens. Goes to a maximum of 10. Subtract 1 value on the General Progress Tracker for every 3 points gained on this one.
- v) Scrolls Tokens: Flipped once per turn by the active player. Garner the Monotheism bonus or the General Progress subtraction or bonus applied by the Token.
- vi) Goods Tokens: Flipped twice per turn by the active player. Offers special abilities to the player and generates a Sickness value.
- vii) Machines Tokens: Flipped once per turn by the active player. Generates the ability to flip 1 Goods Tokens without the Sickness penalty every time one of these tokens are flipped.
- viii) Medicine Tokens: Flipped once per turn if desired by the active player. Generates the ability to reduce the Sickness Tracker progress by 2 or more, as the token indicates.

When the General Progress Tracker reaches 5, all Youngling units in the territory become Djinn units, and are replaced as such, with no pegs in their Influence tracker. If a Nest was conquered by forces from another territory, then the Djinn units spawned after growth will automatically become theirs, marked by their absence token. At this time, all progress trackers will be reduced to zero, and all tokens flipped back to their original position.

mm) Nimood card – When this card is played, it instructs you to deploy a Nimrood unit on the board. This unit is deployed in a territory where there is a Dark Continent fragment present, as chosen by the Dark Continent player. The unit rolls all of the Djinn Attack Dice except for the Light Dice when attacking or defending, though does not generate any defense for the Darkness Die roll. He moves three spaces, across land territories and naval regions.

This card also enables the players to form a mystery. Each player whispers their plan for Nimrood to all the others in secret, and the table forms a silent consensus as to what to do with any or all of the Nimrood units on the board, not telling any of the others what was said or what you intend to do.

5. Card Decks

There are multiple card decks for use, some only by certain players, others are in use by all players. Cards gained from these decks are worth currency, and must be purchased at the beginning of the players turn. These decks are:

a) America deck [6 Currency] – This deck is in use by the United States player. They are given three cards at the beginning of the year from it, and each extra card costs 7 currency from the total amount owned. This deck has many different cards which enhance the roleplaying adventure, and of course offers its nuclear repair/sabotage cards, as well as the technology upgrades able to be gained through the handing out of cards. This deck also had the Federation accession card, and once it is played in a game the remaining cards in this deck are no longer handed out at the beginning of a turn, though they are available for purchase. This player may only play one card per turn. This deck has a discard pile beside it, and when cards are used they are placed in the discard pile. When the deck is empty, the pile will be reshuffled.

i) Individual Card Descriptions

1. Redemption – Regain the ability to use your nuclear arsenal. There are 4 of these cards in the deck.
2. Forceful Effort – Sabotage the nuclear arsenal of the Russians. There are 4 of these cards in the deck.
3. Economic Wind – Gain 20 Currency this turn. There are 3 of these cards in the deck.
4. Downturn – Subtract 10 Influence and Currency from all players each turn for the remainder of the year. There are 2 of these cards in the deck.
5. Reinforcements – Deploy 2 Infantry of your choice on an F.O.B. There are 3 of these cards in the deck.
6. Signal Jam – Place over the Set spot on the Russians faction sheet to disable the Set upgrade of the Goliaf. There are 2 of these cards in the deck.
7. Corporation – Increase the amount of actions available by 2 for the current year, and play them on any of the turns within it. There are 3 of these cards in the deck.
8. Constitution – Ignore up to 2 mischief cards in the active mischief pile. There are 7 of these cards in the deck.
9. Policy – Add +2 to each city you control on the Population Counter. There are 2 of these cards in the deck.
10. Federation – Accede to Federation. Remove this card from the game when played. There are 31 of these cards in the deck.
11. Gauss Rifle – Place on the Rifleman spot on the faction sheet to upgrade the attack power of this unit by 5. There are 1 of these cards in the deck.
12. Titanium Weave – Place on the Rifleman spot on the faction sheet to upgrade the defensive power of this unit by 4. There are 1 of these cards in the deck.
13. Mobile Barricade – Place on the Mobile Infantry spot on the faction sheet to upgrade the defensive power of this unit by 5. There are 1 of these cards in the deck.
14. C4 – Place on the Attack Dog spot on the faction sheet to increase the attack power of this unit by 4. There are 1 of these cards in the deck.
15. Submachine Gun – Place on the Agent spot on the faction sheet to increase the

- attack power of this unit by 3. There are 1 of these cards in the deck.
16. Orbital Strike – Place on the Agent spot on the faction sheet to increase the defensive power of this unit by 15. There are 1 of these cards in the deck.
 17. Depleted Uranium – Place on the Battle Tank spot on the faction sheet to increase the attack power of this unit by 5. There are 1 of these cards in the deck.
 18. Reactive Armor – Place on the Battle Tank spot on the faction sheet to increase the defensive power of this unit by 6. There are only 1 of these cards in the deck.
 19. S.A.M. - Place on the Battle Tank spot on the faction sheet to give the unit an attack and defensive bonus of 4 when air vehicles are present. There are only 1 of these cards in the deck.
 20. Compound – Place on the M.L.R.S. spot on the faction sheet to increase the attack power of this unit by 5. There are 1 of these cards in the deck.
 21. Deployment – Place on any Infantry, Land Vehicle, Air Vehicle or Naval Vehicle spot on the faction sheet to render this unit unable to move when active, and give it a defensive bonus of 10 during this time only. There are 1 of these cards in the deck.
 22. Supply Vehicle – Place on the HumVee spot on the faction sheet to enable this unit to carry 8 Infantry. There are only 1 of these cards in the deck.
 23. Incendiary Rounds – Place on the Anti Air Battery spot on the faction sheet to increase the attack power of this unit by 5. There are only 1 of these cards in the deck.
 24. Sandbags – Place on the Anti Air Battery spot on the faction sheet to increase the defensive power of this unit by 4. There are 1 of these cards in the deck.
 25. Tomahawk – Place on the Destroyer spot on the faction sheet to increase the range of this unit by 3 spaces. There are only 1 of these cards in the deck.
 26. Turbine – Place on the Destroyer spot on the faction sheet to increase the movement ability of this unit by 1. There are only 1 of these cards in the deck.
 27. Hull – Place on the Supply Vessel spot on the faction sheet to increase the defensive power of this unit by 6. There are 1 of these cards in the deck.
 28. Advanced Sonar – Place on the 688i spot on the faction sheet to increase the attack power of this unit by 7. There are only 1 of these cards in the deck.
 29. Fortification – Place on the Naval War Pig spot on the faction sheet to increase the attack and defensive power of this unit by 15 each. There are 1 of these cards in the deck.
 30. Vulcan – Place on the Apache spot on the faction sheet to increase the attack power of this unit by 3. There are 1 of these cards in the deck.
 31. Silencer – Place on the Apache spot on the faction sheet to remove this unit from the board in a separate location when not deployed on an Air Field or Naval War Pig. There are 1 of these cards in the deck.
 32. Hypersonic Engine – Place on the Eagle Jet spot on the faction sheet to increase the movement and attack range by 2 spaces. There are only 1 of these cards in the deck.
 33. M.O.A.B. - Place on the Eagle Jet spot on the faction sheet to increase the attack power of this unit by 8. There are 2 of these cards in the deck.

b) Communism deck [6 Currency] – The communism deck offers a variety of options for seizing other lands without the use of force. From this deck, 2 cards are handed out to the player, and each additional card costs 7 currency from the total owned. It has the nuclear repair/sabotage cards, as well as the technology upgrades for the superweapon. It also has the

Federation accession card, and when played the remaining communism card are no longer handed out. These cards are still available for purchase and use at the beginning of a turn. This deck is reshuffled from the discard pile beside it when empty.

i) Individual Card Descriptions

1. Set – Place on the Set spot on the faction sheet. There are 2 of these cards in the deck.
2. Pokrytye – Place on the Pokrytye spot on the faction sheet. There are 3 of these cards in the deck.
3. Botforty – Place on the Botforty spot on the faction sheet. There are 2 of these cards in the deck.
4. Vooruzhenye – Place on the Vooruzhenye spot on the faction sheet. There are 1 of these cards in the deck.
5. Lazer – Place on the Lazer spot on the faction sheet. There are 2 of these cards in the deck.
6. Gordost – Reduce the number of Non-Player Entity units or fortifications in a selected territory by 2. Spawn units and/or fortifications if none are present and none have been deployed there already. There are 3 of this card in the deck.
7. Chest – Increase the influence of the player by 10 for the remainder of this year. There are 3 of these cards in the deck.
8. Soldaty – Increase the number of Infantry in a territory the player controls by 3. There are 4 of these cards in the deck.
9. Putashestviye – Increase the movement of all units and fortifications which have movement ability by 1 space this year. There are 4 of these cards in the deck.
10. Uspekh – Freely deploy one Superweapon unit into a territory or naval region you control. There is only 1 of these cards available.
11. Yedinstvo – Increase the amount of actions available to the player this year by 3. There are 4 of these cards in the deck.
12. Neobkhodimyy – Automatically take over 1 uncontested territory adjacent to one controlled by the players units. There are 3 of these cards in the deck.
13. Kineticheskiy – Choose a city on the world map. Destroy that city and deal 20 attack damage to units within the same territory. Place a devastation marker over the affected city. There are 3 of these cards in the deck.
14. Plodotvorny – Increase the population of each city you control by 3 on the Population Counter. There are 4 of this card in the deck.
15. Soglasheniye – Accede to Federation. Remove this card from the game when played. There are 1 of these cards in the deck.
16. Vosstanovit – Enable the use of the players nuclear arsenal. There are 3 of these cards in the deck.
17. Zagovor – Disable the nuclear arsenal of the United States. There are 4 of these cards in the deck.

c) Trivia deck [6 Currency] – The Mahdi uses this deck. The player is handed four cards from it at the beginning of each year, and each extra card costs 5 currency from the total amount owned. This deck is varied, and it will stand to explain itself in time with roleplaying involved. It has multiple Federation accession cards, to balance out the size of the deck. Players can roll a 6 on the Mahdi Die to overrule the challenge of this card, and receive half the influence reward. Round up to the nearest multiple of 5.

i) Individual Card Descriptions

1. 4 Qul – Troubles come and go for everyone, The Mahdi included. He sees his troubles and laments. But God sends his word, to see how he is troubled, and that is indeed an excuse to remind others about the items known as the 4 Qul, as a strategy in dealing with these troubles. Recite the 4 Qul in order to gain 10 Influence. There are 5 of these cards in the deck.
2. Thermodynamics – The Mahdi meets a scientist during one of his gatherings for giving the Bai'ah. This scientist was tortured in his past, and has come to The Mahdi for an answer. He asks the player to recite the Laws of Thermodynamics, and he will become a believer. God gifts The Mahdi knowledge, and the player recites it to the scientist, making a believer out of him. Recite the Laws of Thermodynamics in order to gain 15 Influence.
3. Alphabet – A group of children approaches The Mahdi. They greet the player with “Asalaamu Alaikum” and you respond in kind. Then the Mahdi has a fun idea, and decides to teach them a little bit about the Urdu Alphabet, to give them more accessibility skills in the world. The player teaches them about the Urdu Alphabet and the children swear the Bai'ah right then and there. Recite the base Urdu Alphabet to receive 20 Influence.
4. Operations – The Mahdi receives an audience of believers. They are highly misguided by conspiracy theory rhetoric and need guidance. The Mahdi has a chuckle about this when the player discovers it, and decides to teach them about a valuable lesson. The Mahdi teaches the misguided believers about the truth of Operation Paperclip, from his experience, and describes how it is a Fitnah on men by way of allowing corruption in secret, and also that the knowledge has corrupted their hearts as well with malice for these men and women. Recite the base information of the knowledge about Operation Paperclip and identify the Fitnah afterward to receive 15 Influence Points.
5. Djinn – A woman wearing a Niqab approaches The Mahdi. She swears the Bai'ah immediately, but has a request of The Mahdi: Please expel the Djinn from her home. Her country is poor, and so they do not have the best of technicians, but some of them have come to her home to investigate a trouble with her Furnace, and cannot explain why it is running more frequently than it should be. The Mahdi receives a guidance from God on the issue, and tells her how to resolve the trouble. Explain the Heat Anticipator on the Thermostat and how to adjust it to attain a correct level of operation to obtain 15 Influence Points.
6. Bankers – The Mahdi's Caliphate is growing daily. A banker from the International Monetary Fund is put to task to inquire with The Mahdi if he will participate in a loan for his new state, at a discounted cost. The Mahdi receives this correspondence and chuckles. The Mahdi recites Surah Ar-Rum, Ayah's 38 and 39, to the followers in the room, and makes a note of it in a response letter. Recite Surah Ar Rum, Ayah's 38 and 39 in Arabic, in order to obtain 10 Influence Points.
7. Pi – A group of scientists approach The Mahdi. They want to know if they can receive enlightenment based on their short proposal, which they have brought. The Mahdi takes his time to read the first page, then the second, and the third, before finally saying that they have the number for Pi wrong in their calculation. He recites Pi to the tenth decimal place to correct their mistake. Recite Pi to the

tenth decimal place to receive 10 Influence Points.

8. **In What Way? - Into the latest endeavour by The Mahdi, there is a strange occurrence. There are children about him who know nothing of Qur'an, but are willing to accept him if they are told about the nature of miracles. I descend from Heaven at this time to illustrate to these children that God is immutable, he does works all day and there should be no mistaking that. In this love, you will recite the following verse: "Asalaamu alaikum, Ya Rabb, I loathe to be ambitious about evil. Send me a sign that immutably consecrates the verdict." Now that you have uttered it in Arabic according to the Translation Guide for this language, receive 20 additional Influence Points according to your staff, There will be no end to my loving, and there will be a sign in the reading of this card for any who are of pure mind. Feel free to tell the others what you see.**
9. Keffiyeh – A woman approaches The Mahdi. She is a bit nervous because she is an Orthodox Christian, but sees the truth in the story of The Mahdi, and has come to swear the Bai'ah. Suddenly, she asks The Mahdi if the Keffiyeh, which she thinks is food, is spicy or not, because she had heard of it before. The Mahdi smiles, and tells her what a Keffiyeh really is. Describe a Keffiyeh to receive 5 Influence Points.
10. Mischief – A group of believers is with The Mahdi. They receive the prophecy that God will send Devils upon men, should he see fit soon, and are told to make Dua. They enquire about this, wondering whether that is a right thing. The Mahdi puts their hearts at ease, and recites Surah Al Kahf. Recite Surah Al Kahf in Arabic to receive 40 Influence Points.
- 11.

d) Mischief deck [0 Currency] – Only the Dark Continent has access to this deck. The effects of these cards range from currency depletion to troop disbandment. The Dark Continent cannot buy any cards from this deck, and is given 3 at the beginning of each year. The Dark Continent can only make one decision per turn, but any number of cards can be played on any player at this time. The mischief cards are placed in the corresponding active mischief pile until resolved. The remaining cards in their hand get placed in a discard pile beside the mischief card deck.

i) Individual Card Descriptions

1. Ra – “It is with disdain that we employ a means to our success. Our predecessors did well with devilish tricks, but we do one thing more. Take all your units from a selected territory with units on it and disband them all or submit to this order for Shimarra to be generated.”. This card is shuffled into the correct deck once the order is submitted to.
2. La - “This wise might of ours contains a prejudice. If there are units in surrounding territory up to 2 spaces, move our units into position to defend that territory. This card may only be used to defend once, for good measure as we don't intermingle with you very often. One day, this card will torture you to the bitter end.” This card is shuffled into the correct deck when submitted to.
3. Me - “Love the style of our oppression. Remove 10 Currency from your counter each turn until depleted, then draw negative that amount in a way you prefer.”. This card is reshuffled into the correct deck when submitted to.

4. Remete - "This thought peculiarly disturbs us. Know that wrath comes with a cost. All players subtract 20 influence from their counter on their faction sheet. The Mahdi loses territories, becoming uncontested with the removal of the players Caliphate tokens." This card is reshuffled into the correct deck when submitted to.
5. Okumo - "Carry on what you're doing and increase the Shamirra counter 2 points on each player. The wise will play this in Black Lavel decision making for certain." This card is reshuffled into the correct deck once submitted to. The bonus of submitting is added onto the 2 points generated by this card.
6. Talik - "There are laws against miscreance. Take 20 defense from the current player when attacked by our forces this year." This card is reshuffled into the correct deck when submitted to.
7. Stum - "When Allah speaks, we listen. Raise the counter for influence 1 point per card in hand on the player selected. This wisdom will extend for the turns remaining in the year. Know our love makes ripples in unseen ways, no love will ever outshine ours."
8. Malu - "There will be a time when death submits you all. We surrender our forces and die entirely. Remove all Dark Continent pieces from the board except fragments. Nobody will deny our will for peace ever again."
9. Simre - "This card is dear to us. Remember a lost love, and submit to the will of oppression. Spawn 10 of our units randomly on the board. This love will go on and our aggression will never stop. The player being played upon chooses the unit types and locations of the pieces."
10. Fokh - "We undermine those who seek aggression with us. Know that a game of Dominion is what we intend, play it if you choose. You must destroy 8 of your units however."
11. Yamroh - "Indeed the loss of man is great. Your disparity interests us. Between the Russians and the Americans, choose whoever has the lowest currency. Award that player 10 Currency."
12. Ohlur - "You find no end to your suffering. Discard 3 cards right away."
13. Yom - "It loves a thing, if we let it. Spawn 10 of our Infantry on the board, defending a players territory by 1 space on the next turn of theirs, uhuu. Choose the player affected."
14. Lamoi - "We live to die. That is our motto. Even us, who were immortal once, are given this fleshly living. Take a sacrifice. Choose between influence and currency, and permanently diminish 10 points once. Do not perform this next turn."
15. Pojmu - "There can be no escape. Demand Federation at once or all troops in our Arsenal will be deployed at every fragment location next year. It will be a massacre. There will be no doom like this."
16. Obluk - "Render the enemy to pieces. Sever ties and disable a players Nuclear Arsenal for the remainder of the year."
17. Rensh - "It is with great mercy that we apply this remedy. If a player has an invisible spot on his being, namely a group of units or one unit in particular we don't mention here, there will be blood if this group or entity is not revealed at once. There will be kindness in our hearts for those who listen, and that's that."
18. Solgar - "Really, though, they love it when we trade with them. There will be 5 Shimara for each card handed to us at once. There will be no mistake about who WE are."

19. Wahb - "We love this word, because it ends with a 'buh'. This love applies greatly in all our hearts. Love him and place 20 extra points on the board per card played."
20. Enki - "Undertake to know a mischief on a man we call our love. We submit to the Biodiversity Symposium in place today and tell them to witness our fathoming. Know we show all those who respect us the truth about them, as we have shown Matthew. There will be no end to your madness if you defy us in mind. Take 1 piece from your units and fortifications each, and know our work is done here. That will be all, gu huu..."
21. Warrock - "It burdens us greatly to admit, we must do what this entails us to do. Dispel 20 currency from your counter and give it to The Dark Continent player now."
22. Oyala - "There will be a time when the units in your place do not make way. Dispel one technology you have placed on your faction sheet, and make no mistake there will be blood if you do not do it. There can be no error, do it now or dispel two next turn. Do it forthwith, for your benefit."
23. Ujuur - "We loathe those who argue nonsense. This network of yours is disgusting, let us dispense with it. Place this over the Set place on the Russians Faction Sheet to dispel this network business. Do they understand what takes place in Barzakh, as one would put it?" There are 4 of these cards in the deck.
24. Raseen: "This word brings a tragedy upon you. Roll the Dark Continent Dice. Place a fragment of our choice on the city represented by the roll. Invade this territory with 7 units of our choice, in a way most unsettling uhuh...."
25. Zarrah - "We do nothing wrong here. Our happiness is at play, so we indulge thusly: There will be blood for the next strike on the board by The Mahdi, or there will be nothing left of your forces when we are done. Retort the enemy or be disbanded on the next turn. The units next to those attacking forces will suffice only, and there will be a war by us if you resist further, ahhh..."
26. +Jennuk - "With this one we invoke the righteousness of our maker. Know a new count has begun, and there will be blood for disagreeance. Decide as a table to incur a wrath on the Time Dice by rolling it, if there are any units on the board that disagree they will meet us in every place they are. We attack for the rebellion to our cause in every territory occupied by units, and make it known that 4 of ours will suffice, we let you choose."
27. +Derbuk - "We know a storm when we see one. Play a game of Dominion using the Nocturne expansion, and to each one who receives a Boon, receive one less influence point per territory conquered next year following this turn. Count a new year despite the Time Dice, send all requests to The Dark Continent for approval however."
28. +Dersata - "There is love here. Bring a country's population up 1 value, as per our dispositions with your people, and there will be no end to our kindness when we marry folk who deserve it."
29. +Finrik - "There will be no time to utter anything less, there will be blood for those who disagree with us. Counter on the Shimarra goes down one, per our tax on things."
30. +Onumi - "There will be no countenance against our aggression. Deploy one Federation ship of ours into the waters to patrol it, in a place of our choosing."
31. +Tareen - "There will be love where we see fit,. Increase the Currency Counter by 20, additionally to that which we might regard as kind to offer during our

governmental operation.”

32. +Grimsh - “There is nothing we won't stop doing to please ourselves. Play a game of Dominion, and whoever wins the game, gratify himself with 2 Shimarra dollars of ours, for your service. Do this every turn, if you wish!”
33. +Vowb - “This card draws an interest to us because of the use of the 'b' in it. Take one player and make him understand our worth, otherwise they will see our forces at the next available moment.”
34. +Astu - “Make note of aggression when you see it. For every 10 currency you have, round down, there will be a termination of one of your troops. Refusal to do this will incur our wrath at the next available chance. Send not any petition to the government for help, for they will not conspire against us in any right of mind, uhuh...”
35. +Tujeen - “The love shown to us will be reciprocated in full. Submit 7 of your nukes for our use, and we will see to it we invade a nation on your behalf willingly.”
36. +Tul - “It is not for the vain that we do this next move. We increase the Influence and Shimarra of this player by 3 points, including that which we give nominally in a decision.”
37. +Renuk - “We know love when it tells us things. There will be an innocence before the twilight, do no wrong and choose a player to receive 20 influence from us to them. We know we cannot subtract our counter but we could if we chose to.”
38. +Remoro - “In ways unseen we begin to unfold our greatest aggression. We know love too, but we unfold this for you before your very eyes. In a territory controlled by your forces, choose a fragment to deploy 7 forces from. You will know our way in time, when we choose it.”
39. +Filsh - “It waves, in time, uhuh...There can be mercy for this player, if he plays a card next turn we will give him 20 currency from ours, if we have it.”
40. +Putaan - “This show we bring today will make us sing forever. We formally give 10 influence to each player who submits to mischief this year. End the year at the end of this year.”
41. +Pilk - “It begins to descend on you, if we could suffer aerial bombardments we would but that is reserved for the highest, uuuhhhh...Know our strength, and deploy one of our units from a fragment of your choice.”
42. +Koonis - “It will not be long before we commence our final plan. Deploy one Infantry and one Vehicle of your choice near all our fragments, descending to attack if necessary.”
43. +Plur - “Plur breeds insanity. You will destroy one of your troops and attack your nemesis with the greatest force you have currently. Do not stop until the attack happens, taking turns as normal. This card is discarded into your pile instead of shuffled into your deck as a result of submitting to it. That can only be done when the instructions are followed, however, uhuh...”
44. +Ajit - “We know love when it comes, as we keep saying. Do no wrong and offer 3 Shimarra from your counter to another, in peace keeping times especially.”
45. +Nokkus - “The law pertains to say that we conquer all the European nations this day. We suffer to do that from the nearest fragment of our choice, deploy 7 of our units there, preferably Infantry.”
46. +Deesa - “This war of ours will not end. If we have deployed this year, we will

not again, but we must at this time incur a wrath on Russia for it's misdeeds. They will not be harshly treated, but a few of ours will make way with theirs. There will be 3 of our Infantry additionally deployed to any fragment that deployed troops this year."

47. +Pistev - "We bring war to you all, for a price. If you strike another, you will pay us one Shimarra dollar for our cause to be realized in your lands."
48. +Lubash - "There will be a financing of success. Take over any territory, and increase that amount of Currency gained each year by 10 from our purse, if we so choose to give it, and we must have it to give as well."
49. +Gorl - "Gorl is a wail of discontent. Know we are furious when we play this card. There will be a time when we are satisfied, but not until you build an Apache with a Silencer. Discard one card each turn until you do, and do not think of submitting to this card until you do as well! Ugh!"
50. +Wal - "This war of ours will not begin until we accrue 10 Shimarra. We propose that this be placed on our Faction Sheet, and that when we do accrue that much Shimarra, we may discard this card and then invade at the next available opportunity."
51. +Binzeek - "This war continues now. Deploy 7 of our troops nearest the border of an enemy, but do not aggress their lands with this action."
52. +Jumaar - "There comes a time when necessary things must be done. We resent to inform you of the disbandment of 7 of your troops, ALL of you, within 24 hours or we will invade you."
53. +Maka - "There will be love for those who hear us. Attack a member of Federation for us, to test their mettle, and see who is the victor. If you win, you live to see another day. If you lose, we discard you on our next turn, humph!"
54. +Hench - "We detest those who argue us. Know that any who argued our way last few turns will see our armies this turn. Deploy 7 of our forces, choosing as you will, in one of your territories and begin the incursion."
55. +Feluuk - "This will not be long. The law pertains to be as follows: Discard a card, gain 12 Currency, from our purse if we can manage that."
56. +Erosen - "Erosen is a unique word, we discard it after it's use. Like this card will be after, when played, we submit to all our mischief in one turn and discard this card with them in the pile, and there will be no mistake about where that will be."
57. +Lupoi - "There will be love indeed for our friends. We choose to submit to one of your Mischief cards played on your Faction Sheet for you, and we give you the Shimarra for it. Know a friend in sight, dear one, oh ho ho!"
58. +Kumoor - "It brings us a sorrow to see these nuclear weapons active without our permission. We hereby declare war on those who have fired a nuke this turn, and deploy 7 of our units nearby their headquarters, which alone we know indeed, uhuh..."
59. +Kumeen - "There is a law in our lands that governs providence. Declare war on a nation, then retreat for our cause, and there will be no mistaking what this card means totally uhumm."
60. +Kumato - "There will be love if you do what we ask. Submit to this card or surrender your forces by adding an additional value to your next loss in another territory. Our outcry will be bloody at times but do know we treat the righteous with kindness."
61. +Labash - "Labash honors the dead. For every loss you have been given by

others, receive one Infantry to your forces in one territory.”

62. +Luzb - “There never was an incident we haven't dealt with. If you struck our forces this year, take one troop off the board for each time you incurred. Know our methods are precise, these targeted killings will serve as a lesson.”
63. +Wakkar - “There will be a recompense for every step you take. Know that when Federation happens, we intend to be the malicious intent within for all things presented. In this way, deal out an additional 1 Federation card of a type we intend.”
64. +Imrood - “You know our methods. This King once fought alongside the evil of the world. We return him to the board at this time, deploy him at once! And there will be a mystery when he arrives, arrange it now!”
65. +Bafur
66. +Helgash
67. +Vizash
68. +Elbreht
69. +Krof
70. +Elhor
71. +Opuk
72. +Orduk
73. +Orshen
74. +Orwen
75. +Oweekah
76. +Gilm
77. +Yennek
78. +Pohlait
79. +Retuk
80. +Halaqa
81. +Demset
82. +Dempest
83. +Dungayah
84. +Ilsput
85. +Iluk
86. +Ilsh
87. +Imb
88. +Senzit
89. +Serehest
90. +Sermulah
91. +Seredorn
92. +Selmek
93. +Riyujah
94. +Relmar
95. +Wahkeed
96. +Werbub
97. +Wekeset
98. +Warsh
99. +Tabbouleh
100. +Gonsh
101. +Jihaad
102. +Astar

103.	+Asral
104.	+Asbun
105.	+Azbukub
106.	+Kilmara
107.	+Kiln
108.	+Opeseh
109.	+Opnur
110.	+Opulence
111.	+Rembrandt
112.	+Kunst
113.	+Abulok
114.	+Tumok
115.	+Katanjasimre

e) Divine will deck [9 Currency] – These cards are not handed out freely during a players turn. They are bought in the purchase and deploy phase of the players turn for 10 currency. They are cards which increase influence to most, but for the Mahdi they do something else entirely. Flipping the card over will reveal what it does for The Mahdi, and the other side will reveal how many influence points it is worth. These cards are played at the end of the game to increase influence points, and remain in your hand the entire time.

i) Individual Card Descriptions

1. **The Law** – This card determines how much force can be applied in an invasion. Play on a player to be active in their active mischief piles. There are one of these cards in the deck.
2. **The Knowledge** – This playable card determines how much strength can be gained in a turn. Play once then apply it to the current year end. This card can be influence for 1 card exchanged. There is 2 cards of this type in the deck.
3. **Interior Motive** – This wise card will help you search the deck of yours for a card of choice. Take this card and discard it in the right discard pile. There are 3 of these cards in play.
4. **The Dawn** – Each year, after this card is played, receive a monetary bonus of 1 Currency. This card can only be played once and may be skipped by The Mahdi if already played. This card is shuffled into the correct deck after use. There are 4 of these cards in the deck.
5. **The Light** – Take 4 units and move them once freely, not counting your action for this turn. Take this card and discard it in the appropriate discard pile. There are 5 of these cards in the deck.
6. **Knowledge Unbound** – Remove 1 force from the Dark Continent active forces on the play board. Remove this card from the game after use. There are 6 of these cards in play.
7. **The Dominion** – Play this card to effectually promote the soldiers in the American field of operations. Find that card to increase their Riflemen and place it automatically on the Faction Sheet. In this way, you will engage Zalzalah, the Dukhan, and the abortion of fetuses.

f) Federation deck [30 Currency] – This deck is activated when all players accede to Federation

by playing their respective Federation accession cards. When that happens, 5 Federation cards are handed out to each player. These cards must last for the entire year, which is four turns, and can be purchased for a whopping 30 currency. When played, they are placed in front of the players faction sheet, adding or subtracting your score until the end of the game. These cards have effects ranging from adding or subtracting your score, or modifying an opponents score, or removing cards from your hand or an opponents hand. Once the card deck is empty, the game ends and the player with the highest score wins. There are two types of this card, Regular Cards and Age of Phantasm cards. The latter are played in sequence only, and cannot be played out of order. If there is a gap between the numbers on the cards, play them in order the best you can. As for the Natural Opposition type cards, make sure to draw these after your initial 5 cards have been chosen. Isolate them and choose them one at a time, in turn order, until none remain.

i) Regular Card Descriptions

1. +3: A Fishing Tournament is being prepared for the Planetary Council members, as a means of relief from their duties. Play a game of Go Fish with a full deck of 52 Playing Cards to determine the winner. If you win, place this card in your selected spot for Federation cards. If you lose, place this card in the discard pile.
2. +2: Two Planetary Council members of similar position decide to contest one another to make the best prayer to God, and see who gets answered if either of them would be through the King. Play a game of Rock Paper Scissors in a best 2 out of 3 with the player to the right to see who wins this contest. If you win, place this card in your selected spot for Federation cards, and search the Federation discard pile for a card of your choice, taking it into your hand. If you lose, pass this card to the player on the right, only giving him or her the +2 bonus of this card.
3. +5: The Ways and Means Committee of the Planetary Council has decided that the Supercomputer will institute a new way forward that was different than before, but they don't have much time to bring the final proposal to the table. Complete a beginner difficulty game of Minesweeper in under 1 minute 30 Seconds, making sure to mark all the suspected mines, to plot the correct points on the Supercomputer within the deadline. If you win, place this card in your selected spot for Federation Cards. If you lose, place it in the discard pile.
4. +3: An initiate of the Kings private school, the Fulak Ko, offers one of the Planetary Council representatives a trial of 9 troubles in exchange for a favour to that person from the King, available to all peoples equally. Play Kits Game with 9 Random Objects and remember the items in under 30 seconds in order to satisfy the requirements of the challenge. If you win, place this card in your selected spot for Federation cards, and each player draws a Divine Will card. If it is anything other than the **Knowledge Unbound** card, it is discarded. If you lose, place this card in the discard pile. If a player possesses the **Knowledge Unbound** card after this, it is placed in their hand.
5. +1: The Planetary Council has had some successful deliberation on a legal matter on Earth, and has put it to the Procedures and Justice Committee to finalize the requirements of the deliberations. As it turns out, not all items can be handled, but the Committee tries its best to argue the initial positions of the Planetary Council members. Listen to a random music track on the Music Player to see if it harmonizes with the original intention. If you like it, place this card in the players selected spot for Federation cards. If you dislike it, place this card in the

discard pile.

6. +6: The Office of the Protectorate has ordered a team to simulate the battle conditions in a region that is being threatened with conflict. Play a game of chess with the player on the left to simulate battle conditions. If you win, place this card in the players selected spot for Federation cards. If you lose, place this card in the discard pile.
7. -10: The Biodiversity Symposium has authored a new insect for infestation control, but the parameters for their predestined death failed to meet the necessary requirements for the overall health of the insect; It fails to do the job intended as a result. Play a game of chicken with the player to the right, in order to sanitize the remains of the failed project. Take 2 Grasshoppers and pull off the legs and head, ensuring to remove the black spine. If you fail to remove the spine, obtain another Grasshopper for the purpose and apply the previous steps. It is a long black string attached to the head, it is impossible to miss. Give one of the prepared Grasshoppers to the player on the right, and keep the other prepared Grasshopper for yourself. Between you and this player, the first one to eat the prepared Grasshopper wins. If you win or the other player fails to do this, play this card on the player to the right. If you fail to do this or lose, play this card on yourself.
8. -3: An employee of the Federation has been incarcerated for corruption. He needs to survive prison long enough to escape and do rightful things from now on. Play a game of Bid Whist with the other players using a 54 Playing Cards, including one red joker and one black joker, to bide time until his release, and do not gamble on your sets. If your team wins, play this card on any of the other players' selected spot for Federation cards, including your teammate. If you lose, place this card in the discard pile.
9. Discard all cards in hand and draw 10 cards each: God has seen the oppression and the ruin of a people who were left to do their own thing. He has ordered the Dark Continent to completely sack a planet with its forces. Play a game of Dominion, using whatever expansions you choose, with the other players to completely dominate the tyrants at their own game, much to the amusement of Devils. If you win, play this card. All players discard their hand and take 10 Federation cards each. If you lose, discard this card.
10. +7: The King has issued an order to comply. It comes directly from God, or so he says. However, certain intelligence seems to indicate that there may be foul play with this new order. The Office of the Protectorate has sent an investigation team to question the King, as they are the Kings favourite Federal institution. Play a game of Cheat using 52 Playing Cards with the player to the left in order to determine if the King is lying. If you win, play this card in the players selected spot for Federation cards. If you lose, place this card in the discard pile.
11. 30 Currency to each Player: The Interspecies Challenge and Affairs Department has evaluated an underdeveloped world, and with the permission of the King, a group of strong willed people will go and help develop this fledgling nation. Play a game of Settlers of Catan, using whatever expansions you choose, with the other players, to help build the young nation, now a federated world. If you win, place this card in the players selected spot for Federation cards. If you lose, place this card in the discard pile.
12. -6/-3: There has been a massive heist in a major city on Earth. The criminal syndicate, Altrimora, has taken over a building with its militant forces, a

building currently occupied by the entire Planetary Council. Their motive is the result of the winds of change; there are those who do not agree with Federation, and there are those such as this group intends that wish to insurrect. The Office of the Protectorate has sent a response team to the site, amidst their deliberations with the hostage takers. Assemble a properly working Fan Kit in under 2 minutes to defuse the bomb and deal with the resulting gunfight later, or draw 4 of The Mahdi's trivia cards and guess the answers correctly to resolve the political situation. If you assemble the Fan Kit, take the -3 deduction to your score when this card is added up, and place this card in the players selected spot for Federation cards. If you successfully answer the 4 trivia cards, place this card in the discard pile. Place the 4 trivia cards drawn into the correct discard pile, and do not collect the influence bonus for these 4 trivia cards. If you lose either of these challenges, take the -6 subtraction to your overall score at the end of the game and place this in the players selected spot for Federation Cards.

13. +20: The Time has come. God has informed the King of his slumber, and the King brings the Office of the Protectorate in to deliberate on the situation. The King warns of God's ambition, and that there is a chance the circumstance known as Arefu will come about. Arefu is the state of the land when the living reap so much from Devils that everything about the life they live except it's natural beauty will be unwanted. Make a house of cards using 15 Playing Cards in under 5 minutes in order to seal the deal on the plan. If you win, place this card in your selected spot for Federation cards. If you lose, place this card in the discard pile.
14. +8: The Office of the Protectorate has been doing some investigations, and found out a terrible conspiracy underway. Separatists in the Quan Shoi region of space under the 7th heaven have decided to use the Olympics on Earth as a launchpoint for their aggression. They will no doubt initiate a terrorist attack using one of the athletes to get their way in the realm of politics. Complete a Triathlon using whatever challenges the players decide in order to infiltrate the Separatists. If you win, place this card in the players selected spot for Federation Cards. If you lose, discard this card.
15. -9: Terraforming on Mars has been the bane of Earth's attempts at outward space travel. The landscape is unforgiving, but there is water there, if only the Sun were stronger at that distance. A team finds an unusual arrangement of rocks on the surface, potentially stopping their efforts there. Deduce the identity of 6 Rocks in under 30 minutes using whatever tests you choose in order to keep the Terraforming schedule intact. The player playing The Dark Continent will be the judge of the correct answer. If you win, discard this card. If you lose, place this card in the players selected spot for Federation cards. The Dark Continent cannot play this card.
16. End Federation: There has been a discontent in the hearts of the living ever since the Devils arrived. But for some reason, the arena has become so bitter, so sorrowful over the appearance of their former enemy, that humans, and even Devils, have become demoralized. They see the end of Federation in sight. It is on this player to save Federation at all costs. Take as long as you need to translate the words "The Quick Brown Fox Jumped Over The Lazy Dog" into Arabic using the Translation Kit provided with the game in order to soothe the uneasy feelings of the Devils. Tell this phrase to the player controlling The Dark Continent. The Dark Continent will make a decision if the attempt is passable

using their portion of the Translation Kit. If this attempt fails, or takes more time than the rest of the other players allow, then Federation ends. If you win, place this card in the discard pile.

17. +5: Elections are being held in a territory belonging to the Kija planet. They have a formal process and establishment for politics just like Earth, and they are electing their President and Vice President. Theirs is a nation on the Planetary Council, so this is an important election for the Federation. Play a game of President with the other players using 52 Playing Cards, with Aces being the highest and 2's being the lowest, in order to determine the victor of the election. If you win, place this card on your selected spot for Federation cards. If you lose, discard this card.
18. -6: The Federation has an issue. A critical server in their main database has gone offline. It is up to the Technical Make and Keep Office to repair the affected hardware before operations begin to fall apart across the board. As it turns out, the old hardware was outdated and could be upgraded now, while work is being done on it. Assemble the Computer Kit and power it on successfully in 40 minutes to successfully repair the server in time. If you win, place this card in the discard pile. If you lose, place this card in the players selected spot for Federation cards.
19. +5/-7: The Director of the Office of the Protectorate has a birthday to attend. It's his sons 12th birthday, and you have been formally instructed to dress up as the main antagonist of Dragon Ball Super. Watch the first 3 episodes of Dragon Ball Super and determine the main antagonist to prepare for your day. If you win, place this card in your selected spot for Federation cards, taking the +5 bonus. If you lose, do the same but take the -7 bonus instead.
20. +12/-8: The Federation is expanding its influence. The King has ordered that the Planetary Council make up its mind to work its objectives in the XJ-9997-Y galaxy under the 7th heaven, which is a highly advanced and interconnected one. However, the King has asserted that the team will include a component of the Devils, as God smiles on their Wicked Endeavour this day and wishes to see the mischief planned for that galaxy to have the chance to be realized. The Planetary Council has chosen Earth's representatives as the chief decision makers in this process. If you are the United States, the Russians or The Mahdi, play a game of Race For The Galaxy, removing the Galactic Federation card, and the Galactic Imperium card, in order to administrate the goals of the Planetary Council, helping each other in what little way you can. If you are the Dark Continent, play the same game but in a manner that undermines the rest of the players to an extreme degree. If you win, and are one of the three aforementioned players, take the +12 bonus and place this card in your selected spot for Federation cards. If you are the Dark Continent and win, choose the -8 bonus and place this on any players selected spot for Federation cards. If you lose as any of these players, take the -8 bonus and place this card on your selected spot for Federation cards.
21. +8: A world has been torn apart by the throes of Federation. It seems that certain criminal elements on the Genteka planet have begun an overthrow of the government, and a team has been dispatched to acquire lands with minimal possessions. The assault starts with an orbital bombardment, but in order to keep things on the level, the King will not authorize anything further, only sending that as a warning. Play a game of the Dominion Card Game with whichever expansions you prefer in in order to seize the planet from under the criminal

underground's feet. Place this card in the selected spot for Federation cards for the winner of this game.

22. +14/-9: The Dark Continent has offered a unique thing to the Planetary Council. They wish to hold a tournament, for everybody's benefit and fun: Compete in a game and win the Treasure. But, as it turns out, their work is not guided by righteous deeds entirely. They plot a mischief on the lands of the Tournament, as part of the Wicked Endeavour, and the Office of the Protectorate detects this. It has set up a team to secure the lands via counter influence, instead of choosing a direct conflict with the Devils unnecessarily. Play a game of Dominion using the Cornucopia expansion, setting up the game according to the Game Setup Guide, and secure the most amount of Treasure to play the Devils at their own game, as well as win the tournament. If you have the most treasures at the end of the game, take the +14 bonus and place this on your selected spot for Federation cards. If you do not have the most treasures, take the -9 bonus and do the same.
23. +17/+6: The King has decided to treat a group of prospective members of the Federation called the Holodensk to an official ceremony of invitation. Starting with speeches and a dinner, the group goes off to the local tavern for a drink. They sit down, and then the leaders of the Holodensk begin to offer a most lucrative wager. They say that they will place themselves on an equal footing with their challenger, and will persevere to win the influence of their colony. They are all given tools to administrate their affairs, and the contest is on; if the King wins, the Federation will keep all the territory it gains and the rest will join Federation willingly, as separate entities on the Planetary Council. If the King loses, they will put more thought into joining a potential Federation, as well as offer good standing trade relations, but make no plans for joining at this time. Play a game of the Dominion Card Game using the Adventurers Expansion, setting up the game in accordance with the Game Setup Guide, in order to win a gain for the Federation. If you win, take the +17 bonus and place this card in your selected spot for Federation cards. If you lose, take the +6 bonus and do the same.
24. +10/-7: In one of the Federated territories, there is a planet called Fessera that has very little in terms of wealth and infrastructure. There was once a thriving population, now most of it is left to ruins. There are warring factions on this planet seeking to vie for the strongest Planetary Council voice, and the current Planetary Council has seen fit to expand the influence of the Federation territory there. Play a game of the Dominion Card Game with the Dark Ages expansion, setting up the game according to the Game Setup Guide, in order to expand the Federation. If you win, take the +10 bonus and place this card on your selected spot for Federation cards. If you lose, take the -7 bonus and place this card on your selected spot for Federation cards.
25. +16: There is a naval trade dispute on a moderately developed planet known as Fik Fik Ra. They accuse the other Barons of cheating on their finances to get their way. Whatever the truth is, piracy and trade dispute have become rampant, leading to destabilizing political efforts. The Planetary Council decides that it will intervene using whatever measures necessary to settle these issues at once. Play a game of the Dominion Card Game using the Seaside expansion, setting up the game according to the Game Setup Guide, in order to settle the trade disputes and solidify the Federation. If you win, place this card in your selected spot for Federation cards. If you lose, discard this card.

26. -10: On Earth, there is some political discord about the establishment of a Federation at the behest of Devils. Some populist factions have declared that there will be unrest so long as there are Devils among us, and some nations have sided with this complaint. A Federation Naval flotilla is escorting precious goods to another continent, but the intelligence about the operation was leaked, and now a rogue dispatch is headed straight for them. The radio order came down quickly: Dispatch the enemy at all costs. Play a game of Battleship with the player to the right to fend off this foe. If you win, discard this card. If you lose, place this card on your selected spot for Federation cards.
27. +1: There has been a dirty bomb explosion in Paris, France on Earth. No organizations are taking responsibility at this time. A medical team is dispatched to the scene, fully clad in radiation protective gear, after the main force has moved in with the investigation team. The team passes by a group of men and women who need attention. Dress up in the Full Body Covering and assemble a bandage properly on the arm of the player to the right in order to field dress a wound. If you do this correctly, place this card on your selected spot for Federation cards. If you fail to dress the wound correctly, discard this card.
28. +5/-26: A galaxy known as DX-7445-P in the 7th heaven has suffered a fatal blow to its status as a Federated area. An organization known as the Innu Lava has seized control over half the galaxy and is threatening to dominate the other areas through the Federation. So far, the Planetary Council has blocked membership of the Innu Lava, but that will not last for long. Unknown to the Innu Lava, there is a massive Superweapon hidden at the centre of this galaxy, something the Federation intends to capture and use to submit the criminal group. But be warned, there is no telling if corruption will leak this information to the enemy before the operation takes place. It is on the Office of the Protectorate to direct the forces in their possession within DX-7445-P and neutralize the threat to galactic sovereignty. Play a game of Twilight Imperium with the player to the right, setting up the game in accordance with the Game Setup Guide, with a goal of capturing Mecatol Rex for three consecutive turns, in order to capture the Superweapon, power it on, and take out the Innu Lava once and for all. The other player will only have to win 10 Victory Points to win. If you win, take the +5 bonus and place this card in your selected spot for Federation cards. If you lose, take the -26 bonus and do the same.
29. -13: The policies and statutes of the Federation make it hard for nations to thrive, but there are certainly benefits for those who try. Japan, a member of the Planetary Council from Earth, has petitioned that the King resolve an issue within his state personally, as a matter of honour between leaders. The King receives the invitation, and God informs him of his destiny with this leader. He goes to Japan to visit the Emperor, and is received with the highest degree of celebration. Later on, the two leaders meet in a private chamber. The Emperor summons in representatives of two clans in his country, the Crane and the Crab clans. He tells the two clans that their dispute has now reached the highest levels of the government now, and they should be forthcoming in their approach to the King. They make their respects to him, and tell him the story of their dispute. According to the Crane clan, the Crab clan assassinated one of theirs. According to the Crab clan, the Crane clan has been pirating shipments making their way to Crab villages with the intention of instigating such affairs. The King ponders for a moment, and then tells the Emperor and the two clans that they should host a

tournament of sorts, one based on honour and integrity. This will resolve who is more dishonourable at heart, and who deserves the Emperors mercy. The Emperor agrees, and the two clan representatives leave the room. Play a game of Legend Of The 5 Rings card game with the player to the left, setting up the game according to the Game Setup Guide, and making sure to win by having the most honour in order to settle the dispute. If you win, discard this card. If you lose, place this card in your selected spot for Federation cards.

30. -1/+3: The Kings men have organized a Chariot Race for the Kings entertainment. It will feature competitors from the Planetary Council. Fatefully, the planet Earth is chosen for it's form of Chariot Race, and so the competitors will originate from there. Play a game of Cribbage with the player to the left in order to determine the winner of the Chariot Race. If you win, take the +3 bonus and place this on your selected spot for Federation cards. If you lose, take the -1 bonus and do the same.
31. +8/-12: There has been a development in the DB-3128-U Galaxy under the 5th Heaven. Planetary Council members from that district have been keen to attempt subversion controls on their neighbours and bring the issues to the court, hoping to be the victors and play the victim when indeed they are the perpetrators. The King has become attentive to it, and seen a vision in his mind that would settle the conflict altogether. Seeing these Planetary Council members as a disgrace, he sends the Dark Continent to make sure that the Federation has it's ends kept, and he charges them with establishing a military front in the region for its purposes. There is another development, however, that the King instructs them on; In this Galaxy has been placed an orb that has a chamber in it, and they will enter it to garner the knowledge that God has chosen for them to absorb. There can be no question: Develop the military front and seize the goods in the Orb. Play a game of the Race for the Galaxy card game with the rest of the players, using the Alien Artifacts expansion, removing the Galactic Federation card, and the Galactic Imperium card, in order to secure as many military worlds as possible, and take in the knowledge that God has left behind for you. If you are the Dark Continent player, you must only settle military worlds and be the ones to take in the most treasures from the Orb. If you are the other players, play the game as normal to win. The game ends when the Orb is fully manifested and unable to grow any further. If you are the Dark Continent and win by taking in the most treasures and only settling military worlds, then take the +8 bonus and place this card in your selected spot for Federation Cards. If you lose as this player, take the -12 bonus and place this card in your selected spot for Federation cards. If you are one of the other players and win, take the +8 bonus and place this card in your selected spot for Federation cards. If you lose as one of these players, discard this card.
32. +9/-4: A certain trouble affects the Planetary Council members from Earth in the Milky Way galaxy under the 7th Heaven. A Supercomputer known as Watson has creatively put together a resettlement plan for the Federation, but as it stands there is already work being done in that regard. The Planetary Council members decide that they will put the Supercomputer to work and monitor it's progress with their own actions. Play a game of Race for the Galaxy using the Gathering Storm expansion, removing the Galactic Federation and Galactic Imperium cards, in order to manage the progress of the Supercomputer. If you win, take the +9 bonus and place this card in your selected spot for Federation cards. If

you lose, take the -4 bonus and do the same.

33. +14: The Mars Terraforming Group in the Milky Way galaxy under the 7th heaven is inviting more Planetary Council members in an otherwise dying enterprise that is terraforming Mars of the same galaxy. They need money, resources, and technology to provide for the new life being lived on the fledgling world. Play a game of Terraforming Mars: Ares Expedition with the table, setting up the game as normal, and secure the future of Mars for the humans of Earth, and indeed the rest of the galaxy by extension. If you win, place this card in your selected spot for Federation cards. If you lose, discard this card.
34. +14/-2: A Planetary Council representative from the Hokkung planet under the 7th heaven has come to the Council with a request from Earth, under the same heaven. They are looking for their homeland, a knowledge they have lost over time. They know it is somewhere in the Milky Way galaxy, but have no way to determine where it is except for small details about its nature. It is up to the Planetary Council members from Earth to assemble a team of investigators, and determine where the planet truly is. Play a game of The Search For Planet X, with the other players, working together for the good of the table, in order to find the mysterious home world of the people of Hokkung. If you win, take the +14 bonus and place this card in your selected spot for Federation cards. If you lose, take the -2 bonus and do the same.
35. +16/-3: The King has come to Earth in the Milky Way galaxy under the 7th heaven for a most spectacular show. There is a tournament-based Soccer match taking place, and he has been watching the rankings as the tournament has been proceeding. The match is between Brazil and Qatar, countries that do not always get the limelight but somehow make it out on top when it comes to Soccer. The King is seated with his compatriots and the game is about to begin. Play a game of Soccer in teams of two, setting up the Beanbags as goalposts for the Nets, in order to determine the winner of this match-up. If your team wins, take the +16 bonus and place this card in your selected spot for Federation cards. If you lose, take the -3 bonus and do the same.
36. +8/+4: A member of the Biodiversity Symposium has been observing a planet named Enkela in the UB-0442-K galaxy under the 7th heaven, which is an underdeveloped world with no established language, and no real culture to speak of. The member has come across a stark revelation. A group of giant beasts named Lemezin are currently travelling together, and their current path brings them to a small grouping of the people of Enkela. The beasts will surely devour the people there, and the member feels so sad that she goes to the King's court to petition God for a measure to be done. It takes some time, but this petition reaches the King and he is given a revelation over it. He invites the member of the Biodiversity Symposium to give helping them a try. The member is given a ship, and a list of basic words that the King knows from God that will help her on her mission. Play a game of Charades with the table, not taking turns, establishing three words which adequately describe the danger in order to warn the people of Enteka about the beasts, and get them to move temporarily. If you win, take the +8 bonus and place this card in your selected spot for Federation cards. If you lose, take the +4 bonus and do the same.
37. -6: A prisoner on a military world named Tesseus III in the RE-8773-P galaxy under the 5th heaven is about to be executed. The reason for this is because he fails to give up the name of the accomplice he was with, who did all of the

crimes he is charged with, according to him. The Office of the Protectorate senses this event and decides to empathize with the prisoner. They feel that the prisoner is only a patsy in the scheme, and attempts it's own investigation to get to the name of the true culprit. Play a game of Hangman with three players other than the Dark Continent, setting up the game according to the Game Setup Guide, in order to save the prisoner. If you win, discard this card. If you lose, place this card in your selected spot for Federation cards.

38. -4: Two competitors engaging in the Stock Markets on Earth in the Milky Way galaxy under the 7th heaven are making a wager. They want to isolate the success of three corporations they will choose and invest in them heavily. Play a game of Tic Tac Toe with the player to the right to see who's investment choices stand to last. If you win, discard this card. If you lose, place this card in your selected spot for Federation cards.
39. +18/-8: The King has ordered an expedition into a galaxy under the 6th heaven, named ER-8328-K, in order to develop it for settlement. It is the task of the Planetary Council representatives to do so, but in an effort to deal with this situation quickly, they resolve to send only one vessel to do the job. You are on the crew and it is your job to do as the Federation asks of you. Play a game of ISS Vanguard with the table, setting up the game according to the Game Setup Guide, in order to score a win for the Federation and return with the data in tow. If you win, gain the +18 bonus and place this card in your selected spot for Federation cards. If you lose, take the -8 bonus and do the same.
40. +5/-15: There is an archaeology expedition being mounted by the King. A member of the Planetary Council from the Dennete planet in the XD-1337-K galaxy under the 4th heaven has come to him with a private concern. He has records of expeditions done by a man named Gerald F. Roberts, who died as a result of disease from said expeditions. Unfortunately, the photographs garnered from the expeditions were destroyed, leaving only journal entries behind, but they supposedly detailed a large catacomb riddled with treasure. That is not what the man is after, however. There are scrolls there, untouched, which he wishes to read, in honor of his friend. There are others who have gained knowledge of all this, and are working now to discover the place first. The Planetary Council member wants the King to protect the place in which the scrolls rest, doing whatever he so wishes with the treasure afterward. The King authorizes it, and decides there will be a man to go ahead and leave a trail of breadcrumbs behind so that the rest of the forces can arrive after their deployment has been negotiated fully. Play a game of The Road to El Dorado with the table, setting up the game according to the Game Setup Guide, in order to find the place in which the scrolls rest, and mark the way for the rest of the men. If you win, take the +5 bonus and place this card in your selected spot for Federation cards. If you lose, take the -15 bonus and do the same.
41. +12/-5: A planet named Hirah in the FR-9734-X galaxy under the 4th heaven has undertaken a new immigration policy in the wake of it's joining Federation, in the name of God, to promote goodwill towards all men. They say many are welcome here on their shores, and they will deal with the outcome. Many come, and you are one of them. You pass through the Customs Office without a hitch, and meet up with some people there. But you have a vision; indeed, you want to set sail to other continents far away, and you need help to do it. These men offer you a boat for a good price, but they cannot assist with the crew. They bring you

to the boat, and you assess it at good and seaworthy. Buying it, they leave you to your affairs, and you take off. Play a game of Knarr with the player to the left and try to make the best of your new life on this planet. If you win, take the +12 bonus and place this card in your selected spot for Federation cards. If you lose, take the -5 and do the same.

42. +7/-2: The planet Earth in the Milky Way galaxy under the 7th heaven has undertaken another step towards harmony with the life they live around. As a Planetary Council representative, they petition the Biodiversity Symposium representatives attending the current session through the Olotu Laku, and the petition is carried. The Biodiversity Symposium responds that they will indeed increase the parameters of Earth's oxygen output and carbon emissions absorption by planting several trees. They assemble teams to work in various parts of the world, and you are placed on a team that is working in a Virginia, United States forest to increase it slightly, as per the Balance Tables calculated prior. Play a game of the Forest Shuffle card game with the table, and increase the forest enough to balance out things for the rest of the Earth. If you win, take the +7 bonus and place this card in your selected spot for Federation cards. If you lose, take the -2 bonus and do the same.
43. +20/-10: The King has been petitioned by a member of the Planetary Council from the planet called Oru Wen in the FD-5543-D galaxy under the 6th heaven. They want the Federation to build a village near them, which will one day be a great outpost. They want a hybrid city, one that runs with a government of both societies operating side by side in a mutual harmony. The King has a vision sent by God, and decides what to do. He will entertain this notion, and teach this representative the wisdom of doing this type of thing. The rule sent by God is that the new village will not contain any building or technology that is not native to the population around it. He assembles a team, which you are on, and you go to the planet Oru Wen to begin negotiations on planning and development. A suitable plot of land has been chosen, and you begin your deliberations. Play a game of Kutna Hora: City Of Silver with the table, setting up the game according to the Game Setup Guide, and plan the development of the new settlement. If you win, take the +20 bonus and place this card in your selected spot for Federation cards. If you lose, take the -10 bonus and do the same.
44. +5/-3: The King is overlooking the work of the Planetary Council. He comes to the conclusion that it is not being productive enough in its day, as members have gotten lazy over time with proceedings. He issues a command to reward the Planetary Council members for their services. They will be given medals for the work that they do with various things involved in running the Federation. You are one of these Planetary Council members who are assigned this challenge. Play a game of the Federation board game with 3 players, chosen by the initiating player, and set up the game according to the Game Setup Guide in order to win the most medals. If you win, take the +5 bonus and place this card in your selected spot for Federation cards. If you lose, take the -3 bonus and do the same.
- 45.

ii) Age of Phantasm card descriptions

1. +1/-3: The bold way that men have portrayed their emotions in regards to the Federation causes me to argue in vain against them, not as a meaningless gesture but as an emotional response. I wage war against them and assist them altogether.

Bring 4 men to the table and play Massive Darkness 2, in a way I describe later. Winning will give you the amount listed in the field above. Losing will give you the subtraction.

2. +4/-8: There is a conundrum I need you to address. Certain living forces in this life have altered themselves, and are consuming magical powers at an advanced rate. Fight them and win for me, I give you the ability to do so. Within my power is a might most astounding, you will see when you draw cards here.

Bring 2 players to a game of the Gloomhaven board game and play a mission from the booklet. If you win, gain +4. Losing costs you 8 points.

3. +1/-6: There has been a development in the world I am speaking of. There is an I'sland on it with life there, untouched by the world outside. Bandits emerge to take it over, but they are doing ill there and I want them removed. Use the powers I give in order to defeat them, and settle the area a little. I give permission to mingle with these people fruitfully.

Play a Spirit Island round, and beat the pillagers in their quest to do evil on these poor folk. Losing costs you, but winning is worth more than the points on this card.

4. +7/-10: You are in a unique situation. You and your crewmates are in a predicament. You awake in a ship you do not know, but know enough to get some vital components in order to get the ship operational. Give it your all and escape this predicament in the following way.

There will be a game of Nemesis with the 4 players, and there will be no arguing as to who is the winner. Let it be so, if he or she fails that is their own prerogative, but he or she is the special one in this situation. Work well together and make minimal noise, or my minions will hear you and devour you. Take the positive bonus and apply it to yourself if you win, subtracting the amount listed if not. When you win, you will be able to use the existence of a capsule deep beneath the surface of the Earth in order to save mankind. When this device is active, all forces being attacked from the playing of this card will be removed and kept safe while the enemy passes through. You do not need to do this if an uncontested territory is at play, as they are indeed bandits. Know that when you move, you do so with the intention of saving man, and there will be no issue with this for the board. When you alter the word of God, you tarnish the reputation thereof. We make example here because of certain forces affecting our work here. Know that my wrath is swift for those who aggress my servants, and I will take care of them indeed. When this card is played, also activate the Dukhan, if it's not already done,

and defeat the wicked.

5. +1/-5: There will be a burden placed upon men. I know that some live outside the confines of the Earth, they will be represented here. There are creatures I have placed in a dark cavern. There will be a price paid if these creatures are not dealt with in a short amount of time, to be decided later. The remnants of your forces that survive will play another game of this, know that a successive campaign is what I intend.

Play the Gloomhaven game, but know that afterward you will enjoy a game of Middara and play it well. The winner of both games will play the +1 bonus, the loser will get the subtraction.

6. +1/-6: The law states that an underworld will be developed. I am with the one they call Dark Gaia indeed, for he is my ally in this love. I bring out the law following this, but know that one such as he does not require mention, as things follow from him naturally. I want everyone to know, I authorize the knowledge of a dark holder, one that burdens people with life in an exceptional way. No worry now, he will never antagonize you, but you know him. I call him Satan, but know there is also Iblis, who fills this role in you. Know that when Satan attacks, he comes with perdition. He has come once again with a test upon you, as you are snatched from your home and sent to a strange world.

The game Terranigma will be played, and you will resurrect the world above with humans in it. Once it reaches the bed scene where Ark is awaking, you needn't play any further. Do this in 2 hours or less, but if something has been planned after you finish the game of The Dark Continent, then you may alter this timeframe to suit your needs.

7. +7/-18: This game has a most interesting feel. I like it for its strategy, if it were not haram I would institute this method of living on men, but certain mention of evils I consider brings me to a point where I cannot see this for the good of men. Know that time will tell on this matter. I give it to you to try your hand at combat in this way, make it known that you are a proud warrior fighting for the right, and I will bless you.

Play a game of Summoner Wars: 2nd Edition, and play it with 2 players. There will be a nuisance created if you lose, 1 force from every territory you control will participate in this event and eventually be defeated or win. Destroy 1 unit for each defeated soldier under your command, and +10 Currency for every gate you place. Leave nothing to chance and win, see that you gain the +7. Apply the -18 bonus if you lose, therein discerning what is right in a situation and what is not.

8. +7/-10: There has come a time when I will slumber, as outlined in another card. If you did not play that card, skip this card in sequence with the others. Sleeping Gods have awakened and are doing their bidding on this Earth. It is your job to prevent any malfeasance from erupting within the

court of God, and ensuring victory here is tantamount to a greater success.

If you do play this card, play a game of Sleeping Gods with 4 players, and modify the rules slightly to accommodate each unit attacking the Dark Continent each year. Discard a card for each attack. There will be no mercy when it comes to this game, defeat the evils and see my kingdom reign. Defeat the enemy to take +7, lose to receive a 10 subtraction.

9. -8: This one will shatter your dreams for real. For each one that plays this game, I give them a dream in real life, to show them that I send them to those souls who deserve it the most. I also teach the interpretation of my signs to those who are penitent, and do good will upon men. I give you this, when you win this game you will be rewarded.

Take the game Etherfields and make this card a reality with 2 players, one with you and one with another player. Playing this game incorporates a dream system, win it out by defeating the monsters. Once you have defeated 20 of them, return to the material world at once and end the game. Take 1 unit and place it on the board for each territory you control. When the light dawns on you, you will know my mercy.

10. +4/-10: This card is most important. I send demons upon the Earth, who do no evil particularly but are seemingly a nuisance to the people there. You are one of those who choose to fight. You live for this, contest it not, and you will outstand the enemy in your plight.

Take the board game Aeon Trespass: Odyssey and make it a two player game. When you attack the enemy, roll an extra dice for my assistance to you, in order to stack the offense in your favor. I choose to enable those who do good, you defend the land you live on and I assure you a right to do this. Take the +4 bonus if you win, take the subtraction if you lose. Know that superb might is required, make use of your entire mind here, and I will assure you victory. Know it well, I come for you, those who play this card.

iii) Djinn Card Descriptions

1. +8: We endeavour to fight some of you, in order to test you. Spawn 8 of us on the board according to the Dark Continent Dice, and strike hard. Defeat us and gain the bonus of this card. Play and activate as necessary when finished. Losing says discard this card.
2. +6: Lose and you will gain this bonus. If you detect a capital this year, delete your satellite due to our interference. Gladly we love to destroy that which is useful to you.
3. +8: We know times are hard across the board. We determine that a price increase is necessary. Adjust the price of Federation cards to 21 Currency. You will play this card in your Federated spot if you buy the card.
4. +6: Deploy the Nest. We encourage a war, know that our Younglings will spawn in our world the next chance they get if they are doomed. Know that we

endeavour hard in God's way, that we tell you privately. If you win, gain the bonus of this card. Lose and forever discard this card.

5. +6: *This bonus is applied if you win at Dominion. Play a game with as many expansions as possible and determine the result. If you win, play the bonus and the card. Losing discards this malady.*
6. +6: *As a sign of perdition, we come to know you well. Search the deck for all your nuclear armament and disarmament cards. Remove them from the game now. Play this card and choose wisely. If you choose to do so, gain the +6 bonus of this card and place it in your selected spot for Federation cards. If you lose here, do not do anything, and discard this card.*
7. +6: *We do not detest you, but we know your strength. Deploy 1 Superweapon on the board near us, if we are there. We promise to defend it with our lives. Use this card to devastate your opponent. No-one will argue us again. Pray for salvation. Do this and generate 6 points for your board. If not, lose this card forever!*
8. +6: *Make waste of The Mahdi. Do this and gain the reward of this card. If you do not choose to obey, make a note of it and deliver a blow to your nearest enemy. Do this and receive the reward of this card. Lose and discard forever, do not replace it ever!*

iv) Democracy Card Descriptions

1. +5: The Member Olotu Laku speaks to the Planetary Council. He makes mention of division over the Federated part of their lands. There are loyalists who do not wish the Federation any good, and want to oppose all things about it. There have been captured terrorists who say they are part of a network that will continue to do operations. Point in fact, he says, there are plans to strike the capital through ships travelling to and from the Federated land for humanitarian purposes. The terrorists confess that their friends will use this passage as a means to their success later. But this also brings a bigger conflict to the Federation, as this is not an isolated incident. The member Olotu Laku demands that the will of the King be resolved in sight of this travesty before God. Many members voice their approval as he finishes, and many make motion in response to this petition positively. The motion carries and follows to the King's men. Decide as a table, without the initiating player, as to what will be done about this and formulate a strategy between yourselves. Present it to the initiating player. If you agree, then take the +5 bonus and place this card in your selected spot for Federation cards. If you disagree, or the other players cannot come to consensus after 20 minutes, discard this card.
2. +4: The Member Olotu Laku has voiced her concerns over the troubles in Federated naval regions. A series of incidents by pirates has left massive spillages in the waters, and many animals have had to be rehabilitated as a result. It has come to the Biology Preserve Division of the Planetary Council to deliberate on the matter. The initiating player will develop a scenario based on the previous criteria within 30 minutes regarding the incident, then present it. After this, all players will generate a final plan for the problem within the same time frame, adding 15 more minutes when the first part is done, and present it when done. If you win, take the +4 bonus and place this card in your selected spot for Federation cards. If you lose, discard this card.

3. +6: You are a member of the Office of the Protectorate, reporting to the Security and Militia Reserves Division of the Planetary Council. Privately, you are told that members of the Planetary Council are aligning with the Innu Lava, a growing faction in a galaxy under the 7th heaven. They sympathize with something more than what God himself offered the people, a nation of brethren, not spiritual superiority. Publicly, the Innu Lava are known by some media outlets as crass and incestuous, but there are sympathizers who argue many things in their benefit. You must play to both types of people in this regard without stoking the agitation of those who may be loyal to the Innu Lava. As the initiating player, formalize a report on the situation regarding the Innu Lava and present it to the other players in 20 minutes. As the other players, once this is done, add another 15 minutes to deliberate on what to do and formalize a response to the Office of the Protectorate, and issue a command to them based on this reasoning. If you agree with the order, take the +6 bonus and place this card in your selected spot for Federation cards. If you disagree, discard this card.
4. +3: The Federation is having a serious issue. Some Planetary Representatives are furious with the King. He has authorized a planet go to war with its people for the sake of something seemingly vain, but mostly left uncertain. They cannot stand that the King would let rebellion against God flow so freely. They are all stopping the proceedings of the Planetary Council until the King resolves the matter. In a few days time, the King makes his decision with the people, and gives them a chance to hear him instead, for he is the King and his verdict is absolute. What is left to be clarified is whether God had a say in any of this matter. The Planetary Council representatives will each deliver a resolution on the matters at hand, as far as they can determine it. The Natural Opposition will participate in this, in their own way. For the 3 players other than the initiating player, they will come to a consensus of 5 facts about this conflict, and each of them generate a measure that is alternate to the Kings dispositions. They will present it to the initiating player. The initiating player will either choose, one, all or none of the measures offered by the other players, and provide his or her reasoning why. The other players will then agree or disagree, and provide their reasoning. Do all of this within 45 minutes to win. If the other players agree with you, place this card in your selected spot for Federation cards. If the other players do not agree with your discretion, then discard this card.
5. +8: The Office of the Protectorate is uttering a word to the Olotu Laku privately, and a member from the Cusimbre planet in the galaxy called RE-7453-G under the 6th heaven cries out that the Kings people make cozy with that planet too much, and declare war against the Federation altogether. They are a moderately developed world, so their ability to strike the Federation is limited, but certainly they have power. As the Olotu Laku, make peace with the Planetary Representatives who are showing sympathy to this outcry. The rest of the players will agree or disagree with you, and they will each present their opinion on the matter in turn order after you are done with your presentation. If you fail to garner a consensus, discard this card. Otherwise, place this card in your selected spot for Federation cards. Do this in 30 minutes or less.
- 6.

v) Natural Opposition Card Descriptions

1. +1: "Nobody has ever asked us of this. Why, we see a marvellous contraption ahead of it, and know our valor is strong. Unite here and deliberate on a means to co-operate in the name of Science. Do that, and receive the bonus in this card. Fail, and you will discard this card."
2. +2: "This love will extend throughout the universes. Know we love each one in our way alone, and that is supreme in all ways. This love comes from another whose concern we indulge in. Petition the leader of the Federation and see to it that he or she is enabled to know that you love this world, and you wish the resurrection of the law in a certain land be established cause there will be nobody left to fight if you do not do this. Know the law of this card if the member hears you, if you fail there is no end to the doom, discard this card."
3. +3: "Uniquely put is our way of entertaining the masses. We put on a show for you here. Characterize the mission of another in plight through dance, and entertain the people around you. Do this and earn the card. Fail and you discard this card, plus one more of your choice. Send this card to the rightmost player, if they want it, then pass it down if they do not."
4. +4: "The law pervades us. This card comes with an exception to all rules. The law states that you will provide us with a means to conquer Russia. This meaning will go on. Pause the entire game to see the fruition of a battle between us and Russia. We intend to do damage, discard this card if you fail to do it, but know that law stirs us in ways we cannot express. If you do this, remove any pieces you have in front of our forces and make way for us at once. Disarm them next turn if you are able."
5. +5: "They know our cause, these forces. The Olotu Laku has a say, and this will do for us. We petition that our player make noise excruciatingly harsh, and if this does not raze the ears of the nations, then do it again louder. Make note of a trouble in a situation on a planet far away, no mention of the name for your sake, and do the work of making these nations parlay with a rogue who sees justice. If they cater, do your will and sacrifice a child. No, we joke, but instead take this card and place in your selected spot for cards. Discard if you lose! Don't forget to write!"
6. +6:

6. Unit Types

In this game, there are four players, and only three of them use military units and fortifications. The available units are different depending on which player you select. The different unit types are:

a) United States – The United States has access to the basic unit and fortification types. Some cards can alter the effects that these units have.

i) Fortifications

- Naval Base (15 Defense, 0 Attack, 20 Currency, 0 Movement): Produces naval units for use in water territories. Units deployed must be in the same zone as this fortification. This fortification can be built in any naval region you occupy.
- Air Base (9 Defense, 0 Attack, 20 Currency, 0 Movement): Hosts up to 6 air units for launch in other territories. Air units built must be deployed on an Air Base. Units moving to another territory must first move into the territory in which their Air Base is located as one movement. Can be built in any territory you control. Units placed on this fortification do not contribute to the attack or defense of a territory.
- F.O.B. (17 Defense, 0 Attack, 20 Currency, 0 Movement): This facility allows the production of infantry and land vehicles. Units built are deployed in a zone where an F.O.B. is located. It can be built on any territory you control.
- Garrison (20 Defense, 5 Attack [Only 1 Space], 25 Currency, 0 Movement): Stations infantry units for assault and defense purposes. This building is placed on any territory you control.
- Wall (5 Defense, 0 Attack, 8 Currency, 0 Movement): Defends a territory from attack. Place this fortification on any territory that is occupied by troops. When troops leave, even if the territory is formally abandoned, the Wall is destroyed.
- Satellite (0 Defense, 0 Attack, 15 Currency, 1 Movement): A deployed satellite that forces the opponent to reveal his capital city to the owner of the satellite, if it is placed over the same territory. It can be moved over any territory, whether there are units on it or not. Deploy when purchased anywhere on the map.

ii) Units

- Rifleman (Infantry, 6 Defense, 5 Attack [Same Space], 5 Currency, 1 Movement): Basic soldier of the Americans. Can be upgraded for defense or attack purposes with cards.
- Mobile Infantry (Infantry, 6 Defense [+2 if air vehicles are present], 6 Attack [Same Space, +2 if air vehicles are present], 8 Currency, 1 Movement): The specialized soldier. Carries a rocket that can damage aerial craft, and can be upgraded for attack or defense purposes.
- Guard Dog (Infantry, 1 Defense, 2 Attack [Same Space, +4 if infantry units are present], 3 Currency, 1 Movement): An attack dog that strikes best at infantry. Can be upgraded for attack purposes (This upgrade, when used in combat, will disband the unit).
- Agent (Infantry, 2 Defense, 1 Attack [Same Space], 13 Currency, 3 Movement): This spy causes havoc by forcing a player to reveal the location of his or her capital city, but must travel land to do so. When an Agent is placed on a territory with units on

it, they do not defend against the Agent. The Agent forces the enemy player to reveal if one of the cities in the same territory are his or her capital city. This unit can pass through uncontested territory freely without attacking, and can be upgraded for attack and defense purposes.

- Battle Tank (Land Vehicle, 8 Defense, 10 Attack [Same Space], 15 Currency, 1 Movement): The standard tank of the United States. Can be upgraded for attack and defense purposes.
- HumVee (Land Vehicle, 8 Defense [+4 When full of infantry], 2 Attack [Same Space, +4 per infantry unit inside], 10 Currency, 2 Movement): A vehicle that has a mounted machine gun. Can transport any combination of four Riflemen or Mobile Infantry. Infantry do not contribute to the defense of a territory other than the bonus of having a full HumVee. Can be upgraded for defense purposes.
- M.L.R.S. (Land Vehicle, 8 Defense, 7 Attack [Up to 2 Spaces], 13 Currency, 1 Movement): The Multi Launch Rocket System. Can be upgraded for attack purposes.
- Anti-Air Battery (Land Vehicle, 2 Defense [+10 if air vehicles are present], 0 Attack, 18 Currency, 1 Movement): An anti air gun. This unit cannot move and attack, it must rest until the next turn before it is able to fire.
- Apache (Air Vehicle, 6 Defense, 9 Attack [Same Space], 14 Currency, 2 Movement): A general purpose attack and defense helicopter. Can be upgraded for attack and defense purposes.
- Eagle Jet (Air Vehicle, 1 Defense, 18 Attack [From 1 to 4 Spaces], 30 Currency, 4 Movement): This jet must land at an Air Base or a Naval War Pig, and it has a far range of attack. The unit can pass over enemy territory freely on its way to its target. It can be upgraded for attack and mobility purposes.
- Destroyer (Naval Vehicle, 10 Defense, 8 Attack [Same Space], 20 Currency, 2 Movement): Basic purpose naval vessel. Can be upgraded for attack and defense purposes.
- Supply Vessel (Naval Vehicle, 8 Defense, 0 Attack, 12 Currency, 2 Movement): This sea based vehicle can be a useful defense, and can carry any combination of up to 8 Infantry or Land Vehicles. Can be upgraded for defense purposes.
- 688i (Naval Vehicle, 10 Defense, 10 Attack [Same Space], 25 Currency, 3 Movement): The submarine of the United States can go far, and will sink many ships. This unit can be upgraded for attack or mobility purposes.
- Naval War Pig (Naval Vehicle, 20 Defense [+3 if air vehicles are present], 25 Attack [+3 if air vehicles are present], 40 Currency, 1 Movement): This goliath of the water hosts 4 air vehicles of your choice, a perch from which to launch attacks. It is square in fashion, raising platforms to enable launch. Vehicles resting on this battle platform are considered being transported, so they do not combine with other forces when attacking, nor do they contribute to the defense of a naval region. This unit can be upgraded for defensive purposes.

b) Russians – Russia has access to the basic unit and fortifications, as well as the superweapon (Once it has been upgraded fully). These units differ slightly from the United States weapons, but share similarities as well. They are not able to be upgraded.

i) Fortifications

- Morskoy (18 Defense, 3 Attack [Same Space], 18 Currency, 1 Movement): The mobile naval base for the Russians. Naval units can be built if one of these are present, to be deployed in a zone where one is present.
- Vozdukh (15 Defense, 2 Attack [Same Space], 16 Currency, 1 Movement): This air base is mobile, with 7 spots for air vehicles to deploy and launch. It can be built in any territory you control. Air units on this fortification do not contribute to the attack or defense of a territory.
- Soz davat (20 Defense [+2 if air vehicles are present], 3 Attack [Same Space, +2 if air vehicles are present], 20 Currency, 1 Movement): This mobile war factory can build infantry and land vehicles. It can be built and deployed on any territory you control.
- Nauka (30 Defense [+10 if air and naval vehicles are present], 0 Attack, 60 Currency, 0 Movement): The science facility researching the superweapon upgrades. The superweapon cannot be deployed until this fortification is built, and only one of them can be built in a game. Purchased superweapons must be deployed in this zone. The Nauka can be deployed in any territory with units on it, including naval regions, and does not disappear when units leave.
- Tishina (5 Defense, 0 Attack, 10 Currency, 0 Movement): This device offers invisibility to the infantry and land vehicles in the same zone. The units in this zone are placed in a secret place nearby the player, so that the enemy may not total his advance beforehand correctly.
- Apparatchik (15 Defense, 0 Attack, 25 Currency, 0 Movement): In order to build Specialized units, this building will need to be present. It can be built on territories you control. These units are deployed in the same zone as any fortification you own.
- Satan (8 Defense, 50 Attack [Up to 12 spaces, no less than 3 spaces], 35 Currency, 2 Movement): This mobile missile launcher, featuring the latest technology, can launch missiles at far away targets. It cannot move and then attack, it must first rest until the next turn. This fortification can be built in any territory you control.

ii) Units

- Rabochiy (Infantry, 8 Defense, 8 Attack [Same Space], 7 Currency, 1 Movement): The basic working class hero of the communist empire, treading the soil and working the trenches.
- Spetsnaz (Infantry, 10 Defense, 10 Attack [Same Space, +15 only on fortifications], 8 Currency, 2 Movement): This unit can specifically destroy fortifications built on land territories. It can pass through territories with enemy units on them, but there is a caveat. In order to destroy a building, it must enter the territory with the fortification, attack, and then leave the territory. All units stationed on a destroyed fortification are disbanded as well. If the unit leaves the territory with the fortification and there are enemy units owned by the same player in the adjacent territory, the unit is disbanded (They caught the terrorist). When part of an attack force, the unit attacks as normal until a fortification is encountered, then the above rules apply.
- Biologicheskiy (Infantry, 10 Defense [+2 if Air Vehicles are present], 11 Attack [+2 If Air Vehicles are present], 9 Currency, 2 Movement): This weapon of war is a biologically enhanced soldier capable of much with his advanced tentacles, which can snatch vehicles out of the air if low enough. Take this weapon seriously, as it

can move through units and penetrate a defense. Must land on an empty space, unable to attack the uncontested territory.

- Melenki (Specialized, 3 Defense [+15 if a HumVee is present], 4 Attack [Same Space], 10 Currency, 1 Movement): The child soldier of the game, painting the Russians as the villain for using them. They can only be built if an Apparatchik is present. Units purchased are deployed in the same zone as an Apparatchik.
- Shepot (Specialized, 5 Defense, 4 Attack [Same Space], 25 Currency, 2 Movement): The Russians version of a Spy. It can only be built if the player has an Apparatchik. This unit can detect a capital city, and can move into a territory with enemy units on it. The presence of this unit forces the enemy player to reveal if his capital city is in that territory. This unit can pass through uncontested territories freely.
- Cherniyy (Land Vehicle, 10 Defense, 15 Attack [Same Space], 18 Currency, 1 Movement): The basic battle tank of the Russians.
- Usilivat (Land Vehicle, 4 Defense [+4 when full of Infantry], 6 Attack [Same Space, +4 for each infantry inside], 12 Currency, 2 Movement): This transport features a stronger attack than it's counterpart. When full of Infantry, it is a deadly force to consider. The units inside do not contribute to the defense of a territory other than the bonus applied for a full vehicle.
- PVO (Land Vehicle, 4 Defense [+15 if air vehicles are present], 0 Attack, 15 Currency, 1 Movement): This rocket firing unit can devastate the attack force of an attacking player.
- Dalekiy (Land Vehicle, 4 Defense, 25 Attack [From 3 to 5 Spaces], 20 Currency, 1 Movement): Mobile long range missile system. This unit must move to a territory and rest before it can fire.
- Zver (Land Vehicle, 8 Defense, 18 Attack, 15 Currency, 2 Movement): These hovercraft feature 3 turbines on it's rear, making it a fearsome force. It is a standard attack unit.
- Andropov (Naval Vehicle, 10 Defense, 14 Attack, 18 Currency, 2 Movement): This basic navy vessel has a wide range of weaponry with which to fight its opponents.
- Rasplata (Naval Vehicle, 8 Defense, 18 Attack, 22 Currency, 3 Movement): Russian submarine. This vessel travels with finesse to pursue it's targets.
- Perevozchik (Naval Vessel, 10 Defense [+4 if air vehicles are present], 10 Attack [Same Space, +4 if air vehicles are present], 25 Currency, 2 Movement): This is an aircraft carrier. It can carry up to 6 Air Units on it. These forces do not contribute to the attack or defense of a naval region.
- Galina (Air Vehicle, 10 Defense, 12 Attack, 15 Currency, 2 Movement): Russian attack helicopter. Carries a wide range of weapons for attack purposes.
- Sukhoi (Air Vehicle, 6 Defense, 20 Attack [From 1 to 4 Spaces], 28 Currency, 4 Movement): Aircraft of choice for the Russians. Can pass over enemy territory unless a card is played.
- Goliat (Superweapon, 80 Defense, 75 Attack, 50 Currency, 1 Movement): This is the superweapon. It's 5 upgrades effectively give it the advantage. This unit can only be built when a Nauka is present, as well as having all 5 upgrade cards played, and must be deployed in that same zone. This unit can pass over land territories and naval regions freely.

- c) The Dark Continent – The Dark Continent is different in that it does not have fortifications. They have some of the strongest units in the game, next to the

superweapon of the Russians. These units are as follows:

- Rokusimeri (Air Vehicle, 50 Defense [Up to 1 Space], 65 Attack [Up to 1 Space], 4 Shimarra, 1 Movement): “It lives for the threat of attack. Know that this air unit will defend up to one space away if encroached upon.”
 - Inilinisimre (Land Vehicle, 35 Defense [Up to 1 Space], 45 Attack [Same Space], 2 Shimarra, 1 Movement): “Indeed, our forces are great. Use this to conquer air, land and sea.”
 - Vorak (Infantry, 20 Defense [Up to 1 Space], 25 Attack [Same Space], 1 Shimarra, 1 Movement): “Brutes are useful. Demons spawn from the Maw and linger in places. Do no wrong and sever ties with this unit.”
 - Nimrood (Specialized, Variable Defense, Variable Attack [Same Space], 0 Shimarra, 3 Movement): “
- d) Non-Player Entities – There are forces which spawn in uncontested territories, determined by the amount of influence. Follow the instructions for each influence level and deploy a mix of the following units and fortifications:
- i) Fortifications
 - Hideout (15 Defense): This command post of the militia serves to be a headquarters.
 - Wall (5 Defense): Standard battle formation defending against attack.
 - I.E.D. (6 Defense): Improvised explosives planted at strategic locations across the territory.
 - ii) Units
 - Countryman (Infantry, 4 Defense): Standard combat unit. Can fill a Truck if instructions say.
 - Truck (Land Vehicle, 6 Defense [+4 if full of Infantry]): Truck that can carry up to 4 troops. Units inside the truck cannot contribute to the defense of a territory except by applied bonus for a full vehicle.
 - Bandit (Air Vehicle, 3 Defense [Up to 1 Space]): An ultralight helicopter used for combat purposes. This unit will guard surrounding territory by 1 space.

7. Federation Requirements

The Dark Continent wants Federation, and it is up to three players to make it possible. Please read the caveats and instructions in the previous sections before ever playing a card that accedes to Federation. We put a simple warning here, despite your ability to acquire the materials for this minigame: If you do not want to eat bugs and do not wish to lose points because of it, opt out of the game entirely. We cannot guarantee that all instructions will be followed so we choose to say this. The same applies for players generally but we wanted to be kind. Here are the requirements of the Federation minigame (Please prepare them beforehand):

- a) A standard deck of 54 playing cards, including the red and black joker
- b) One digital copy of the Minesweeper game
- c) Grasshoppers in a jar (We recommend 15 for the game)
- d) One chess board with all 32 chess pieces
- e) One copy of the Dominion Card Game base set, and the Nocturne Expansion, the Cornucopia Expansion, the Dark Ages Expansion, and the Seaside Expansion, as well as any expansions that you choose for the game.
- f) 9 random harmless objects, placed on a plate with a cover.
- g) A Music Player and headphones with 20 random music tracks ready to be played on it.
- h) One copy of the Settlers of Catan base game, as well as any expansions that you choose for the game.
- i) One basic “build it yourself” Fan Kit, available at any home electronics store.
- j) 6 Rocks, with their names identified on a piece of paper.
- k) One Translation Kit, provided with the game.
- l) One Computer Kit and assembly checklist.
- m) One copy of Dragon Ball Super Season One.
- n) One copy of the Race For The Galaxy Card Game, with the Alien Artifacts expansion, and the Gathering Storm expansion.
- o) One copy of the Battleship game
- p) One Full Body Covering.
- q) One Bandage Kit meant for field dressing wounds
- r) One copy of the Twilight Imperium 4th Edition board game

- s) One copy of the Massive Darkness 2 board game
- t) One working PAL Super Famicom, along with the Terranigma game in a language you prefer.
- u) One copy of the ISS Vanguard board game
- v) One copy of The Road To El Dorado board game,

8. Game Setup

In order to play game, set up the following components in the correct positions (Feel free to modify for convenience):

- a) World Map – Place in a central location to the four players
- b) Faction Sheets – Place each faction sheet at one of the four sides of the World Map, making room for Federation cards later on.
- c) Card Decks – Place each card deck centered at the southern edge of the board, making room for discard piles.
- d) Dark Continent Fragments – Place in a pile to the left of the card decks.
- e) Caliphate Tokens – Place to the right of The Mahdi's faction sheet
- f) Devastation Markers – Place in a pile to the right of the card decks.
- h) Influence and Currency Token – Place each one on a players faction sheet at the correct level, as indicated by owned territory on the World Map
- j) Units and Fortifications – Place in a comfortable area, preferably nearby the appropriate players' faction sheet.
- k) Absence Tokens – Place near the respective players faction sheet.
- l) Nuclear Arsenal Tokens – Place one on each of the United States and the Russians faction sheets on the “20” spot of the Nuclear Arsenal counter, flipped over.
- m) Shimarra Token – Place one to the left of each players Faction Sheet.
- n) Population Counter – Place to the right of the World Map
- o) Population Token – Place one on each of the cities on the Population Counter in the right spot.

9. Gameplay Rules

The Dark Continent is comprised of the turns of four players in sequence. You may customize this order if you choose but these rules are designed for the following turn order:

1. The United States
2. The Russians
3. The Mahdi
4. The Dark Continent (When available)

In order to play the game, follow these rules:

a) Before the first turn

1. Place the Time Dice on the World Map, showing a combined result of 2.
2. Roll 2 of The Dark Continent Dice. If the amount rolled equals that of the Time Dice, roll again. If the amount rolled is greater than the amount shown on the Time Dice, place the 2 rolled Dark Continent Dice next to the Time Dice on the World Map.
3. Place the following amount of units and fortifications in the starting continents on the World Map, in turn order:

i) The United States

** (Naval units and fortifications are placed in territories adjacent to the starting continent)

- 20 Infantry
- 12 Land Vehicles
- 8 Air Vehicles
- 10 Naval Vehicles
- 5 Fortifications

ii) The Russians

** Naval units and fortifications are placed on territories adjacent to the starting continent.

- 30 Infantry
- 6 Specialized
- 20 Land Vehicles
- 10 Air Vehicles
- 7 Naval Vehicles
- 8 Fortifications

4. For the United States and the Russians, place Absence Tokens in territories on the starting continents that do not have any units in them.
5. Hand out the following cards to the appropriate players:

- i) The United States – 3 Cards from the america deck.
 - ii) The Russians – 2 Cards from the communism deck.
 - iii) The Mahdi – 4 Cards from the trivia deck.
6. On the first turn of The Mahdi, place a Caliphate token on Saudi Arabia in The Mahdi's starting continent.
- b) Normal Gameplay Rules
1. Collect: At the start of each year, receive the cards to be given out at the beginning of the year. If this is mid year, ignore this step. Also during the turn at the beginning of the year, place a Caliphate token on any territory that is uncontested or marked by an Absence Token which has an influence value equal to or less than that indicated by the players Influence Counter. Adjust for this change in Influence on the correct Influence Counter and replace the relevant Absence Token(s) on the Population Counter with a Caliphate Token.
 2. Purchase and Deploy: Purchase cards, units and fortifications with available Currency, and deploy the units and fortifications on the board in appropriate land territories or naval regions. Card, unit and fortification prices are listed in the game rules above. Apache's and Eagle Jets must be deployed on the Air Field or Naval War Pig, if available, and the Galina and the Sukhoi must be deployed on the Vozkukh or the Perevozchik. The Goliat can only be purchased and/or deployed when the Nauka is present, and all 5 Goliat upgrades are played on the Russians faction sheet.
 3. Action: Perform one of the following:
 - i) Attack – Available to units and fortifications with attack power listed. The attacking player moves his or her army into the selected territory, and combines his invasion army's total attack, while the defending player calculates his total defense. Whoever has the higher number wins the battle. The losing units are disbanded into the appropriate spot near the players faction sheet. If the territory being invaded is an uncontested territory, then the units that are listed on the Militia legend on the World Map will be deployed prior to invasion. The same rules for combat apply. For the Russians Spetsnaz unit, attack and move in the same turn (See above for full rules for this unit).
 - ii) Play a Card – Player plays a card, and follows the instructions to the letter.
 - iii) Move – Move selected units into a territory you control.
 - iv) Fire a Nuke – Choose a city. Place a devastation marker on the selected city and deplete one point from the Nuclear Arsenal counter.
 4. Form a Truce – This may be done at any point during your turn, as does not count as an action. Use it to strategize your next move!

5. If 4 turns have passed for each player since the start of the year, manipulate the time dice to increase their combined result by 1. Repeat this process every 4 turns until the correct conditions apply for game end (See below).

b) Arrival of the Dark Continent

When the Dark Continent is spawned at the beginning of the selected year, the fragments are assembled on the world map over the appropriate spot according to their contours. After 1 year, the following steps are followed:

- i) Roll 3 of the Dark Continent Dice for each fragment
- ii) Place a fragment on each city that corresponds with the dice roll combination result.

These fragments can be nuked. When that happens, devastation will lay waste to the city below, so if the players capital city was there, it would be disastrous. When a fragment is nuked, remove the fragment and place a Devastation Marker on the affected city. You cannot nuke a city below a fragment.

The Dark Continent joins the game as a player in its respective spot in turn order. When playing this player, the choices you make in a turn must be formulated in a decision, to be written up and demonstrated properly as per the Devil Roleplay Rulebook. Follow these instructions every turn, making sure to put the items in the Active Mischief instructions, as well as the Collect, Purchase and Deploy, and Action phases in your final consideration.

In each of the America, Communism, and Trivia decks, there are cards which “Accede to Federation”. These cards can now be played, and when the three other players all accede to Federation, then the Federation minigame starts (See below).

Mischief cards can also now be submitted to when placed in a players active mischief pile on their faction sheet. All of the cards in this pile make their effect happen every turn until submitted to. When a mischief card is drawn into a players hand, it is placed on the active mischief pile on their faction sheet, ready to be submitted to, and having the effect listed on the card right away, along with the other mischief cards in this pile.

Players can only submit to mischief once per turn. Mischief cards that are submitted to are reshuffled into the appropriate deck, as follows:

- i) If the card was played on the United States, reshuffle it and the america deck, along with its discard pile, into a new deck.
- ii) If the card was played on the Russians, reshuffle it into the communism deck, along with its discard pile, into a new deck.
- iii) If this card was played on The Mahdi, reshuffle it into the trivia deck, along with its discard pile, into a new deck.
- iv) If this card was played on The Dark Continent, reshuffle it into the mischief deck, along with its discard pile, into a new deck.

When a mischief card is submitted to, it possesses Shimarra value. Increase the players Shimarra counter upward in value one points once per card submitted to. This may be done any amount of times for the same card, as it is drawn into hand from the players respective deck.

Sometimes, the Dark Continent will spawn units from one of their fragments and there will be an uncontested territory or a set of units and/or fortifications there. If that is the case, follow these steps:

i) In the case of an uncontested territory, spawn the correct number of units and fortifications and attack.

ii) In the case of a territory with enemy units on it, attack the units.

This does not count as an attack in the Action phase. The Dark Continent receives 3 Mischief Cards at the beginning of each year.

c) Federation

When all Federation accession cards are played, this minigame becomes active. Follow the steps below to play the minigame:

1. Hand out 5 Federation cards to each player at the beginning of Federation.
2. Play the game as normal, without combat, but include the playing of Federation cards as an Action in the Action phase.
3. When played, place each Federation card where it instructs you to put it and do what it says to do to complete the challenge.
4. Mischief Cards can still be submitted to, but the Shimarra Counter does not go up.
5. When the first Age of Phantasm card is played, the Age of Phantasm Lore Sheet will be read aloud by the initiating player.
6. If you completed the above step, play all the Age of Phantasm cards in sequence, as indicated by the number on the bottom right of the card, as available in each players hands.
7. If you completed the above two steps, the player who played the final Age of Phantasm card will read the final part of the Age of Phantasm Lore Sheet aloud, and Federation will resume as normal.
8. When all the Federation cards are played, or when the Time Dice reach a result of 40, the last year of the game is played out (Without combat), and the game ends.
9. Add or subtract all the points indicated by the cards in the selected spots for each player. The player with the highest score wins the game.

d) Finishing the Game

1. If all the Federation accession cards were not played
 - Await the time when the Time Dice add up to a result of 40, playing out the turns for that year.
 - Calculate the following: Take your Influence Total and multiply it by your Currency Total, and the divide that number by the amount of cards in your hand.

- Write this number down. Repeat the previous step for each player.
 - The winner of the game is determined by the highest number calculated in the previous steps.
- 2. If all the Federation accession cards were played
 - Play through the Federation minigame until the deck is empty, or await the combined result of the Time Dice to become 40, playing the turns for that year.
 - Calculate the score for each player by adding or subtracting the values on the Federation cards in a players selected spot from a total value.
 - The player with the highest score wins
 - If Federation is caused to end, resume the game as you would normally play it with the Dark Continent present.
- 3. If one player dominated all the others
 - Declare the winner
- 4. If one person reached the maximum on the Influence or the Shimarra counter:
 - Declare the winner