PAX Illuminaten

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ION
GAME DESIGN

CONSPIRE WITH RIVALS. ENLIGHTEN THE WORLD.

1-4 players, 20-30 minutes per player

1776. Enlightenment era thinking has taken hold across Europe, setting the stage for the modern era. Yet in Bavaria the Holy Roman Empire (H.R.E.) reigns supreme, suppressing the dissemination of revolutionary thoughts and ideas. Those wishing to undermine the H.R.E.'s authority and enact Enlightenment reforms must do so from the shadows.

University of Ingolstadt professor Adam Weishaupt, aspiring to mold Bavaria to the ideals of the Enlightenment, formed a secret society to make his vision a reality. His society was called the Order of the Illuminati.

In **Pax Illuminaten**, players assume the role of an Areopagus, a top ranking disciple of Adam Weishaupt's Order of the Illuminati. You are tasked with accomplishing a series of recruitment Plots to extend the reach of the order and grow its web of sympathizers. Players will compete with each other to gain Influence over this growing membership in a bid to accomplish Weishaupt's designs ahead of their rivals and become the highest ranked among the Areopagites.

COMPONENTS

Cards

Luminary cards

Plot cards

Faction cards

Event cards

Contact cards

Starting player card

Placards

Areopagus placards

Bot placards

Tokens

Bonus action cubes

Bot token

Favor tokens

Influence disks

Chamberlain token

3-player setup example

1

Discard

Discard

4

3

15

13

2

10

12

5

6

8

9

11

7

14

3x

6x

2-player setup

4x

8x

3-player setup

5x

10x

4-player setup
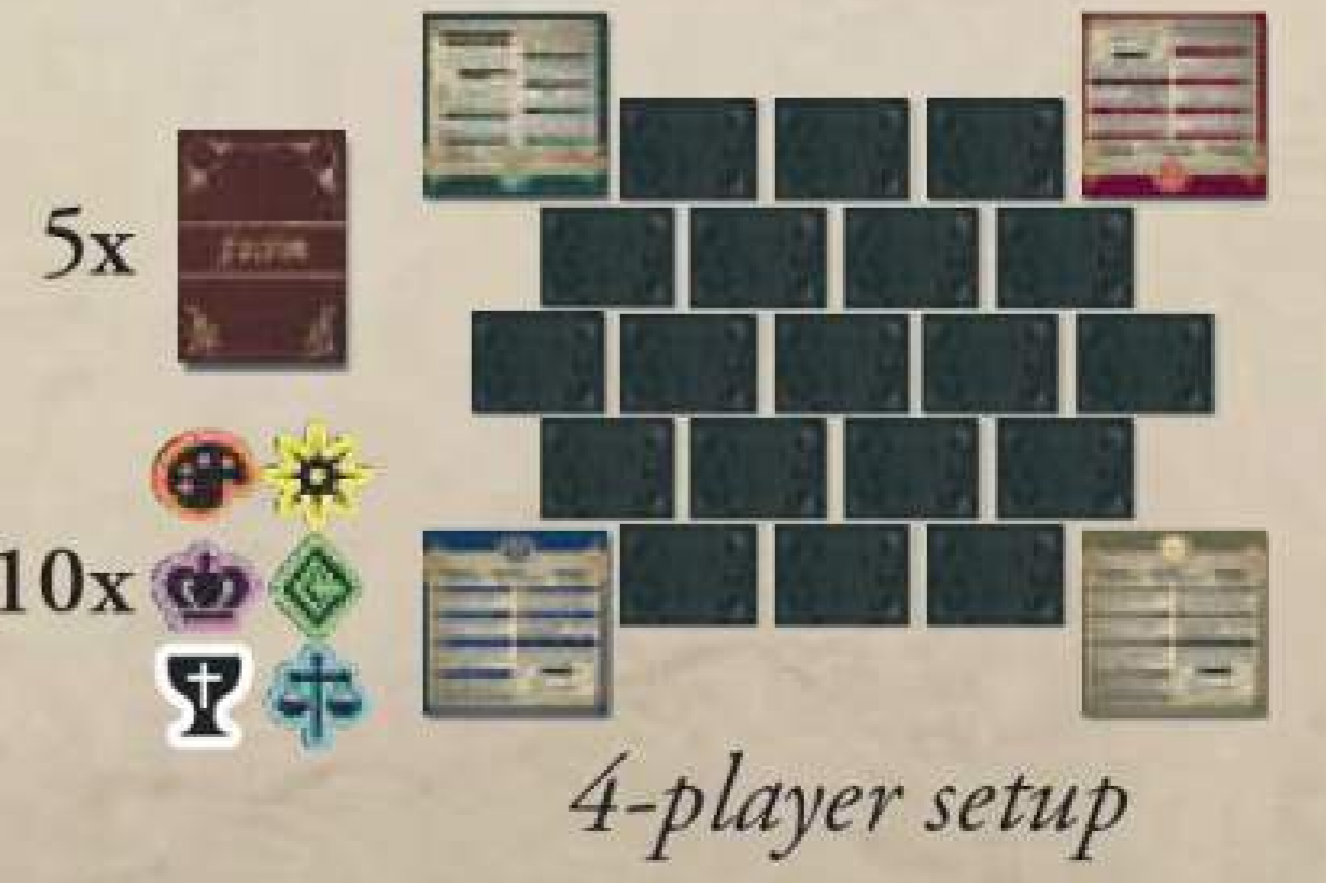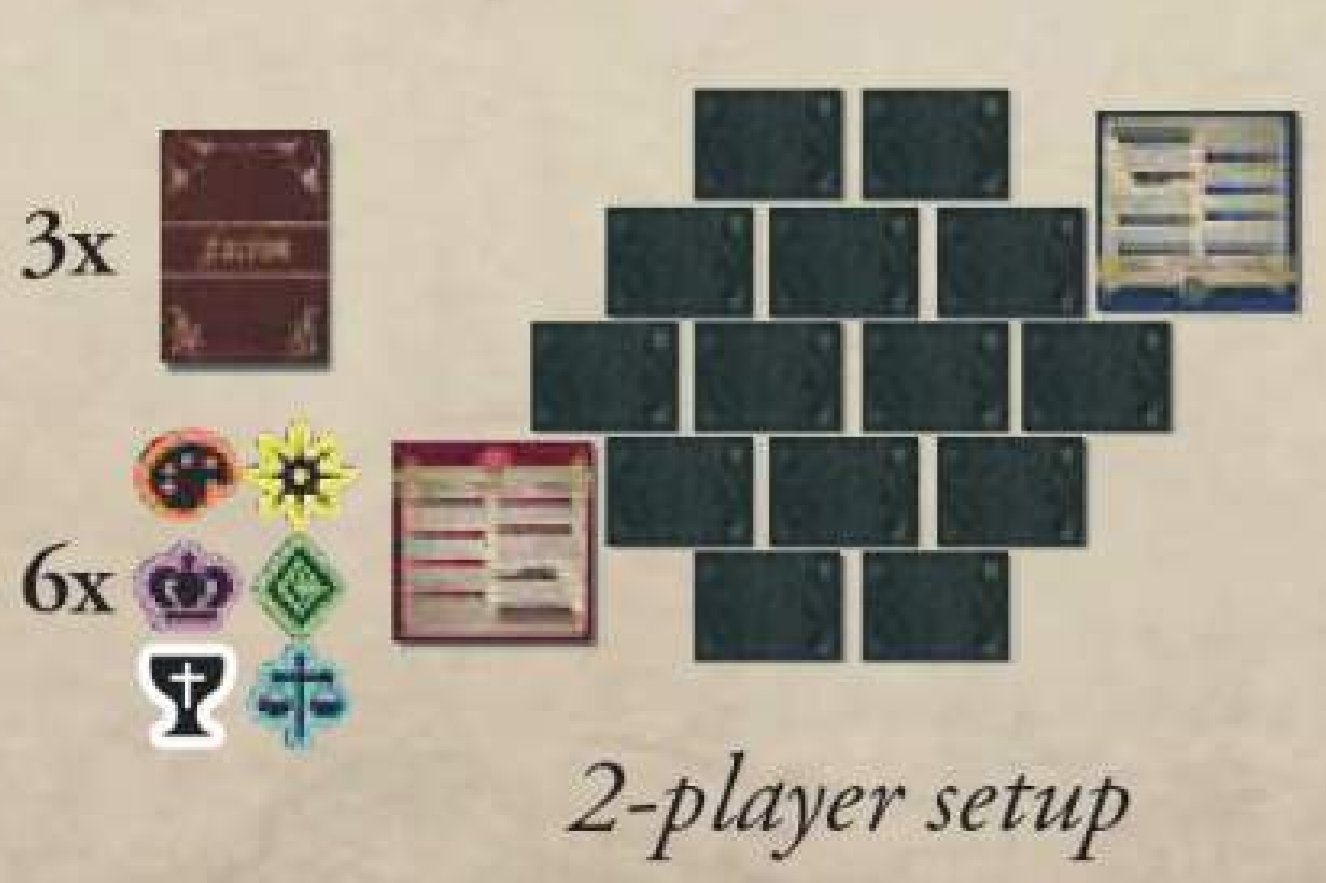
SETUP

1. **Shuffle the Luminary cards** to form a face-down draw deck.

2. **Assemble the map.** Put Luminary cards face-down in the center of the table as illustrated to the left. *Notice the setup changes based on player count below the setup image.*

3. **Build the Court.** Draw 5 cards from the Luminary deck and place them face-up in a line next to the draw deck to form the Court.

4. **Put the Chamberlain token** over the leftmost card in the Court.

5. **Setup the Favor pool.** Put 6/8/10 Favors of each Faction next to the map to create the Favor pool. Put the rest back into the box.

6. **Give each player an Areopagus placard and the matching Influence disks.** Place the Areopaguses as shown in the setup image, based on the player count.

7. **Deal 4 Luminary cards** from the deck to each player.

8. **Shuffle the Contact Cards** and deal 1 face-up to each player.

9. **Gain starting Favor.** Each player collects their starting Favors as listed on their Contact card, then slide the card under their Areopagus.

10. **Starting player.** The player with the lowest numbered Contact card is the starting player and takes the starting player card.

11. **Place the 4 Bonus action** cubes next to the Favor pool.

12. **Arrange Faction cards.** Shuffle the Faction cards and then deal out 3/4/5 cards face-up next to the map to make a Faction row. Put the rest back into the box.

13. **Reveal 2 public Plot cards.** Shuffle the Plot cards and deal 2 face-up next to the map.

14. **Deal 1 private Plot card to each player.** These are secret to the other players. Leave the rest of the Plot cards in a pile near the map.

15. Create the Event deck as follows:

- Separate the Edict Event and the Special Event cards, and shuffle both sets of cards.

- Draw 3 Edict Events and 3 Special Event cards and shuffle them together. Do this a second time and then stack the two piles together.

- Return the remaining Special Events to the box.

- Place the Event pile close to the Court (as a reminder to draw Events before the Redraw phase).

The 3 excess cards Back to box

3x random + 3x random → Shuffle

3x random + 3x random → Shuffle

Overview and Objective

The goal of Pax Illuminaten is to be the first player to accomplish the conditions listed on at least two Plot cards. The Plot cards available will vary from game to game, and each Plot card specifies certain game states involving Luminary cards and their Factions as well as the Influence that is needed to satisfy the Plot's condition.
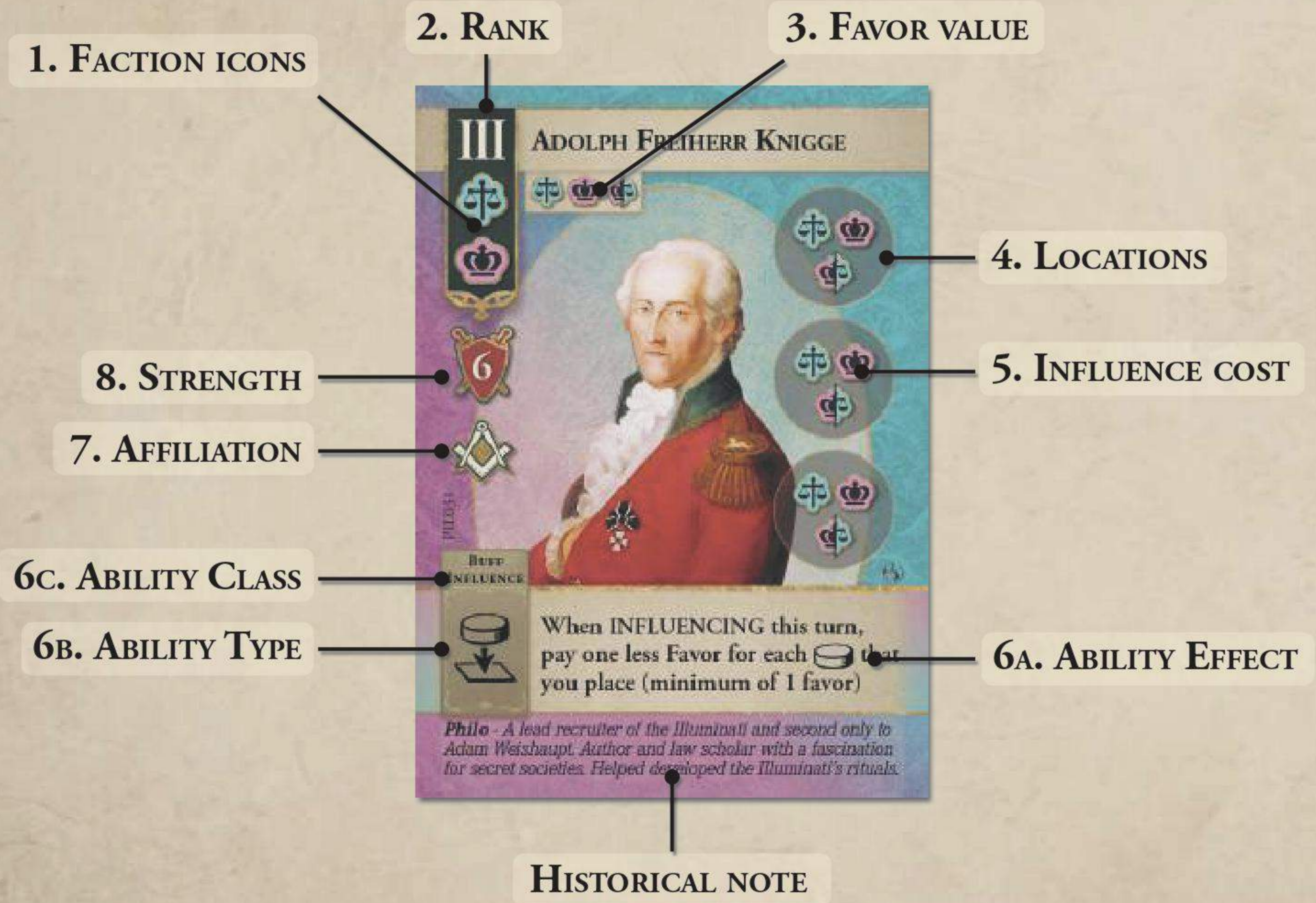
The first player able to satisfy the conditions on two Plot cards during their turn immediately wins the game. Certain Event cards can also trigger the end of the game, in which case the player with the greatest Influence across the six Luminary Factions will win the game instead.

Rules Usage

Words that are Capitalized refers to terms, components or actions in the game. Terms are defined in the **Luminary Terms** and **Key Concepts and Terms** section *(p 8-13)*.

Luminary cards are the primary component of the game, and constitute a player's hand of cards as well as forming the play area. A number of key concepts are associated with Luminary cards:

1. FACTION ICONS

2. RANK

3. FAVOR VALUE

4. LOCATIONS

5. INFLUENCE COST

8. STRENGTH

7. AFFILIATION

6C. ABILITY CLASS

6B. ABILITY TYPE

6A. ABILITY EFFECT

ADOLPH FREIHERR KNIGGE

BUFF INFLUENCE

When INFLUENCING this turn, pay one less Favor for each ⬚ that you place (minimum of 1 favor)

Philo - A lead recruiter of the Illuminati and second only to Adam Weishaupt. Author and law scholar with a fascination for secret societies. Helped developed the Illuminati's rituals.

HISTORICAL NOTE

1. **Faction Icons:** The Luminary's associated Faction icons.

2. **Rank:** Each Luminary card has a Rank denoted by a numeral as shown below.

   » (I) Rank one, (II) Rank two, (III) Rank three, (Λ) Ace and (Ж) Crown

3. **Favor Value:** The Rank of a Luminary card determines its Favor Value as follows:

   » (I): 1 Favor from either of the card's Factions (player's choice).

   » (II): 2 Favor; one from each of the card's Factions.

   » (III): 3 Favor; one from each of the card's Factions and a third from either Faction.

   » Λ : 3 Favor of the card's Faction.

   » Ж : 2 Favor of the card's Faction OR 2 Favor of the cards Faction for each Influence on the card (applicable during certain actions).

4. **Locations:** Locations are the circle areas on the Luminary cards where Influence is placed.

   » The Luminary card's Rank determines how many Locations are on the card. Only one Influence can be placed in each Location.

5. **The Influence cost:** The cost to place Influence on a Location is shown by the Favor icons inside each circle.

6. **a) Ability Effect b) Type c) Class:** Each Luminary card has an ability associated with the Scheme action (see Scheme action).

7. **Affiliation:** Luminary cards may belong to the Freemasons ⬙ or the Rosicrucians ✝ (applicable during certain actions).

8. 🛡 **Strength:** Number value from 2-6, a Dagger symbol, or Hammer symbol, used when resolving Challenges.
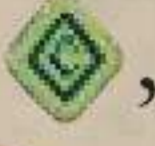
9. **Acting Card:** Some actions and abilities require the player to select a Luminary card where they have Influence to be treated as the card that will carry out the action, typically onto an Adjacent Target card. This Luminary card is called the Acting card.

10. **Target Card / Influence:** The Target card (or Influence) refers to the card (or Influence) where a given action is selected to be performed.

GENERAL TERMS

- **Influence:** Each player has their own supply of Influence disks. Influence is placed on Luminary cards to compete for control over the card and towards meeting the conditions of Plot cards.

- **Map:** The map refers to all of the Luminary cards in the center part of the table that forms the play area of the game. The arrangement of the map depends on the player count in the game (see Setup below).

- **Adjacency:** Two cards on the map are Adjacent if they share sides. A card is also considered Adjacent to itself. Influence is also Adjacent to other Influence in the same way.

- **Edge & Interior Cards:** Map cards that have at least one edge that is not Adjacent to another map card are Edge cards. Interior cards are those completely surrounded by other cards.

- **Factions:** Factions include: Nobility 👑, Professions ◈, Magistrates ⚖, Artists 🎨, Scholars ✿ and Clergy ☥. *Each Luminary card is associated with 1 or 2 Factions.*

- **Favor:** Favor is the basic resource in the game, and comes in 6 colors associated with the 6 Factions.

  » **Gaining & Paying Favor:** When Favor is gained, take the applicable number of Favor from the Favor pool. When Favor is paid, unless otherwise specified, it is returned to the Favor pool.

  » **Matching Favor:** A Favor that typically corresponds to the Factions listed on an Acting Luminary card (i.e. that contains a player's Influence and is Adjacent to where an action is targeted).

» **Important!** **Exchanging Favor:** During the Active player's turn, when paying Favor costs for actions or abilities they may spend 3 Favor of a single type and treat it as 1 Favor of another type. The other type Favor gained does not provide a Favor token, but that Favor is instead spent immediately as part of paying the Favor cost for the action or ability.

» **Important!** **Subverting Favor:** If there is not enough Favor remaining in the Favor pool when a player gains Favor, they instead take that type of gained Favor from the player(s) of their choice. If there is still insufficient Favor, that additional Favor is not gained. It is not allowed to take Favor from an Edict card, unless a card ability allows it.

• **Lodge:** A Lodge is a contiguous sequence of at least 3 Adjacent Luminary cards on the map that share at least one Faction in common. Multi-Faction cards can be part of multiple Lodges. Lodges are formed regardless of whether the individual cards contain Influence or not.

• **Control of a Luminary card:** If a player has more Influence on a Luminary card than any other player, the player is in control of that card. If players are tied for the most Influence, no player has control of that Luminary.

• **Control of a Lodge:** To control a Lodge, a player must have at least 3 Influence on Luminary cards in that Lodge and more Influence than any other player in that Lodge. If players are tied for most Influence in a Lodge, no player has control of that Lodge.

OTHER IMPORTANT TERMS

- **"ANY":** When the term ANY (in all capitals) is used, it denotes that all cards of the indicated type may be selected for an ability or action, ignoring adjacency requirements.

- **Hand Limit:** The default hand limit is 4 Luminary cards. The Hand Limit only applies to Luminary cards.

- **Discard piles:** Cards are placed face-up in a discard pile. Players may **not** look through this pile.

- **Reshuffling Discard Piles:** If the Luminary card draw pile is empty, immediately shuffle the discard pile and place it face down to form a new draw pile. The Event card discard pile is never reshuffled.

- **2/3/4 Numbering:** A sequence of three numbers divided by slashes is associated with the different player counts. Use the left number in a 2-player game, middle number in a 3-player game, and the right number in a 4-player game.

- **Areopagus Cards:** Each player begins with a preprinted Influence on their Areopagus card at the edge of the map. The player's Areopagus card is always considered to have an Influence on it.

  » Areopagus cards count as being Adjacent to the 2 Map cards it is next to for resolving actions.

  » However, Areopagus cards never count as part of a Lodge and do not count towards achieving Plots.

  » A player's preprinted Influence on their Areopagus cannot be targeted by a rival's actions.

  » An Areopagus gets a Contact card tied to it during setup. The Favor value of an Areopagus card is 1 Favor in each of the three Factions shown on the Contact card.

The game proceeds over a series of Rounds, with each player taking a Turn as the active player during the round. Play proceeds clockwise, starting with the first player. The active player's turn consists of three phases: *Event Phase, Action Phase, and Check Phase.*

EVENT PHASE *(p.36)*

At the start of the active player's turn, the active player does the following in order:

1. Adjusts Favor on any active Edict Event cards in front of the active player.
2. Discard any previously activated Special Event card.
3. Select a new Event card to activate if they have one available.

Note: Ignore this phase during the first round.

Note: In the subsequent rule sections, the Event Phase is described in more detail after the Check Phase.

ACTION PHASE *(p.16-30)*

During the active player's turn, the active player may perform any of the following in any order:

A. May perform up to 2 Main actions. Players can take the same main action multiple times.
B. May perform any number of Scheme Actions with cards from their hand.
C. Once per turn, may perform a Claim Faction Action.
D. Once per turn, may perform a Claim a Plot Action.

Important! At any time during the Active player's turn, as part of paying a Favor cost, 3 Favor of a single type may be spent to count as 1 Favor of another type.

CHECK PHASE *(p.31-35)*

The active player does the following in order:

> **E. Claim Check.** Check if Claims on any Plot need to be adjusted.
>
> **F. Event Check.** Event cards are drawn and Edicts may be revealed.
>
> **G. Redraw.** Cards played during the round are discarded and all players draw back to their hand limit with the non-active player(s) drawing first. Refresh the Court.

After completing the three phases, play passes to the next player in clockwise order. The game will continue with players taking turns until a player achieves a Plot Victory or Faction Scoring is triggered (see End Game & Winning Conditions).

Plot Victory

If the active player has their Influence placed on two or more Plot cards that player immediately wins the game.

Faction Scoring

If a 5th Edict Event card has been discarded, play proceeds until the end of the current round (i.e. all players get an equal number of turns) and then Faction scoring is used to determine the winner.

During the action phase, the active player may perform up to 2 Main Actions, may perform Scheme Actions any number of times, may perform a Claim Faction Action once per turn, and may perform a Claim Plot Action once per turn. These actions can be taken in any order, but each action must be fully completed before a subsequent action can be taken.

(A) MAIN ACTIONS *(PAGES 16-24)*

SCOUT

Use Influence to search for nearby Luminaries.

Choose a card with your Influence to be the Acting card and an Adjacent card to be the Target.

Pay 1 Favor matching the Acting card and then draw the Target card to your hand. Place any card from your hand faceup into the Target card's position on the Map (this can be the card you just picked up!).

Example A: *Shows the Favor options to be spent to Scout the corresponding card.*

Example B: *One Magistrate Favor is spent to Scout (1), the card is taken to the hand (2) and one card from the hand is placed in the now opened slot (3).*
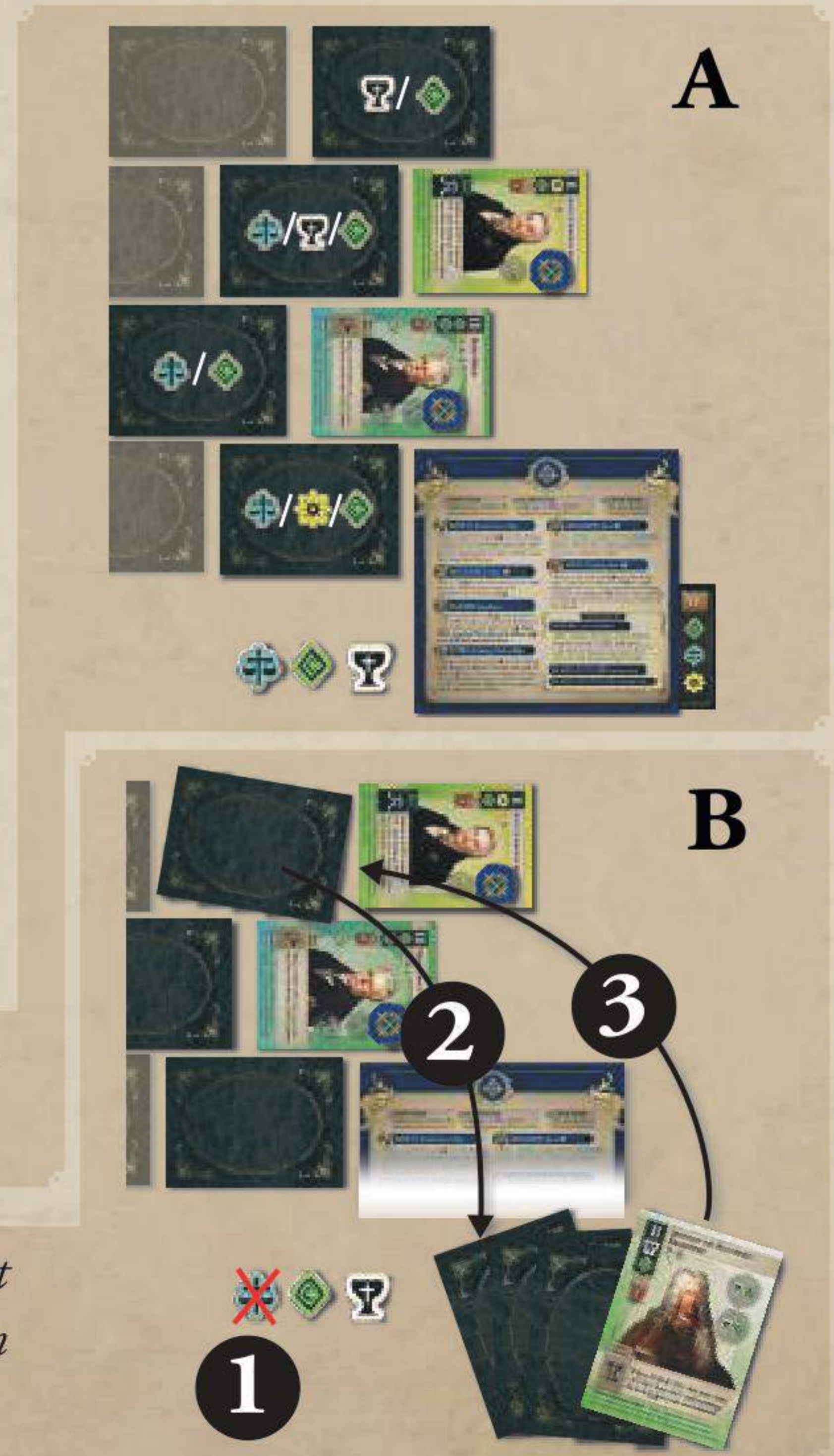
INFLUENCE

Pay Favor to spread your Influence onto an Adjacent Luminary card.

Target a faceup card Adjacent to your Influence with open Locations.

Place 1-3 Influence on the Target card and pay the Influence cost for each Influence placed on the target card. You cannot place more Influence on the card than there are open Locations.

Influence is always placed starting with the top-most open Location.

Influence belonging to different players can be placed on the same Luminary card provided there are open Locations. The exception to this rule are Crown cards (𝕏). If one player currently has Influence on a Crown card, no other player can place Influence on that Crown card.

Example: Blue player wants to Influence. Option (a) is a Crown with rival Influence, which is not allowed. (b) and (c) requires Favors the blue player does not have. Option (d) is the only option and it seems to have be planned for.

Example: The blue player spends the 6 Favors required to place 2 Influence on option (c). This gives the player more Influence than any other player in the Green Lodge.

EXTORT

Use Influence to "extract" information and assets, thus gaining Favor.

Target a card where you have at least one Influence and collect Favor equal to its Favor value from the Favor pool. You can choose to Target your Areopagus card to gain its Favor value.

Favor value   *Favor value*

Whisper Rule

If there are Adjacent card(s) directly next to the target card that have the same rank (i.e. I, II, III, Λ, Ж etc.) and that have your Influence on them, also collect the Favor value of those card(s).

If an ability allows you to treat Rival Influence as your own, Extort from the target card and all Adjacent cards that share Rank with any Influence on.

Conspire Rule

Anytime you collect Favor from a card that contains Rival's Influence, after collecting the card's Favor you must give your Rival(s) one Favor of the collected Favor for each of their Influence on the card.

If the Favor pool is empty, and you cannot collect the full amount, collect as much as possible and give Favor to any Rivals after first accounting for the Favor you would normally gain.

When treating Rival Influence as your own, ignore the Conspire rule.

When Extorting with the Profession Faction's ability, ignore the Conspire rule.

Extortion Limits

You can only Extort from a specific card once per turn. This includes cards Extorted by the Whisper rule.

Example A: *The blue player Extorts their Areopagus (a) and recieves 1 Profession, 1 Magistrate and 1 Scholar Favor.*

Example B: *The blue player Extorts this card (b) and recieves 1 Artist and 1 Scholar Favor.*

Example C: *The blue player Extorts card (c) and recieves 1 Clergy and 1 Noble Favor, in addition there are 2 Adjacent card with the same Rank. They collect the Favor value of them aswell.*
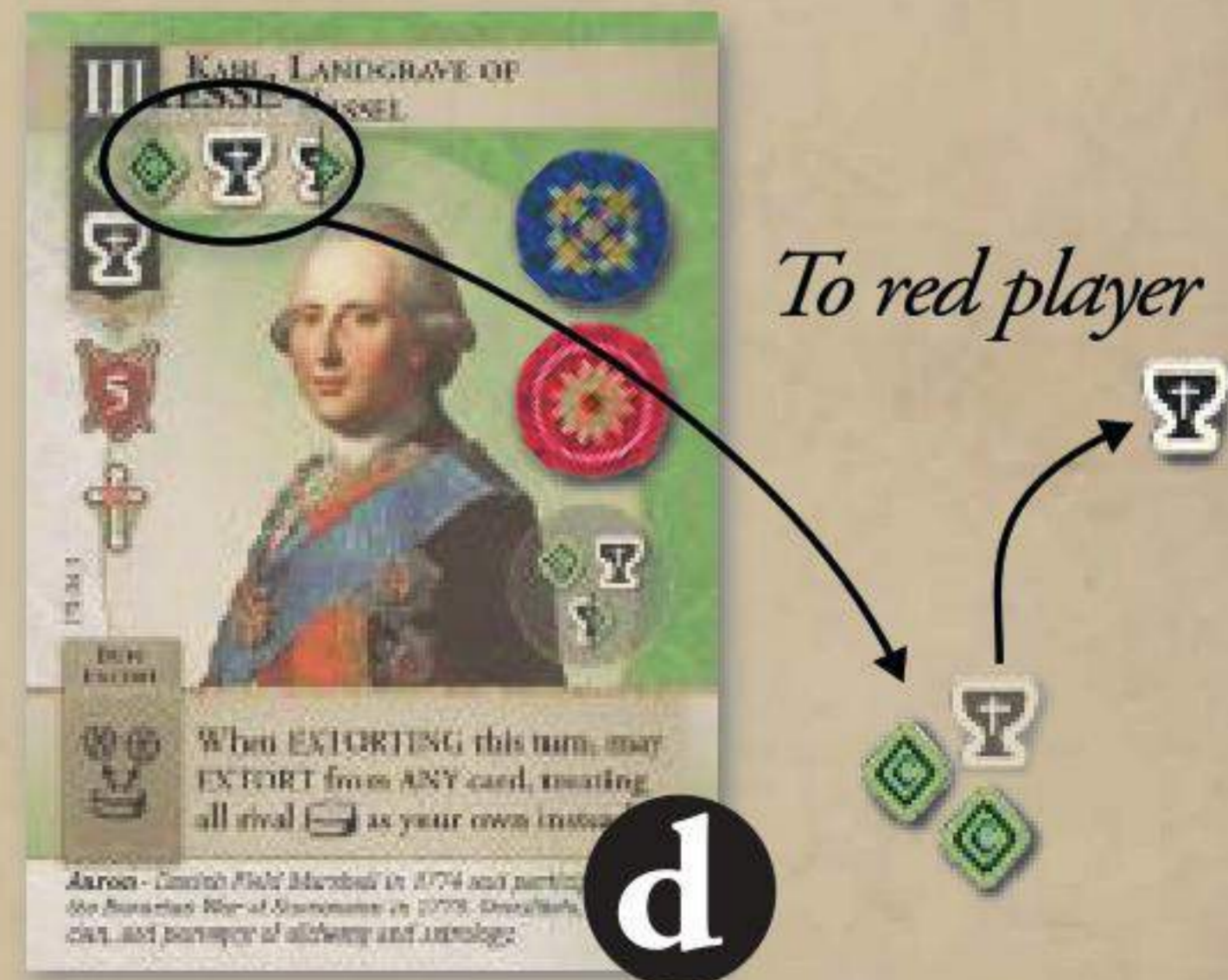
Example D: *The blue player Extorts their Rank 3 Luminary (d). It has 1 red Influence on it, therefore 1 Favor of the ones collected is handed over to the red player.*

To red player

ORGANIZE

Move placed Influence to Adjacent Luminaries.

1. Choose a Faction where you have at least 1 Influence on a Luminary card of that Faction.
2. Pay 1 Favor of the chosen Faction.
3. Perform up to 3 moves, as described below.

Moves

Each move allows you to move 1 of your Influence from a card of the selected Faction to an open Location on an Adjacent card.

A single Influence token may be moved multiple times in succession (i.e onto a second or third card), but each move counts towards the limit of 3 moves and each move must be from a card of the selected Faction.

Multiple Influence may be moved, but all moved Influence must have started on cards of the selected Faction and each such move counts towards the limit of 3 total moves.

Example: The blue player spends 1 Scholar Favor (a) to move 1 Influence 1 move to a card with the Noble and Clergy Factions (b), this Influence cannot move further since the new card is not part of the Scholar Faction. Next, another Influence is moved 2 moves on 2 Scholar cards to an open Location on a III Ranked card (c) since the second card also matches the Scholar Favor paid.

EXPEL

Remove a card from the Map and replace it with a from the player's hand.

Choose a card containing your Influence to be the Acting card and an Adjacent card to be the Target card. The Target card must NOT contain Rival Influence unless an ability allows otherwise.

Pay 1 Favor matching the Acting card per Influence on the Target card. If there is no Influence on the target card, this action has a minimum cost of 1 Favor.

Discard the targeted card on the Map and replace it with a card from your hand.

Move any of your Influence from the original card onto the new card. Any of your Influence that does not have an available Location on the new card is returned to your supply.

If allowed to target a card with Rival Influence (i.e. due to a card ability), the new Luminary card must first have sufficient Locations for all Rival Influence to be accommodated.
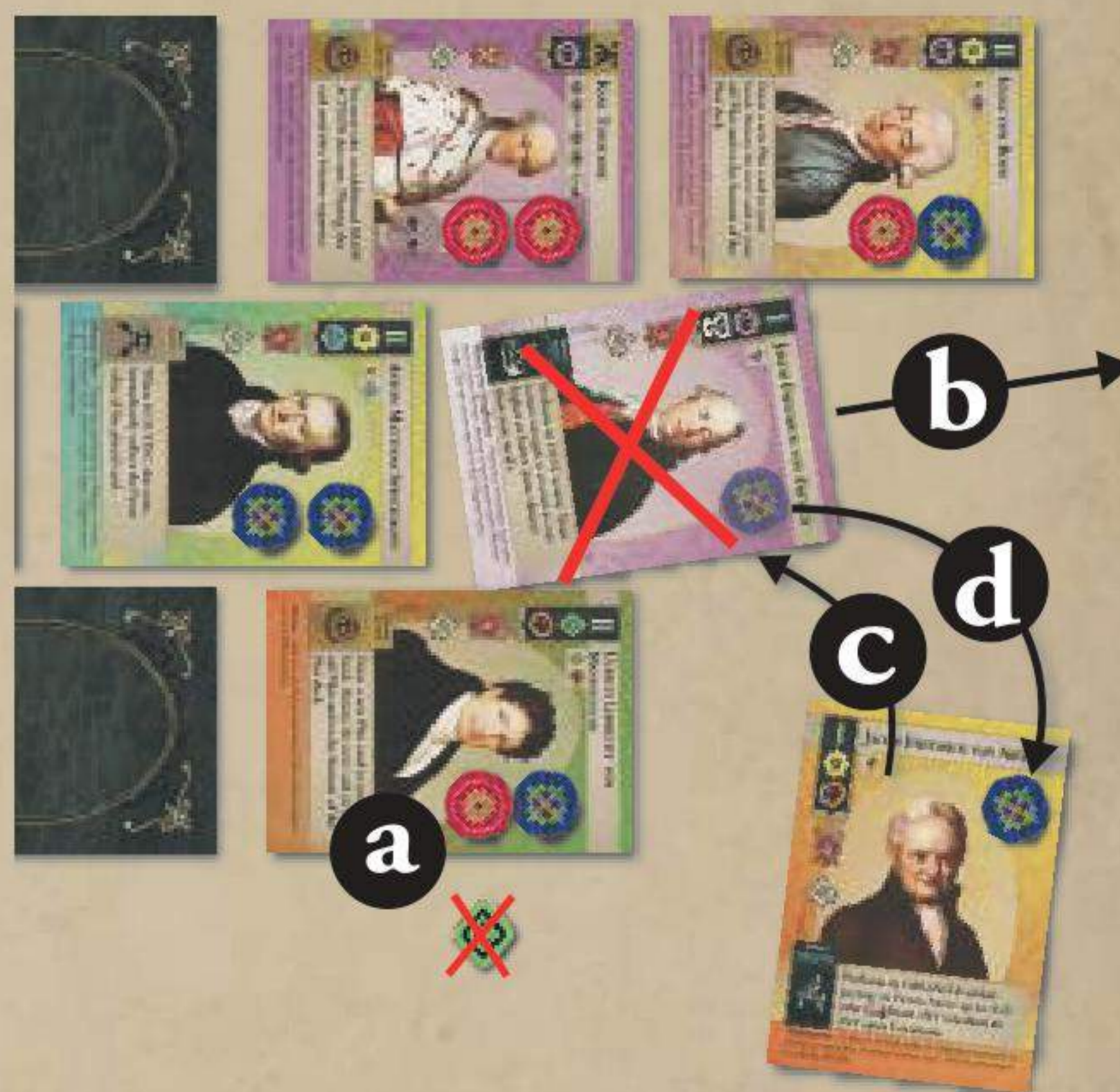
Example: The blue player pays 1 Profession Favor to Expel an Adjacent card (a), putting the card into the discard pile (b). In its place another card is placed from their hand (c). The Influence from the previous card is placed on the new card (d).

OUST!

Challenge a Rival in a bid to remove their Influence.

Ousts work in 2 steps.

STEP 1: ISSUING AN OUST

Choose a card with your Influence to be the Acting card and an Adjacent card with Rival Influence. Target one or more Rival Influence belonging to a single player on that Adjacent card.

For each targeted Influence, pay 1 Favor matching the Acting Card, then go to STEP 2.

STEP 2: RESOLVING A CHALLENGE

A. Determine Initial Strength

Each players' Initial Strength is the number of their Influence Adjacent to the targeted Influence. Remember that Influence on the same card as the Targeted Influence and Influence on an Adjacent Areopagus counts.

If any player has a higher Initial Strength than the other, they have **the advantage** and the other player has **the disadvantage**.

Example: *The Blue player decides to Oust 1 Influence on the card in the center and pays 1 Profession Favor to the pool to do so. The Blue player counts their Initial strength to be 5 (blue) against 6 (red). Therefore the Red player has the Advantage and Blue player has the Disadvantage.*

B. Add to Strength

Each player must simultaneously choose and reveal a card from their hand, modifying their Initial Strength as follows:

2-6: Add the card's Strength number to their Initial Strength.

Λ : Automatically win if played by a player with **the disadvantage** (counts as zero otherwise).

Ж: Automatically win if played by player with **the advantage** (counts as zero otherwise).

If both players trigger an automatic win, both cards cancel each other out. The active player must choose to either press the Challenge, in which case both players select and reveal a subsequent card, or else call off the Challenge, and the defender wins.

Note: If a player does not have any cards left in their hand to play during this step they are treated as if playing a zero Strength card.

C. Determine the Victor

The player with the higher Strength or that triggered an automatic win is the winner. Otherwise, the defender wins.

Example A: *The blue player adds 6 and red player adds 4 Strength to their initial Strength. Blue player has 5+6=11 and red player has 6+4=10. The blue player wins.*

Example B: *Since in the disadvantage the blue player plays an Ace while the red player plays a 6 Strength card. The blue player automatically wins.*

If the defender wins, nothing further happens. If the attacker wins, proceed to points D & E below.

D. Remove Defenders

The defending player must do the following:

Return their Targeted Influence to the defender's supply.

The defender then gains one Favor of any Faction of their choice from the Favor pool for each returned Influence.

E. Bonus Follow Up Action

The attacker gains a bonus **Influence, Organize,** or **Expel** action that may only be used **on the target card** at any time during **this turn**. Place 1 bonus action cube on the targeted card.

This bonus follow-up action does not count as one of the active player's two main actions but is subject to all other conditions and required costs.

This bonus action needs to be used **this turn** but it does not need to be used immediately. It can be used after performing other actions this turn. Once the bonus action is performed or the current turn is complete, remove the bonus action cube.

If using the bonus action to Organize, pay Favor in any Faction per the Organize action, but the moves may only be used to move Influence onto the card with the bonus action cube.
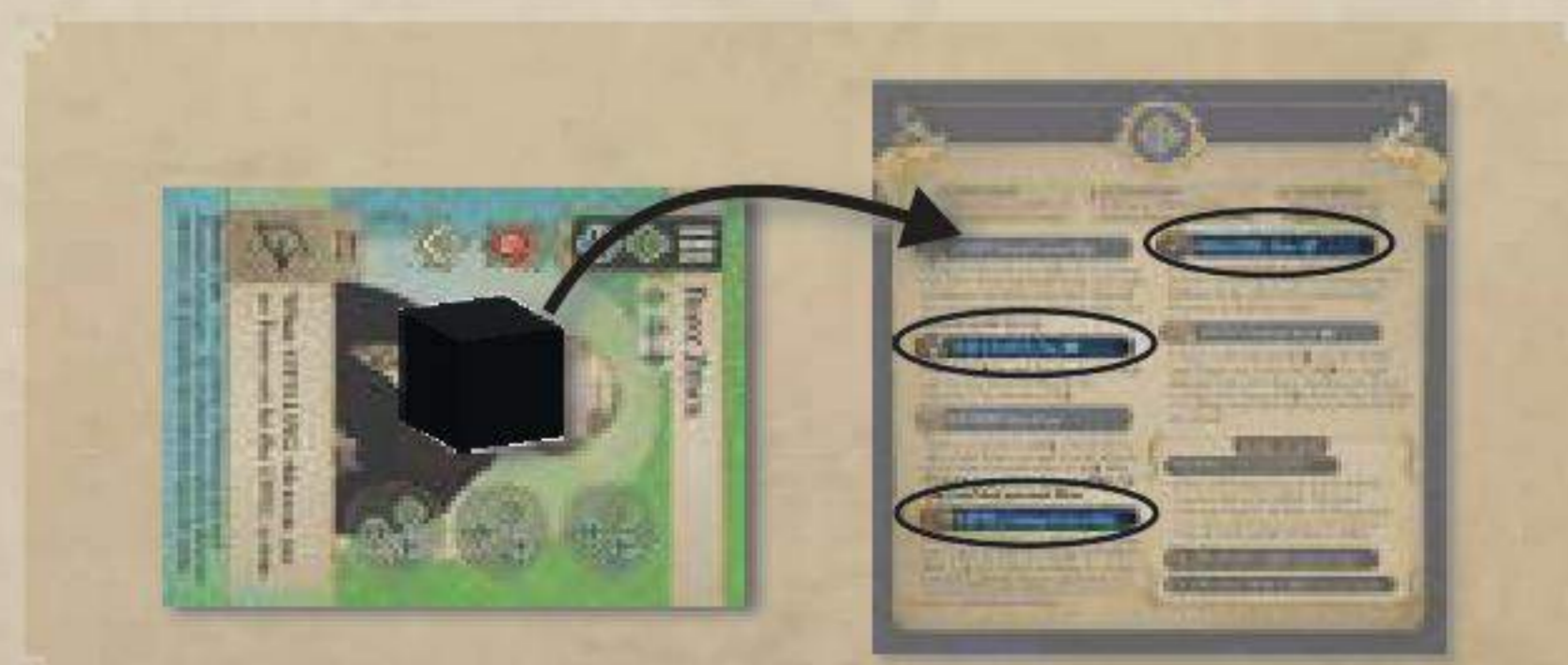
(B) SCHEME ACTION

The Scheme action allows the active player to play a Luminary card from their hand face-up onto the table in front of them to trigger the ability written on the card.

The first such card played on a turn will start a new Scheme Sequence and trigger the card's ability.

There is no limit to how many times a player may Scheme during their turn. Each time this action is taken a subsequent time, an additional card is added to the Scheme Sequence, provided that the additional card is eligible to be added (see Continuing a Scheme below).

Triggering Abilities

When a card is played to start or continue a Scheme Sequence, the card's ability may be triggered. The type of ability listed on the card determines how its ability is resolved.

Bonus Action

Bonus Actions provide additional Main action that is **resolved immediately and does NOT count towards the limit of two Main actions.**

Bonus actions are subject to the normal requirements and costs of performing the Main action, except where noted differently in the ability's description.

Bonus actions must be taken immediately after playing the card to the Scheme and cannot be saved for later in the turn. Bonus actions may be ignored and not taken if desired.

BONUS INFLUENCE

Perform an INFLUENCE action on ANY card, paying one less Favor for each rival on that card.

Court Chancellor of Hungary and Transylvania, becoming
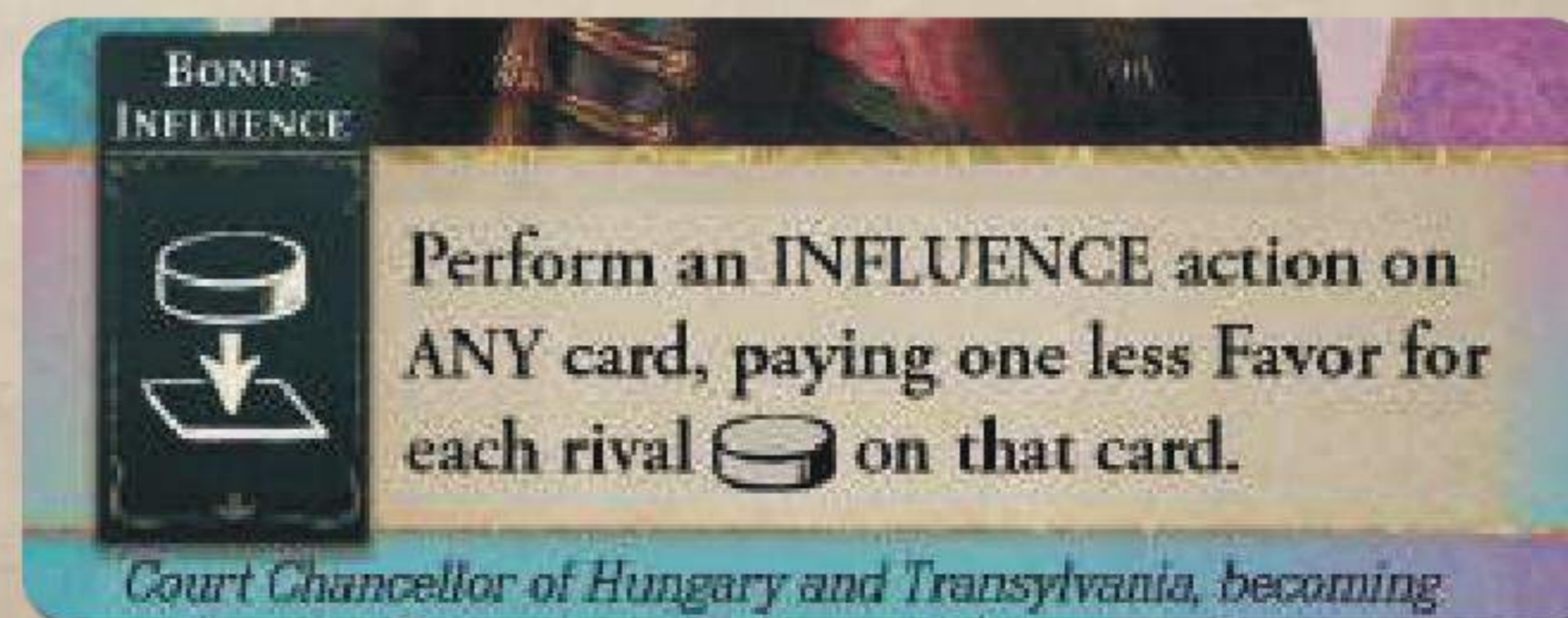
Buff Action

Buffs go into effect immediately and **remain in effect for the duration of the current turn**, generally providing a benefit to a specific Main action.

Buff actions automatically go into effect and **may not be ignored**.

All Buffs remain in effect even as other cards are added to the sequence. Buffs are accumulative.

Special Actions

Special Actions provide unique abilities that are **resolved immediately** following the ability's description, and cannot be saved until later in the turn.

Special actions may be ignored and not taken if desired.

Quick Favor

Once per turn, instead of using the ability of a card in a scheme, the active player may instead collect the card's Favor value. Turn this card sideways as a reminder that it was used for Quick Favor and not its ability. Cards played for Quick Favor can be used to continue a Scheme as normal.

Λ Aces

Aces can only be played as the card used to start a Scheme Sequence but ANY Luminary card can be played following an Ace.

☩ Crowns

Crowns can be played following from ANY previous card in the Scheme Sequence, but once played a Crown will END the Scheme (e.g. no more cards can be played after a Crown).

Note: *The Ace and Crowns have a rainbow indicator as a reminder that they can be linked to any color.*

Continuing a Scheme

Additional cards can be played to continue the Scheme and trigger their abilities, but at least one of the Factions of the subsequent card must match at least one Faction on the previous card.

Example A:

This Scheme started with collecting Quick Favors for the first card, then activated the buff ability of card 2 linking it through the Magistrate Faction. The 3rd card played in the Scheme was a Crown (which can link to any card) and granted 1 more Main Action but it also ends the Scheme, no more cards can link to a Crown.

Example B:

This Scheme started with an Ace, collecting the Favor value from it, as its ability says. Since any card can link to an Ace, a Profession and Magistrate card was linked to it and then the rest of the cards share at least one Faction icon with its previous card.

(C) CLAIM FACTION CARD

Requiements

Once per turn, the Active player may claim a Faction card from the Faction card row or from another player provided that the active player Controls the largest Lodge of that Faction (see Control a Lodge under Key Concepts and Terms).

If there is a tie for the largest Lodge, treat the Lodges as if they were one for purposes of determining who has the most Influence. If players are tied for the most Influence, no player is in Control and the Faction card cannot be claimed.

The claim may be made before, between, or after performing other actions. A claimed Faction card is placed in front of the claiming player.

Effect of Faction Cards

Faction cards each have a passive effect and active ability as described below.

Once Per Turn Ability

Each card lists a "once per turn" ability, which can be used by the controlling player during their own turn. This ability does not count towards the two Main action limit or count as part of a Scheme. After using this ability, turn the card sideways as a reminder that the ability has been used. Turn it back upright at the end of the turn.

Passive Effect

Each Faction dominance card has a passive effect, which can only be utilized by the controlling player.

Losing Faction cards

If a player loses control of the largest Lodge and/or if the Lodge is reduced in size and no longer meets the Lodge size requirement (i.e. no longer has at least three Adjacent cards sharing a common Faction) then the player immediately loses control of the corresponding Faction card.

When Control of a Lodge is lost, return the Faction card back to the Faction card row, unless an ability says otherwise.

Example:

The blue player has 4 Influence in the Profession Lodge. This is more than any other player. Therefore the blue player Controls the Lodge and may claim the Profession Faction card.

The red player Controls the Magistrate Logde and claims that Magistrate Faction card.

The Faction cards stay with the players until they lose the Control of the Lodge.

(D) CLAIM PLOT CARD

If the active player currently meets the conditions on a public or personal Plot card, they may place 1 of their Influence on that Plot card to indicate that they have met the Plot's conditions.

A player may only add Influence to a Plot card ONCE per turn, even if they meet the conditions of more than one Plot card in the same turn.

If the chosen card is their personal Plot card, flip the card over and reveal it to all players. Only the owning player may place Influence on their personal Plot card.

Multiple players may have Influence on the same public Plot card.

Meeting Plot Conditions

The following restrictions also apply to meeting Plot card conditions:

Important! A set of cards used to meet a Plot card's conditions cannot completely overlap and/or be completely contained within a set of cards used to meet another Plot card's conditions. Some overlap between the two sets of cards can occur, but neither set can be completely contained within the other.

Important! For Plot cards specifying the use of a Lodge, a specific Lodge may only be used once by a given player in meeting those Plot cards. I.e. If a player is trying to achieve two different Plot cards that require a Lodge, two different Lodges must be used by that player, one for each Plot card.

Note: See example on next page.

CHECK PHASE

Example A: *These 2 Plots requires a player to Control 4 cards in "the inner circle" and to have 4 cards of the same Rank Adjacent.*

Example B: *The red player has met the requirements for the 2 Plots, however a set of cards may not completely overlap to meet both Plots.*

Example C: *Now the red player has at least 1 card that is not overlapping with the other card. The red player may now Claim both Plot cards if able.*

The Check Phase has 3 steps:

1. **Claim Check**
2. **Event Check**
3. **Redraw**

(E) CLAIM CHECK

Check Plot Claims

During this check, all players check to their claims on Plot cards in order as follows:

Losing a Plot Claim

If any player no longer meets the conditions on a Plot card where they have an Influence, their Influence is immediately removed and placed below the Plot card.

Note: If a Plot card is removed from play for any reason, any Influence on or below the Plot card is returned to their owners' respective Influence supply.

Regaining a Plot Claim

If a player has previously lost their Claim to a Plot (i.e. Step 1 above) but currently meets the conditions on the Plot card, they may move their Influence back onto the Plot card. This does NOT count towards the limit of only claiming a Plot card once per turn.

Victory Check:

If the active player has Influence on two or more Plot cards, they immediately win the game (see End Game & Winning Conditions).

(F) EVENT CHECK

Event cards will come into play and either trigger an Edict Event or a Special Event effect that modifies how certain actions may work. Events affect all players. Events come into effect in the following manner:

Determine if any Ace or Crown cards were revealed during the active player's turn by any player. An Ace or Crown counts as revealed only in the following situations:

- Λ / Ж was played face-up to the map
- Λ / Ж was played as part of a Scheme action
- Λ / Ж was played when resolving an Oust challenge

Draw Events

If at least 1 Ace or Crown is revealed, the active player draws the top 2 cards from the Event deck. They select

1 Event card to keep and place the other face down on the top of the Event deck.

If the Event draw pile is empty, no Event cards are drawn and the Event discard pile is NOT reshuffled.

> **Note:** If more than 1 Ace or Crown was revealed, the active player still only draws 2 Event cards and picks 1.

RESOLVE EVENT CARD

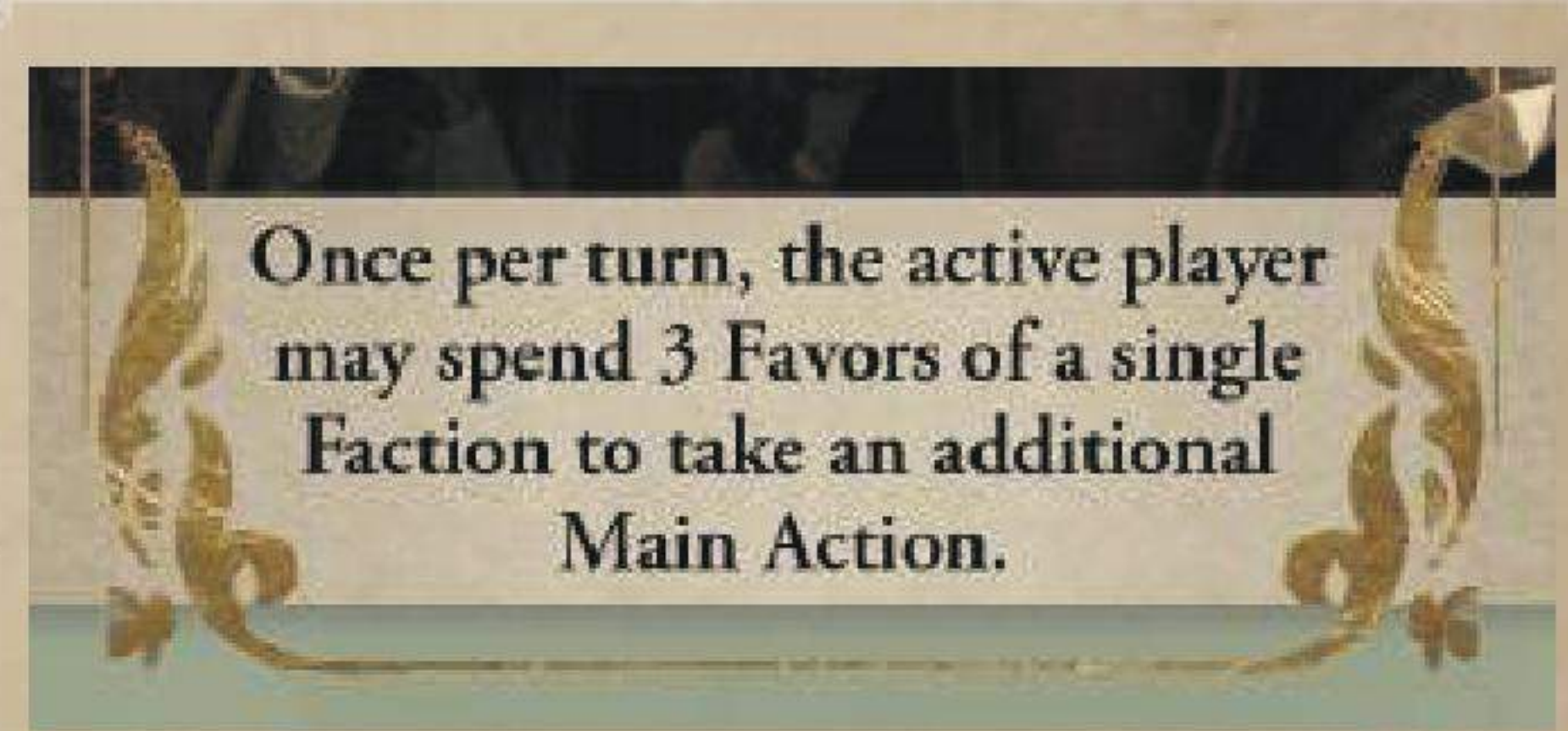How a card is resolved depends on the type of Event selected:

Edict Event

Edicts immediately go into effect. Place the Edict card face up in front of the active player and move ALL Favor cubes from ALL players of the Faction indicated on the Edict to the Favor pool, then take 6 of the indicated Favor and place it on the Edict card itself. Favor on the Edict are treated as out of play until it is returned to the supply (see Event Phase).

Special Event

If the selected card was a Special Event card, the player keeps it in their hand. Event cards do not count in any way towards the Hand Limit. Held Special Event cards may come into play at the start of a player's next turn (see Event Phase).

Once per turn, the active player may spend 3 Favors of a single Faction to take an additional Main Action.

Example: The active player plays this Event at the start of their turn. From now on all players may now use this ability this round.

(G) REDRAW

During the redraw step, do the following in order:

Discard all cards used as part of Scheme actions or in resolving Ousts to the discard pile.

If a player has more cards than their hand limit, they do not need to discard down to the hand limit, but they won't draw any additional cards. Events and Plots do not count towards a player's hand limit.

All non-active players, in turn order left of the active player, draw back to their hand limit from the draw deck.

Then, the active player draws back to their hand limit in the following manner:

May draw 1 OR 2 cards from the Court staying within the hand limit. If two cards are drawn, one card MUST be the one below the Chamberlain (👤) AND the player must pay 1 Favor of their choice.

The active player may always choose to draw from the draw deck, but may not draw from the Court afterwards. They may first draw from the Court as described above, and if still below the hand limit may then draw from the deck until they meet their hand limit.

After drawing cards, the active player refreshes the Court as follows:

• First, discard any card below the Chamberlain (if there is one).

• Then, move the Chamberlain to the next position to the right. If it is already in the rightmost position, move it back to the leftmost position.

• Last, refill cards onto the empty spaces of the court from left to right until there are five face-up cards.

Empty Draw Pile

If the draw pile is empty at any time that a player needs to draw from it, immediately shuffle the discard pile and form a new draw pile.

Example A: *The player chooses to draw the second card (1) in the Court and the top card of the deck (2) to their hand.*

Example B: *Then the player discards the card under the Chamberlain (3) and moves the Chamberlain 1 step to the right (4).*

Example C: *Then the player refreshes the Court by revealing 2 new cards face up in the taken cards slots (5-6).*

At the start of each player's turn, any Edicts or other Event cards in front of them are managed as follows:

Edict Events

At the start of the active player's turn:

From the Favor on the Edict card, return 1 to the general supply and move 1 to the active player's supply.

If the Edict has no remaining Favor on it, discard the Edict card.

If 5 or more Edicts have been discarded, this triggers the final round of the game (see End Game & Winning Conditions)

To Favor pool

To active player

Special Events

At the start of the active player's turn:

Discarding Event

If a player has a Special Event card face-up in front of them, discard it to the Event discard pile.
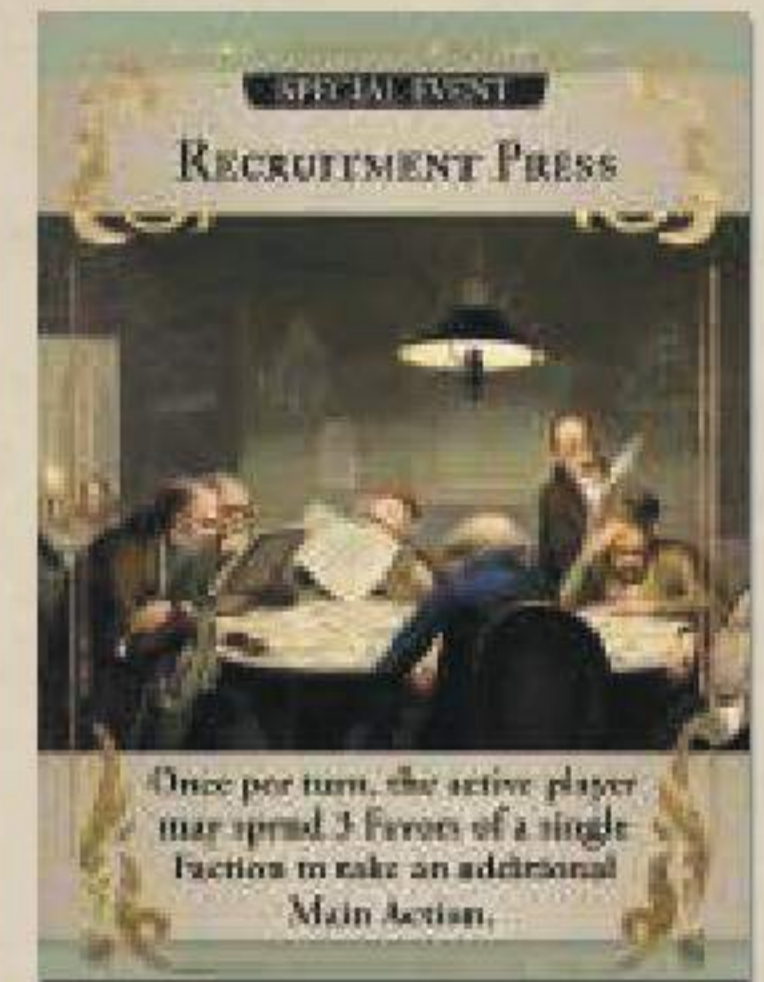
Activating an Event

If the active player has one or more Special Event cards in their hand, the player may choose one to play and activate its effect. This effect can be used by all players while the Event is active.

Each player may only have one Special Event activated at once.

There may be more than one Special Event active at the same time, just by different players. All players may use the effects of any active Events.
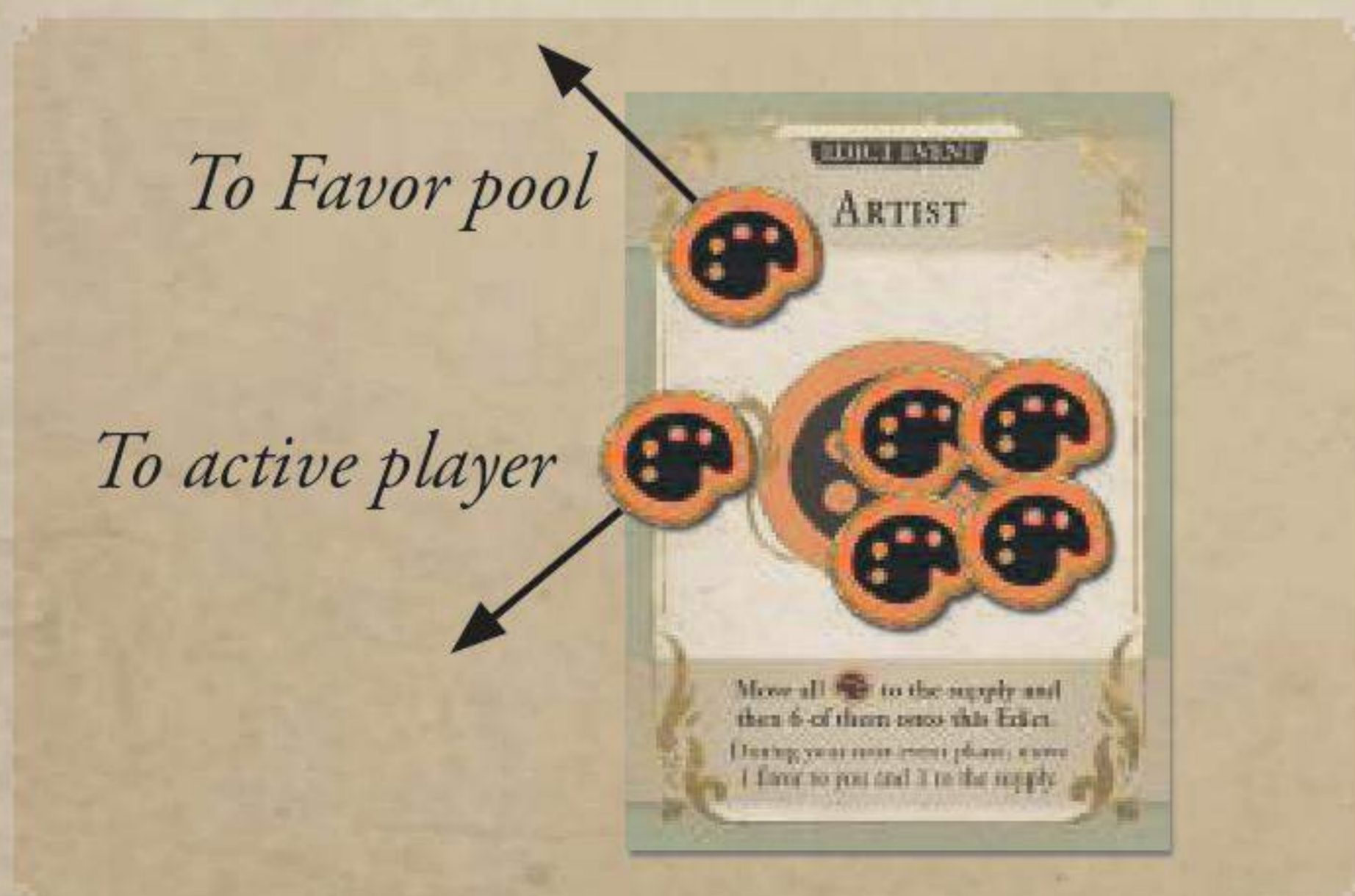
The game ends in one of two ways:

Plot Victory

If the active player has Influence on two Plot cards they immediately win the game.

Faction Scoring

If 5 or more Edict cards are in the Event discard pile at the end of the current round (i.e. all players have an equal number of turns) then the game is scored based on the players' control of Factions (see Faction Scoring).

FACTION SCORING

If the game proceeds to Faction scoring, player scores are determined as follows:

Determine the largest Lodge of each Faction to be the Scoring Lodge for that Faction.

Important! To be counted as a Lodge there must be at least three Adjacent cards that share a common Faction). Factions not at least three-cards in size do not constitute a Lodge and will not count for scoring purposes.

If there is a tie for the largest Lodge, treat all the tied Lodges of that Faction as a Scoring Lodge.

Tally Influence in Scoring Lodges: Each player scores a point for each Influence they have in a Scoring Lodge. If a given Influence is part of two different Scoring Lodges, that Influence is counted twice (once for each distinct scoring Lodge).

Declare Winner

The player with the most total points wins. If there is a tie for most points, the player holding more Faction cards wins. If there is still a tie, the tied players share the victory.
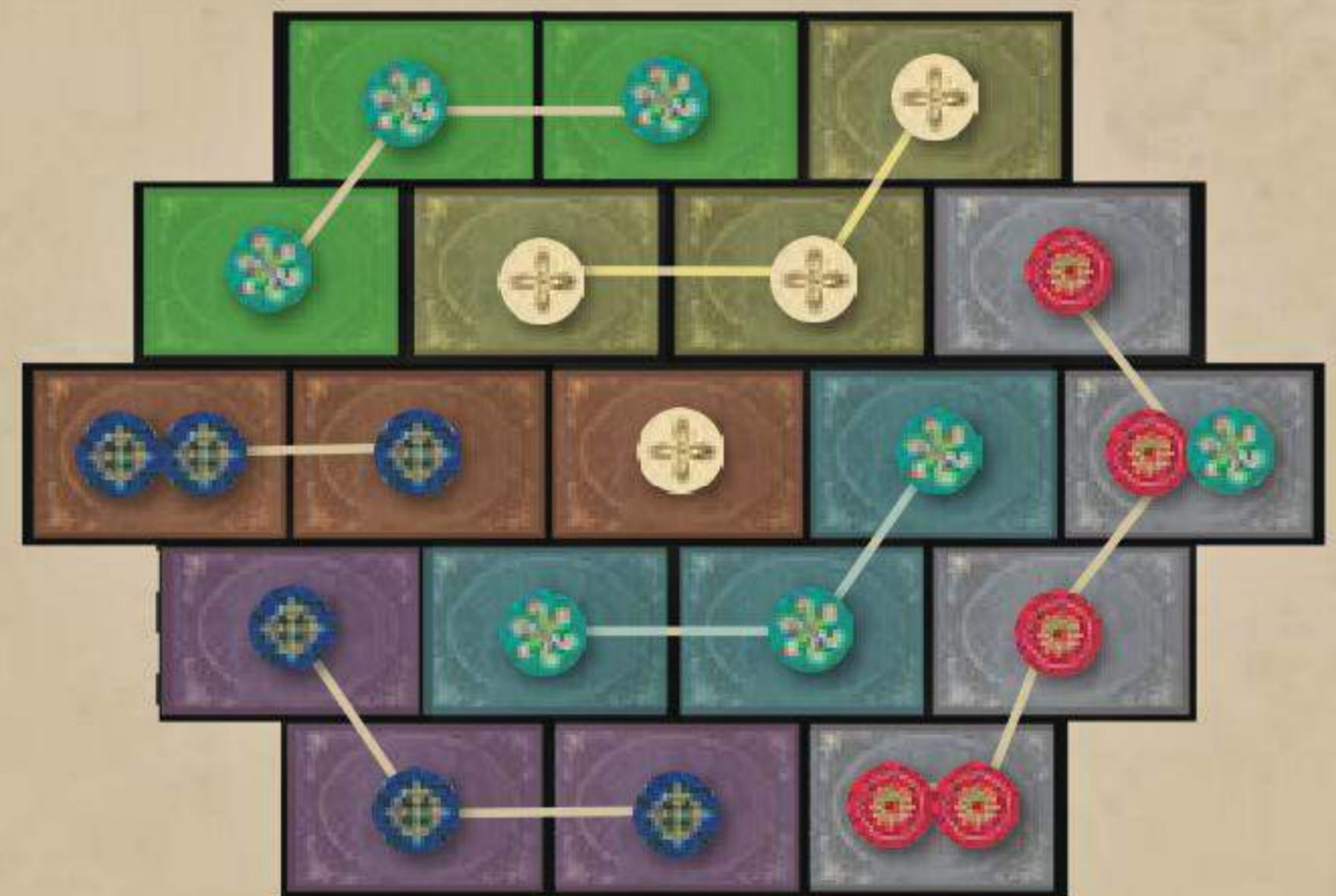
Example: During Faction scoring the largest Lodge per Faction is deteremined. The green player scores 7. The red player scores 5, the blue player scores 6 amd the beige player scores 4. The green player is the winner!

By Robin Spathon Ek, Oliver Kiley & Mathias Östergren

A Bot can be added to a 1-3 player game, providing a non-player opponent. There are 4 different Bots to choose from, that all have different complexity and difficulty levels.

Bot Setup

Setup the game as a normal, counting the Bot as one of the players with the following modifications:

Choose a Bot and find its Bot Areopagus together with the General Bot/General Scripts placard.

1. The Bot's Areopagus is placed at the slots of a normal Areopagus. Orient the Bot's Areopagus so it is readable for at least 1 player. *Some Bots (Passive and Aggressive) may have specified placements for their Areopagus placards, see the Bot's Areopagus card for info.*

2. Place the General Bot/General Script placard easily readable for at least 1 player.

3. Give the Bot a Contact card and the 3 matching starting Favors

4. Give the Bot all the Influence tokens of 1 color. Place 1 in the indicated slot on the Bot's Areopagus.

5. Place the Bot Pawn on the Bot's Areopagus.

6. The Bot does not get any Plot card or Luminary cards.

Example: Suggested 2-player setup with a Bot if you are familiar with the game.

Seated red player

Bot Plots

A Bot wins if they have, during their turn, met the conditions of at least 1 of the 3 possible Plots as stated on their Areopagus.

Plot 1: Control a Lodge of at least 4 cards in size.

Plot 2: Has 3 or more 🪙 on at least 3 ⚔ and/or Λ cards

Plot 3: Has placed at least 8 🪙 in total.

A BOT TURN:

The Sequence of play is as normal. A Bot takes its turn in seating order based on the placement of its Areopagus.

Event Phase

If the Bot has any Edict card in front of them, return 1 Favor to the Favor pool and 1 to the Bot's supply. The bot does not use Special Events.

Action Phase

Follow the Bot's script to perform actions.

Check Phase

The Bot checks if they have won by fulfilling at least 1 of their Plots and then checks for Event triggers.

The Bot will trigger an Event if they (or any other player) revealed an Ace or Crown during the Bots turn. Flip over the top card of the Event deck. If it is as an Edict it goes into play immediately. Otherwise discard it.

Redraw phase

Any Plan card is discarded and the Human player may redraw back to their hand limit (because of and Oust).

Skip redrawing if you want a more challenging game.

BOT MANAGING:

Each Bot has a special script that the Bot follows when deciding what action to perform.

The Bot always performs actions with numbers (1-2-3).

Then if possible, the Bot performs one letter action (a/b/c) that is inbetween or after the numbered action(s).

Example: The Bot performs step 1 then it tries to perform a) but it is not possible, it skips to b) instead and performs that befor it moves to perform step 2.

In addition to the Bot's special script there are general scripts on the general scripts placard that all Bots perform in the same manner. As soon as an action (in color) is stated, check if the Bot has a special action defined on its Areopagus (front and back), otherwise it is defined on the general script placard.

The Bot and Favors

A Bot does NOT pay Favor costs as normal, unless stated otherwise in the Bot script.

If spends as many Favors as possible during Ousts on cards matching its Favors. The Bot increases their initial Strength by 1 per matching Favor spent.

When a Bot Extorts it prioritizes to collect the Primary Faction when needed to choose the ones to collect or to give to another player.

Additonal rules

If a Bot can earn a Faction card they take it, without gaining any benefit from it.

The Subverting Favor rule still applies when playing with a Bot.

Plan card direction priority

When a Script says Plan, the Bot flips the top card of the Luminary deck. Looks at the Strength number on the revealed card. Then look at the Direction Priority map on the Bot's Areopagus. This determines the Adjacent card the Bot will Target with its action. The orientation of the direction map is relative to the Map of cards as indicated by the placement of the Bot's Areopagus. If the Target card is off the Map you wrap around to the closest card from the targeted card in clockwise order from the Bot's perspective.

BOT TERMS

- **Bot card:** Where the Bot pawn is.
- **Target card:** The card that the Bot Targets.
- **Plan card:** A card the Bot uses to make prioritations with.
- **Oust card:** The card that the Bot reveals during an Oust. It is revealed from the top of the deck.
- **Primary Faction:** The topmost of the Faction icons on a card.
- **Secondary Faction:** The bottommost of the Faction icons on a card.

Acknowledgements

The Team

Artist Madeleine Fjäll

A

When you play this card, make a cup of TEA. Then, forget the TEA collect the Favor value of this card.

Madusa - Bachelor degree of Arts - game design and graphics. Loves cats and eats art for breakfast.

Designer Oliver von Kiley

II

3

When played, go outside and take a walk, hike, or bike ride. Return to the game with a new cunning plan.

Mezworki - Landscape architect, game designer, geek blogger, and purveyor of (almost) too many games (according to friends and family).

Developer Robin Spathon Ek

I

2

When you play this card, tell a pun, then collect 1 Favor per player that laughs.

Dance - Boardgame designer and developer. A Hemmarks fan that friendly reminds people of the existence of puns.

Development & Playtesting

Geoff Gambill, Cole Wehrle, Joel Eddy, P.D., Magnus, Sam Duncan, Matt Gittleson, Eliza Kiley, Edison McGovern, August McGovern, Garrett Dunn, Stephane Brochu, Ghislain Leveque, Elliott Raupagh, Mathias Östergren, and scores of other wonderful people on BoardGameGeek and at Protospiel (SE Michigan) who have shared their feedback and insights. **Thank you all!**

Inspiration

PD Magnus for creation and use of the Decktet that inspired the original incarnation of Emissary (www.decktet.com).
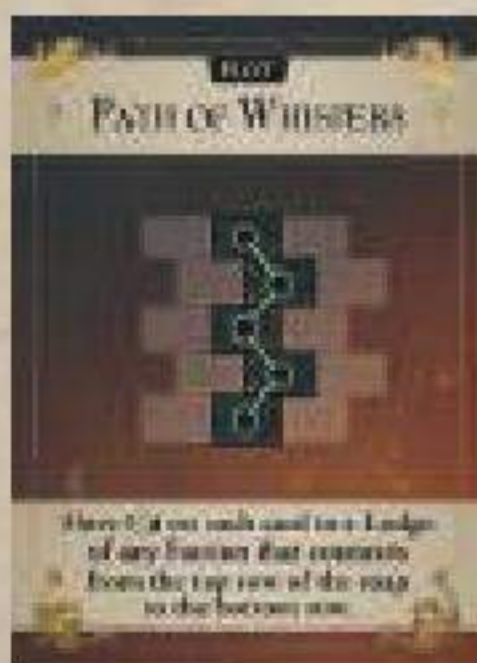
PLOT AID

REMOTE ENLISTMENT
Control a Lodge of any Faction that contains at least 4 cards along the map edge, with at least 4 of your Influence in total.

THE INNER CIRCLE
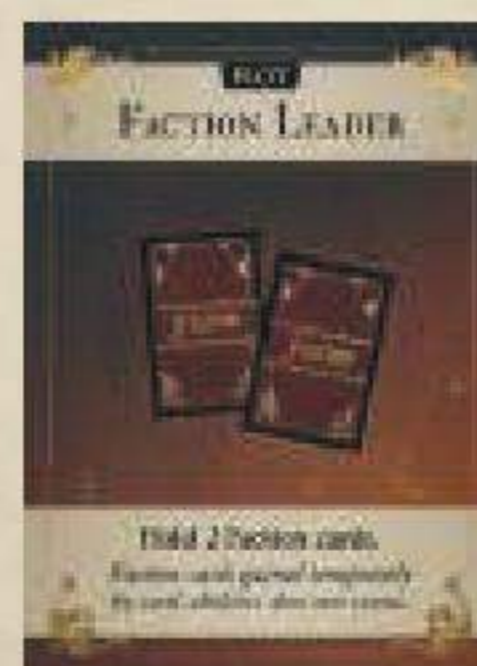Have Influence on 4 cards in an interior group. Each card must be Adjacent to two other cards in the group.

FREEMASON UNION
Control at least 1 Freemason card belonging to EACH different Faction.

COAXING OF CROWNS
Have 4+ Influence on Ж- rank cards and more Influence on Ж-rank cards than each other rival.
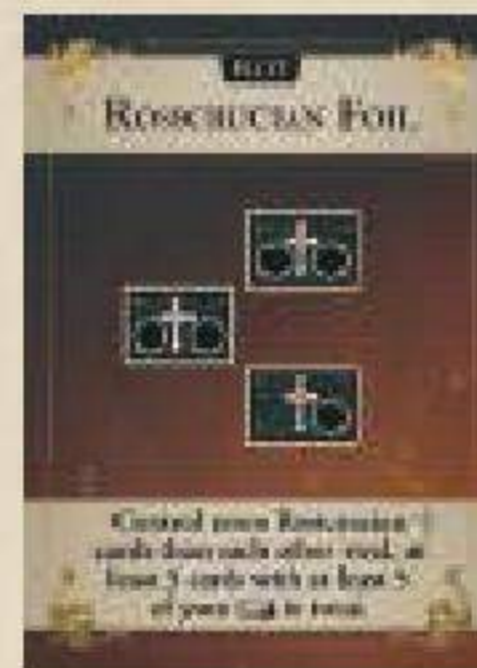
ROSICRUCIAN FOIL
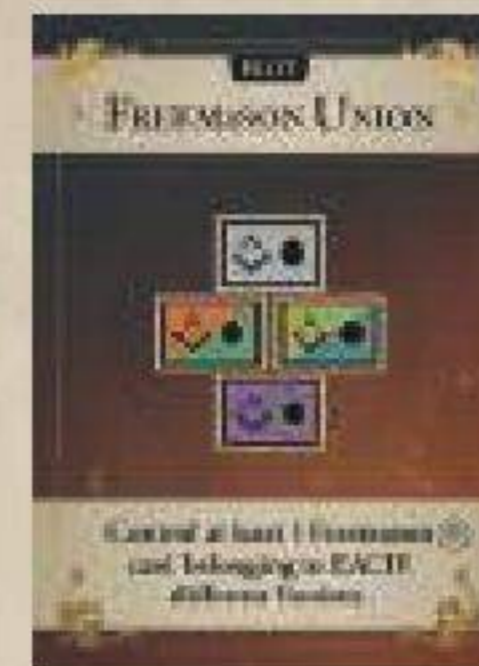Control more Rosicrucian cards than each other rival, at least 3 cards with at least 5 of your Influence in total.

DISPERSED CONTACTS
Control any 6 cards.

PATH OF WHISPERS
Have Influence on each card in a Lodge of any Faction that connects from the top row of the map to the bottom row.
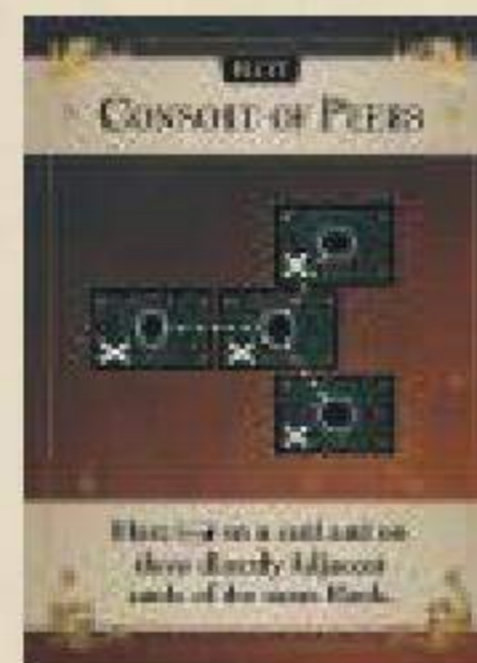
CONSORT OF PEERS
Have Influence on a card and on three directly Adjacent cards of the same Rank.

LINE OF EXCHANGE
Control a Lodge of any Faction containing at least 3 cards in the center row.

SHADOW ALLIANCE
Have Influence on at least 4 cards that contain rival Influence.

FACTIONAL PACT
Control a Lodge of any Faction that is at least 5 cards in size with at least 5 of your Influence in total.

FACTION LEADER
Hold 2 Faction cards. Faction cards gained temporarily by card abilities does not count.
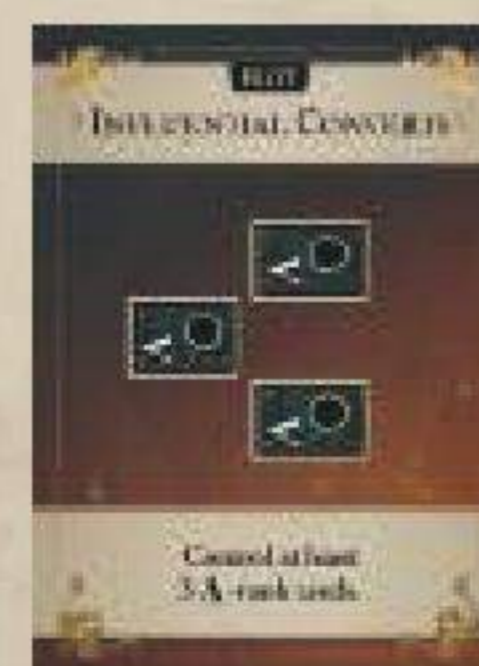
INFLUENTIAL CONVERTS
Control at least 3 ᴧ-rank cards.