

Conspiracy of Ages: A Generations Trading Card Game

Conspiracy of Ages is a collectable card game where players act as secret puppet masters manipulating global conspiracies that span generations of characters. It uses the special Generations feature which allows Character cards to age over time, gaining new abilities as they grow older until they eventually die and are removed from the game.







Each player begins with a customized deck of cards, including one Secret Master card. The game is played in rounds called Generations, with each player taking turns to complete their series of actions during that Generation. Each Generation takes only a few minutes to play, but spans about 20 years of game time -- a generation in the lives of the characters involved.

Each Generation consists of the following steps:

1. Increase Generation Counter: A counter is used to keep track of how many Generations have passed; this counter is increased by one at the start of each Generation.
2. Determine Play Order: The order of play is based on the total Control of each player at the end of the previous Generation. It can change from Generation to Generation.
3. Player Turns -- Each player's turn consists of the following actions, taken in order:
 - a. Age -- every Character in play for that player grows older and may gain new special abilities.
 - b. Collect Influence -- Influence is generated by a player's cards in play, and is used as the currency to perform actions in the game. It is renewed each Generation during a player's turn.
 - c. Spend Influence -- Influence can be used to draw cards, play cards, and use special abilities.
4. Collect Control -- After all players have completed their turns, Control is generated by their cards in play, and is used to determine the winner of the game. The amount collected each Generation is added to what has been previously accumulated.

Each game lasts a predetermined number of Generations. The goal of the game is to meet the winning conditions specified on your Secret Master card at the end of the last Generation.

Types of Cards:

Card Type	Purpose
Secret Master 	<p>Each player has one Secret Master Card. This card reflects the personality and goals of the player's conspiracy. It determines the Spheres the player's deck can contain, the base amount of Influence generated each Generation, as well as offering various powerful special abilities, called Specials. It also determines when a player's turn occurs each Generation through its Initiative number.</p> <p>Each Secret Master also has its own goals, called Winning Conditions. Meeting these conditions at the end of the final Generation of the game means you win. There can be more than one winner if more than one player meets their Secret Master's Winning Conditions.</p>
Character 	<p>Character cards are the main cards in the game. They reflect the people who are members of the player's conspiracy under the control of the Secret Master (i.e. The Mad Monk or The Sire). Characters begin by being "born" (i.e. the player spends the required amount of Influence to play the card), and they age one generation each turn. They may gain new Specials as they grow older, generating Control and additional Influence each Generation, until they eventually die and are removed from play. New Characters may only be played during the Spend Influence phase of a player's turn.</p>
Action    	<p>There are two types of Action cards: Ability and Event:</p> <ul style="list-style-type: none"> • <i>Ability cards</i> are played on Characters to adjust them. They reflect different Attributes gained by the Character (i.e. Elected President, Double Agent), or Objects owned by the Character (i.e. The Holy Grail, The Necronomicon), or Minions following the Character (i.e. Cultist, Succubus Bodyguard). They usually remain on the Character and have various in-game effects including adding Specials as well as Control and/or Influence adjustments. Ability cards may only be played during the Spend Influence phase of a player's turn. • <i>Event cards</i> are played to affect other players, from a single player to everyone in the game (i.e. Assassination, Plague, A Better Offer). Event cards may be played at any time during any player's turn.

Influence:



Payable: *Grey circle with black number shows how much Influence must to be spent to play card/activate Special.*



Collectable: *Green circle with white number shows how much Influence is generated at the start of a turn.*

Influence is generated by cards. The Secret Master generates a set amount each Generation. Characters generate the amount shown by their current age, and some may also add extra according to their Specials. Some Ability cards can also affect the amount of Influence Characters produce, and some Event cards can add or subtract from a player's current Influence.

The first phase of each players' turn is Collect Influence, where they add up the total influence generated by their cards in play. This is what they have to spend until their next turn. Any unused Influence left over from the previous Generation is lost.

Influence is spent to draw or play new cards, or use Specials. It can be spent during anyone's turn, although some cards (i.e. Characters and Abilities) can only be played during the player's own turn. In the first Generation, the amount of Influence each player has is the amount generated by their Secret Master, which is their only card in play at the time.



The number in a grey circle shows how much Influence it costs to play the card or activate the Special.



If the number in a grey circle is 0, it means there is no Influence to trigger it, although it is still only triggered by the controlling player's choice.



If the number is X, it means the cost is variable and described in the card's text.



If there is no number, it means that there is no cost, but the effect is automatically and unavoidably triggered as specified in the card's text.

Control:



Fist with a number in it indicating how much Control is generated

Control is generated by Character and Ability cards in play. Some Event cards can also directly affect Control totals.

At the end of a Generation all players collect Control. Control is accumulated through the game, each Generation adding to the player's overall total.

Before players take their turns in each Generation, play order for that Generation is determined based on each player's total Control at the end of the previous Generation. The player with the most control goes first; the one with the least Control goes last. In the case of a tie, roll a die.

At the start of the game, players agree on the Eschaton, which is the number of Generations needed to bring about the end of days and determine who wins. The length of the game will also have an impact on the optimum deck size.

When the Eschaton arrives (final Generation is over and all Control has been calculated), winners are determined. Each Secret Master card has a set of Winning Conditions; if those conditions are met at the Eschaton, that player wins. A game may have no winners or multiple winners.

Specials:

A Special is an ability or effect that a card can trigger. A Special is always shown with a grey circle indicating its Influence cost, and italic text describing the effect.

As Characters age, only the age-related Special(s) shown in the current age slot can be used; the Specials for previous ages do not bank or accumulate.

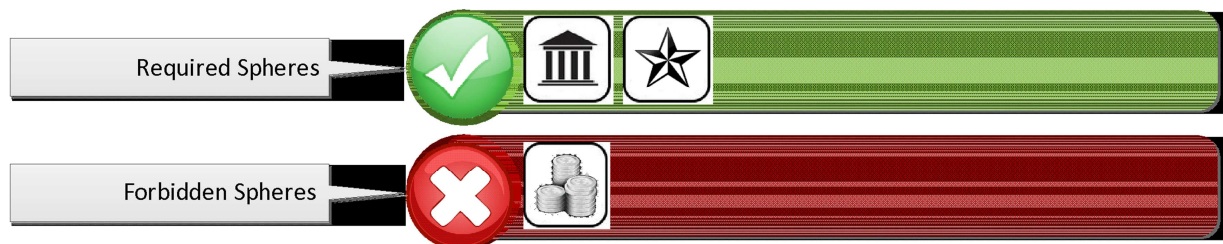
Each Special may have multiple effects and may have multiple targets in that single use.

Spheres:

All cards belong to one or more Spheres, shown by the symbol on the cards.

Sphere	Symbol	Topics
War	 Skull	Death, destruction, combat
Peace	 Flower	Healing, freedom, love
Faith	 Praying Hands	Religion, mysticism, belief
Mysteries	 Star	Science, magic, aliens
Wealth	 Coins	Banking, business, trade
Order	 Courthouse	Law, justice, government, criminal
Chaos	 Anarchy A	Chaos, corruption, activists, revolutionary

Players cannot use cards that do not share at least one Sphere with those listed under the Required Spheres of their Secret Master. They also cannot use cards that have any of the Spheres listed under the Forbidden Spheres of their Secret Master. In the example below, all cards in the player's deck would need to have at least one of either Order or Mysteries Spheres, but may not have Wealth.



Powers and Affiliations:

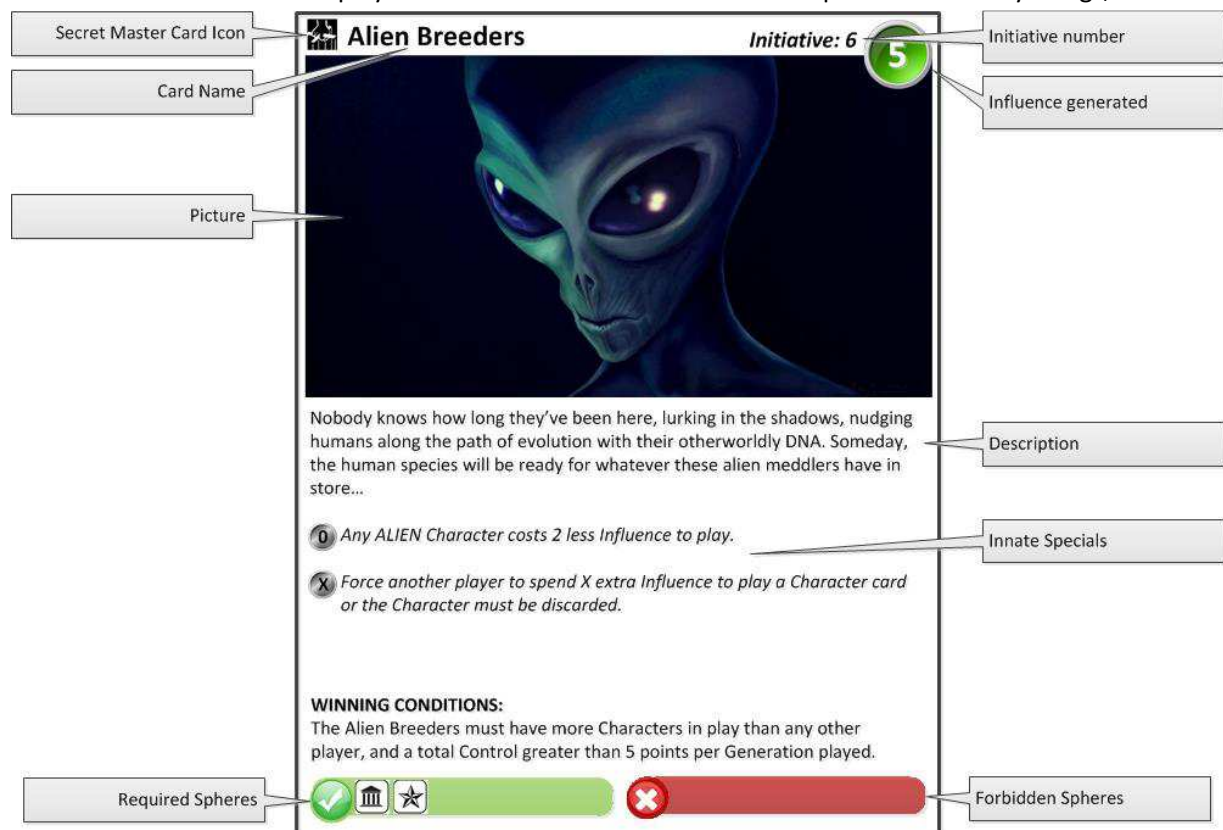
Some cards have particular Powers and Affiliations, both indicated in bold text at the start of the description.

- Power -- Indicated by *italics*, this represents a special ability. Powers usually provide immunity to some Specials, while other Specials target Characters with certain Powers.
 - ***Immortal***: these Characters not die at the end of their Elderly age but continue living through repeated Preserved ages until killed by a Special. Specials that kill normal Characters won't work, only Specials that specifically target Immortal characters can kill them.
 - ***Insane***: this is typically a Power that comes later in life, often due to the effect of a card or Special. These Characters do not generate Control at the end of a turn, but instead the number of Control points they would normally generate based on their age become extra Influence at the start of a turn. (Control generated through Abilities and Specials is unaffected by Insanity.)
- Affiliation -- Indicated by ALL CAPS, this represents a group to which they belong. Some Specials target members of particular Affiliations. Some Affiliations include: **CHURCH, CULT, GOVERNMENT, ROYALTY, SECRET SOCIETY, ALIEN**

Game Play:

Starting the Game:

1. Determine Winning Condition (Eschaton) - players agree upon the number of Generations that will be played. This is called the Eschaton. The longer the game will be, the more cards will likely be needed in a deck.
2. Create Decks - each player chooses the cards from their collection that they wish to play with and puts them into their deck. There is no limit to the number of cards a player may put into their deck, but:
 - A deck can have only one Secret Master card
 - A player cannot have more than one copy of any single Character card in their deck
 - A player may not have more than three copies of any single Action card in their deck.
 - *Note:* If a player runs out of cards in their active piles, they may continue playing until until they have no more cards in their hand or in play, at which point their conspiracy is considered destroyed and they are out of the game. So while smaller decks may increase the chances of drawing your best cards, decks should at least be large enough to last through the game.
3. Secret Masters - the game begins with each player laying down their Secret Master. It is possible that more than one player has the same Secret Master -- conspiracies are shifty things, after all.



4. Active Card Piles - each player shuffles their Character cards and places them face down in a pile. Each player also shuffles together their Action cards (Abilities and Events) and places them face down in a separate pile.
5. Draw Cards - each player draws 7 cards into their hand. Players may choose from which pile they wish to draw them (i.e. they can pick 3 Characters and 4 Action cards, or 5 characters and 2 Action, etc.). Initial drawing is done blindly, meaning players may not look at the cards drawn until they have drawn all 7.
6. Discard Pile - players have another pile of cards, the discard pile. It is empty at the start of the game, but every time one of their cards leaves play (i.e. a Character dies, an Event card is used, etc.) it is placed into the discard pile. Certain cards or Specials may allow a player to take a card from the discard pile and return it to play.
7. Begin First Generation - order of play in the first Generation is determined according to the amount of Control each Secret Master card being used generates each Generation. The player whose Secret Master generates the most Control goes first, the one who generates the least goes last. In the case of a tie, roll a die.

Generations:

Each Generation represents a generation of human life, or roughly 20 years of game time. Characters age accordingly.

Order of play is determined by the Initiative number of the Secret Master cards in play; the player with the Initiative number goes first, the one with the least goes last. Resolve ties randomly. Each Generation follows four distinct phases, taken in order:

1. Increase Generation Counter - because each game last a predetermined number of Generations, the number of Generations that have passed must be tracked by the Generation Counter. This counter is increased by one at the start of each Generation.
2. Determine Order of Play - compare the amount of total Control each player has to determine order of play for this Generation. Play order begins with the player with the most Control, and proceeds in turn in descending order so the player with the least Control goes last.
3. Player Turns - each player takes their turns in order. Each turn has three parts:
 - a. Age Characters - each Character card the player has in play advances their age by a generation. Anyone exceeding their maximum age dies a natural death and is removed from the board. Any special effects of aging or dying are played now.).
 - b. Collect Influence - the amount of Influence generated by the cards the player has in play at the start of their turn are tallied to determine the total Influence available until the start of their next turn. Note that any Influence left over from the previous Generation is lost, but any Special that helps generate additional Influence can be used before this happens.
 - c. Spend Influence - players may use their Influence to do one of three things:
 - i. Draw new cards: it costs 1 Influence to draw a card from one of your piles. Players may select which type of card to draw, either from the Character pile, or from the Action pile (that has the Ability and Event cards mixed together.) Cards drawn can be played immediately, or held in the player's hand. Although each player starts with 7 cards, once the game begins there is no limit to the number of cards a player may have in their hand after that.
 - ii. Play cards: each card has a specific Influence cost to bring it into play. Note that Character and Ability cards may only be played during a player's own turn, while Event cards can be played at any time, including during a different phase of their own turn or at any point in another player's turn. Note that if another player plays an Event card or uses a Special that counters the playing of the card, the player must still spend the Influence cost of playing it.
 - iii. Use Specials: each Special has a specific Influence cost to activate it. Unless the details of a Special dictate or imply that it must be used at a specific time, like

Event cards a Special can be used at any time, provided the player has enough Influence to pay its activation cost.

There is no particular order in which players must spend their Influence (i.e. they can use a Special, then draw a card, then play a card, then draw another, and so on). Players do not have to spend all their Influence on their turn, either. They may wish to hold some or all of it back for playing Event cards or Specials during other players' turns.

4. Collect Control - as the last step of a Generation, the amount of Control generated by the cards each player has in play is tallied and added to the grand total of all Control generated by them in the game. This is their total Control amount, and is used in the next Generation to determine order of play. At the end of the game, total Control is often a Winning Condition for most Secret Masters.

At the Eschaton (the end of the final Generation), winners are determined based on the Winning Conditions listed on each Secret Master card.

Aging

During the Aging phase, all of the player's Character cards age. This means that the active age slot shifts older by one slot (i.e. from Youth to Adult, or from Mature to Elderly). The four normal ages a Character progresses through are:

1. Youth (yellow)
2. Adult (green)
3. Mature (red)
4. Elderly (blue)

When a Character card is first played it begins life in the first age slot, as a Youth (unless otherwise specified on the Character card).

Normally, unless otherwise stated on the Character card or an Ability or Event card applied to the Character, Characters die after completing their Elderly age (or after being killed by another card or Special).

A fifth slot also exists:

5. Preserved (purple)

Some Characters may progress from Elderly into Preserved under special conditions (i.e. they are Immortal, or gain an Ability card that allows them to remain alive longer). Some may die after a Generation in the Preserved slot, while others (i.e. those pesky Immortals) may continue as Preserved until removed by other means.

The amount of Influence and Control generated, as well as any age-specific Specials, are determined by the current age of a Character. Note that any Special from a previous age does not carry over or stack; only the Special from the current age may be used.

If a player has any Influence left over from the previous Generation, they may spend it to trigger a Character's special before they age up, since leftover Influence is not lost until the next phase of the turn, Collect Influence.

Collecting Influence

After all Characters have been aged on their turn, players look at all their cards in play and collect all amounts of Influence indicated on them. Note that Characters typically generate different amounts according to their age, and players only collect the amount indicated for their Characters' current ages.

Relevant Event cards may be played and Specials activated at this time to adjust the number of points generated and collected, but this happens before the Influence for this Generation is collected; only the Influence left over from the previous Generation may be used to trigger any of these Events or Specials that require it.

Influence does not accumulate from Generation to Generation. The moment the Influence for this turn has been collected, all left over Influence from the previous Generation is lost.

The total Influence collected is all that the player has available to use until the Collect Influence phase of their next turn. They may spend it all now, or save some for use during other players' turns, or during the early phases of their own next turn.

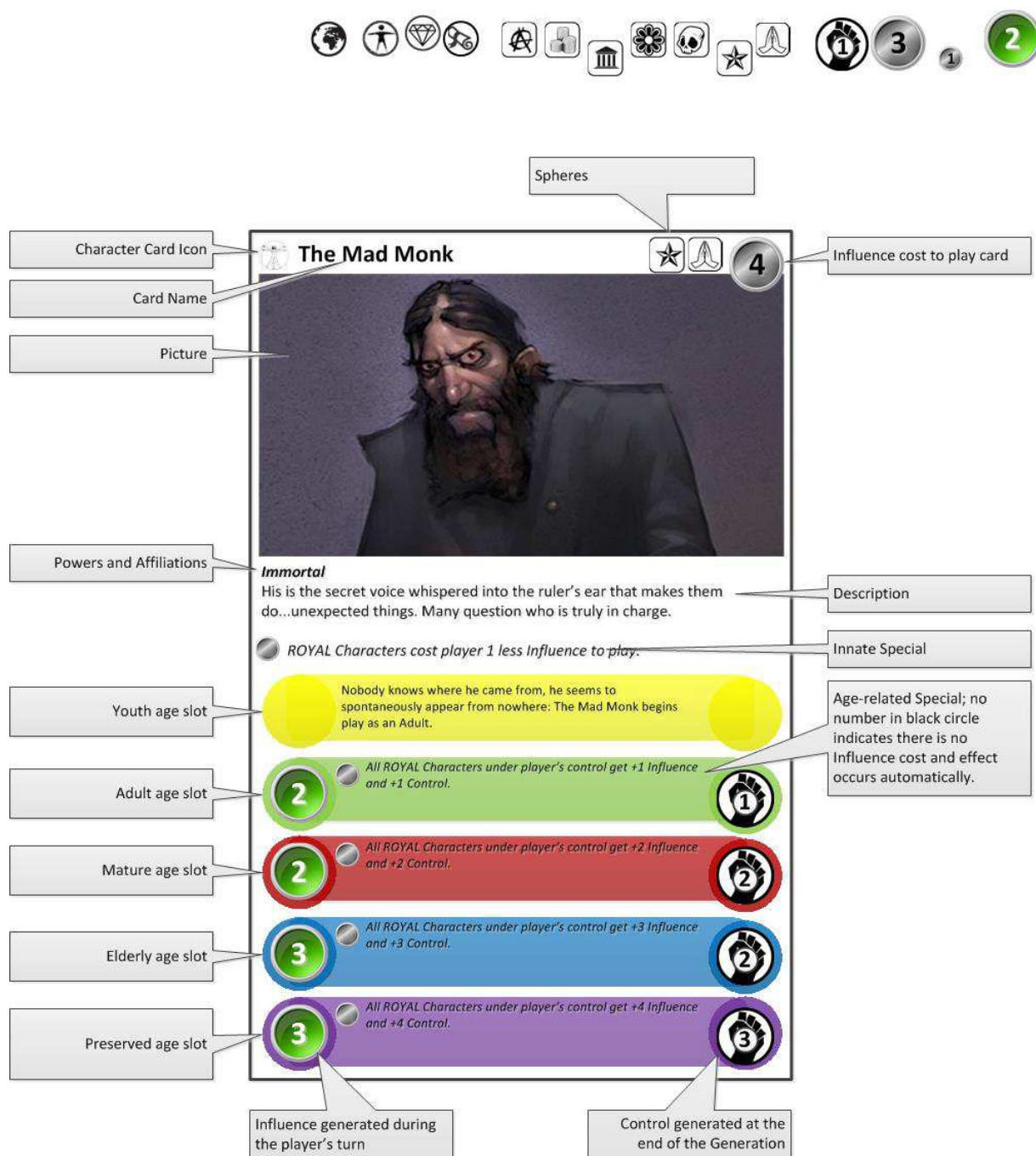
Drawing a Card

Drawing a new card into your hand costs 1 Influence point. It can only happen on your turn after Influence has been collected; Influence left over from the last Generation cannot be spent to draw a card. Players may choose to draw a card into their hand from either their Character pile or their Action pile. There is no limit to the number of cards a player may have in their hand.

Playing a Character



When a player spends the required Influence to play a Character Card it is placed in play. Its Youth age slot is active, and the player may use any Specials listed in the Youth slot until the cards ages up to Adult in the next Generation.



Characters may only be played during the Spend Influence phase of a player's own turn.

Characters are considered unique, so there can only be one copy of a Character card in play. If another player already has the Character in play, you cannot play yours unless you have an Ability card that allows it (i.e. A Better Offer makes the Character switch sides so the other player loses the Character and you gain it, or Double Agent allows both players to keep the Character); if this happens, your version of the Character comes into play at the same Age as the other player's.

If another player plays an Event card that counters the playing of the Character Card (i.e. Stolen at Birth, Miscarriage, etc.), the player must still spend the Influence cost of playing the Character.

When a Character dies (or its playing is countered), it is placed in the discard pile of the player whose deck it came from.

Playing an Ability

When a player spends the required Influence to play an Ability Card it is placed in play. All Abilities must be played onto a Character card, although not necessarily one that you control.

All Abilities do the same thing: add to the Character's abilities. This could be bestowing a Power, or adding an Affiliation, or providing a Special, or increasing the amount of Influence or Control generated, or perhaps even decreasing or countering any of the above as a curse (usually played on another player's Character).

There are three types of Abilities, indicated on the card itself by the associated symbol:

1. Attributes gained by the Character
2. Objects owned by the Character
3. Minions following the Character

An Ability remains on a Character until:

1. The Ability card is removed by the effect of another card or Special, in which case the Ability card is placed into the discard pile of the player who originally played it.
2. The Character dies. Where the three types of Abilities differ functionally is what happens to them when the Character they are associated with dies:
 - a. *Attribute* - when the Character dies this kind of Ability is placed into the discard pile.
 - b. *Object* - unlike an attribute, an object is not lost when the Character dies. It can be passed on to another Character currently in play under the control of the same player as the Character who died instead of being discarded (the Character it moves to is chosen by the player who originally played the card). The exception is if the player has no other Characters in play, in which case the Ability Object is discarded.
 - c. *Minion* - when the Character a Minion is associated with dies, the Minion is discarded unless otherwise specified on the Minion card.

As with Character cards, note that if another player plays an Event card or Special that counters the playing of the Ability Card, the player must still spend the Influence cost of playing the Ability card.

Abilities may only be played during the Spend Influence phase of a player's own turn.



Attribute - something that a Character gains, such as an experience, a position, or a mutant power.

Spheres

Attribute Card Icon

Card Name

Picture

Card effect: Influence and Control bonuses collected during the appropriate phases

Specials

The Oval Office

Influence cost

Description

There are some perks that come with being the leader of the free world, but enjoy them while they last for they are fleeting.

3

3

X Steal X Control from another Player.

Discard The Oval Office when the Character ages to the next slot.



Object - something tangible the Character owns that bestows the ability.

Diagram illustrating the components of a card, specifically **The Necronomicon**.

Card Components:

- Attribute Card Icon:** A diamond icon.
- Card Name:** **The Necronomicon**
- Picture:** An image of a leather-bound book with a pentagram on the cover.
- Spheres:** A callout pointing to the top right corner of the card.
- Influence cost:** A callout pointing to the number **2** in a circle.
- Description:** A callout pointing to the text block below the picture.

Nor is it to be thought that man is either the oldest or the last of earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned and to us unseen. Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again.
- Card effect:** A callout pointing to the green circle with the number **1** and the black circle with the number **0**.

Card effect: Influence and Control bonuses collected during the appropriate phases
- Specials:** A callout pointing to the bottom section of the card.

1 A ★ card or Special costs 2 less Influence to play.
● The moment a Character possesses The Necronomicon they go **Insane**.



Minion - a person or being that follows the Character, doing their bidding.

Diagram illustrating the components of a Minion card (Succubus) and its associated effects:

- Attribute Card Icon:** A small icon of a person with arms raised, located in the top left corner of the card.
- Card Name:** The name of the Minion, "Succubus", located in the top left corner of the card.
- Picture:** The main illustration of the Minion, a succubus with large, dark wings, located in the center of the card.
- Description:** The text describing the Minion's abilities and characteristics, located below the picture.

I wouldn't if I were you
I know what she can do
She's deadly man
And she could really rip your world apart
Mind over matter
Ooh, the beauty is there
But a beast is in the heart
- Card effect: Influence and Control bonuses collected during the appropriate phases:** Two circular icons representing bonuses: a green circle with the number 1 and a black circle with the number 1 and a fist icon.
- Specials:** The text describing the Minion's special abilities, located at the bottom of the card.

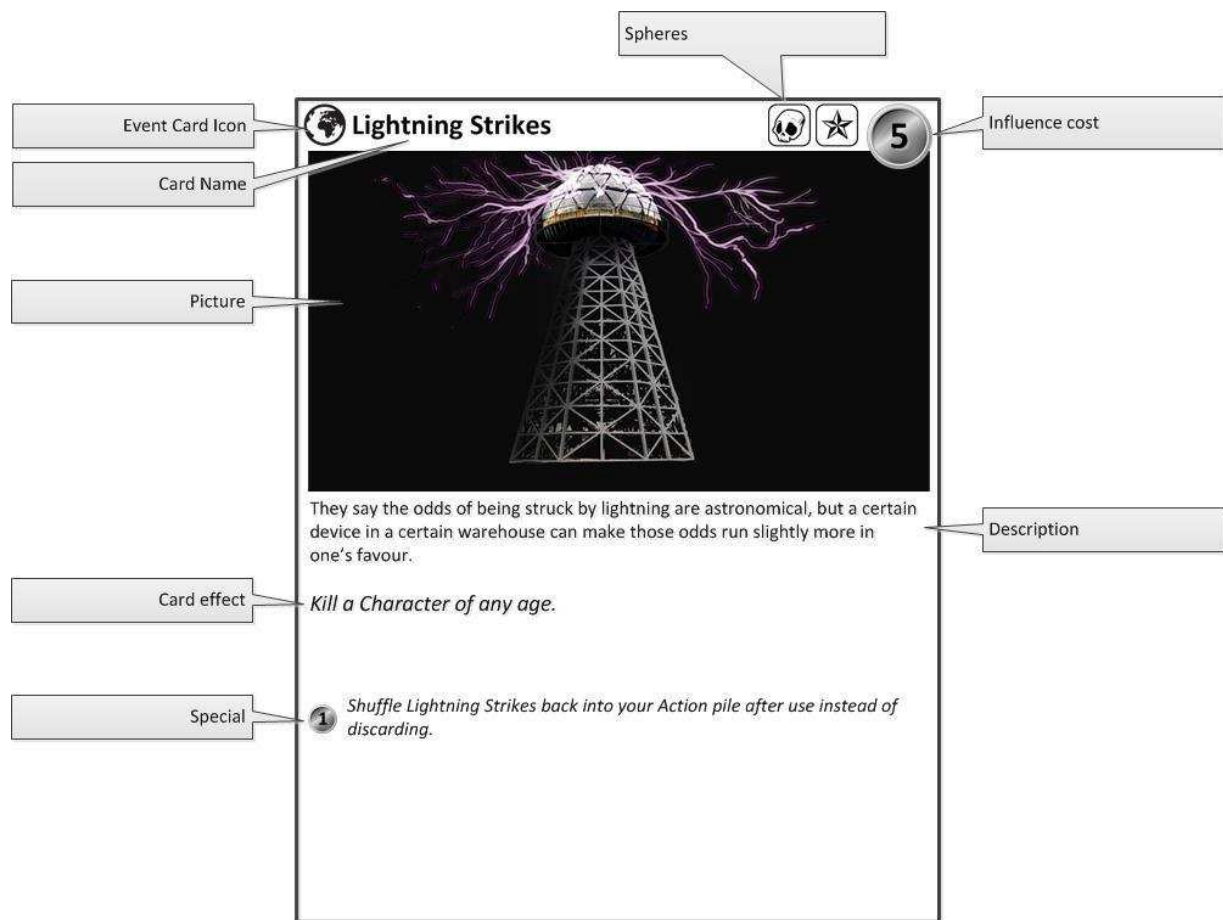
5 Assassin: kill any male Character.

3 Seductress: use when playing a duplicate of a live male Character card already in play by another player to make him a double agent – both players can use the Character on their turns, each collecting full Influence and Control, including sharing all Ability cards on him. The Character only ages on the original player's turn.
- Spheres:** A label pointing to the top right corner of the card, indicating the spheres of influence.
- Influence cost:** A label pointing to the number 5 in the top right corner, indicating the cost to play the Minion.

Playing an Event



When a player spends the required Influence to play an Event Card it is placed in play. Events are the only types of cards that a player may play during another player's turn, although they may play them during their own turn as well.



The effect of an Event happens immediately. If the effect is to counter or otherwise affect the playing of another card or activation of a Special, it must be played immediately following the playing of that card or activation of that Special.

Once an Event card is used, it goes into the discard pile unless otherwise indicated on the card.

Using a Special

A Special is a special effect that is usually activated when a player chooses to spend the required Influence cost. Some specials have no cost, indicated by the black circle with a 0 in it; these are still activated by player choice. Other Specials (indicated by the black circle with no number in it) do not cost any influence and are automatically (and unavoidably) activated when a prescribed circumstance is met, as indicated in its text.

There are three ways a Character may come to have a Special:

1. Innate to a Character and described in the Character card's main text - this can be activated during all ages of the Character's life.
2. Age-related and described in a specific age slot - this can only be activated when the Character is that age.
3. Bestowed by an Ability card and described by the text on the Ability card - this can be activated any time that the Ability card exists on the Character.

Unless indicated in its text, a Special can be activated at any time.

Collecting Control

At the end of Generation, all players look at all the cards they have in play and add up all the Control points indicated on them. Note that Characters typically generate different amounts according to their age, and players only collect the amount indicated for their Characters' current ages.

Relevant Event cards may be played and Specials activated at this time to adjust the number of points generated and collected.

Winning the Game

Once the final Generation is over, the Eschaton is reached. Any player whose Winning Conditions listed on their Secret Masters cards have been met wins the game.