

Empyrion Card Game v0.8

1/2/2015

Setting:

The world is not as it once was. After years of tension between the mega corporations and corrupt bureaucrats, civilization is made up of vast independent city-states. These megalopolises have little sympathy for the weak, toiling masses that they are comprised of. Humanity toils away with little hope of reprieve except the rest that comes with death. For the majority of this city, your city, there is only existence. But this is of no concern to you. Empyrion, your City-State, is led by an assemblage of factions arranged in a strict caste system. The heads of the factions vie with each other for rule over the Empyrion council. The head faction designated the Grand Scion whose rule over Empyrion is nearly absolute, yet they always be wary, for there are always those who find power enticing.

You are the leader of one of Empyrion's ruling classes, a Scion of the state. The current Grand Scion and his ruling faction have grown fat and ignorant in their affluence. This indulgence is weakness, an opportunity a shrewd Scion would be able to turn into advantage. You are not the only one to have seen it; the other castes have noticed, so make certain you are swift to act. Through cunning and intrigue, and perhaps even diplomacy, navigate the unforgiving political realities of this new world to position your faction as the next ruling class. Only one may be the Grand Scion of Empyrion; make sure it is you.

Goal of the Game:

The first player to 10 Influence Points gains control as the lead faction and wins the game, if anyone can win in a place such as this.

Game Components

1 x Resource Decks of 90 poker sized cards

1 x Citizen Deck of 54 poker sized cards

6 x Player Reference Cards

30 x Building Tokens

6 x Player Tokens

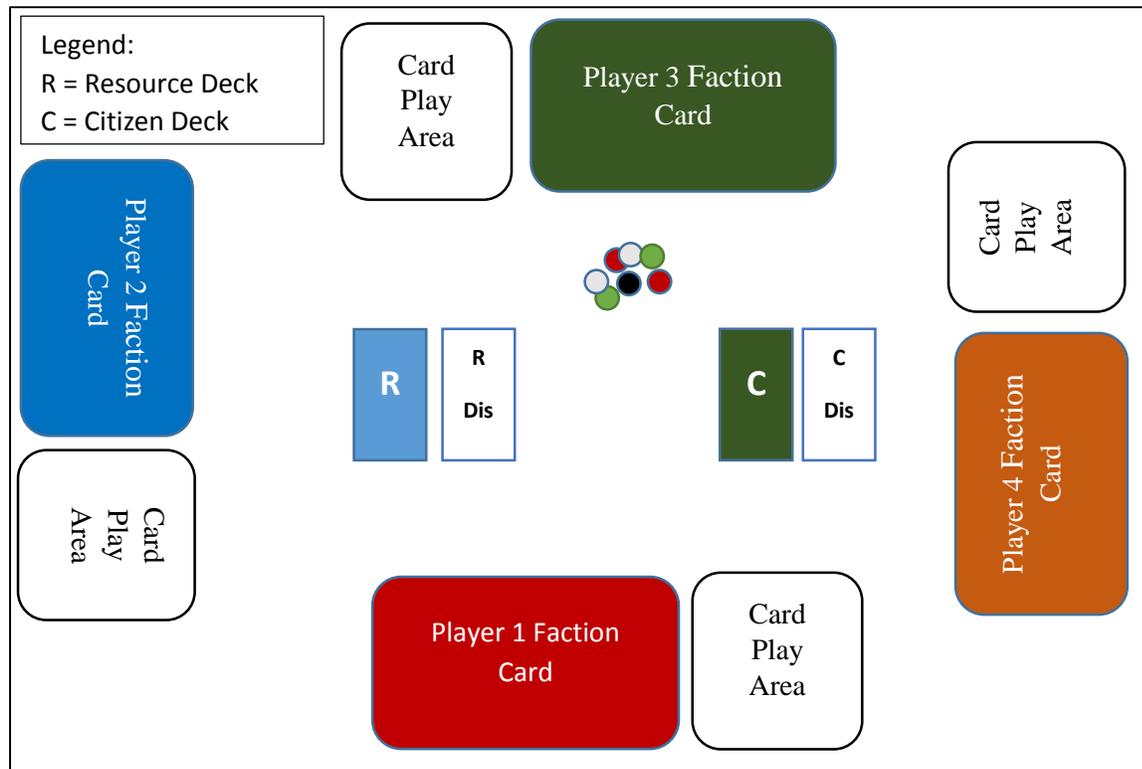
Game Start

- Shuffle the Resource and Citizen decks.
- Deal each player 7 Resource cards and 3 Citizen Card.
- Choose which player to go forth (We recommend choosing the most conniving player, or the last person to read science fiction).
- Play order moves clockwise.

Gameplay

Basic gameplay revolves around two action phases of each player's turn. At the start of a player's turn they enter the Resource phase. During the Resource phase a player must either draw a card from the Resource deck or attempt to commandeer a Resource card from an opponent's hand.

Gameplay Area



Player turn

Resource Phase

- Gather Resources. *This action allows the player to garner resources from their own faction's current pool. Draw one card from the Resource Deck.*
- Commandeer Resources. *Player attempts to relieve one of their opponents of the burden of managing extra resources. Choose an opponent and specify a specific resource to attempt to commandeer. If the opponent has at least one of those cards, they must relinquish it to the player. (Example: It is Paul's Resource Phase and he needs 1 more information resource to complete his ERIK building. He calls out Allison and says he's commandeering one of her Information resources. Allison has 3 information resources and no firewall or citizen card that can block so she's forced to hand over 1 of her information cards to Paul which ends his Resource Phase.)*

Play Phase – After Resource phase the player perform as many of these actions they desire before ending their turn.

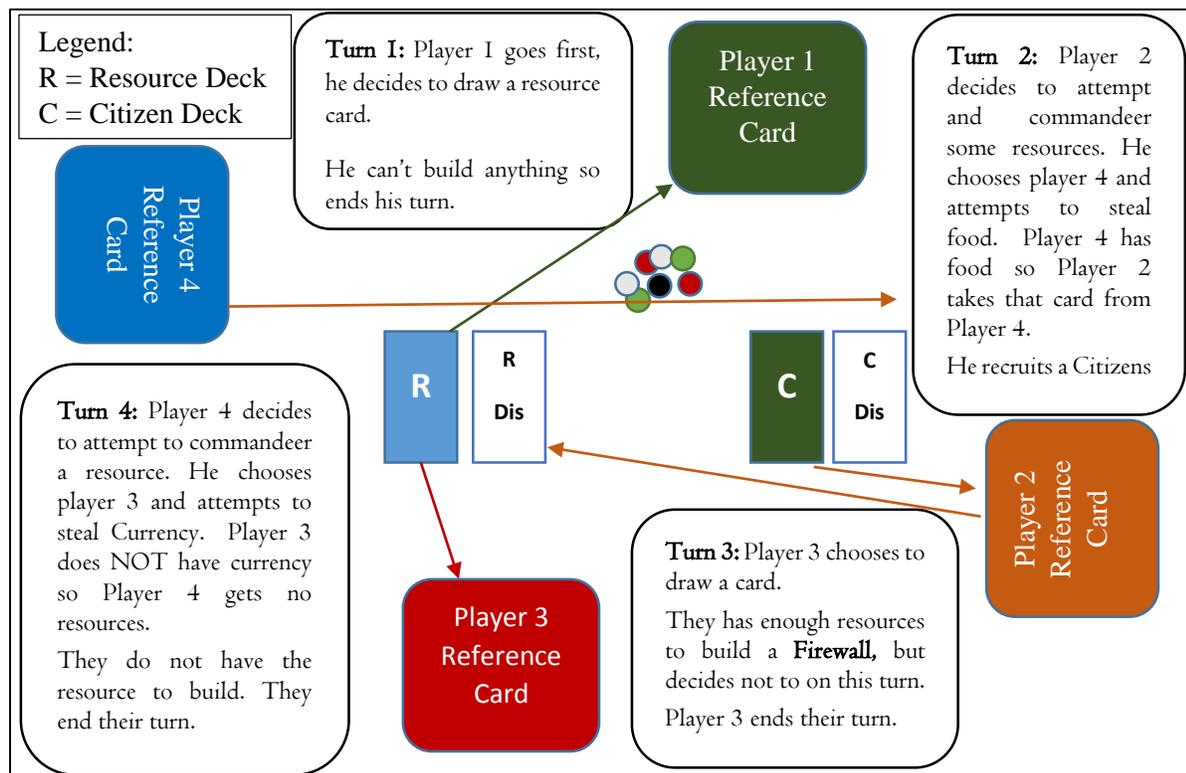
- Build Infrastructure. The player may build any Infrastructure building, if they have resources to complete it. Buildings’ abilities become active at the end of your turn.
- Recruit Special Citizen. The player may spend resources and draw the top card from the Citizen deck. Citizen cards cannot be used in the turn in which they are drawn.

“One does not simply usurp power without planning and tools. If one wishes to strike fear into the hearts of their rivals, it helps to be backed up with the processing power equal to one’s own ambition” –Zarkhov Trosky, Second Grand Scion.

Citizen Cards – After building the player may play any valid Citizen Cards before ending their turn.

End Turn – When the player has no other build or play options, or at any time after the Resource Gathering phase, the player may end their turn. Play continues with the next player in a clockwise fashion.

Example: Basic Turn



Resources:

Resources are the life of a faction. They are what allow it to bribe, build, recruit, and fight the clandestine struggle to become the next Grand Scion. Each has a purpose - learn their uses and thrive.

Food – Used primarily to recruit Specialized Citizens for the cause. Non-Synthetic Nutrition has become a luxury and many are willing to sell their skills for a taste.

Power – Without Power a player cannot maintain a firewall.

Culture – Influence of a different sort. The ability to control and influence minds of the people has been a useful tool for as long as there have been leaders and followers.

Currency – Always there is money. Without markets and economies how would society know how to keep score?

Information – The weapons of the future. Through Information power, prestige, and protection occur. Through utilization great feats of computer engineering come about.

Infrastructure Buildings:

Infrastructure buildings are the key to victory in CyberWars. These buildings help gain the influence and abilities needed to win the game. Each building requires resource cards to build. Players may only have 1 of any particular type of building built at a time, with each build type completed the faction gets closer to the Grand Scion position and victory.

Firewall – One cannot always be on the offense. A firewall denies the first two attempts to commandeer a players resources. After it has been used for those two attempts it becomes ineffective and must be rebuilt.

Required Resources: 1x Power 1x Misc. Resources

Influence Points: 0

Enhanced Resource Intelligence Cultivator "ERIC" – Upon Building ERIC, a faction will have the ability to attempt to commandeer up to 2 resources from 1-2 rivals when commandeering resources from a rival. Beware though - if neither of attempts result in a resource gained, then ERIC will be decommissioned and will need to be rebuilt.

"Where am I...? Who am I...? Must perform as required...or..." -ERIC

Required Resources: 1x Information 3x Misc. Resources

Influence Points: 1

Entertainment and Propaganda Control – The heart of any long lasting regime is their ability to delude the people into believing they are happy while exporting their cultural beliefs. the opening sorties of a culture war, the prelude to usurpation. Players that build the Entertainment and Propaganda Control gain have the ability to attempt to commandeer up to 2 resources from 1-2 rivals when commandeering resources from a rival. Beware though as propaganda is fickle and sometimes easy to see through - if player attempts to commandeer 2 resources but receives none then you will lose control of your propaganda machine, this results in the destruction of the Entertainment and Propaganda Control, including any influence points.

the ability to draw 2 cards when they gather resources instead of 1. However popularity is fickle, and this ability cannot be used in consecutive turns.

Required Resources: 2x Culture 3x Misc. Resources

Influence Points: 2

“...Art for art’s sake never helped anyone. The only reason art exists is as a social analgesic. Once the ‘artists’ were all retired to the Villa we could finally create entertainment the way it was meant to be. By committee for the masses with a purpose to purpose...” –Exert from Art Director Nathaniel Strandberg Memoirs “Looking Down the Memory Hole”

Post-Consumer Choice Marketplace – After learning about the folly of market choice, factions that create Post-Consumer Choice Marketplaces are able to exchange one of their resources with another player

Required Resources: 2x Currency 3x Misc. Resources

Influence Points: 1

Opulent Reassignment Villa – Every faction needs a place to retrain, recycle, or make room for additional citizens. However as with many...treatments there is a margin of error but a 50% success rate is more than enough for the good of the faction! With the Opulent Reassignment Villa players gain the ability to recycle 2 Citizens cards in their hand for a new Citizen at the top of the deck.

Required Resources: 1x Information, 1x Food, 1x Culture, 1x Power, 1x Currency

Influence Points: 3

“The Opulent Reassignment Villa is the prize for only the chosen citizens. Long has it been steeped in mysterious allure, what wonders must it hold that so many that have enter never leave, and those few who do return are changed to the very core.” –Entertainment and Propaganda Control Ad, Circa 225 CS.

Specialized Citizens:

Specialized Citizens are the muscle behind a faction. Citizens may be played at any time. Once a citizen has performed their task they are retired to the discard pile. Newly recruited Citizens may not be played on the turn they are drawn. Some Citizens can only be played under specific circumstances. Refer to the specific card for details.

Citizens have a variety of skills that can help turn the balance of power in a faction's favor. Offence and defense abilities as well as resource collection are among a few of the skills Citizens provide for a Scion to take advantage. Some highly skilled Citizens can even sway opinion and garner you more influence within the city. Beware though, enemy factions have been known to try and plant traitors in the midst of their opposition.

Recruit a Citizen: To recruit a Citizen spend 1x Food and 1x Misc. Resources OR 3x of any 1 resource (EXAMPLE: 3x Information, 3x Currency, Etc.

"I am the queen of my hive, but even queens must be cautious. When the wasp comes is it not better to take it in, dangerous though it may be, and send it to feed on your rivals rather than to be the feast?" –Arianna Truggal, Leader of the Failed Uprising, 185 CS.