

Secret Society

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Premise

A secret strategic role game. You are a member of the upper echelon. You run the world and control the economy. Manipulate your fellow elites and maximize your influence to gain the upper hand and become the secret ruler of the world.

Objective - Winning The Game

Collect buildings corresponding to your role card(s). A fixed number of buildings will be available during the game. Control the most buildings matching your role(s) when the stack of buildings runs out to win.

Each role also has a very difficult alternate win condition. If you satisfy the alternate win condition on one of your roles, the game immediately ends and everybody with that role wins.

Game End

After the last building is awarded, the Boss should call a final “underdog” vote. In this vote, players simultaneously declare whether or not they are on a team with the fewest members by pointing to one of their roles OR pointing up in the air. Each role pointed to correctly counts as +1 building for that team. However, each role pointed to incorrectly, counts as -1 building.

Next, count up now many matching buildings each faction controls. The faction that controls the most matching

buildings is the winner. For example, if the Mason players collectively control 3 matching (Mason) buildings while the Illuminati players collectively control only 2 matching (Illuminati) buildings, the Mason players would win.

If two or more factions are tied, the faction with the most influence remaining wins the tie. If factions are still tied, the faction that controls the FEWEST non-matching buildings wins the tie. If still tied, share the victory. After all, a larger conspiracy to rule the world is more effective.

Set-Up

Divide the building cards into five stacks. Each stack should contain exactly one building of each color (four cards). Randomly remove one of the stack from the game. Next, shuffle each stack of four cards separately, then place each stack on top of each other to form a 12 card building deck. This will insure that the buildings are evenly distributed during the game.

For your first game, set aside: Air Field, Tax Agency, Trade School, and Satellite (each has a white box with a 1 on the right side of the card). Shuffle these four buildings and place them on top of the building stack so that they will be the first four buildings in the game.

Create a stack of secret role cards using the player numbers in the lower left of each secret role card. For example, in a four player game you would only use the roles that say “4+ Players”. Shuffle the roles and deal two to each player. If a player is initially dealt two of the

same role, they should randomly exchange one of their roles with an used role (re-deal if necessary).

After dealing, place the left over roles next to the building stack face down. There should always be 2-4 unused roles depending on the number of players.

Give each player two influence tokens.

Immediately vote, winner of the vote becomes “The Boss” and calls the next vote.

Voting

To vote, all players point on finger up in the air while “The Boss” counts: “One, Two, Three.” On “Three”, all players simultaneously point to who they are voting for. “The Boss” must count slowly and distinctly (for at least three seconds). If a vote is tied, the tie is broken to the left of “The Boss”.

Gameplay

At the start of each round, flip over the top card of the building deck. The Boss should read the text of that building out loud. All players have 1 minute to discuss who they believe should get the building. When the time expires, The Boss *must* call a vote immediately.

Table talk and negotiation during each one minute round is encouraged. “The Boss” may call for a vote early (before one minute is up) at any time.

You may vote for yourself. When you vote for yourself, that vote counts as one vote for each influence token you

have. After voting, you lose all of your influence tokens regardless of whether you won the vote.

For example, Bob has 3 influence tokens and votes for himself. No other player votes for him. Bob has a total of 3 votes.

After voting, determine the player with the most votes. (Ties are broken to the left of “The Boss”) That player wins the building and places it front of them, they must pay half of their influence tokens (round up) to the bank. They will be “The Boss” in the *NEXT* round.

At the end of each round all players gain one influence token.

Replace a Role

When a player replaces a role, they first choose one of their roles to place into the stack of unused roles. Then, they take a random role from the stack (excluding their previous role). Then shuffle the unused roles.

Contents

12 Building cards

40 influence tokens (stars)

19 role cards (4 of each faction, + 3 special roles)

Solo Victory Variant

After the last building is awarded, the player with the most buildings matching their two roles is the winner. If tied, the player with the most influence remaining wins. If still tied, the player with the fewest non-matching buildings.