



SECRET SOCIETIES MERICA

EXPANSION



INTRODUCTION

In the last 200 years, the United States of America underwent a meteoric rise to become a great world power. Now the hidden architects of this success have come to claim their investment. One auction will decide the control of the various States and territories.

Successful Societies will be able to harness industry for their own enrichment, or develop their own nefarious projects, while looking to control important landmarks!

The time has come... Who will control Merica when the final hammer falls?

GENERAL COMPONENTS



5 Merica HQ Boards

NEW SOCIETIES

This expansion features 2 new Societies to play as (Spec Ops and Bankers). These can be used with the expansion rules, or with the base game. Likewise, the original Societies can also be used with this expansion.



5 Merica HQ Cards



56 Merica Deeds



25 Landmark Trackers

SPEC OPS COMPONENTS

MAY PLACE AN OPERATION TOKEN WITH A BID.

WHEN RESOLVING BIDS WITH AN OPERATION TOKEN, REVEAL YOUR BID IF FACEDOWN. THEY OPTIONALLY MOVE YOUR BID TO THE NEXT DECK BEFORE ANY OPPOSING FACEDOWN BIDS ARE REVEALED.

RETRIEVE OPERATION TOKENS ONCE USED.



SPEC OPS

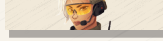
1 Society Card



7 Bid Cards



2 Operation Tokens



3 Project Tiles




2 Agents

SETUP

SET ASIDE 1 OPERATION TOKEN YOU CAN GAIN THIS DURING THE GAME FROM 1 OF YOUR OWNING PROJECTS.

PLACE THE OTHER OPERATION TOKEN INTO YOUR SUPPLY.



FINAL SCORING

- ISLAND MAJORITIES
- MONUMENTS
- INVESTMENTS
- PROJECTS
- INCOME
- STAIRS
- TRADE ROUTES

SPEC OPS

1 Player Screen / Tuck Box


They trained us to be the best of the best. They will regret that that is what we have become. They used us from the shadows. They will be exposed by our force and skill. They will squabble over maps and land. They will surrender to us what we deserve.

BANKERS COMPONENTS

DOUBLE OUTGO REWARDS IF OUTGO BY A "6-U" BID CARD.

U - IMPAIRED LOAN CARDS. OPPONENTS CAN NEVER HAVE MORE LOANS THAN THEIR INCOME LEVEL.

ROUND 3: GAIN 1 COIN FROM THE MAIN SUPPLY EACH TIME A LOAN IS TAKEN.



BANKERS

1 Society Card



8 Bid Cards



9 "6-U" Bid Cards (for other Societies)



3 Project Tiles



2 Agents

SETUP

PLACE ALL LOAN CARDS IN A DRAW PILE WITHIN REACH OF ALL PLAYERS.

ENSURE THAT OPPONENTS HAVE ADDED THEIR "6-U" BID CARDS TO HAND.

BONUS SCORING

GAIN PVP FOR EACH IMPAIRED LOAN



FINAL SCORING

- ISLAND MAJORITIES
- MONUMENTS
- INVESTMENTS
- PROJECTS
- INCOME
- STAIRS
- TRADE ROUTES

BANKERS

1 Player Screen / Tuck Box

6

INCOME →

THEY MAY PAY 6 COINS TO THE MAIN SUPPLY TO RETURN THIS LOAN

7 / 3

12 Loan Cards

Secret organisations, shadowy forces, alternate life forms... Their plans and schemes? Quaint. Their "control"? An illusion. They are blind to what all ordinary people can see. Money talks. The one who controls the finances is the one who holds all the power. The truth is, we have always been in charge.

SETUP

To set up Merica, follow the Setup steps from the original rulebook with the following changes:

1. Replace the original Deeds with the Merica Deeds.
2. Replace the original HQ Boards and Cards with the Merica HQ Boards and Cards.
3. Each player takes 5 Landmark Trackers, placing 1 into the lowest space of each Landmark Track on their HQ Boards.
4. When placing your HQ Card, gain the Population or Industry as normal, and also raise the indicated Landmark from your HQ Card 1 space up the associated Landmark Track on your HQ Board.



GAMEPLAY CHANGES

For the most part, Secret Societies follows the same original rules. The main changes are tied to how the new Merica Deed Cards are resolved, and how the Satellite advances along its Track.

HQ BOARDS AND STARS

All HQ Boards have the same abilities and effects as the base game, except for 2 changes:



This Star ability rewards 1 Land and 1 Coin when gaining an Island.



Biltmore Estate Inherent ability: Raise 1 of your lowest Landmark Trackers 1 space up its Track when gaining an Island.

DEED CARDS

In the original game, you could advance your Satellite by gaining Deeds that share borders with previously acquired Deeds. This is not the case for the new Merica Deeds, which instead have 0-2 icons depicting 1 of 5 Landmarks:



Pacific Coast



Mississippi



Route 66



Canadian Border



Thirteen Colonies

Any time you acquire a Deed Card, place it following the original rules, replacing the border rules with these new rules:

For each Landmark depicted on the Deed Card, raise the associated Landmark Tracker 1 space up its Track for each Landmark of that type across all Deeds above and below your Player Board. This includes the new Deed, and all previous Deeds.

For example, the first time you gain a Route 66 Landmark, raise its Track 1 space. The second time you get that same Landmark, raise it 2 spaces, then 3 spaces, and so on.

If the Deed you acquired has 2 Landmarks, resolve 1 Landmark in full before resolving the other.

LANDMARK TRACKS

There are 5 Landmark Tracks on your HQ Board. Some spaces of these Tracks feature Satellite icons, and some feature Landmarks of other Tracks.

- When a Landmark Tracker moves onto (or passes) a space with a Satellite icon, advance your Satellite 1 space along its Track.
- When a Landmark Tracker moves onto (or passes) a space with a Landmark icon, advance that Landmark Tracker 1 space up its associated Track. This is always 1 space, not 1 space per Landmark icon you have on Deed Cards.

On the right side of the Landmark Tracks is an orange bar with some Islands depicted. When your lowest Landmark Tracker reaches the same row as an Island on the right side, you gain that Island immediately, resolving any effects that benefit from gaining Islands. These Islands also count for Conferences, and Island majorities at the game's end.

Landmark Tracks Example

You already have 3 Pacific Landmarks, which has given you a total movement of 6 on that Track.

Your next Pacific Landmark would make you advance up the Pacific Track 4 spaces, allowing you to also raise the Route 66 and Canadian Border Trackers, and to advance your Satellite 1 space along its Track.

As you raised your Route 66 Tracker, this also allowed you to advance your Satellite 1 more space along its Track.

As you raised your Canadian Border Tracker, this moved into space that raised your Thirteen Colonies Tracker 1 space up its Track.

Finally, raising your Thirteen Colonies Tracker gave you an Island from the orange bar on the right side of your HQ Board.

Quite a nice chain of events!



SPEC OPS RULES

Setup

Set aside 1 Operation Token, and place the other Operation Token into your Supply.

Bidding Phase

When placing a Bid Card, you may place an Operation Token from your Supply alongside it. You only start with 1 Operation Token, but can gain 1 more. It does not matter on which turn they are placed, but each Operation Token must be placed alongside a different Bid Card.

Resolution Phase

When resolving an auction with an Operation Token, you have a decision to make. This decision must be made before any opposing facedown Bid Cards are revealed. Reveal your Bid Card if it is facedown, then either keep your Bid Card (along with any stacked Coins) in the current auction, or move it to the next auction. In either case, return the Operation Token to your Supply after making your choice.

If playing with the Influencers or Robots, you must make your decision before they decide to increase their Bid value from the Endorse Token/Drone.

Project Tiles

1. You now reveal opposing facedown Bid Cards for Deeds where you have an Operation Token before choosing whether or not to move your Bid Card.
2. Gain any outbid rewards shown on your Bid Cards when using Operation Tokens to move them.
3. Add the Operation Token that was set aside during Setup into your Supply for the rest of the game.

BANKERS RULES

Setup

Set aside your "L" Bid Card. Give each opponent their Society's "6-U" Bid Card into hand, returning any excess to the box. Place all Loan Cards in a Pile nearby your Player Board.

Start of Round

After gaining Income, opponents must pay you 1 Coin per Unpaid Loan they have. After paying you, they may pay off any number of their Loans. As outlined on each Loan Card, this costs 6 or 3 Coins, which must be paid to the Main Supply.

BANKERS RULES (CONTINUED)...

Bidding Phase

Players may use their “6-U” Bid Card like any other Bid Card in their hand, placing it faceup or facedown.

Resolution Phase

When resolving an auction with a “6-U” Card, first assess its value. The value of these Bid Cards is 6, minus 1 per Unpaid Loan that a player has.

- If losing with a “6-U” Bid Card, your opponents simply return the Bid Card to their hand.
- If winning with a “6-U” Bid Card, your opponents do not pay the Coin value of this Bid Card. Instead, they must take a “6 Coin” Loan Card from you. They also return the Bid Card to their hand. Note that they do not gain any Coins when taking these Loans.

As with any auction, players can opt to lose an auction. In this case they would resolve their Bid Card just as if they had lost the auction, and do not take a Loan.

Important: Your opponents can never have more Unpaid Loans than their Income Level (the number below their Treasury). This is to ensure that they can always pay you 1 Coin per Unpaid Loan after gaining Income.

Round 7 Only

Any time opponents take a Loan in the final Round, you gain 1 Coin from the Main Supply. During the final Growth Phase, your opponents may still pay off their Unpaid Loans. The cost to do this is indicated along the bottom of Loan Cards.

End of Game

You gain 1 Power for each Unpaid Loan held by opponents. Those opponents also lose the indicated Power from their Unpaid Loans. This is 3 Power for “6 Coin” Loan Cards and 1 Power for “3 Coin” Loan Cards.

Project Tiles

1. Gain 3 Coins. Your opponents may now take “3 Coin” Loan Cards at any point when they want to spend Coins, but do not have enough. When doing so, they take a “3 Coin” Loan Card from the Loan Draw Pile, and collect 3 Coins from the Main Supply.
2. Gain your “L” Bid Card (L = Loans held by all players). This can be placed like any other Bid Card. When winning auctions with this Bid Card, you gain 2 Coins (after paying all costs for the auction in full). When losing auctions with it, you gain 1 Land.
3. On your first turn in the Bidding Phase you may pay 2 Coins to place an extra faceup Bid. This can only be done once per Round.