

WATCHER

Collect all Arête cards on this option.

Go to another Council meeting. Choose a player. They gain a Dishonour star.

+1 Arête card per turn.

INVESTIGATION

Collect all Arête cards on this option.

Go to another Council meeting. Choose a player. They must discard a DOOM token.

+1 Arête card per turn.

SECURITY

Collect all Arête cards on this option.

Go to another Council meeting and take all the DOOM tokens from one of that Council's options.

+1 Arête card per turn.

PLOT

Collect all Arête cards on this option.

Predict the Council option each Kataskapos will choose next turn. For each success gain a Kudos card.

+1 Arête card per turn.

ORACLE

Collect all Arête cards on this option.

For each declared Arête card you can make one guess about the Atlantis DOOM score required to sink Atlantis.

+1 Arête card per turn.

WATCHERS

Collect all DOOM tokens on this option.

All Kataskapos can go to another Council meeting and choose a player. Each targeted player gains a Dishonour star.

+1 DOOM token per turn.

WITCH HUNT

Collect all DOOM tokens on this option.

All Kataskapos can go to another Council meeting and choose a player. Each targeted player must discard a DOOM token.

+1 DOOM token per turn.

POLICE STATE

Collect all DOOM tokens on this option.

All Kataskapos can go to another Council meeting and take all the DOOM tokens from one of that Council's options.

+1 DOOM token per turn.

PLOTS

Collect all DOOM tokens on this option.

Predict the Council option each Kataskapos will choose next turn. For each success gain a DOOM token.

+1 DOOM token per turn.

BLACK MONOLITH

Collect all DOOM tokens on this option.

Distribute 13 DOOM tokens as you see fit among other players (not yourself).

Atlantis DOOM +200.

+1 DOOM token per turn.