



ILLUMINATI

Game Design
by
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New World Order™

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What's in the Mysterious Little Box?

This *Illuminati: New World Order (INWO)* starter set includes this rulebook and two decks of 55 randomly selected cards, from the 409 in the Limited Edition. Some cards are much rarer than others! You can get Booster Packs to add to your collection.

You'll need two 6-sided dice. Each player also needs around 15 "Action tokens" (glass pebbles are good) and a few pairs of distinctive markers for "links" between cards. And, of course, the drive and cunning to walk over your friends in your quest for world domination.

So How Can I Take Over the World?

INWO can be played two ways:

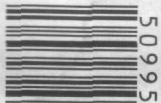
Head-to-head, with two players. There's no negotiation . . . it's all in who builds the best deck, makes the best plan, and takes best advantage of circumstances. Go for the throat! A two-player game takes 30 minutes to an hour.

In a group, with three to six players. Diplomacy, negotiation and guile are vital. And be ready to defend against *all* your foes when you get close to winning. Length of the game depends on how much time you spend negotiating before you attack!



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BASIC RULES

Object of the Game

The object of *Illuminati* is to control the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Group cards. They are added to your Power Structure as your puppets – unless a foe takes them from you.

You may win by controlling enough groups, or by fulfilling the special goal of your own Illuminati, or by meeting the objectives on a Goal Card. Or, of course, by destroying all of your foes!

Beginning the Game

(1) Each player must have his own *INWO* deck, all of the same size – we recommend 45 cards. (As a shortcut, you can just compare the heights of the decks on the table.) The relative number of Plot and Group cards in your deck is up to you, though 12 to 20 groups is a good number. Designing a strong deck, with cards that work together, will help you win. Trade cards with others, or buy Booster Packs, to improve your deck.

(2) Each player divides his cards into Groups (with the puppet on the back) and Plots (with the hand on the back).

(3) Each player puts his chosen Illuminati card on the table, all at once. It can happen that more than one players have the same type of Illuminati . . . which means they represent different factions of the same conspiracy. See p. 13.

(4) Each player shuffles his Plot deck and draws three Plot cards. You may look at your cards, but you cannot play any of them until the game actually begins. Place them in your hand. These are your first “hidden plots.”

(5) Each player chooses one Group card as the first puppet of his Illuminati.

All players show their choices at the same time. Any puppets

which are chosen by more than one player go back into the owners' decks, and they must make alternate choices. This continues until there are no duplicate puppets.

(6) Shuffle your Group deck and draw six cards from it for your hand. From now on, you may not look at, or trade, any of your undrawn cards – just the ones in your hand.

(7) Each player rolls two dice. The one with the highest roll goes first. *At the beginning of the game, you may not attack a player who has not yet completed their first turn!* You may not use Plot cards or special abilities on them, either, except to defend against their attacks on you.

Turn Sequence

Each turn has the following steps:

1. Draw the top card from your Plot deck, if you want another Plot.

2. Draw the top card from your Groups deck, if you wish. There is no limit to the number of Groups in your hand.

3. Make one automatic takeover. Choose any Group or Resource from your hand. You take it over automatically, by activating your agents within it. It's now yours.

A red card with Control Arrows is a Group. Put it on any *outgoing* arrow of your Power Structure. You may not make an automatic takeover of a Group that duplicates a card already in play.

A purple card, with no Control Arrows, is a Resource . . . put it *beside* your Power Structure. Some Resources are one-of-a-kind. If the card says *Unique*, no duplicates are allowed. Otherwise, any number can be in play.

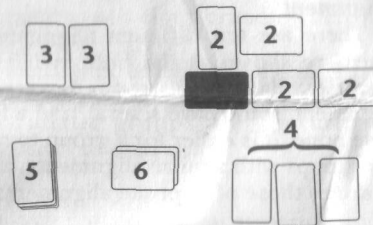
4. Place an Action token on each group that doesn't have one. You can use anything you want – we like glass stones – but they should all be the same. *No group can ever have more than one token unless its special ability, or a Plot card, specifically gives it an extra action.*

5. Attempt attacks or other actions, as explained below. Each Action token allows one action – you can attack, or use a special ability, or draw more Plot cards. Plot cards, in turn, may give you extra attacks or other actions. Groups that don't act during your turn can use special abilities or Plot cards to act during the other players' turns! When a group acts, remove the Action token from its card.

6. Take any remaining “free moves” you want. Free moves (see p. 6) don't count as actions. You may take free moves before, between, or after your actions.

Unless someone has now achieved his Goals and won, it's the next player's turn.

Play continues *counterclockwise* until a player (or coalition of players) wins – see p. 12. As play develops, your holdings might look like this:



Your *Illuminati* card (1) is in front of you. Connected to it are the groups that make up the rest of your *Power Structure* (2). Beside it are your face-up *Resources* (3) and any exposed *Plots* (4). Finally, your *Plots* and *Groups* decks (5, 6) are ready for your next draws.

You will also be holding a hand of up to 5 Plot cards (some of which may be “exposed” and face-up on the table in front of you) and any number of Groups.

Plot Cards

These cards are blue, and represent Illuminated plots. A Plot must be discarded after use, unless it is kept on the table as a marker for its effect.

Each Plot card tells when you can play it. Follow the instructions on the card. Often a Plot will allow an exception to the rules. The instructions on a card always take precedence over this rulebook, except for the *Meta-Rules* on pp. 15-16.

Draw from the top of your Plot deck. Place each Plot in your hand, unless you can use it immediately. It stays in your hand, “hidden,” until you play it or return it to the deck, or until one of your rivals *exposes* it. You may expose it yourself, but that's usually unwise.

When one of your Plots is *exposed*, turn it face-up in front of you. Keep it face-up until you use it, return it to your deck, lose it, or hide it again!

You may show a hidden Plot to some of your rivals, individually, and then keep it face-down. They can tell others what they saw, of course. Or they can lie.

You must always show *how many* hidden Plots you have, if someone asks.

Some Plots work automatically; others require a die roll. Some require a specific group to use an action; others are free. Follow the instructions on the card.

How to Get Plot Cards

You may draw a Plot card at the start of each of your turns, until your deck runs out. Some cards let you draw more Plots, or steal Plots from your rivals.

You may trade one Action token from your *Illuminati*, or *two* tokens from any other *groups* you control, for one Plot card. You may do this at any time except during a privileged attack.

When the player before you knocks, you may use any remaining tokens on your own Groups to draw Plots *before* your own turn officially starts. You may not do anything else with them!

You never *have* to draw a Plot (Group) card, and there is no penalty running out of undrawn Plots or Groups.

Limit on Number of Plot Cards

You may have any number of Plot cards in your hand during your turn.

At any time *except* during your own turn, whenever you have more than 5 Plot cards, you must *immediately* get rid of the extra(s). You can do this by using cards, giving them away, discarding them completely, or *returning them to your deck!*

If you return a Plot to your deck, you may put it on the top, the bottom, or anywhere in the middle, depending on how soon you hope to draw it again!

Both hidden and exposed Plots count toward your limit. But some Plots (NWO cards, for instance) stay on the table when used, as a reminder or "link" for the effect they create. *Once you've played them, they do not count against your limit.*

There are some cards that let you hold more than 5 Plots.

Trading / Giving Away Plot Cards

Plot cards *not yet used* may be given away at any time, except during a privileged attack. See *Gifts and Trades*, p. 12.

Group Cards

Groups are the cards that make up your Power Structure. Typically, a Group card represents the leadership of the group, or the secret cabal that controls it. For instance, the Dentists card does not represent *all* dentists . . . just the secret leaders of the dentists' conspiracy.

Groups (except for Illuminati) are red, with gold arrows. The group's *name* (1) is at the top. Below are its description and special abilities (2). The large numbers are its *Power* and *Resistance* (3). At the bottom left are its *Alignments* (4). At the bottom right are any *Attributes* (5) that it has. At the edges are the gold control arrows (6).

Types of Groups

Most Groups are Organizations. There are three other kinds of Groups:

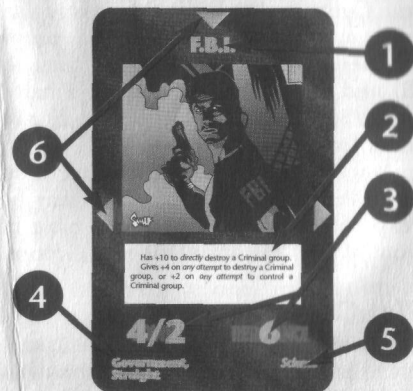
Illuminati: the Masters. Each player has only one Illuminati group, at the center of his Power Structure. These have a horizontal design, rather than vertical. The backs show a hand (like Plots) rather than a puppet like the other groups. This lets you hide extra Illuminati cards in your Plot deck, if you wish!

Places: usually the cabal that controls that place's government. Places can be hit by *Disasters*.

Personalities: influential individuals, and their loyal henchmen and possessions. Personalities are vulnerable to *Assassination* cards.

Alignment

There are ten different alignments. They are shown at the bottom left of Group cards. Some groups have one alignment, some have several, and a few have none. It is easier for a group to control groups with similar alignments, and to *destroy* those of opposite alignments.



Sample Group Card

Meanings of the alignments in *INWO*:
Government — An arm of any government; its opposite is *Corporate*.

Corporate — A business or coalition of businesses; its opposite is *Government*.

Liberal — Politically "left," whatever that means; its opposite is *Conservative*.

Conservative — Usually mad at the Liberals; its opposite is *Liberal*.

Peaceful — Philosophically opposed to the use of force; its opposite is *Violent*.

Violent — Armed and/or dangerous; not necessarily vicious; its opposite is *Peaceful*.

Straight — Socially middle-of-the-road; Joe Sixpack; its opposite is *Weird*.

Weird — Peculiar, offbeat, not like the neighbors; its opposite is *Straight*.

Criminal — Extorting money from citizens through force or threat, and/or committing notorious crimes. There is no opposite.

Fanatic — Holding to a limited system of beliefs in defiance of all others. Any two Fanatic groups are considered "opposite" to each other.

Attributes

Certain "attributes," in *italic*, may appear at the bottom right of a Group card. These define which cards can be affected by certain Plot cards or special abilities. For instance, *Computer* is an attribute. Any card that affects "all Computer groups" affects only those cards with *Computer* at the lower right.

Attributes have *no* automatic effect on each other. A Computer card has no special effect on other Computer cards, unless the card itself says it does.

Power

A group's Power is a measure of its ability to dominate other groups. The higher the number, the better. Some groups have two Power numbers — for example, 7/4. The first number is

regular Power, which is used when the group *makes a direct attack* on any card, or *aids* an attack on a group of appropriate alignment. The second number is *Global Power*, which can be used to aid attacks even if there are no alignments in common (see p. 8).

When something changes a group's Power, the new Power is effective *for all purposes*. Only *permanent* changes count for Goals, though.

Increases in Power do not change *Global Power* unless the card making the change *specifies* Global Power. But if a group's Power is *decreased* to below its Global Power, then its Global Power must be reduced to equal the new Power.

If a group's Power is reduced to 0, it loses its Action token. It cannot act until its Power is increased. No group's Power can be reduced below 0.

If a group's Power (or Resistance) has a *, read the instructions on the card!

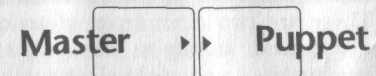
Resistance

This is the group's ability to resist domination. High Resistance makes a group harder to take over . . . and easier to protect, once you control it.

Illuminati cards have no Resistance, because they *cannot* be attacked directly.

Control Arrows

Illuminati cards have four outgoing *control arrows*. Each of these can be used to control one group.



Other groups have one *incoming* arrow, and 0 to 3 outgoing arrows. A group's incoming arrow must be placed next to an outgoing arrow of its *master*, the group that controls it (see above).

Special Abilities

Every Group has a *special ability* — often something that goes outside the normal rules, or even breaks them! See p. 16 for a list of terms used in defining these abilities.

Resources

Resource cards represent Illuminated secrets . . . hidden knowledge, magic artifacts, ultra-tech devices and other tools of world domination.

Resource cards are purple, with the same back design as Groups. They are drawn from your Groups deck.

Normally, they can be played only as an automatic takeover.

Resources have no alignments or Control Arrows, and don't go into the Power Structure. They stay beside your layout.

There is no normal way to attack an enemy Resource, but some Plot cards and special abilities can affect them.

All Resources belong directly to your Illuminati unless they are *linked* to a group (see p. 14). If a group is captured, its linked Resources are captured, too. If a group is destroyed, remove its linked Resources permanently from play.

Some Resources have the word **Action** at the bottom, to show that they get Action tokens. They follow the same Action rules that groups do, but their tokens *cannot* be traded for Plot cards!

ACTIONS

There are two main types of action: *attacking*, and *moving* a group. Each action must be completed before another begins. Some groups also have *special* actions, unique to them. These are described on their cards. A group must spend an Action token in order to act.

Also, many Plot cards can only be used if a group spends an action.

6 Unless a card specifies otherwise,

it may only be “powered” by actions from the player who uses the card!

Normally, each group may act *only once per turn*. When a group acts, remove the Action token on the card.

Remember: Action tokens can also be spent to *draw* Plot cards! See p. 3. Or you may always just remove an Action token, if for some reason you want to.

When your turn starts, your groups get their actions back — replace all Action tokens. Groups which still have a token *do not* get another one, unless they are one of the few groups that normally have more than one action!

Free Moves

Some things don't count as “actions.”

Dropping a group — removing it from your Power Structure. You may return it to your hand, or discard it. This does not give you credit for “destroying” it. You may do this only during your own turn!

Giving away a card from your hand, or a Resource card already in play — you can do this any time, not just during your turn.

Discarding a card from your hand, removing it from play. There *will* be times when you want to do this, or even when you *have* to — for instance, when you have one Goal card, and draw another one. You may do this at any time.

Using a Plot card is an action *only* if the card says it is!

Creating a link (see p. 14) is a free action unless a card says otherwise.

ATTACKS

In an attack, a group spends its Action to use its Power, trying to *control* or to *destroy* another group. The success of the attack is determined by rolling two dice.

Illuminati groups can attack, but cannot be attacked! The only way to hurt the Illuminati is to take away all the groups they control.

Attacks come *after* your automatic takeover. (You get *one* automatic takeover per turn. Any further Groups from your own hand will require a die-roll to take over. And Resources may *only* be played as an automatic takeover.)

Announcing an Attack

You may either pick a Group from your own hand to attack, or attack a card in someone else's power structure.

You must announce who is attacking, who is being attacked, who is aiding, and what the goal of the attack is. (*Example*: “The KKK, assisted by the CIA, will attempt to control the TV Preachers.”)

You may attack any group, regardless of alignment. Alignment controls who can *aid* your attack, but not what group can *start* the attack. However, it's much *easier* to control a group if its alignments are similar to the attacker's — see below.

Hidden Agents

If a card in your hand *duplicates* a Group that someone already controls, it represents hidden agents within that group. You may play your “agents” card any time the group is attacked . . . to aid that attack, or to fight it.

Only one “agents” card can be used in any one attack. The owner of the real group cannot play an “agents” card. Once used, the duplicate is discarded.

Playing an “agents” card gives +10 to *aid* an attack, either to control or destroy. It can be used to *oppose* an attack, too, but it gives only -6 to oppose.

If a foe plays a Group card from his hand as an automatic takeover, your “agents” card won't help you . . . yet. You cannot prevent an automatic takeover.

But if a foe tries an Attack to Control against a Group from his own hand, and you have an “agents” card, you can use it right then to protect the group, giving a -6 to his takeover attempt. But you might

prefer to let him bring the group in play . . . and then take it away from him.

Calling Off an Attack

After you announce an attack, you can change your mind and call it off — unless you actually play a Plot card or remove an Action token. At that point, your attack is *committed*. You must use whatever Plot cards or Actions you have committed, and roll the dice. Once the attack is committed, any cards or tokens your rivals play are also committed, unless you *let* them take something back.

If rivals use cards or tokens, but you call off your attack before it's committed, they get their cards or tokens back.

If you call off an attack on a card from your hand, return it to your hand.

No Duplicates in the Same Attack!

A group which has 2 or more Action tokens may not use more than one in the same attack *unless it's defending itself*.

No player may use duplicates of the same Plot card in a single attack, either for the same or for different groups.

Attack to Control

This is an attempt to take over a group from your own hand . . . or to steal a group from another Illuminati.

If you try to take over a group from your own hand, you must roll to control it, and other players may try to interfere.

If your attack succeeds, you may take control of the card, placing it in your power structure.

To make an Attack to Control, your attacking group must have at least one outward-pointing arrow free. If a group has no outgoing arrow (either because all are being used or some are blocked), it cannot try to control another group.

The *strength* of the attack is the attacker's Power minus the defender's Resistance. You must roll that

number or less, on two dice. So roll low! *You must get your attack's strength to at least 2, because that is the lowest number you can roll on two dice.* An attack with a lower strength cannot succeed.

Example: If a Power of 6 attacks a Resistance of 2, it succeeds only on a roll of 4 or less. If a Power of 10 attacks that same Resistance of 2, it succeeds on an 8 or less . . . a much better chance.

Defense and Interference. Other groups, both your own and those of other players, can get involved in the attack. This is described below.

Automatic Failure. A roll of 11 or 12 always means the attack failed, no matter how much Power was involved.

Alignments

The *alignments* of the attacking and defending groups are very important. Identical alignments make control easier . . . opposed alignments make it harder.

If the groups have any *identical* alignments, add 4 to the attacker's effective Power for each one. If they have any *opposite* alignments, *subtract* 4 from Power for each one. (Remember, all Fanatic groups are opposites!) *Example:* A Weird, Corporate group is trying to control a Straight, Government group. There are two sets of opposite alignments, so subtract 8 from the attacker's effective Power! Maybe this attack is a bad idea . . .

Attributes. These words (in italics, in the bottom right corner) are *not* the same as alignments. They don't affect an attack unless an attacker has a special ability referring to an Attribute on the defender, or vice versa.

Whoops! If you forget to declare a bonus during an attack, whether it's for attack or defense, you lose it. When the dice are rolled, it's over.

Aiding Attacks

If a group has not yet acted, it may use its power to *aid* an attack made by another group. This is an action! Take an Action token from each group that aids the attack.

Any number of groups may aid one attack, adding their Power to the Power of the original attacker. *Example:* A group with a Power of 6 is aided by two other groups, each with a Power of 4. The total power of the attack is 14.

Suppose you start an attack, and meet unexpectedly heavy opposition from your foes. You may throw other groups into the battle, as long as those groups have not yet used their actions.

Alignment is very important when aiding an attack. A group may aid an Attack to Control only if it has at least one alignment in common with the target group! A group may *oppose* an Attack to Control only if it has an alignment in common with the target, or if it *controls* the target, or if it is *controlled* by the target.

Aiding Attacks With Global Power

Some groups have a second Power number — *Global Power*. For instance, if a group's power is 5/2, the 2 is its Global Power. This represents power that crosses all boundaries . . . *real* power.

If a group's alignments don't let it use its normal Power in an attack, it can still use its Global Power. Thus, groups with Global Power are more flexible.

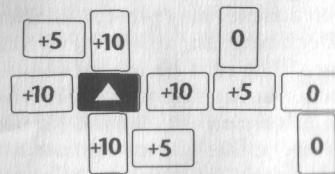
Resistance to Control

Every group has a *Resistance* to control. This is subtracted from the attacker's Power. Some things give a bonus to Resistance!

Controlling Alignment. A group is harder to steal if it agrees with its masters' ideals. A group gets +4 to its Resistance for every alignment that is the *same*

as that of its controlling group. Opposing alignments don't matter.

Power Structure Position. Groups already in play become harder to attack if they're near the center of the Power Structure. A group which is directly controlled by the Illuminati gets a +10 to Resistance! If it is one group away, it gets a +5. If it's farther away, it gets no bonus.



Defense bonuses for location in power structure.

Special Abilities. Some groups' special abilities (shown on the card) increase their resistance against certain attacks.

Defense

When one of your groups is attacked, you may use your Action tokens to defend it. Each token has a value equal to the Power of its group. If the *target* of the attack spends a token in its own defense, it counts *double*. And if the target happens to have more than one token, it can spend them all, and they're all doubled!

A group can always use its action to defend *itself*, or its *master*, or its *puppets*. The Illuminati may defend any group.

Other groups can defend the target only if they have at least one alignment in common with it, or if they have Global Power (see p. 8).

Example: A group with a Power of 6, aided by other groups with a total Power of 9, attacks a group with a Resistance of 4. The base strength of the attack is 15 minus 4, or 11.

But the target still has an Action token of its own. Its Power is 2. Doubled, this is 4, so spending the token reduces

the attack to a 7. And the group's master also spends a token. Its power is 5, which reduces the attack to a 2!

Now the attacker can spend more tokens (if he has them) or ask other players for help — see *Interference*, p. 10.

The final strength of the attack is not settled until no players are able or willing to commit any more tokens, Plot cards, or special abilities. At that point, the attacker rolls the dice!

Results of an Attack to Control

If Your Attack Failed: then, if the defending group belonged to another player, it stays where it was.

If it came from your own hand, you may try again if you have any actions left. However, if you have not taken the card by the end of the turn, your agents are revealed and eliminated — you must discard that card! (This is a reason to have two cards for the same group . . . it can give you a second chance.)

If Your Attack Succeeded: the target group is captured! It becomes part of your Power Structure. Put it next to the group that captured it, with its *incoming* arrow touching any outgoing arrow of its new master. *It does not matter if a card is upside-down or sideways, as long as the arrows line up properly.*

If it controlled any puppets, they are also captured! When placed in your Power Structure, they should keep the same position, relative to their master, that they had originally. If that makes some cards overlap, you may rearrange any *new* cards that overlap, as long as they keep the same master. New groups which still cannot fit must be discarded!

A newly-captured group may not act on the turn you capture it. If it had an Action token, remove it. (Groups controlled by an *automatic* takeover *do* get an Action token on the same turn.)

Attack to Destroy

You may also try to *destroy* any group in play except an Illuminati . . . even one of *your own* groups (though *not* one from your hand). An attack to destroy works like an attack to control, except:

1. Instead of rolling “Power minus Resistance,” roll “Power minus Power.” That is, the target defends with its Power rather than its Resistance. Its closeness to the Illuminati (p. 9) still counts for defense, unless you’re destroying one of your own groups. Its similarity to the group that controls it does *not* count!

2. Unlike groups destroy each other more easily. An Attack to Destroy gets a +4 bonus for every *opposite* alignment, and a -4 for every *identical* alignment.

3. Unless it is using Global Power, a group may only *aid* an Attack to Destroy if it has at least one alignment *opposite* from the target’s. A group may *oppose* an Attack to Destroy if it has at least one alignment the *same* as the target’s, or if it is the target’s master, or its puppet.

4. A group does not need an open control arrow to attack to destroy!

5. If your attack succeeds, the target group goes to your own “dead pile.” Since many special goals depend on destroying certain groups, you must keep track of who killed what — and some cards can return groups to play!

6. Its puppets are not destroyed — they go back to the hand of the player who owned the destroyed group.

7. You may try to destroy a group that you already control. But no group may attack *itself*, or aid an attack on itself!

Interference

On a rival’s turn, you may still get involved in an attack. This is called Interference. You can interfere by:

(1) Using the Power of any of your groups to aid either the attacker or the defender. This is that group’s

action. Either its alignments must match the target’s (or be opposite, to help destroy the target) or it must have *Global Power*!

(2) Using a Plot card or special ability.

Limits on Attacks and Interference

Privileged Attacks

An attacker may prevent Interference by declaring an attack “Privileged,” using a Plot card or special ability. The attacker must announce “Privileged!” *when first declaring the attack*. No one can interfere either for or against a Privileged Attack. No one can help, and no one can defend except the owner (if any) of the target group.

Some groups, and some Plot cards, allow a player to *negate* the Privilege of an attack. If Privilege is negated, it cannot be regained on that attack.

Secret Groups

Groups with the Attribute *Secret* are unknown to the public, or considered myths, or just not understood.

Secret groups can *only* be aided or attacked by the Illuminati, by other Secret groups, and by groups with special abilities to aid or attack Secret groups. No other groups can attack Secret groups, or interfere for or against attacks on Secret groups, or *aid* attacks made by Secret groups!

(Exception: A Secret group’s puppets, and its master, can always aid its attacks, and can always help defend it.)

Instant Attacks

Some Plot cards allow a special Attack to Destroy, called an *Instant* attack. This is not normally launched by a group; it uses a Power listed on the card itself. Examples include most *Assassination* and *Disaster* cards.

An Instant attack is strictly between the Power of the attacking *card* and the Power of the defender! No other cards can aid either side in any way, either with Power or special abilities, unless they *specifically* say they can interfere with such attacks. For instance, a generic “+2 to destroy” does not add power to a volcano! A Plot card which *entirely negates* another card can stop an Instant attack.

Closeness to the Illuminati *does* protect against an Instant attack, unless you are attacking a group *you* control.

The target may *not* spend its own Action tokens to protect itself.

Instant attacks may not be combined, unless a Plot card specifically allows it.

Assassinations

An *Assassination* card allows an Instant Attack to Destroy a *Personality*. It can be made at any time (except during another attack). No Action is *required* for an Assassination, though some cards let a group *help* by spending an Action.

A Personality destroyed by an Assassination is *killed*, and may only be saved or returned to play by appropriate cards. A regular Attack to Destroy can strip a Personality of power and influence, but not kill them, and such a Personality can be returned to play the same way a destroyed Organization can.

Disasters

A *Disaster* card allows an Attack to Destroy a *Place*. It can be made at any time (except during another attack). Most Disasters do not require an Action by a group. Most Disasters are Instant.

Most Disasters can cause *Devastation* — see below. Some Disasters can completely destroy their targets, if the die roll on the attack is good enough.

The target of a Disaster always loses one Action token, if it had one, even if the attacking die roll fails.

Devastation and Relief

If a place is Devastated, put a special marker on it. Remove its Action token(s), and those of all groups below it in the Power Structure. These groups cannot get Action tokens again until the Devastated place gets *Relief*. And these groups do not count toward victory! (You may move a group out from under the Devastated group, by spending an action from its new master or your Illuminati.)

While it is Devastated, its Power is halved (round down) against any attack to destroy. Being Devastated again, while already Devastated, has no further effect.

Relief can come from a Plot card, or from a special ability, or by spending actions, all at once, worth 3 times the Power of the devastated place. So, if a Place has a Power of 3, Relief would cost tokens from groups with a total Power of at least 9. They can be spent by any player or players, at any time, as long as they are all spent at the same time.

MOVING GROUPS

On your turn, you may change your Power Structure by moving a group to a vacant control arrow . . . on any group in your Power Structure, or even a group controlled by another player. Any puppets of the group being moved, and *their* puppets, and so on, move with it.

Moving a group costs one action. This may be from the group being moved, or its former master, or its new master, or your Illuminati! Your choice.

You may give a group to another player during *his* turn, if he wants it. This still costs an action, as above.

Groups in your Power Structure may never overlap. If moving a group would cause some of its puppets (or their puppets) to overlap, any of them may be moved to different control arrows, *as long as they keep the same master*. Any group that cannot be prevented

from overlapping is *lost*. It, and any puppets it has, go back to the Groups hand of the player who owned it before the move.

GIFTS AND TRADES

Cards in your hand, including exposed Plots, may be traded or given away at any time, except when a privileged attack is under way. Cards from your hand must go into the hand of the player who gets them.

You may *not* give away undrawn cards from your decks!

Cards in your Power Structure may be given away — see *Moving Groups*, p. 11.

A *trade* is just an exchange of gifts. If two players agree to a trade, the deal is binding if they make the exchange immediately. A deal is *not* binding if it involves a promise of something in the future.

Example: If you say, “If you give me the Boy Sprouts now, I’ll give you a Plot card,” and the other player gives you the Boy Sprouts, you must give him a Plot. But if you say, “If you give me the Boy Sprouts now, I’ll give you a Plot card next turn,” and he hands them over, you can break your promise next turn if you want!

THE ENDGAME

Eliminating a Player

A player is eliminated if, at any time, his Illuminati has no puppets. All his groups and cards just vanish from play.

Exception: If the Servants of Cthulhu have destroyed 7 groups, and then destroy their own last puppet as their 8th victim, they are not destroyed themselves . . . *they win*.

And . . . if you eliminate a player who was using the *same Illuminati* that you are, you get his Resources!

▲ 12 If a player drops out, the effect is as though he had been destroyed.

Winning the Game

If you destroy all your rivals, you win.

Otherwise, the game ends when, at the end of a turn (his own, or someone else’s), a player meets one of his Goals. *The winner can’t claim victory until his rivals acknowledge that they can’t stop him.* No player may win on his first turn (not that it’s likely to happen anyway . . .).

If two or more players both meet their Goals at the same time, they share the victory, dividing the world between them. Note: players who are playing the *same* Illuminati cannot share a victory.

You can meet your Goals three ways:

Basic Goal: This is the same for all players. Control a certain number of groups, including your Illuminati. If a player is eliminated, the number of groups required to win does *not* change. Set the number at the beginning of the game; the more groups, the longer the game.

Quick game — 10 groups
Average game — 11 groups
Long, vicious game — 12 groups

Special Goal: This is different for each kind of Illuminati. Some special goals just modify the basic goal — letting you win with fewer groups if you also meet some other condition.

Goal Cards: Some Plot cards give alternate Illuminati goals. If you have a Goal card in your hand, achieving that goal will give you victory. Any time a foe has even one hidden Plot card, *it might be a secret goal*. However, no player (except the UFOs) may have more than one Goal card. When you win with a Goal card, you must expose your Plots, to show that you had no other Goal cards!

Some Goal cards describe unique goals. Others give bonuses to reach your basic or special Goals. Read the cards.

EVIL SCHEMES

New World Order Cards

The *New World Order* cards are a special kind of Plot card. They can be played at any time except during a *privileged* attack. When a NWO card is played, it goes to the center of the table and affects *all* players.

A NWO card represents a basic shift in the world power balance. For instance, in 1985, Communism was a fundamental force. In 1995, it’s on the fringes. There’s a new world order now!

Once a NWO is played, it stays in force until removed, in one of two ways:

(1) Through play of a Plot card that specifically negates it.

(2) Through play of another NWO card of the *same color*. There are three colors . . . red, blue and yellow. Only one card of each color can be in play. If a NWO is in play, and a new NWO of the same color is played, the old one is discarded. Thus, there can never be more than three NWO cards in effect at once!

Duplicate Cards

Because this is a trading card game, duplicates of any cards — even *multiple* duplicates — can appear. The effect of a duplicate depends on the type of card:

Plot Cards: Duplicates may be played freely, as long as no one player uses duplicate cards in the same attack.

Illuminati Cards: When the game starts, more than one player may choose to be the “same” Illuminati — factions of the same conspiracy. They are mortal foes! You have a +5 on any attack against a Group owned by a rival who is the “same” Illuminati you are. If you destroy them, by stealing or destroying their last group, you get all their Resources. And *you cannot share a victory with them*.

You may also put Illuminati cards in your *Plots* deck. If you draw a Plot that duplicates a rival Illuminati, you can play it at any time. The cost: you must discard your top undrawn Plot *and* Group cards!

The duplicate Illuminati card goes with your Resources, but it is not a Resource. It is an *agent* within the enemy Illuminati group. It gives you a +3 for attack or defense against that whole Power Structure! If you have a Zurich agent, for instance, you have a +3 on *any* attack or defense against *any* group owned by the “real” Gnomes of Zurich.

You may only have one agent for each type of Illuminati, but if there are multiple Zurich players, one Zurich agent can spy on them all! However, you can’t have an agent for your *own* type of Illuminati.

Note: If a given Illuminati group is not in play when the game starts, it cannot come into play unless a Plot card specifically allows it. Otherwise, it’s useless.

Group Cards: If you have a Group in play, a duplicate of that card does you no good. But having duplicate Groups in your deck can be good insurance, in case your first attempt to control it is a failure, or someone takes it from you.

If you have a card that duplicates a group controlled by a *rival*, you can use it to aid an attack against that group, or to protect it, as described on p. 7.

If you have a card that duplicates a group that *was* in play, but was destroyed, you may not activate that card unless a Plot card lets you do so.

Resource Cards: If a Resource is *Unique*, only one can be in play. Whoever plays it first, has it. You may not play a duplicate. Even if the original is destroyed, a duplicate may not be put into play unless a Plot card allows it!

If the Resource is not unique, any number may be in play. They don’t affect each other in any way.

Links

A *link* is a connection between two cards. To show that cards are linked, put identical tokens (like buttons) on both.

Examples of Linked cards include:

▲ A Personality linked to a Place, to show he's staying there (often for safety).

▲ A Resource linked to some group *other* than your Illuminati. This means the Resource belongs to that group.

▲ A Plot that changes the abilities of one specific group, linked to that group to show the connection. When a linked Plot changes the alignment, power, or resistance of a specific group, the link is *permanent* — no one may move or remove it without using another Plot card.

Other Links can be changed from card to card, but you may change or remove such a Link only on your own turn.

Cancelled Actions, Alignment Changes and Other Surprises

Many Plots and special abilities can work only with a Group of a certain alignment, attribute, power level, etc. Other cards can *change* a group's alignment, etc., or cancel an action after it's announced. This can lead to interesting situations . . . for instance, when one player announces an action, and a foe changes an alignment to make that action illegal or take away a bonus.

Many Plot cards and special abilities cannot be used in the middle of an attack! But some can. *Read the cards.*

If a permanent Link to a Plot or Resource becomes *temporarily* illegal (because of alignment, for instance), the card is not lost; it just has no effect until it becomes legal again.

If a permanent Link to a Plot becomes *permanently* illegal, the Plot is discarded.

If a Link to a Resource becomes *permanently* illegal, the link is lost. The Resource can be linked elsewhere.

If a group's announced use of a Plot becomes illegal before the dice are rolled, the Plot returns to the owner's hand and is Exposed.

If the action of the *attacking* group is cancelled, the attack does not happen, and any aiding groups get their tokens back. However, Plots used by the *attacking* group are lost.

If the action of an *aiding* group is cancelled, the attack goes on, even if it is now doomed to failure.

If an action is used to "power" a Plot card, and the action is cancelled, the Plot is lost . . . discard it.

Some specific examples:

▲ A Straight group tries to control another Straight group (+4 bonus). Before the dice are rolled, the Orbital Mind Control Lasers reverse the alignment of the target, making it Weird (-4 penalty). Heh, heh, heh.

▲ A Violent group makes an attack, using the *Terrorist Nuke* Plot (+10 bonus). Before the dice are rolled, a rival uses the *Kinder and Gentler* card (and a lot of Power) to make the attacker Peaceful. It is now ineligible to use that Plot. No link was involved, though — the plot is Exposed, but not lost.

▲ A Straight group has received *Grassroots Support*, raising its Power to 6. It makes an attack. Before the dice are rolled, a rival uses the *Jake Day* card (and a lot of Power) to make the attackers Weird. This is a permanent alignment change, so the linked *Grassroots Support* card must be discarded.

▲ A Peaceful group has been given the *Nobel Peace Prize*, raising its Power to 6. The Gay Activists reverse its alignment, making it temporarily Violent. Its Power returns to its original level *for that turn*, but the Peace Prize is not lost, and will be effective again when the group's alignment returns to normal.

STRATEGY

Conspiring for a shared victory may seem easier than grabbing the whole pie. But be careful who you trust.

When someone leaves the room, conspire against him. There is always a way to make your position a little bit better and his a little bit worse.

Negotiate with everyone. Your foes are less likely to attack you if they think you might help them win.

To avoid being attacked, you should look strong enough to defend yourself, but not so strong that you are a threat.

Watch your rivals constantly; keep track of how close they are to their Goals. The more Plots they have, the more likely they are to play some fiendish trick and win in one turn. Don't count on others to warn you of danger . . . they may have made a private deal!

The Perfect Deck

Half the victory comes before the game starts — when you choose the cards for your deck, and decide how you'll use them. World domination should never be left to chance. Pick cards that work well together . . . to defend each other, aid each others' strengths, work toward your own goal and smash your foes.

A very aggressive deck works well in a two-player game. Multi-player games call for more defensive cards, and a careful buildup of power. Either way, you want a few key high-Power cards, some groups with useful special abilities, and a variety of good Plot cards. Bring a variety of Group cards, so you can choose the special abilities you need to frustrate your rivals' plans.

The best decks have a theme. A deck can be built around an Illuminati card, or an alignment (or two), or an attribute (like Science), or a Goal card, or even a particular strategy.

But there is no such thing as the *perfect* deck. Any deck can be beaten . . . by a good player who knows what's in it. So . . . vary your deck and your strategies! If you lead with the Mafia every time, your rivals will bring Mafia cards of their own, and take it away from you. Switch cards between games, or use the same cards in a different way. Don't be predictable!

And don't depend on the cards to win for you. A good player with a *random* deck can beat a careless player with a custom-built deck.

Balanced Power Structures

If a group controls many puppets, you *must* protect it — losing such a key group really hurts. If *all* your groups branch from one Illuminati control arrow, you can be killed in one attack.

But if one of your rivals makes this mistake, you can win by taking several groups in one attack!

Threats and Negotiations

Any agreement between players, secret or otherwise, is permitted, if it does not actually violate the rules. In particular, you can always try to change an opponent's mind, by promises, bribes or threats, about an action that he plans or announces.

Deals can be made either openly or secretly. The possibilities are limited only by your own duplicity.

META - RULES

Keep track of which cards are your property. When someone takes a card you own, make a note, so you can get it back at the end of the game! Or put one of your own tokens on the card. Or both.

When you use a duplicate card to steal a group from someone else, put your own card in your Power Structure and let them keep theirs.

▲ When two Plots conflict, the last one played is the one that rules. If card B is played to nullify card A, and then card C is immediately played to nullify card B, then card A is once again effective.

▲ Many cards change groups' Power or Resistance. When several cards take effect, *power changes* come first, then cards that *multiply*, and then additions or subtractions. So if one Plot card increases the Power of the Dentists to 6, another one doubles it, and then a NWO card gives them +2 Power, you first increase it to 6, then double it to 12, and *then* add the +2. The final Power is 14!

▲ You may never use two *multiplying* cards on the same group — for instance, to double its Power and then double it again. No matter what the cards say, you can still use only one “multiply” result.

▲ If a card specifically says something *cannot* happen to it, this takes precedence over a card that (supposedly) does that thing to other cards.

▲ Illuminati groups never have alignments. They can never be destroyed, except by losing all their puppets.

Glossary of Terms

“*Any attempt*” abilities give your *whole power structure* a bonus on some type of attack. Any such attack by *any* of your groups receives the bonus. If you control the Cycle Gangs, any attempt you make to destroy another group *with any of your groups* will get a +2 bonus. You gain this ability the moment that you take over the Cycle Gangs, and lose it as soon as you lose them. Your “any attempt” bonus never helps attacks made by *other* players, even if you aid them. Note: “any attempt” bonuses *don't* affect Instant attacks unless they specifically say they do.

Automatic Failure: This lets you wreck another player's attack *after* he commits actions and Plot cards and rolls the dice. The attack fails, and the

actions and cards are gone. Life is cruel.

Cancel: Some groups and cards can *cancel* another group's action, or remove its Action token. If an *attack* is cancelled, any Plot cards used by the attacking group are lost, but tokens and Plots spent by *aiding* groups are returned.

Decks: All your undrawn Plot and Group cards. You may not look at them!

Direct attacks are those made by the group itself. For instance, the Hackers have a +4 for direct control of any *Computer* group. This means you get a +4 bonus when trying to take over a Computer group *with that card*. If you attack a Computer group with another card, even if the Hackers aid with their power, this +4 bonus does not help you.

Discard: When a card is discarded, it is *permanently removed from play* unless a Plot card or special ability is *immediately* used to recover it.

Note that you cannot discard (or give away, or use) a card to keep someone from taking it or looking at it, if they have already played the card that gives them the right to take it or look at it!

Draw and Choose: “Draw” means take the top card from the deck. “Choose” lets you go through the deck!

Hand: The Plot, Group, and Resource cards that you have drawn. You can look at them at any time.

Immunity: If a group (or Power Structure) is *immune* to a certain type of group, they cannot be attacked by the Power, Global Power or special abilities of any *enemy* group of that type.

Master and Puppet: If group A controls group B directly, then A is the master and B is the puppet.

Power Structure: Your Illuminati, plus all the groups that it controls, both directly and through its puppets.

Shuffle: After you look through a deck to *choose* a card, you must shuffle it, and any other player may cut.