



ALIGNMENTS

Government is the opposite of **Communist**.

Liberal is the opposite of **Conservative**.

Peaceful is the opposite of **Violent**.

Straight is the opposite of **Weird**.

Criminal has no opposite alignment.

Fanatic – Any two Fanatic Groups are considered “opposite” to each other.

SEQUENCE OF PLAY

Play goes *counter-clockwise* around the table.

1. **Collect income on all cards that have an Income number.**
2. **Draw a card.** If it is a Special card, the player keeps it. If the card is a Group, it is placed face-up in the uncontrolled area.
3. **Take two “actions.”** See list, below.
4. **Take any “free actions.”** These do not count against the two actions allowed during each turn. They may be taken before, between, or after the two regular actions. See below for list.
5. **Transfer money.** Part or all of any Group’s money may be moved to an adjacent Group. Two money transfers are allowed per turn.
6. **Take special-power actions.**
7. **Add targets.** Draw cards until there are two uncontrolled Groups. Discard any Specials drawn.

ACTIONS

Regular Actions: Attack a Group (to control, neutralize, or destroy); Transfer money; Move a Group; Give a Group away.

Free Actions: Drop a Group; Give away money or Specials; Use a Special (Exception: Bribery is a regular action.)

Passing: A player may choose not to take any actions of any sort and collect 5MB instead.

ATTACKS

Attack to Control. Defending Group’s Resistance is subtracted from attacking Group’s Power, including any Transferable Power from other Groups aiding in the attack. Only members of attacker’s own Power Structure can aid the attack.

Modify this number for attacker’s or defender’s special powers, for money spent by both sides, and for other factors shown below.

Using two dice, attacker must roll this number or less. A roll of 11 or 12 is an automatic failure.

Same alignment (e.g., Weird vs. Weird)	+4
Opposite alignment (e.g., Straight vs. Weird)	-4
Each Megabuck (MB) spent by attacker	+1
Each MB spent by defending Group	-2
Each MB spent by defender’s Illuminati	-1
Each MB spent by other players to Interfere	-1
Each MB spent by other players to Assist	+1
Defending Group is controlled directly by Illuminati . .	-10
Defending Group is 1 Group away from Illuminati . . .	-5
Defending Group is 2 Groups away from Illuminati . .	-2

Attack to Neutralize. As above, except that attacker receives a +6 bonus.

Attack to Destroy. As above except:

1. Roll “Power minus Power,” instead of “Power minus Resistance.”
2. +4 for *opposite* alignment; -4 for *identical*.
3. Attacking Group does not need an open control arrow.

BASIC GOALS

Groups to be controlled, *including Illuminati*

2 or 3 players (not recommended)	13
4 players	12
5 players	10
6 players	9
7 or 8 players (not recommended)	8

SPECIAL GOALS

Bavarian Illuminati. Control Groups with a total power of 35 or more (including their own Power of 10).

Bermuda Triangle. Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.

Discordian Society. Control five Weird Groups.

Gnomes of Zurich. Collect 150 megabucks (in the whole Power Structure’s treasuries).

The Network. Control Groups with a total Transferable Power of 25 (including their own 7).

Servants of Cthulhu. Destroy eight Groups.

Society of Assassins. Control six Violent Groups.

UFOs. At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.