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Illuminati: Mutual Assured Distraction is an expansion for *Illuminati*, with the latest and greatest conspiracy tropes as of 2010 . . . and the New World Order. Actually, LOTS of New World Orders . . .

Components

This expansion includes:

▲ This rulesheet.

▲ 23 game cards: six each of three NWO colors, and five Special Events that address NWOs.

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NWO Rules

NWO (“New World Order”) cards come in three colors: Red, Yellow, and Blue. One of each color may be in play.

NWOs are played to the center of the table, and the rules on NWO cards affect all players. They take effect as soon as played. They last until they are removed or replaced.

NWO cards never go into a player’s hand. When a player draws an NWO, he plays it immediately and draws a replacement card. If an NWO of the same color is already in play, the old one is discarded and the new one replaces it.

If a NWO is resurrected from the discards, it is played immediately, but the player does not get to draw or resurrect another card.

Power Changes

Many NWOs increase or decrease BOTH the Power and Resistance of specific alignments. These modifiers are printed in large type to make them easy for all players to read. For instance, **Supermajority** says:

Liberal +2
Conservative -2



So the Power AND Resistance of all Liberal groups is increased by 2 while this card is in play, and the Power AND Resistance of all Conservative groups is reduced by 2.

▲ Transferable Power is *not* changed by NWOs.

▲ If a group has 0 power, NWO cards do not give it power. A NWO can *reduce* the power of a group to 0, and in that case, the group cannot make attacks or be destroyed. Neither Power nor Resistance can be reduced *below* 0.

▲ When a NWO changes the Power of a group, the new Power is effective for all purposes unless a card specifies otherwise. In particular, Power bonuses from NWOs do count toward Special Goals such as those of the Bavarian Illuminati.

Getting Rid of a NWO

At any time during your turn, you may “attack” a NWO card as though it had a Resistance of 10. Only your Illuminati’s money and power may be used. This does not count as an action.

Other players’ Illuminati may spend to interfere on either side. Again, only the money of the Illuminati group itself may be used.

If you win, that NWO is discarded. If you lose, the NWO remains in effect.

You may not attack the same NWO more than once per turn.