

# ILLUMINATI

THE GAME OF CONSPIRACY

## GAME MANUAL

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## INTRODUCTION

### The Story

Welcome to the world of the Illuminati! In this world, the global powers hidden in the shadows compete or work with each other to dominate the world. By using underhanded tactics such as assassination to control the legal Groups like the Post Office, the Illuminatis try to gain influence over the entire world in order to beat down their opponents to oblivion!

### The Eight Illuminatis:

*The Bavarian Illuminati*

*The Bermuda Triangle*

*The Discordian Society*

*The Gnomes of Zurich*

*The Network*

*The Servants of Cthulhu*

*The Society of Assassins*

*The UFOs*

### The Groups Involved

The Illuminatis control and gain influence from a range of groups! From the rich Chinese Campaign Donors, to the fanatics such as the Trekkies, and to the more well known Republican and Democratic parties, the power for control is endless with up to 83 Groups!

### The Goal

The end goal of Illuminati is to have your Illuminati eliminate all other Illuminati Groups that stand in your way! By making underhanded deals, gaining money and power through controlling Groups. Victory will be assured!



## GETTING STARTED

### System Requirements

#### **Operating System**

**Android 4.2 or better**

#### **CPU**

**Qualcomm Snapdragon 800 or better**

#### **CPU Speed**

**2.0GHz or better**

#### **RAM**

**1GB or better**

#### **Video**

**Adreno 200 or better**

#### **Free Disk Space**

**~100 MB**

### Installation

Find "Illuminati: The Game of Conspiracy" from Google Play Store and click **INSTALL**. Android will automatically install the game.

### Data Connection

Illuminati: The Game of Conspiracy does not need a data connection to play, however

It does need a data connection to download and install the game initially.

### Troubleshooting

Make sure your Android Phone has all the system requirements first. Most problems occur because the Android phone does not have an updated OS, the CPU Speed is too slow, or there is not enough RAM. If game does not load, uninstall and reinstall the game from the Google Play Store.

### Technical Support

Internet: [www.Illuminati.com/support.htm](http://www.Illuminati.com/support.htm)

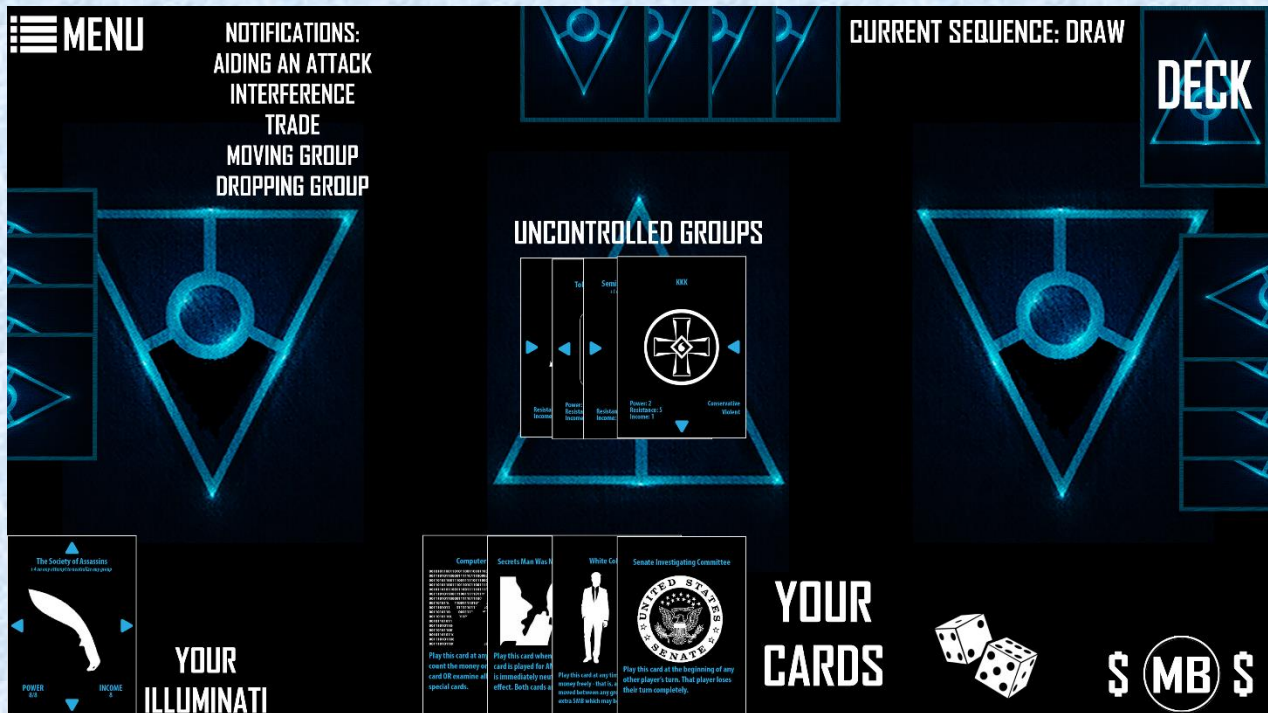
Mail:

P.O. Box 123

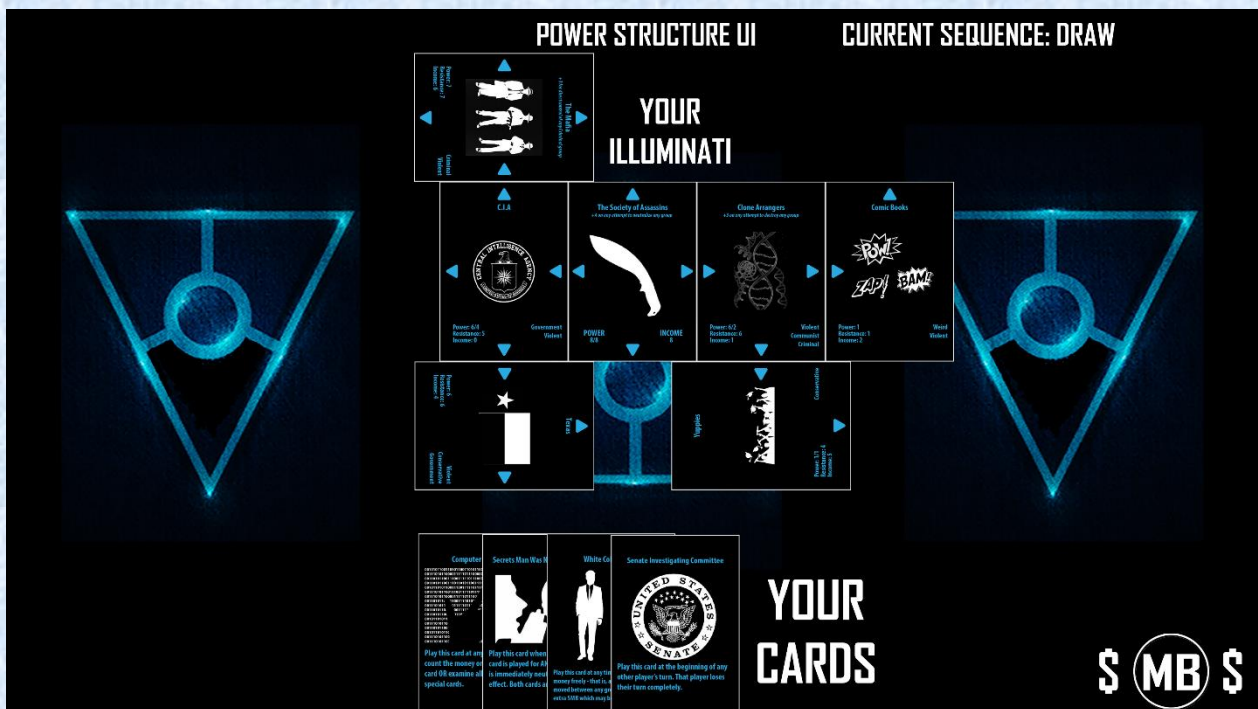
Irvine, CA 92623

# USER INTERFACE

## Game Board UI



## Power Structure UI





## THE GAME

### The Goal of the Game

The basic goal of Illuminati is to control as many groups as possible when the game ends. This can be done through underhanded tactics such as making deals, or forcibly attacking other Groups to control them

### Power and Resistance

Power is the measure of the ability to dominate other Groups. If a Group has two numbers (eg. 5/5) the first number is its normal power and the second number is the portion of that power that can be used to aid an attack on other Groups

Resistance is a Group's ability to resist being dominated by another Group. Because Illuminati's work in the shadows, they do not have a Resistance as they cannot be found so easily!

### Income

Income is measured in MegaBucks (MB). At the beginning of every turn, you collect MegaBucks from your Group and your Illuminati, but each is placed in their own treasury. MegaBucks have many uses such as boosting Attacks and Resistance, or even trading to get more Groups!

### Illuminatis

Illuminatis are the main hub of influence. They cannot be attacked, but can attack to expand their influence over other Groups.

### Groups

Groups are the main source of power. The more groups you control, the better your chances of winning!

## Special Abilities

Illuminatis all have unique special abilities that can give them advantages in the field. The same goes for certain Groups also! These abilities can give stat boosts or even change their alignment!

## Power Structures and Alignments

Power structures are the way you organize your Groups together. This in turn can give or lose bonuses to your power via Alignments

Alignments are very important when playing the game of Illuminati. Identical alignments make controlling Groups easier, while having opposing alignments make it more difficult. Any identical alignments add a +4 boost to attack for those Groups! Any opposing alignments though can result in a -4 debuff!

## All Alignments:

*Government*

Hates Communists

*Communist*

Hates Government

*Liberal*

Hates the Conservatives

*Conservative*

Hates the Liberals

*Peaceful*

Hates Violence

*Violent*

Hates Peace

*Straight*

Dislikes the Weird

*Weird*

Hates the normal Straight

*Criminal*

They love working with each other, there is no opposite!

*Fanatic*

They hate working with each other. They are their own opposites!



## THE GAMEPLAY

### Collecting Income

When it is your turn to play, you will automatically collect your income. The income is based on each group that has an Income. Then a card is randomly drawn for you and placed in your hand. If the card is a Special Card, then you may keep it. If the card is a Group Card, then it is placed face-up in the uncontrolled area of the playing field.

### Actions

When it is your turn, you may take two regular actions. The regular actions are:

- Attack a Group (to control, neutralize, or destroy)
- Transfer money
- Move a Group
- Give a Group away

### Free Actions

Once you have finish with your 2 actions, click "**NEXT**" to move onto your "free actions".

The "free actions" are:

- Drop a Group

- Give away money or Specials
- Use a Special (Exception: Bribery is a regular action.)

### Attacking and Defending

There are 3 different types of attacks; attack to control, attack to neutralize, and attack to destroy.

### Types of 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.

### **Passing**

When it is your turn, you have the option of not performing any actions and just pass onto the next player. When you do this, you will automatically collect 5MB. If you decide to do this, click "PASS" and then pass the phone to the next person.

### **Trading/Giving Cards/Income**

You may transfer a group's money to another adjacent group. You may transfer part of it or all of it. You can only transfer money two times per turn.

If you decided not to transfer any money, click "**NO MONEY TRANSFER**". And then click "NEXT" to move on.

Additionally, you can also make deals to trade or give money, Groups to other Players.

### Adding Targets

At the end of your turn if the uncontrolled area has fewer than two Groups, then draw cards until there are two uncontrolled Groups. If a Special card is drawn, then discard it.

Once you have finished with your turn click "NEXT PLAYER" and then pass the phone to the next player.