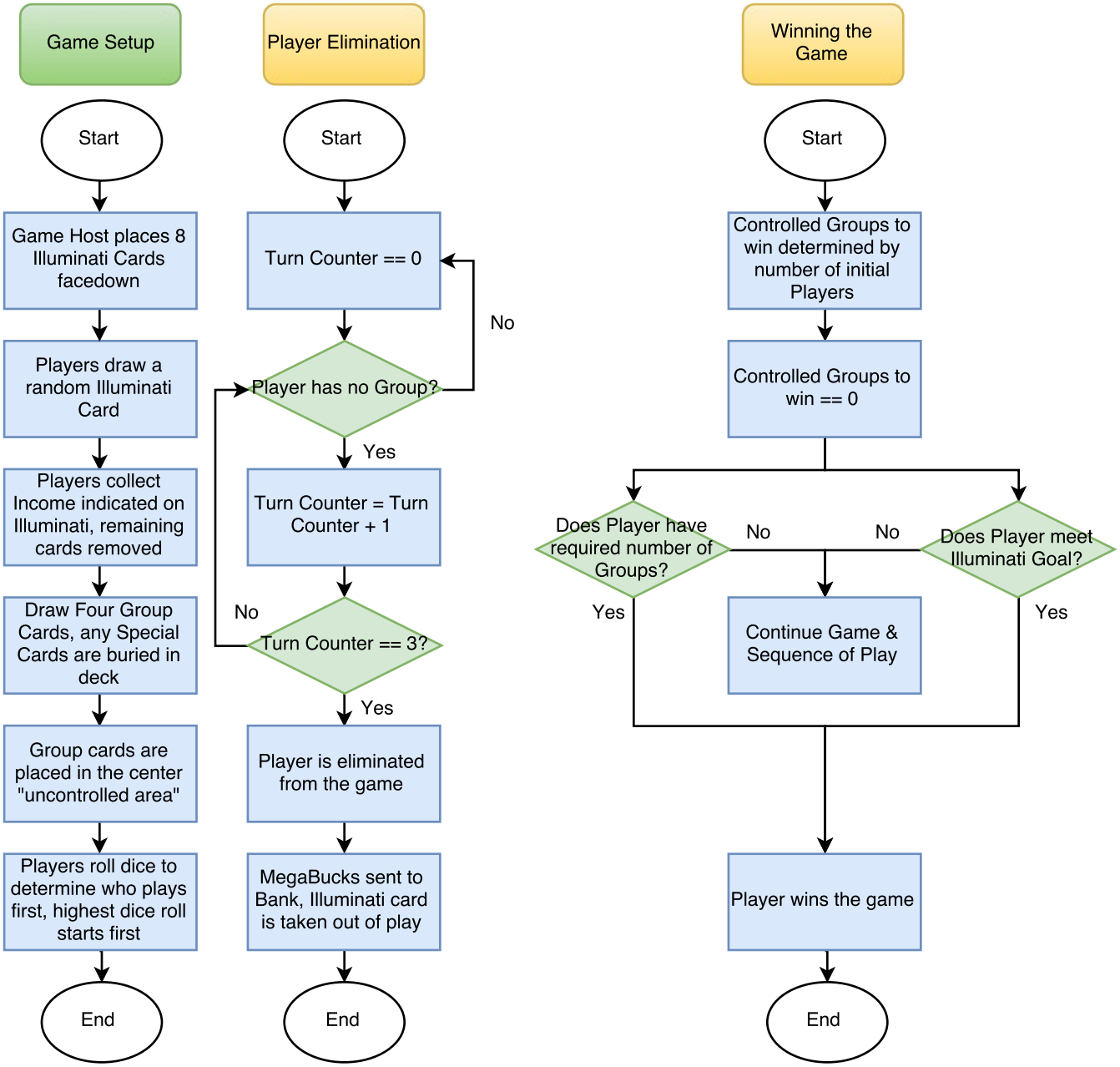
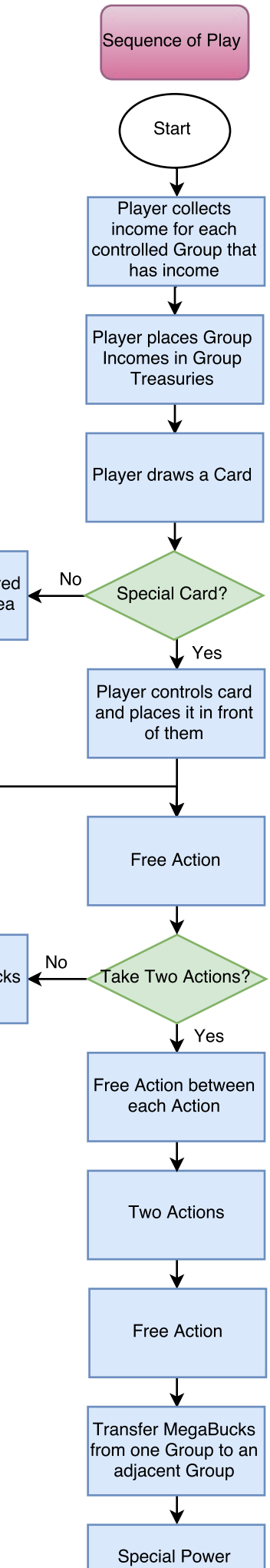
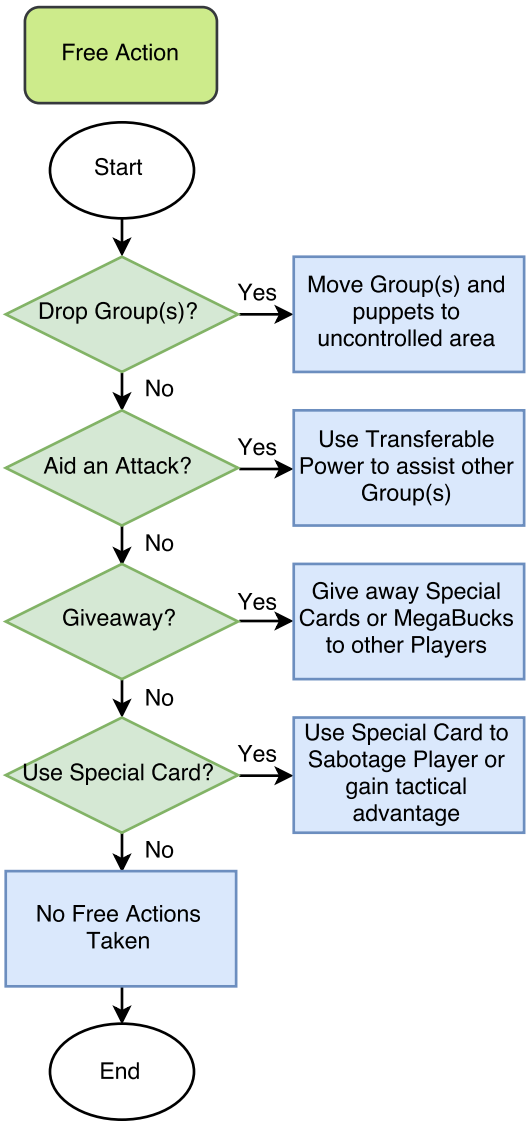
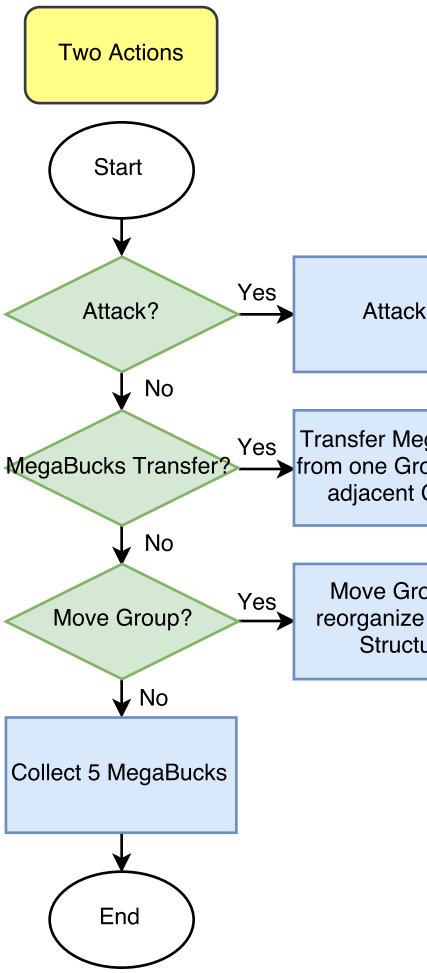

Game Setup
Start
Game Host places 8 Illuminati Cards facedown
Players draw a random Illuminati Card
Players collect Income indicated on Illuminati, remaining cards removed
Draw Four Group Cards, any Special Cards are buried in deck
Group cards are placed in the center "uncontrolled area"
Players roll dice to determine who plays first, highest dice roll starts first
End
Player Elimination
Start
Turn Counter == 0
No
Player has no Group?
Yes
Turn Counter = Turn Counter + 1
No
Turn Counter == 3?
Yes
Player is eliminated from the game
MegaBucks sent to Bank, Illuminati card is taken out of play
End
Winning the Game
Start
Controlled Groups to win determined by number of initial Players
Controlled Groups to win == 0
Does Player have required number of Groups?
No
No
Does Player meet Illuminati Goal?
Yes
Yes
Continue Game & Sequence of Play
Player wins the game
End
Group Card is mov
to uncontrolled are
Collect 5 MegaBuc


Sequence of Play
Start
Player collects income for each controlled Group that has income
Player places Group Incomes in Group Treasuries
Player draws a Card
Special Card?
No
Yes
Player controls card and places it in front of them
Free Action
Take Two Actions?
No
Yes
Free Action between each Action
Two Actions
Free Action
Transfer MegaBucks from one Group to an adjacent Group
Special Power

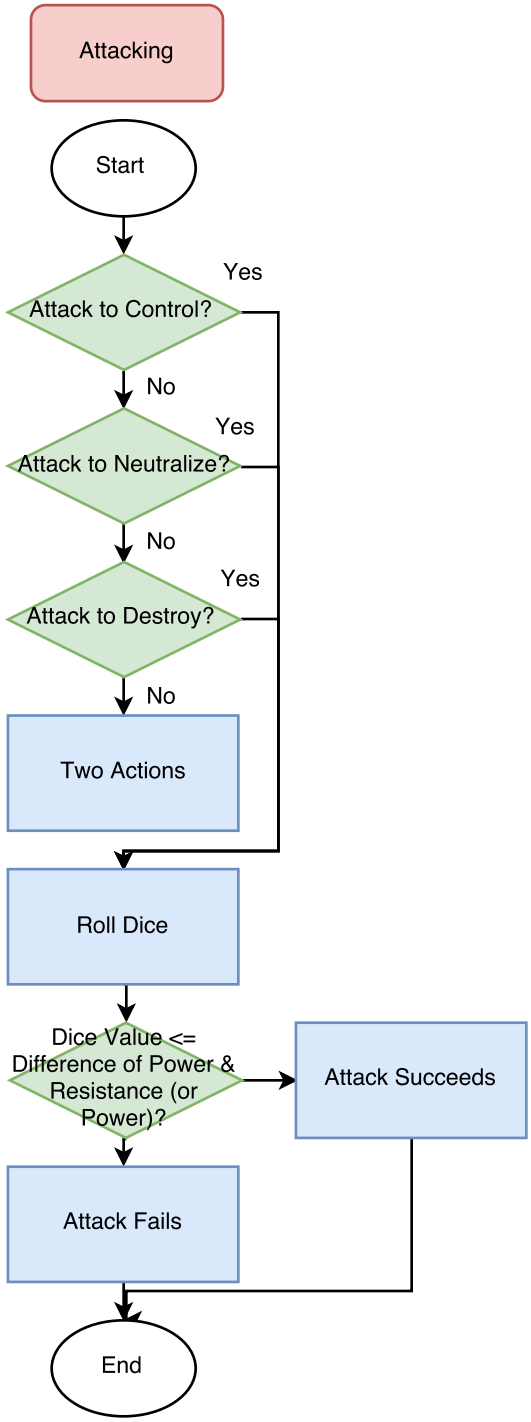

Free Action
Start
Drop Group(s)?
Yes
Move Group(s) and puppets to uncontrolled area
No
Aid an Attack?
Yes
Use Transferable Power to assist other Group(s)
No
Giveaway?
Yes
Give away Special Cards or MegaBucks to other Players
No
Use Special Card?
Yes
Use Special Card to Sabotage Player or gain tactical advantage
No
No Free Actions Taken
End

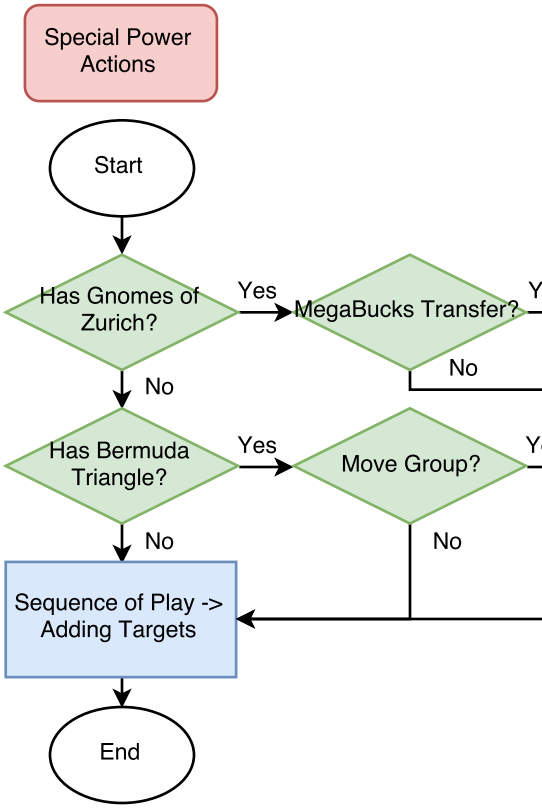

Two Actions
Start
Attack?
Yes
No
MegaBucks Transfer?
Yes
No
Move Group?
Yes
No
Collect 5 MegaBucks
End

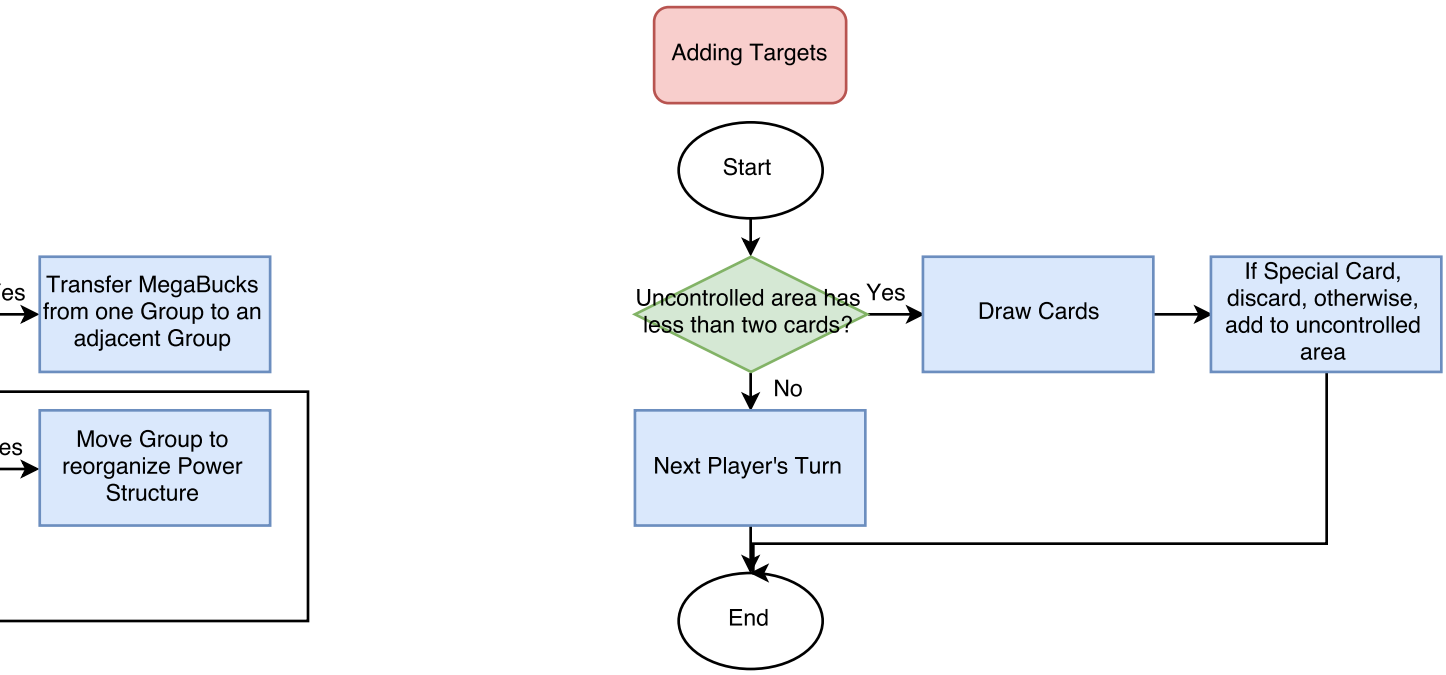
ing

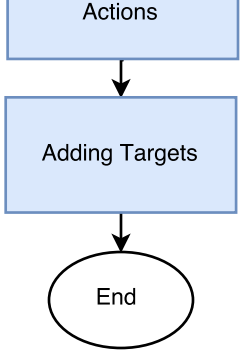
gaBucks
oup to an
Group

oup to
Power
ure






Adding Targets
Start
Uncontrolled area has less than two cards?
Yes
Draw Cards
If Special Card, discard, otherwise, add to uncontrolled area
No
Next Player's Turn
End
es
Transfer MegaBucks from one Group to an adjacent Group
es
Move Group to reorganize Power Structure


Actions
Adding Targets
End