

### Illuminati: The Game of Conspiracy Usecases

ID	SG - 1 (Start of Game - 1)
Title	Beginning of the Game
Description	The game begins by removing 8 Illuminati Cards from the deck and placing them facedown.
Primary Actor	Game Host
Stakeholders	All Players
Trigger	Game Host wants to play the game
Preconditions	Game Host wants to play the game and others are interested in playing
Postconditions	8 Illuminati Cards are facedown to be selected by all available Players or the game is canceled
Main Success Scenario	1. Illuminati Cards are facedown ready to be selected
Extensions	1. Game Host cancels the game
Frequency of Use	Once, at the start of the game
Status	Approved - NM
Owner	NM

ID	SG - 2 (Start of Game - 2)
Title	Start of the Game
Description	The game starts and Players begin with a single Illuminati Card and their indicated income in their Bank
Primary Actor	All Players
Stakeholders	All Players
Trigger	Players wants to play the game
Preconditions	The Illuminati Cards are shuffled and randomized so Players will draw a random Card to determine their Illuminati
Postconditions	Players begin with a single Illuminati Card face up in front of them and their indicated income in the Bank. Any other leftover Illuminati Cards are removed from the game. Players can also choose not to play instead
Main Success Scenario	<ol style="list-style-type: none"> <li>1. The game begins with all Players drawing and having a single Illuminati Card face up in front of them</li> <li>2. Draw the indicated Illuminati income into their Bank</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Any leftover Illuminati Cards are not used for the rest of the game</li> <li>2. The Players decide not to play.</li> </ol>
Frequency of Use	Once, at the start of the game
Status	Approved - NM
Owner	NM

ID	SG - 3 (Start of Game - 3)
Title	Four Original “Uncontrolled” Groups
Description	Four Cards are drawn and turned face up and placed in the center.
Primary Actor	Game Host
Stakeholders	All Players
Trigger	Start of the Game
Preconditions	Players have their Illuminati Cards with their indicated income in the Bank. The Game Host shuffles a deck full of Special Cards and Group Cards and is ready to draw four Cards.
Postconditions	Four Group Cards are placed in the center and are considered the original “Uncontrolled” Groups. Any Special Cards that were drawn are buried in the deck.
Main Success Scenario	1. Four Group Cards are in the center that are now the original “Uncontrolled” Groups
Extensions	1. If any Special Cards are turned over, they are buried in the deck and new Group Cards are turned over to replace them until Main Success Scenario
Frequency of Use	Once, at the start of the game
Status	Approved - NM
Owner	NM

ID	SG - 4 (Start of Game - 4)
Title	Rolling Dice
Description	Players roll dice to determine who plays first
Primary Actor	All Players
Stakeholders	All Players
Trigger	Start of the Game
Preconditions	Four Group Cards are in the center and all Players have their Illuminati Cards and income ready.
Postconditions	Sequence of Play begins. Players with highest roll will start first and continue counter-clockwise from there.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Sequence of Play begins</li> <li>2. Player with highest roll starts first, then rotates counter-clockwise</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. If two Players share the same highest number after the first dice roll, they will roll again until one Player has the higher value for the designated turn.</li> </ol>
Frequency of Use	Once, at the start of the game
Status	Approved – NM
Owner	NM

ID	BR – 1 (Basic Rules – 1)
Title	Eliminating a Player
Description	Players can be eliminated from the game when they have no Groups and are unable to Control any Groups after their third turn. When eliminated, their MegaBucks goes to the Bank and their Illuminati Card is taken out of play
Primary Actor	Player at risk of being Eliminated
Stakeholders	Other Players
Trigger	Player has reached their third turn with no Groups being Controlled during those three turns
Preconditions	Player has no Groups except their Illuminati Card.
Postconditions	Player is out of the game, their MegaBucks returned to the Bank and their Illuminati Card is taken out of play. If Player manages to Control a Group at the end of their third turn, they are still in the game
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player's third turn is complete and have no Groups under their Control</li> <li>2. Player loses, moves their MegaBucks to the Bank and their Illuminati Card is taken out of play</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player manages to Control a Group, is at the end of their third turn and is still in the game.</li> </ol>
Frequency of Use	When any Player is on their third turn with no Groups Controlled during those three turns.
Status	Approved – NM
Owner	NM

ID	BR – 2 (Basic Rules – 2)
Title	Winning the Game (Basic Goal)
Description	Players can win the game when they meet the Basic Goal which is to Control a certain number of Groups. This number is based on the number of Players that the game initially began with.
Primary Actor	Current Player
Stakeholders	All Players
Trigger	Player has achieved the Basic Goal of the game by Controlling a certain number of Groups at the end of their turn
Preconditions	Player is Controlling the required number of Groups needed to win and is on their turn
Postconditions	Player wins the game when their turn ends and still Controls the required number of Groups needed. Other Players can also share victory if they achieve their Special Goal on the same turn. Otherwise, Player can lose Control of Group(s) and the game continues.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player Controls the required number of Groups to win on their current turn.</li> <li>2. Player turn ends and Player still Controls the required number of Groups</li> <li>3. Player wins by themselves or with others if other Players achieve their Special Goal on the same turn</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player loses Control of their Group because of other Players and the game continues.</li> </ol>
Frequency of Use	Only when Players Control the required number of Groups needed to win
Status	Approved – NM
Owner	NM

ID	BR – 3 (Basic Rules – 3)
Title	Winning the Game (Special Goal)
Description	Players can win the game if they meet their specific goal for their Illuminati at the end of any turn
Primary Actor	Current Player
Stakeholders	All Players
Trigger	Player has met their Illuminati's specific goal
Preconditions	Player has met their Illuminati's specific goal during an Action, Free Action, trade, etc.
Postconditions	Player wins the game when the end of a turn is reached. They may also not win if other Players interfere with the Illuminati Goal
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player meets their Illuminati's specific goal during an Action, Free Action, trade, etc.</li> <li>2. When a turn ends and they still have met their goal, they win the game along with any other Players that have met their goal on that same turn</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Other Players interfere and prevent the current Player from meeting their Illuminati's goal</li> </ol>
Frequency of Use	Only when the Current Player reaches their Illuminati's specific goal
Status	Approved – NM
Owner	NM

ID	SP - 1 (Sequence of Play - 1)
Title	Collect Income
Description	Player draws income (MegaBucks) from the Bank for each Group they Control that has income and places it in their Group Treasury.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Beginning of Player's turn
Preconditions	Sequence of Play begins for the Current Player
Postconditions	Player has income in stack or spread out to flaunt other Players.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player collects income based on the number of Groups they Control that has income</li> <li>2. Player places income in Group Treasury</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player can place income in a single stack to hide wealth</li> <li>2. Player can spread out income to flaunt wealth</li> </ol>
Frequency of Use	Every Turn
Status	Approved – NM
Owner	NM



ID	SP - 2 (Sequence of Play – 2)
Title	Draw a Card
Description	Player draws a Card and places Card in front of them or in center based on what the Card is (Special or Group Card).
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	Player just collected income into Group Treasury
Postconditions	Current Player has Special Card in front of them or Group Card is placed in center with other Uncontrolled Groups
Main Success Scenario	1. Player draws and Controls Special Card in front of them
Extensions	1. Player draws Group Card and moves it to center
Frequency of Use	Every Turn
Status	Approved – NM
Owner	NM

ID	SP - 3 (Sequence of Play - 3)
Title	Two Actions
Description	Player takes two Actions: Attack, MegaBucks Transfer, or Moving a Group. Player can take Free Actions before, between, or after Attacks. Player can also not act and collects 5 MegaBucks for their Illuminati Treasury
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	Player has Special Card in front of them or Group Card in center
Postconditions	Current Player takes Free Actions before, between, or after Attacks. Player also can also MegaBucks transfer, move a Group, or collect 5 MegaBucks for their Treasury if they choose not to act. Based on decision made, other Players can be affected such as losing Groups, etc.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player takes 2 Actions and Attacks, MegaBucks Transfers, or Moves a Group</li> <li>2. Based on Action taken, other Player Groups can be affected or the current Player</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player takes no action and collects 5 MegaBucks for their Treasury</li> <li>2. Player takes Free Actions before, between, or after Attacks (see SP-4)</li> </ol>
Frequency of Use	Every Turn
Status	Approved - NM
Owner	NM

ID	SP – 4 (Sequence of Play – 4)
Title	Free Actions
Description	Player takes Free Actions which does not count against the two Actions the Player is allowed.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	Before, between, or after an Attack
Postconditions	Player can Drop Groups, Aid an Attack, Giveaway Special Card or MegaBucks, use a Special Card, or do nothing
Main Success Scenario	1. Player uses Free Actions to drop Groups, aid Attack, Giveaway Special Card or MegaBucks, or uses a Special Card (see FA-X)
Extensions	1. Player does nothing
Frequency of Use	Every Turn
Status	Approved - NM
Owner	NM

ID	SP - 5 (Sequence of Play – 5)
Title	Transfer MegaBucks
Description	Part or all contents of two treasuries can be moved to treasuries of adjacent Groups. Two transfers allowed per turn, can use Actions to Transfer also.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	After Attack sequence
Postconditions	Player moves some or all contents of two treasuries into adjacent Groups, or Player does nothing
Main Success Scenario	1. Player moves some or all contents of two treasuries into adjacent Groups
Extensions	1. Player does nothing
Frequency of Use	Every Turn
Status	Approved - NM
Owner	NM

ID	SP – 6 (Sequence of Play – 6)
Title	Special Power Actions
Description	Player redistributes MegaBucks between treasuries or reorganize their Power Structure if they are the Gnomes of Zurich or the Bermuda Triangle respectively
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	Player has Gnomes of Zurich or the Bermuda Triangle
Postconditions	Player redistributes MegaBucks, reorganizes their Power Structure, or does nothing
Main Success Scenario	<ol style="list-style-type: none"> <li>1. If Gnomes of Zurich, Player redistributes MegaBucks between treasuries</li> <li>2. If Bermuda Triangle, Player reorganizes Power Structure</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does nothing</li> </ol>
Frequency of Use	Every Turn if Current Player has Gnomes of Zurich or Bermuda Triangle
Status	Approved – NM
Owner	NM

ID	SP – 7 (Sequence of Play – 7)
Title	Adding Targets
Description	At the end of each turn, if the Uncontrolled center area has less than two Groups, draw Cards until there are two Uncontrolled Groups. If a Special Card is drawn, discard it.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player's Turn
Preconditions	Player has finished transferring MegaBucks or executed special Power actions
Postconditions	At least two Uncontrolled Group Cards in the center. Any Special Cards are disCarded
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player draws Cards if there are less than 2 Uncontrolled Groups in the center</li> <li>2. If there a Special Card is drawn before that, disCard Special Card</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. If there are more than 2 Uncontrolled Groups in the center, don't do anything.</li> </ol>
Frequency of Use	Every Turn
Status	Approved - NM
Owner	NM

ID	A – 1 (Attack– 1)
Title	Attack to Control Group
Description	Player Attacks to Control a Group. Success of Attack is determined by rolling two dice. Subtract Attacking Group's Power from Defending Group's resistance to succeed (Ex. If a Power of 6 Attacks a Resistance of 2, it can succeed only on a roll of 4 or less). Failing to achieve this number results in a failure to Control. When a Player takes Control of a Group, it is now called a "puppet." Puppets can capture puppets of their own. Any captured Group that has puppets Controls the puppets also. Half of the MegaBucks in the captured Group goes to the new owner, the other half goes to the Bank. From there, they can also immediately transfer its Treasury to that newly Controlled Group.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to Attack to Control a Group
Preconditions	Other Players' have a Group(s) with an outward-pointing arrow
Postconditions	Player Attacks successfully and Controls Group, its puppets, and half of the Group Treasury. Player can also transfer MegaBucks from its own Treasury to that Group. Otherwise, Player fails in the Attack and nothing happens
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player Attacks Group and rolls dice.</li> <li>2. If dice roll number is equal to or less than the difference of the Attacking Group's Power and the Defending Group's resistance, Attack is successful and Player Controls Group, puppets, and half of the Group Treasury while the other half is returned to the Bank.</li> <li>3. Player can then transfer MegaBucks to the newly Controlled Group immediately.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player's dice roll is not the required number to succeed and fails to Attack and Control the Defending Group.</li> </ol>
Frequency of Use	During Player's Attack sequence.
Status	Approved – NM
Owner	NM

ID	A – 2 (Attack – 2)
Title	Attack to Neutralize Group
Description	Similar to Attack to Control, but the Group must be Controlled by another Player. Attacking Player gains a +6 bonus to Power and does not need an open Control arrow. If the Attacking Player succeeds, the targeted Group and its puppets are placed in the Uncontrolled area, and the MegaBucks is returned to the Bank.
Primary Actor	Attacking Player
Stakeholders	Defending Player
Trigger	Player decides to Attack to Neutralize
Preconditions	Player decides to Neutralize a Group and rolls the dice
Postconditions	The Player Attacks successfully and the Group is Neutralized, meaning the Group and its puppets are moved to the Uncontrolled area and all MegaBucks is moved to the Bank. If the Attack fails, nothing happens
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player Attacks Group and rolls dice</li> <li>2. If dice roll number is equal to or less than the difference of the Attacking Group's Power and the Defending Group's resistance, Attack is successful and the Group is Neutralized.</li> <li>3. The Attacked Group must be moved to the Uncontrolled area and all MegaBucks is moved to the Bank</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player's dice roll is not the required number to succeed and fails to Attack and Control the Defending Group.</li> </ol>
Frequency of Use	During Player's Attack sequence
Status	Approved – NM
Owner	NM



ID	A – 3 (Attack – 3)
Title	Attack to Destroy Group
Description	Player Attacks to Destroy a Group. Success of Attack is determined by rolling two dice. Subtract Attacking Group's Power from Defending Group's Power to succeed. Ex. If a Power of 6 Attacks a Power of 2, it can succeed only on a roll of 4 or less. Failing to achieve this number results in a failure to Destroy. If an Attack is successful, the targeted Group goes into the dead pile, and the Controlled puppets are moved to the Uncontrolled area.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to Attack
Preconditions	Other Players' have a Group(s) that can help them reach goal
Postconditions	Player Attacks successfully and Destroys the Group, moving it to the dead pile and puppets moved to the Uncontrolled area. Otherwise, Player fails and nothing happens.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player Attacks Group and rolls dice.</li> <li>2. If dice roll number is equal to or less than the difference of the Attacking Group's Power and the Defending Group's Power, Attack is successful and Player Destroys the Defending Group.</li> <li>3. Destroyed Group is moved to the dead pile and its puppets are moved to the Uncontrolled area</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>2. Player's dice roll is not the required number to succeed and fails to Attack and Destroy the Defending Group.</li> </ol>
Frequency of Use	During Player's Attack sequence.
Status	Approved - NM
Owner	JT

ID	A – 4 (Attack – 4)
Title	Aiding Attacks
Description	A Group or Illuminati aids an Attack on Group by using transferable Power. This is determined by the second Power number and adds to the Attacking Player's Group Power. Any number of Groups can aid an Attack, but any one Group can participate in one Attack per turn. Only UFO's can participate in two Attacks per turn. All transferable Power must be used before any MegaBucks is spent.
Primary Actor	Player Aiding in Attack
Stakeholders	All Players
Trigger	During an Attack sequence by another Player
Preconditions	Player is currently Attacking another Group
Postconditions	Player aids in Attack resulting in success or failure of an Attack sequence based on the Attacking Player's dice roll.
Main Success Scenario	1. Player uses transferable Power to aid Attacking Player in an Attack sequence. If Attacking Player has successful roll, the Attacking Player succeeds and Controls the Defending Player's Group
Extensions	1. If Attacking Player fails in getting the required dice roll, the Attack fails.
Frequency of Use	During Player's Attack sequence
Status	Approved – NM
Owner	NM

ID	A – 5 (Attack – 5)
Title	Automatic Failure
Description	If a Player rolls an 11 or 12, the Attack fails regardless of Power
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player rolls an 11 or 12
Preconditions	Player is attempting to Attack
Postconditions	Player fails to Attack, nothing happens
Main Success Scenario	1. Player rolls an 11 or 12 on dice roll and nothing happens
Extensions	N/A
Frequency of Use	During Player's Attack sequence
Status	Approved – NM
Owner	NM

ID	B – 1 (Bonuses – 1)
Title	Power Structures
Description	Groups get Resistance bonuses based on how close it is to the Illuminati. +10 if next to Illuminati, +5 if one Group away, +2 if two Groups away
Primary Actor	All Players
Stakeholders	All Players
Trigger	Player places Group Card in a position relative to another Group or their Illuminati
Preconditions	Players have a Group Card layout based on the number of Groups they Control and where they are placed by the Player
Postconditions	Player Groups gain Resistance bonuses based on how close it is to the Illuminati
Main Success Scenario	<ol style="list-style-type: none"> <li>1. +10 Resistance to Groups adjacent to Illuminati</li> <li>2. +5 Resistance to Groups that are one Group away from Illuminati</li> <li>3. +2 Resistance to Groups that are two Groups away from Illuminati</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. 0 Resistance to Groups more than two Groups away from Illuminati</li> </ol>
Frequency of Use	When a Player draws a Group Card
Status	Approved – NM
Owner	NM

ID	B – 2 (Bonuses – 2)
Title	Alignments
Description	Alignments are important when it comes to Controlling. Identical alignments are easier to Control, so add +4 to Power. Opposite alignments are harder to Control, so subtract -4 to Power. Example: A Weird, Communist Group is trying to Control Straight, Government Group. There are two sets of opposite alignments, so -8 from Attacking Power.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player needs to Control Group and places them relative to another Group or their Illuminati
Preconditions	Player observes layout of Group structure to see what is needed
Postconditions	Player Attacks successfully and Controls Group or Player fails and nothing happens.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player has identical alignment, increase Attack Power</li> <li>2. This increases higher chance to Control when rolling dice</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player faces opposing alignment, decrease Attack Power</li> <li>2. This lessens the chance of achieving Control when rolling dice</li> </ol>
Frequency of Use	During Attacks
Status	Approved - NM
Owner	JT

ID	B – 3 (Bonuses – 3)
Title	Spending MegaBucks to Attack
Description	An Attacking Player can also spend MegaBucks from the Group or Illuminati Treasury to improve their chances of Controlling a Group. For every 1 MegaBuck, adds 1 point of Power to the Attack.
Primary Actor	Attacking Player
Stakeholders	Defending Player
Trigger	Player chooses to spend MegaBucks to increase their Attack Power
Preconditions	Player is currently Attacking a Defending Player and all Transferable Power has already been used before.
Postconditions	Player increase their chances and Attacks successfully, or fails in the dice roll and nothing happens
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player spends X MegaBucks to increase his Attack Power by X amount.</li> <li>2. Player rolls dice and successfully Attacks, Controlling the Defending Player's Group</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player rolls dice and fails to Attack regardless of spending MegaBucks, then nothing happens.</li> </ol>
Frequency of Use	During Attacks
Status	Approved – NM
Owner	NM

ID	B – 4 (Bonuses – 4)
Title	Spending MegaBucks to Defend
Description	A Defending Group can also spend MegaBucks to counter an Attack. Resistance to an Attack will increase by 2 for every 1 MegaBuck spent from the Group Treasury, and 1 for every 1 MegaBuck spent from the Illuminati Treasury.
Primary Actor	Defending Player
Stakeholders	Attacking Player
Trigger	Defending Player is being Attacked
Preconditions	A Defending Player is currently being Attacked by a Defending Player after using Transferable Power and/or spending MegaBucks to increase their Attack.
Postconditions	Defending Player successfully Defends the Attack and still retains Control of their Group or the Player loses the Group
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Defending Player spends MegaBucks to from the Illuminati or Group Treasury to increase their Resistance</li> <li>2. Attack fails because of Defending Player's increased Resistance</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Attack succeeds regardless of Resistance and Attacking Player now Controls Group.</li> </ol>
Frequency of Use	During Attacks
Status	Approved – NM
Owner	NM

ID	I – 1 (Interference – 1)
Title	Interference
Description	A Player may interfere with an Attack by helping an Attacker or opposing the Attacker. The Player contributes MegaBucks from only the Illuminati Treasury and affects the die roll by 1 for each MegaBuck spent
Primary Actor	Interfering Player
Stakeholders	Attacking Player
Trigger	Interfering Player wants to assist or sabotage the Attacking Player
Preconditions	Attacking Player is currently Attacking a Defending Player
Postconditions	The Attacking Player may still succeed an Attack or fail depending on the dice roll with or without assistance from the Interfering Player. If the Attack succeeds, the Attacked Group is Controlled, Neutralized, or Destroyed depending on the type of Attack. Otherwise, the Attack fails and nothing happens
Main Success Scenario	1. Interfering Player aids or opposes the Attacking Player by contributing MegaBucks from their Illuminati Treasury to affect the die roll based on how much they spend.
Extensions	1. Attack succeeds depending on dice roll and the Group is Controlled, Neutralized, or Destroyed depending on the type of Attack. 2. Attack fails and nothing happens.
Frequency of Use	During Attacks
Status	Approved – NM
Owner	NM



ID	I – 2 (Interference – 2)
Title	Preventing Interference by Privilege
Description	An Attacking Player can prevent Interference by declaring an Attack “Privileged.” They must disCard any one Special Card if they have own one. A Privileged Attack cannot be interfered for or against.
Primary Actor	Attacking Player
Stakeholders	Defending Player and Interfering Player(s)
Trigger	Player wants to prevent anyone from Interfering with their Attack
Preconditions	Player is currently Attacking a Group
Postconditions	Player’s Attack moves along like without any Interference from other Players. Success is dependent based on the dice roll and how much MegaBucks is contributed to the Attacker and Defender. Attack either succeeds or fails.
Main Success Scenario	1. Player calls an Attack “Privileged” and no one can Interfere with the Attack.
Extensions	1. Player succeeds or fails depending on how much MegaBucks is invested in the Attack, how much is invested in the Defending Player’s Resistance, and the roll of the dice.
Frequency of Use	During Attacks
Status	Approved – NM
Owner	NM

ID	COA – 1 (Calling Off an Attack – 1)
Title	Calling Off an Attack
Description	When a Player is going to Attack, they can change their mind and call it off until they put down MegaBucks. An Attack is committed only when the Attacking Player takes MegaBucks from their Treasury and puts it in the Bank. If the Attacker does not spend MegaBucks, the Attack can still be committed if another Player spends MegaBucks, or when the Attacker rolls the dice
Primary Actor	Attacking Player
Stakeholders	Defending Player(s)
Trigger	Player changes their mind when Attacking
Preconditions	Player is currently in their Action sequence and was deciding to Attack
Postconditions	Player does not Attack, or still Attacks if they roll the dice or another Player spends MegaBucks.
Main Success Scenario	1. Player decides to not Attack
Extensions	1. Player Attacks when another Player spends MegaBucks 2. Player Attacks when they roll the dice
Frequency of Use	During an Attack
Status	Approved – NM
Owner	NM

ID	TM – 1 (Transferring MegaBucks - 1)
Title	Transferring MegaBucks as an Action
Description	Player can use their one or both of their Two Actions to transfer its MegaBucks from one Group to an adjacent Group.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to use their Two Actions to transfer MegaBucks
Preconditions	Player has MegaBucks from Group A
Postconditions	Player moves MegaBucks from Group A to an adjacent Group B or changes their mind and no Action is spent
Main Success Scenario	1. Player moves MegaBucks from Group A to an adjacent Group B
Extensions	1. Player changes their mind and nothing happens. Their Action is not spent
Frequency of Use	During Two Action sequence
Status	Approved – NM
Owner	NM

ID	MG – 1 (Moving a Group – 1)
Title	Moving a Group
Description	A Player may use an Action to reorganize their Power structure by moving a Group to a vacant outgoing Control arrow. The new Control arrow may be on the Group's master or any other Group the Player Controls. If the moved Group has puppets, they are also moved. Note that Cards may not overlap, if there are any overlapping puppet Cards, those Cards can be moved to different Control arrows so long as they are Controlled by the same master. Any puppet that cannot be prevented from overlapping is lost.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to reorganize Power Structure and uses one of the Two Actions
Preconditions	Player has their current Power Structure
Postconditions	Player moves their Group and its puppets to a vacant, outgoing Control arrow. Any overlapped puppets are moved to different Control arrows for the same master, otherwise they are lost and moved to the Uncontrolled area
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player moves their Group and any connected puppets to a vacant, outgoing Control arrow.</li> <li>2. Overlapped puppets are moved to different Control arrows that belong to the same master</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Any puppets that cannot be moved are lost and moved to the Uncontrolled area</li> </ol>
Frequency of Use	During Two Action sequence
Status	Approved – NM
Owner	NM

ID	FA – 1 (Free Actions – 1)
Title	Dropping Groups
Description	Remove Group(s) from the Power Structure to the Uncontrolled area. Any puppets are moved to the Uncontrolled area also.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to remove a Group from their Power Structure
Preconditions	Player is currently in their Two Actions sequence
Postconditions	Player removes their Group and any connected puppets to the Uncontrolled area
Main Success Scenario	<ol style="list-style-type: none"><li>1. Player removes their Group to the Uncontrolled area</li><li>2. Any puppets connected to the Group are removed also to the Uncontrolled area</li></ol>
Extensions	<ol style="list-style-type: none"><li>1. Player decides not to remove their Group and nothing happens</li></ol>
Frequency of Use	Before, during, or after their Attack
Status	Approved – NM
Owner	NM

ID	FA – 2 (Free Actions – 2)
Title	Aiding an Attack
Description	Player uses Transferable Power to assist another Group. This counts as part of the Attack being aided
Primary Actor	Current Player
Stakeholders	Defending Player, Attacking Player
Trigger	Player uses Transferable Power to help an Attack
Preconditions	Player decides to aid a Group before an Attack
Postconditions	Player aids in Attack resulting in success or failure of an Attack to Control sequence based on the Attacking Player's dice roll.
Main Success Scenario	1. Player aids in Attack resulting in success or failure of an Attack to Control sequence based on the Attacking Player's dice roll.
Extensions	<ol style="list-style-type: none"> <li>1. Player uses transferable Power to aid Attacking Player in an Attack to Control sequence. If Attacking Player has successful roll, the Attacking Player succeeds and Controls the Defending Player's Group</li> <li>2. If Attacking Player fails in getting the required dice roll, the Attack fails.</li> </ol>
Frequency of Use	During Player's Attack Sequence
Status	Approved – NM
Owner	NM

ID	FA – 3 (Free Actions – 3)
Title	Giving Away Special Cards or MegaBucks
Description	Can be done at any time. MegaBucks can only be transferred between Illuminati treasuries when it goes to another Player
Primary Actor	Player(s) giving away Special Card or MegaBucks
Stakeholders	All Players
Trigger	Player decides to give MegaBucks or Special Card to Player
Preconditions	Player is using a strategy to win
Postconditions	MegaBucks or Special Card is transferred from one Player to another
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player decides to send X MegaBucks from their Illuminati Treasury to another Player's Illuminati Treasury</li> <li>2. Player decides to send a Special Card to another Player</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player changes mind and does not do anything</li> </ol>
Frequency of Use	Anytime during the Game
Status	Approved – NM
Owner	NM

ID	FA – 4 (Free Actions – 4)
Title	Using a Special Card
Description	Player decides to use Special Card to their advantage. Using the Bribery Card is a regular action and is an exception from this.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Special Card to benefit themselves to win
Preconditions	Player is currently on their turn before, between, or after Attacks
Postconditions	Player uses a Special Card function to their advantage depending on the Special Card used.
Main Success Scenario	1. Player uses Special Card function to their advantage
Extensions	1. Player decides not to use the Special Card
Frequency of Use	Before, between, or after an Attack
Status	Approved – NM
Owner	NM



ID	T – 1 (Trades – 1)
Title	Trading
Description	Players can trade Groups, Special Cards, and MegaBucks between each other for other Cards and MegaBucks. When cash is transferred, it must come from an Illuminati Card and go to another Illuminati Card. Groups cannot give or receive MegaBucks from other Groups. Trading Special Cards or MegaBucks can happen at any time except during a privileged Attack. Trading Groups can only happen during a Player's turn and counts as one Action to give away a Group, and another action to receive a Group.
Primary Actor	Player that is trading
Stakeholders	Other Players who are being traded with
Trigger	Player is trading to gain advantage that will lead to a win
Preconditions	Player can be at any point in the game (whether it is their turn or not) except during privileged Attacks.
Postconditions	Player has traded Special Card, Group or MegaBucks for another Player's Special Card, Group, or MegaBucks. Or their offer is declined and nothing happens.
Main Success Scenario	1. Player trades Special Card, Group, or MegaBucks for a desired Special Card, Group, or a certain amount of MegaBucks
Extensions	1. The Player being traded with declines the offers made.
Frequency of Use	Any time during the game except during privileged Attacks. For Groups, only during the Player's turn.
Status	Approved – NM
Owner	NM

ID	DB – 1 (Deal Binding – 1)
Title	Deal Bindings
Description	Players can make deals with each other during the course of the game. A Deal is binding only if they make an exchange immediately. A deal is not binding if there is an exchange in one turn and an expected exchange in the future.
Primary Actor	Current Player
Stakeholders	Player being dealt with
Trigger	Player wants to make a deal to gain an advantage in the game
Preconditions	Player can be at any point in the game
Postconditions	Player can immediately receive item if the deal is binding, Player can still receive item later if it's not binding, or the Player will not receive the item if it's not binding.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player requests a deal between another Player for a requested item</li> <li>2. Other Player accepts and the exchange is made immediately</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player exchanges item for another item in the future and receives the item at that point in the future</li> <li>2. Player exchanges item for another item in the future but does not receive it.</li> </ol>
Frequency of Use	Any time during the game
Status	Approved – NM
Owner	NM

ID	SP – 1 (Special Abilities – 1)
Title	Special Powers – Anti-Nuclear Activists
Description	This Liberal Group has an increased Attack Power of +2 on any attempt to Destroy Nuclear Power Companies
Primary Actor	Current Player with this Group Card
Stakeholders	Player with Destroy Nuclear Power Companies
Trigger	Holder decides to use Group to Destroy Nuclear Power Companies
Preconditions	Holder sees Nuclear Power companies
Postconditions	Successfully Destroys Nuclear Power Companies or fails
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player has Servants of Cthulhu as purpose to Destroy</li> <li>2. Player gets a +4 Power Bonus for opposing alignment</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not roll under Power minus Power</li> </ol>
Frequency of Use	When Attacking to Destroy the Nuclear Power Companies
Status	Approved – NM
Owner	JT

ID	SP – 2 (Special Abilities – 2)
Title	Special Powers – Chinese Campaign Donors
Description	This Group Card will be treated as a Government when attempting to Control a Government Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players with a Government Group Card
Trigger	Holder uses this Group to Control a Government Group
Preconditions	Chinese Campaign Donors is a Communist Group
Postconditions	Successfully Controls a Government Group or fails to Control Group
Main Success Scenario	1. See Attack - 1
Extensions	1. See Attack - 1
Frequency of Use	When Attacking to Control a Government Group
Status	Approved – NM
Owner	JT

ID	SP – 3 (Special Abilities – 3)
Title	Special Powers – Clone Arrangers
Description	This Violent, Communist, Criminal Group has an additional +3 Attack Power on any attempt to Destroy any Group.
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Holder uses this Group to Destroy another Group
Preconditions	Player is in an Attack to Destroy sequence on a Group with an open arrow
Postconditions	Player successfully Destroys a targeted Group or fails based on the dice roll
Main Success Scenario	1. See Attack – 3
Extensions	1. See Attack – 3
Frequency of Use	When Attacking to Destroy a Group
Status	Approved – NM
Owner	JT

ID	SP – 4 (Special Abilities – 4)
Title	Special Powers – Cycle Gangs
Description	This Violent, Weird has an additional +2 Attack Power on any attempt to Destroy any Group.
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player decides to Attack
Preconditions	Player is in an Attack to Destroy sequence on a Group with an open arrow
Postconditions	Player successfully Destroys a targeted Group or fails based on the dice roll
Main Success Scenario	1. See Attack – 3
Extensions	1. See Attack – 3
Frequency of Use	When Attacking to Destroy a Group
Status	Approved – NM
Owner	JT

ID	SP – 5 (Special Abilities – 5)
Title	Special Powers – Evil Geniuses for a Better Tomorrow
Description	This Violent, Weird Group has an additional +4 Attack Power on any attempt to Control, Neutralize, or Destroy the Orbital Mind Control Lasers
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Orbital Mind Control Lasers Group Card
Trigger	Player decides to Attack the Orbital Mind Control Lasers
Preconditions	Other Player has Orbital Mind Control Lasers or is Uncontrolled
Postconditions	Successfully Controls, Neutralizes, or Destroy Orbital Mind Control Lasers
Main Success Scenario	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Frequency of Use	When Attacking to Control, Neutralize, or Destroy the Orbital Mind Control Lasers
Status	Approved – NM
Owner	JT

ID	SP – 6 (Special Abilities – 6)
Title	Special Powers – Federal Reserves
Description	This Government Group can have MegaBucks transferred to any Group in the same Power Structure
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player decides to move Income
Preconditions	Player has a Group with or without income
Postconditions	Player moves that income to another Group
Main Success Scenario	1. See Transferring MegaBucks – 1
Extensions	1. See Transferring MegaBucks - 1
Frequency of Use	Anytime – See Transferring MegaBucks – 1
Status	Approved – NM
Owner	JT



ID	SP – 7 (Special Abilities – 7)
Title	Special Powers – Feminists
Description	This Liberal Group gains an additional +3 Attack Power on any attempt to Control any Liberal Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have a Liberal Group Card
Trigger	Player decides to Attack
Preconditions	A Liberal Group is Uncontrolled and has an open-arrow
Postconditions	Successfully Controls a Liberal Group or fails
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack - 1
Frequency of Use	When Attacking to Control a Liberal Group
Status	Approved – NM
Owner	JT

ID	SP – 8 (Special Abilities – 8)
Title	Special Powers – Gun Lobby
Description	This Conservative, Violent Group has increased Resistance of 10 when up against any Liberal, Communist, or Weird Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have any Liberal, Communist or Weird Group Card(s)
Trigger	Player with this card is being attacked by another Player's Group
Preconditions	Player with this card is being attacked by another Player's Group and the Resistance is dependent on what type of Group is attacking
Postconditions	Increased Resistance allows for Group to avoid being controlled, neutralized, or destroyed depending on the dice roll.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Frequency of Use	When on the field with an open arrow
Status	Approved – NM
Owner	NM

ID	SP – 9 (Special Abilities – 9)
Title	Special Powers – Hackers
Description	This Weird, Fanatic Group has a +3 increase when Attacking to Neutralize any Group
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player is Attacking to Neutralize a Group
Preconditions	Player is in an Attack to Neutralize sequence on a Group with an open arrow
Postconditions	Player successfully Neutralizes Group or fails to Neutralize based on the dice roll value
Main Success Scenario	1. See Attack – 2
Extensions	1. See Attack – 2
Frequency of Use	When on the field with an open arrow
Status	Approved – NM
Owner	NM

ID	SP – 10 (Special Abilities – 10)
Title	Special Powers – Health Food Stores
Description	This Liberal Group a +2 increase when Attacking to Control the Anti-Nuclear Activists
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Anti-Nuclear Activists Group Card
Trigger	Player is Attacking to Control the Anti-Nuclear Activists
Preconditions	Player is in an Attack to Control sequence on the Anti-Nuclear Activists Group with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Anti-Nuclear Activists Group
Status	Approved – NM
Owner	NM

ID	SP – 11 (Special Abilities – 11)
Title	Special Powers – International Cocaine Smugglers
Description	This Criminal Group gains a +4 increase when Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have the Punk Rockers, Cycle Gangs, or Hollywood Group Cards
Trigger	Player is Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards
Preconditions	Player is in an Attack to Control sequence on the Punk Rockers, Cycle Gangs, or Hollywood Group Cards with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards
Status	Approved – NM
Owner	NM

ID	SP – 12 (Special Abilities – 12)
Title	Special Powers – International Communist Conspiracy
Description	This Communist Group gains a +3 increase when Attacking to Control any Communist Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have any Communist Group Cards
Trigger	Player is Attacking to Control any Communist Group Cards
Preconditions	Player is in an Attack to Control sequence on a Communist Group with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control any Communist Group
Status	Approved – NM
Owner	NM

ID	SP – 13 (Special Abilities – 13)
Title	Special Powers – IRS
Description	Whoever controls this Group may tax each opponent 2 MegaBucks on his own Income phase. Tax may come from any Group. If a player has no money, they owe no tax.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to tax Other Players
Preconditions	Player is currently on their turn to collect income
Postconditions	Player receives tax income from selected other Players. If a Player does not have any income, no tax is collected for that Player
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Current Player taxes other Players during their Income phase</li> <li>2. Other Players give 2 MegaBucks to the Current Player, increasing their income</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Any Player that doesn't have income while being taxed, does not have to pay.</li> </ol>
Frequency of Use	During the Income phase of the Player who owns this Card
Status	Approved – NM
Owner	NM & ML

ID	SP – 14 (Special Abilities – 14)
Title	Special Powers – Junk Mail
Description	This Criminal Group gains a +4 increase when Attacking to Control the Post Office
Primary Actor	Current Player with this Group Card
Stakeholders	Player who controls the Post Office Group
Trigger	Player is Attacking to Control the Post Office
Preconditions	Player is in an Attack to Control sequence on the Post Office with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Post Office
Status	Approved – NM
Owner	NM



ID	SP – 15 (Special Abilities – 15)
Title	Special Powers – KGB
Description	This Communist, Violent Group gains a +4 increase when Attacking to Destroy any Group
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player is Attacking to Destroy
Preconditions	Player is in an Attack to Destroy sequence on a Group
Postconditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value
Main Success Scenario	1. See Attack – 3
Extensions	1. See Attack – 3
Frequency of Use	When Attacking to Destroy a Group
Status	Approved – NM
Owner	NM

ID	SP – 16 (Special Abilities – 16)
Title	Special Powers – L-4 Society
Description	This Weird Group gains a +4 increase when Attacking to Control, Neutralize or Destroy the Orbital Mind Control Lasers
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Orbital Mind Control Lasers
Trigger	Player is Attacking
Preconditions	Player is on an Attack sequence on the Orbital Mind Control Lasers with an open arrow
Postconditions	Player successfully Controls, Neutralizes, or Destroys Group or fails to do so based on the dice roll value
Main Success Scenario	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Frequency of Use	When Attacking the Orbital Mind Control Lasers
Status	Approved – NM
Owner	NM

ID	SP – 17 (Special Abilities – 17)
Title	Special Powers – Madison Avenue
Description	This Group Card gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have the Big Media or Empty Vee Groups
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on the Big Media or Empty Vee Group
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Big Media or Empty Vee Group
Status	Approved – NM
Owner	NM

ID	SP – 18 (Special Abilities – 18)
Title	Special Powers – The Mafia
Description	This Criminal, Violent Group gets a +3 increase when Attacking to Control any Criminal Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have Criminal Groups
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on any Criminal Group with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control any Criminal Group
Status	Approved – NM
Owner	NM

ID	SP – 19 (Special Abilities – 19)
Title	Special Powers – Militia
Description	This Violent, Conservative Group gets a +6 when Attacking to Destroy any Communist Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have Communist Groups
Trigger	Player is Attacking to Destroy
Preconditions	Player is in an Attack to Destroy sequence on any Communist Group with an open arrow
Postconditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value
Main Success Scenario	1. See Attack – 3
Extensions	1. See Attack – 3
Frequency of Use	When Attacking to Destroy any Communist Group
Status	Approved – NM
Owner	NM

ID	SP – 20 (Special Abilities – 20)
Title	Special Powers – Orbital Mind Control Lasers
Description	The Player that has this Card can add, remove, or reverse an alignment of any one other Group in play; the changes last for that turn only.
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Current Player wants to reverse the alignment of another Group
Preconditions	Player alignments are placed based on previous turns
Postconditions	A Group alignment gets added, removed, or reversed
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player changes alignment of chosen Group Card</li> <li>2. Targeted Group Card has their alignment added, removed, or reversed</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player changes mind and nothing happens</li> </ol>
Frequency of Use	During the Player's Turn
Status	Approved – NM
Owner	NM & ML

ID	SP – 21 (Special Abilities – 21)
Title	Special Powers – Phone Phreaks
Description	This Criminal, Liberal Group gets a +3 increase when Attacking to Control Neutralize, or Destroy the Phone Company
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Phone Company Group
Trigger	Player is Attacking
Preconditions	Player is in an Attack sequence on the Phone Company
Postconditions	Player successfully attacks or based on the dice roll value
Main Success Scenario	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Frequency of Use	When Attacking
Status	Approved – NM
Owner	NM

ID	SP – 22 (Special Abilities – 22)
Title	Special Powers – Recyclers
Description	This Liberal Group can allow the owner to pay 5 MegaBucks from this Group's treasury to draw an extra card on their turn. This does not count as an Action
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player wants to draw an extra card and has enough MegaBucks in the Group treasury to do so
Preconditions	During the Current Player's turn and the Group treasury has 5 or more MegaBucks
Postconditions	The Player draws an extra card on their turn
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player spends 5 MegaBucks from the Recyclers Group treasury</li> <li>2. See Sequence of Play – 2</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player changes mind and nothing happens</li> </ol>
Frequency of Use	During the Player's turn and when this Group has 5 or more MegaBucks in their treasury
Status	Approved – NM
Owner	NM & ML



ID	SP – 23 (Special Abilities – 23)
Title	Special Powers – Science Fiction Fans
Description	This Weird Group gets a +2 increase when Attacking to Control any Weird Group
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have Weird Groups
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on any Weird Group with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control any Weird Group
Status	Approved – NM
Owner	NM

ID	SP – 24 (Special Abilities – 24)
Title	Special Powers – Semiconscious Liberation Army
Description	This Criminal, Violent, Liberal, Weird, Communist Group gets a +1 increase when Attacking to Destroy any Group
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player is Attacking to Destroy
Preconditions	Player is in an Attack to Destroy sequence on any Group with an open arrow
Postconditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value
Main Success Scenario	1. See Attack – 3
Extensions	1. See Attack – 3
Frequency of Use	When Attacking to Destroy
Status	Approved – NM
Owner	NM

ID	SP – 25 (Special Abilities – 25)
Title	Special Powers – SMOF
Description	This Weird Group gets a +5 or +2 increase when Attacking to Control the SF Fans or Trekkies Group respectively
Primary Actor	Current Player with this Group Card
Stakeholders	Players who have the SF Fans or Trekkies Group
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on the SF Fans or Trekkies Group with an open arrow
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the SF Fans or Trekkies Group
Status	Approved – NM
Owner	NM

ID	SP – 26 (Special Abilities – 26)
Title	Special Powers – Survivalists
Description	This Conservative, Violent, Fanatic Group gives a +2 increase to Resistance to all other Groups the owner of this Card controls
Primary Actor	Current Player with this Group Card
Stakeholders	Other Players
Trigger	Player Groups are being Attacked
Preconditions	Player Groups are being Attacked by other Players
Postconditions	Player Groups are Controlled, Neutralized, Destroyed, or nothing happens based on the dice roll and the increased Resistance
Main Success Scenario	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. See Attack – 1</li> <li>2. See Attack – 2</li> <li>3. See Attack – 3</li> </ol>
Frequency of Use	When being Attacked while the Survivalists are in play
Status	Approved – NM
Owner	NM

ID	SP – 27 (Special Abilities – 27)
Title	Special Powers – Tabloids
Description	This Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Convenience Stores Group
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on the Convenience Stores Group
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Convenience Stores Group
Status	Approved – NM
Owner	NM

ID	SP – 28 (Special Abilities – 28)
Title	Special Powers – TV Preachers
Description	This Weird Group gets a +3 increase when Attacking to Control the Moral Minority
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Moral Minority Group
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on the Moral Minority Group
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Moral Minority Group
Status	Approved – NM
Owner	NM

ID	SP – 28 (Special Abilities – 28)
Title	Special Powers – Video Games
Description	This Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group
Primary Actor	Current Player with this Group Card
Stakeholders	Player who has the Convenience Stores Group
Trigger	Player is Attacking to Control
Preconditions	Player is in an Attack to Control sequence on the Convenience Stores Group
Postconditions	Player successfully Controls Group or fails to Control based on the dice roll value
Main Success Scenario	1. See Attack – 1
Extensions	1. See Attack – 1
Frequency of Use	When Attacking to Control the Convenience Stores Group
Status	Approved – NM
Owner	NM

ID	I - 1 (Illuminati – 1)
Title	The Bavarian Illuminati Goal
Description	<p>Known as the “Ancient Illuminated Seers of Bavaria”, they are the original Illuminati. Most known for infiltrating the Freemasons in 1776.</p> <p>The Illuminati can win by reaching a total Power of 35 from Controlled Groups. Their special ability allows them to have a privileged Attack each turn at the cost of 5 Megabucks.</p> <p>Player’s Illuminati has a Power of 10/10 and 9 Megabucks at the start of the game.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to reaching the total Power goal.
Preconditions	Player obtains the Bavarian Illuminati with a start Power of 10
Postconditions	Player reaches Illuminati goal with a total Power of 35 and wins the game
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player hides Illuminati Goal from other Players</li> <li>2. Player can use privileged Attack on each turn at the cost of 5 Megabucks</li> <li>3. Player plays cautiously via assistance or sneak Attack to Destroy other Power Structure</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Bavarian Illuminati.</li> <li>2. Player does not have enough income to produce privileged Attack</li> <li>3. Player can be called out what Illuminati they have</li> <li>4. Other Players can team up against current Player to bring the Illuminati down or weaken it.</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT



ID	I - 2 (Illuminati – 2)
Title	The Bermuda Triangle Goal
Description	<p>Off the Florida coast, they are usually shrouded in mystery and fear and always blamed for sinking ships.</p> <p>The Bermuda Triangle aims to take Control over different types of Groups. They can win by having one of each alignment in its Power Structure. Player can reorganize Power Structure freely at the end of each turn.</p> <p>Player's Illuminati has Power of 8/8 and 9 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to have one of each alignment.
Preconditions	Player obtains the Bermuda Triangle with no alignments obtained.
Postconditions	Player reaches Illuminati goal by having at least one of the ten different alignments.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player hides Illuminati Goal from other Players</li> <li>2. Player can reorganize Power Structure at the end of each turn</li> <li>3. Player can make a deal with Other Players to reach goal.</li> <li>4. Player does a surprise normal victory to demoralize Other Players.</li> <li>5. Player achieves in capturing Group Orbital Mind Control Lasers</li> <li>6. If Player only needs Violent Group, Player can easily win as there are more Violent Cards.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Bermuda Triangle</li> <li>2. Player becomes targeted as Other Players count alignments</li> <li>3. Other Players can keep Player from having specific alignments, especially rare ones.</li> <li>4. Communist Card can stop Player.</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 3 (Illuminati – 3)
Title	The Discordian Society Goal
Description	<p>This Illuminati likes confusion and strangeness and worships the Roman Goddess of Strife and Chaos, Eris.</p> <p>The Discordian Society can win by Controlling five Weird Groups and has an addition +4 on all attempts to Control such Groups. They are immune to Straight and Government Groups' Attacks.</p> <p>They have a Power of 8/8 and income of 8 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to Controlling five Weird Groups
Preconditions	Player has the Discoridan Society and has no Weird Groups
Postconditions	Player reaches Illuminati goal by Controlling five Weird Groups.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player passes turns to not reveal Illuminati</li> <li>2. Player builds up Power Structure while trying to obtain Weird Groups in the process.</li> <li>3. Player can deal with Other Players if not targeted after a good few turns and if Power Structure is secure. <ul style="list-style-type: none"> <li>- Straight and Government Groups are nulled Attacks.</li> </ul> </li> <li>4. Obtains the Secret Masters of Fandom (S.M.O.F.) and Science Fiction Fans.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Discordian Society</li> <li>2. Whispering Campaign Card can Destroy Weird Group</li> <li>3. The Weird Groups that have Power are Destroyed or taken from the Player.</li> <li>4. The International Communist Conspiracy, the Mafia, and the CFL-AIO can be used against Player who has this Illuminati.</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 4 (Illuminati – 4)
Title	The Gnomes of Zurich Goal
Description	<p>Considered to be the big MegaBucks makers and can transfer the cash quickly and easily and on top of their financial game.</p> <p>The Gnomes of Zurich can win by having a total of 150 Megabucks throughout the treasuries of their whole Power Structure. They can move MegaBucks freely among their Groups at the end of a turn.</p> <p>They have a Power of 7/7 and income of 12 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to have a total of 150 Megabucks
Preconditions	Player has 12 Megabucks to begin with.
Postconditions	Player reaches Illuminati goal by having 150 Megabucks in all the treasuries of Power Structure.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player moves MegaBucks freely to their Groups to ensure MegaBucks safe-keeping.</li> <li>2. Player takes Control of high Income Cards such as IRS, Multination Oil Companies, Republicans, Democrats and International Cocaine Smuggler.</li> <li>3. Disperses income to a large Power Structure to lessen the hits.</li> <li>4. Protects MegaBucks-making Groups and strategically spend MegaBucks when needed.</li> <li>5. The Market Manipulation Card can be used towards the end to cash in.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Gnomes of Zurich</li> <li>2. Other Players can tell if Player is the Banker Illuminati if Player tries to get many high Income Cards.</li> <li>3. Player loses MegaBucks-producing Groups.</li> <li>4. Other Players can Attack tactfully when Player reaches 25 Megabucks</li> <li>5. Income begins bleeding <ul style="list-style-type: none"> <li>- Puppets are Attacked as they are expensive</li> <li>- Other Players make a deal for more MegaBucks</li> </ul> </li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 5 (Illuminati – 5)
Title	The Network Goal
Description	<p>They are technologically intelligent and are watching every move. They know everything first.</p> <p>The Network can win by collecting 25 points of transferable Power, including its own 7 points. They have the advantage of drawing two Cards every turn.</p> <p>They have a Power of 7/7 and an income of 9 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to collect 25 points of transferable Power
Preconditions	Player begins with 7 transferable Power
Postconditions	Player reaches Illuminati goal by having 25 points of transferable Power.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player increases chances of getting good Cards of all kinds with its special ability to draw two Cards on each turn</li> <li>2. Bargains with Other Players with a Special Card</li> <li>3. Inexperienced Players don't go for Groups with transferable Power</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Network.</li> <li>2. Other Groups with high Transferable Power are targeted by every Player. <ul style="list-style-type: none"> <li>- Other Players take over high Transferable Power Groups</li> </ul> </li> <li>3. Bavarian Illuminati is going against Player.</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 6 (Illuminati – 6)
Title	The Servants of Cthulhu Goal
Description	<p>They are students of the unknown and seek to learn the ungodly Powers, risking their lives and souls.</p> <p>The Servants of Cthulhu can win by Destroying eight other Groups, including Illuminatis. The Player can get an extra +2 Power on any attempt to Destroy any Group.</p> <p>They have a Power of 9/9 and income of 7 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to Destroying eight Groups
Preconditions	Player obtains Illuminati
Postconditions	Player reaches Illuminati goal by Destroying eight other Groups.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player Destroys Groups early</li> <li>2. Player offers the task of doing the Destroying</li> <li>3. Player knocks out Other Player to look Neutral to Other Players. <ul style="list-style-type: none"> <li>- Other Players lose track of Groups Controlled</li> </ul> </li> <li>4. Player has low-Power Groups and uses them as sacrifice later in the game.</li> <li>5. Destroyed Illuminati counts as a kill.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Servants of Cthulhu</li> <li>2. Other Players Destroy a Group before Player does. <ul style="list-style-type: none"> <li>- Low-Powered Groups are taken and protected, or Destroyed</li> </ul> </li> <li>3. Other Players conspire to trick Player is heading to victory</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 7 (Illuminati – 7)
Title	The Society of Assassins Goal
Description	This Illuminati creates fear without even acting. The Society of Assassins can win by Controlling six Violent Groups. They can gain an extra +4 Power on any attempt to Neutralize an enemy-Controlled Group. They have a Power of 8/8 and income of 8 Megabucks at the beginning
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to Controlling six Violent Groups
Preconditions	Player has no Violent Groups
Postconditions	Player reaches Illuminati goal by Controlling six Violent Groups
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player sparingly uses Special Ability</li> <li>2. Other Players will help to Neutralize or bribe to be left alone</li> <li>3. Player builds of income to increase chances of getting good Violent Groups.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the Society of Assassins</li> <li>2. Other Players helps Neutralize to not become an enemy.</li> <li>3. Other Players grab good Violent Groups.</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	I - 8 (Illuminati – 8)
Title	The UFOs Goal
Description	<p>This Illuminati is hard to figure out as they are sworn in secrecy and change constantly.</p> <p>The UFOs can win by achieving one of the seven goals of the other seven Illuminati but can only choose one at the beginning of the game. Their advantage is speed in which they may Attack or aid twice per turn. They have a Power of 6/6 and an income of 8 Megabucks at the beginning.</p>
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player is close to picked goal.
Preconditions	Player chooses goal
Postconditions	Player reaches Illuminati goal by any of the seven goals the Player chooses at the beginning of the game.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player chooses a random Illuminati before the start of the game</li> <li>2. Player must hide what Illuminati is obtained</li> <li>3. Player only reveals Special Goal once achieved.</li> <li>4. Other Players are fooled by Player's actions (to be kept guessing).</li> <li>5. Player can act upon different goals to confuse Other Players.</li> <li>6. See other Illuminati successions</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain the UFOs</li> <li>2. Other Players take high Power or Income Groups</li> <li>3. Other Players figures out Special Goal'</li> <li>4. See other Illuminati extensions</li> </ol>
Frequency of Use	Each turn.
Status	Approved – NM
Owner	JT

ID	SC - 1 (Special Card – 1)
Title	Assassination
Description	Play this Card immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediately changed, retroactively, to a 2.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	The attempt to Destroy, Control or Neutralize by any Player.
Preconditions	Player draws Card
Postconditions	The roll is changed to a 2 and Card is no longer available
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains the special Card</li> <li>2. Player uses the Card to advantage depending on goal</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Other Players figure out the Player's goal.</li> <li>2. Player does not obtain Card</li> <li>3. Card is traded, sold, or given</li> <li>4. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once – when the timing is right
Status	Approved – NM
Owner	JT



ID	SC - 2 (Special Card – 2)
Title	Bribery
Description	Play this Card during your turn to automatically take Control of any one Uncontrolled Group. Playing this Card counts as an action.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	An Uncontrolled Group is need.
Preconditions	Player draws Card
Postconditions	Player obtains Uncontrolled Group. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains Card.</li> <li>2. Player uses Card to reach Illuminati goal</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Other Players figure out Player's Illuminati goal</li> <li>2. Player does not obtain Card</li> <li>3. Card is traded, sold, or given</li> <li>4. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once
Status	Approved – NM
Owner	JT

ID	SC - 3 (Special Card – 3)
Title	Computer Espionage
Description	Play this Card any time to count the MegaBucks or any one Group Card OR examine all of one Player's special Cards
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player has suspicions about Other Players
Preconditions	Player draws Card
Postconditions	Player finds out about Other Player's investment. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player uses Card to sabotage Other Players</li> <li>3. Player is cautious</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Other Player may be close to Illuminati goal.</li> <li>2. Player does not obtain Card</li> <li>3. Card is traded, sold, or given</li> <li>4. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once at any time
Status	Approved – NM
Owner	JT

ID	SC - 4 (Special Card – 4)
Title	Deep Agent
Description	Play this Card after privilege has been invoked. The privilege is totally abolished. That Attack cannot be made privileged.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Other Player invoked privilege
Preconditions	Player draws Card
Postconditions	Player stops privilege. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player observes Other Players</li> <li>3. Player detects Privilege</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Other Players do not invoke privilege</li> <li>2. Player does not obtain Card</li> <li>3. Card is traded, sold, or given</li> <li>4. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once according to the rule on the Card
Status	Approved – NM
Owner	JT

ID	SC - 5 (Special Card – 5)
Title	Interference
Description	You may interfere with one privileged Attack. No other Players may interfere. There are two interference Cards.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player use Card
Preconditions	Player draws Card
Postconditions	Player's interference is successful. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player uses Card</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once according to rule of the Card
Status	Approved – NM
Owner	JT

ID	SC - 6 (Special Card – 6)
Title	Market Manipulation
Description	Play this Card during your income phase to double all your Group's income, for that turn only. This Card does not allow the IRS to collect twice or require the Post Office to pay twice.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Player gathers new Income. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Players uses Card</li> <li>3. If Player has the Gnomes of Zurich, this will immensely achieve the Illuminati goal.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once for the turn during income phase
Status	Approved – NM
Owner	JT

ID	SC - 7 (Special Card – 7)
Title	Media Campaign
Description	Play this Card at any time to revive a Group from the “dead” pile. It becomes Uncontrolled. [If Servants of Cthulhu Destroyed it, it still counts for a Destroy. If Destroyed again, it counts for another victory.]
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card to revive a Destroyed Group
Preconditions	Player draws Card
Postconditions	The Group is revived and now Uncontrolled. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player has Servants of Cthulhu</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once
Status	Approved – NM
Owner	JT

ID	SC - 8 (Special Card – 8)
Title	Murphy's Law
Description	Play this Card immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediate changed, retroactively, to a 12.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Player Destroys, Controls or Neutralizes. The dice roll automatically changes to a 12. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Players uses Card after dice are rolled</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once at any time.
Status	Approved – NM
Owner	JT

ID	SC - 9 (Special Card – 9)
Title	Secrets Man Was Not Meant to Know
Description	Play this Card when any other Special Card is played, for ANY purpose. That Card is immediately Neutralized; it has no effect. Both Cards are disCarded.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Other Special Card is Neutralized. Current Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player uses to stop Other Player reach Illuminati Goal if the Other Special Card is useful to Other Player.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> </ol>
Frequency of Use	Once when Other Player uses a Special Card
Status	Approved – NM
Owner	JT



ID	SC - 10 (Special Card – 10)
Title	Senate Investigating Committee
Description	Play this Card at the beginning of any other Player's turn. That Player loses his turn completely.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Other Player loses turn. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player uses to stop Other Player reach Illuminati Goal.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once on any Other Player's turn
Status	Approved – NM
Owner	JT

ID	SC - 11 (Special Card – 11)
Title	Slush Fund
Description	Exchange this Card, at any time, for 15 Mega Bucks to be placed in your Illuminati Treasury.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Player has 15MB in Illuminati Treasury. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player is low in income.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once at any time
Status	Approved – NM
Owner	JT

ID	SC - 12 (Special Card – 12)
Title	Swiss Bank Account
Description	Exchange this Card, at any time, for 25 Mega Bucks to be placed in your Illuminati Treasury.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Player has 25MB in Illuminati Treasury. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"><li>1. Player obtains special Card</li><li>2. Player is low in income.</li></ol>
Extensions	<ol style="list-style-type: none"><li>1. Player does not obtain Card</li><li>2. Card is traded, sold, or given</li><li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li></ol>
Frequency of Use	Once at any time
Status	Approved – NM
Owner	JT

ID	SC - 13 (Special Card – 13)
Title	Whispering Campaign
Description	You may attempt to Destroy a single Group with Power 0. Roll Attacking Power vs. Defending resistance, but a successful Attack Destroys the target. Playing this Card is not an action but the Attack itself is an action.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player uses Card
Preconditions	Player draws Card
Postconditions	Group is Destroyed. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player rolls Attacking Power</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Player does not Destroy Group</li> <li>4. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once
Status	Approved – NM
Owner	JT

ID	SC - 14 (Special Card – 14)
Title	White Collar Crime
Description	Play this Card at any time to reorganize all your MegaBucks freely – that is, any amount(s) may be moved between any Groups. You also get an extra 5 Mega Bucks which may be placed anywhere.
Primary Actor	Current Player
Stakeholders	Other Players
Trigger	Player decides to reorganize MegaBucks within Groups
Preconditions	Player draws Card
Postconditions	Player moves MegaBucks around and gains an extra 5MB. Card is no longer available.
Main Success Scenario	<ol style="list-style-type: none"> <li>1. Player obtains special Card</li> <li>2. Player is able to separate his income strategically.</li> </ol>
Extensions	<ol style="list-style-type: none"> <li>1. Player does not obtain Card</li> <li>2. Card is traded, sold, or given</li> <li>3. Secrets Man Was Not Meant to Know Special Card interfered.</li> </ol>
Frequency of Use	Once
Status	Approved – NM
Owner	JT