Illuminati: The Game of Conspiracy Usecases

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| 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 |

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| 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 | 1. The game begins with all Players drawing and having a single Illuminati Card face up in front of them 2. Draw the indicated Illuminati income into their Bank |
| Extensions | 1. Any leftover Illuminati Cards are not used for the rest of the game 2. The Players decide not to play. |
| Frequency of Use | Once, at the start of the game |
| Status | Approved - NM |
| Owner | NM |

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| 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 |

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| 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 | 1. Sequence of Play begins 2. Player with highest roll starts first, then rotates counter-clockwise |
| Extensions | 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. |
| Frequency of Use | Once, at the start of the game |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player’s third turn is complete and have no Groups under their Control 2. Player loses, moves their MegaBucks to the Bank and their Illuminati Card is taken out of play |
| Extensions | 1. Player manages to Control a Group, is at the end of their third turn and is still in the game. |
| Frequency of Use | When any Player is on their third turn with no Groups Controlled during those three turns. |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player Controls the required number of Groups to win on their current turn. 2. Player turn ends and Player still Controls the required number of Groups 3. Player wins by themselves or with others if other Players achieve their Special Goal on the same turn |
| Extensions | 1. Player loses Control of their Group because of other Players and the game continues. |
| Frequency of Use | Only when Players Control the required number of Groups needed to win |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player meets their Illuminati’s specific goal during an Action, Free Action, trade, etc. 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 |
| Extensions | 1. Other Players interfere and prevent the current Player from meeting their Illuminati’s goal |
| Frequency of Use | Only when the Current Player reaches their Illuminati’s specific goal |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player collects income based on the number of Groups they Control that has income 2. Player places income in Group Treasury |
| Extensions | 1. Player can place income in a single stack to hide wealth 2. Player can spread out income to flaunt wealth |
| Frequency of Use | Every Turn |
| Status | Approved – NM |
| Owner | NM |

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| 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 |

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| 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 | 1. Player takes 2 Actions and Attacks, MegaBucks Transfers, or Moves a Group 2. Based on Action taken, other Player Groups can be affected or the current Player |
| Extensions | 1. Player takes no action and collects 5 MegaBucks for their Treasury 2. Player takes Free Actions before, between, or after Attacks (see SP-4) |
| Frequency of Use | Every Turn |
| Status | Approved - NM |
| Owner | NM |

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| 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 |

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| 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 |

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| 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 | 1. If Gnomes of Zurich, Player redistributes MegaBucks between treasuries 2. If Bermuda Triangle, Player reorganizes Power Structure |
| Extensions | 1. Player does nothing |
| Frequency of Use | Every Turn if Current Player has Gnomes of Zurich or Bermuda Triangle |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player draws Cards if there are less than 2 Uncontrolled Groups in the center 2. If there a Special Card is drawn before that, disCard Special Card |
| Extensions | 1. If there are more than 2 Uncontrolled Groups in the center, don’t do anything. |
| Frequency of Use | Every Turn |
| Status | Approved - NM |
| Owner | NM |

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| 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 | 1. Player Attacks Group and rolls dice. 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. 3. Player can then transfer MegaBucks to the newly Controlled Group immediately. |
| Extensions | 1. Player’s dice roll is not the required number to succeed and fails to Attack and Control the Defending Group. |
| Frequency of Use | During Player’s Attack sequence. |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player Attacks Group and rolls dice 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. 3. The Attacked Group must be moved to the Uncontrolled area and all MegaBucks is moved to the Bank |
| Extensions | 1. Player’s dice roll is not the required number to succeed and fails to Attack and Control the Defending Group. |
| Frequency of Use | During Player’s Attack sequence |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player Attacks Group and rolls dice. 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. 3. Destroyed Group is moved to the dead pile and its puppets are moved to the Uncontrolled area |
| Extensions | 1. Player’s dice roll is not the required number to succeed and fails to Attack and Destroy the Defending Group. |
| Frequency of Use | During Player’s Attack sequence. |
| Status | Approved - NM |
| Owner | JT |

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| 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 |

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| 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 |

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| 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 | 1. +10 Resistance to Groups adjacent to Illuminati 2. +5 Resistance to Groups that are one Group away from Illuminati 3. +2 Resistance to Groups that are two Groups away from Illuminati |
| Extensions | 1. 0 Resistance to Groups more than two Groups away from Illuminati |
| Frequency of Use | When a Player draws a Group Card |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player has identical alignment, increase Attack Power 2. This increases higher chance to Control when rolling dice |
| Extensions | 1. Player faces opposing alignment, decrease Attack Power 2. This lessens the chance of achieving Control when rolling dice |
| Frequency of Use | During Attacks |
| Status | Approved - NM |
| Owner | JT |

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| 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 | 1. Player spends X MegaBucks to increase his Attack Power by X amount. 2. Player rolls dice and successfully Attacks, Controlling the Defending Player’s Group |
| Extensions | 1. Player rolls dice and fails to Attack regardless of spending MegaBucks, then nothing happens. |
| Frequency of Use | During Attacks |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Defending Player spends MegaBucks to from the Illuminati or Group Treasury to increase their Resistance 2. Attack fails because of Defending Player’s increased Resistance |
| Extensions | 1. Attack succeeds regardless of Resistance and Attacking Player now Controls Group. |
| Frequency of Use | During Attacks |
| Status | Approved – NM |
| Owner | NM |

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| 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 Iluminati 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 |

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| 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 |

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| 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 |

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| 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 |

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| 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 | 1. Player moves their Group and any connected puppets to a vacant, outgoing Control arrow. 2. Overlapped puppets are moved to different Control arrows that belong to the same master |
| Extensions | 1. Any puppets that cannot be moved are lost and moved to the Uncontrolled area |
| Frequency of Use | During Two Action sequence |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player removes their Group to the Uncontrolled area 2. Any puppets connected to the Group are removed also to the Uncontrolled area |
| Extensions | 1. Player decides not to remove their Group and nothing happens |
| Frequency of Use | Before, during, or after their Attack |
| Status | Approved – NM |
| Owner | NM |

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| 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 and 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 | 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 2. 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 |

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| 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 | 1. Player decides to send X MegaBucks from their Illuminati Treasury to another Player’s Illuminati Treasury 2. Player decides to send a Special Card to another Player |
| Extensions | 1. Player changes mind and does not do anything |
| Frequency of Use | Anytime during the Game |
| Status | Approved – NM |
| Owner | NM |

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| 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 |

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| 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 |

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| 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 | 1. Player requests a deal between another Player for a requested item 2. Other Player accepts and the exchange is made immediately |
| Extensions | 1. Player exchanges item for another item in the future and receives the item at that point in the future 2. Player exchanges item for another item in the future but does not receive it. |
| Frequency of Use | Any time during the game |
| Status | Approved – NM |
| Owner | NM |

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| 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 | 1. Player has Servants of Cthulhu as purpose to Destroy 2. Player gets a +4 Power Bonus for opposing alignment |
| Extensions | 1. Player does not roll under Power minus Power |
| Frequency of Use | When Attacking to Destroy the Nuclear Power Companies |
| Status | Approved – NM |
| Owner | JT |

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| --- | --- |
| 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 |

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| 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 |

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| 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 |

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| --- | --- |
| 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 | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Extensions | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Frequency of Use | When Attacking to Control, Neutralize, or Destroy the Orbital Mind Control Lasers |
| Status | Approved – NM |
| Owner | JT |

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| 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 |

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| 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 |

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| 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 | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Extensions | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Frequency of Use | When on the field with an open arrow |
| Status | Approved – NM |
| Owner | NM |

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| 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 of 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 |

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| 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 |

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| 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 |

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| 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 |

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| --- | --- |
| 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 | 1. Current Player taxes other Players during their Income phase 2. Other Players give 2 MegaBucks to the Current Player, increasing their income |
| Extensions | 1. Any Player that doesn’t have income while being taxed, does not have to pay. |
| Frequency of Use | During the Income phase of the Player who owns this Card |
| Status | Approved – NM |
| Owner | NM & ML |

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| 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 |

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| --- | --- |
| 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 |

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| --- | --- |
| 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 | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Extensions | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Frequency of Use | When Attacking the Orbital Mind Control Lasers |
| Status | Approved – NM |
| Owner | NM |

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| --- | --- |
| 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 |

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| --- | --- |
| 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 |

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| --- | --- |
| 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 |

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| --- | --- |
| 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 | 1. Player changes alignment of chosen Group Card 2. Targeted Group Card has their alignment added, removed, or reversed |
| Extensions | 1. Player changes mind and nothing happens |
| Frequency of Use | During the Player’s Turn |
| Status | Approved – NM |
| Owner | NM & ML |

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| 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 | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Extensions | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Frequency of Use | When Attacking |
| Status | Approved – NM |
| Owner | NM |

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| --- | --- |
| 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 | 1. Player spends 5 MegaBucks from the Recyclers Group treasury 2. See Sequence of Play – 2 |
| Extensions | 1. Player changes mind and nothing happens |
| 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 |

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| 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 |

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| --- | --- |
| 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 |

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| --- | --- |
| 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 |

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| 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 | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Extensions | 1. See Attack – 1 2. See Attack – 2 3. See Attack – 3 |
| Frequency of Use | When being Attacked while the Survivalists are in play |
| Status | Approved – NM |
| Owner | NM |

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| 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 |

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| 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 |

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| 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 |

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| ID | I - 1 (Illuminati – 1) |
| Title | The Bavarian Illuminati Goal |
| Description | Known as the “Ancient Illuminated Seers of Bavaria”, they are the original Illuminati. Most known for infiltrating the Freemasons in 1776.  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.  Player’s Illuminati has a Power of 10/10 and 9 Megabucks at the start of the game. |
| 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 | 1. Player hides Illuminati Goal from other Players 2. Player can use privileged Attack on each turn at the cost of 5 Megabucks 3. Player plays cautiously via assistance or sneak Attack to Destroy other Power Structure |
| Extensions | 1. Player does not obtain the Bavarian Illuminati. 2. Player does not have enough income to produce privileged Attack 3. Player can be called out what Illuminati they have 4. Other Players can team up against current Player to bring the Illuminati down or weaken it. |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 2 (Illuminati – 2) |
| Title | The Bermuda Triangle Goal |
| Description | Off the Florida coast, they are usually shrouded in mystery and fear and always blamed for sinking ships.  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.  Player’s Illuminati has Power of 8/8 and 9 Megabucks at the beginning. |
| 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 | 1. Player hides Illuminati Goal from other Players 2. Player can reorganize Power Structure at the end of each turn 3. Player can make a deal with Other Players to reach goal. 4. Player does a surprise normal victory to demoralize Other Players. 5. Player achieves in capturing Group Orbital Mind Control Lasers 6. If Player only needs Violent Group, Player can easily win as there are more Violent Cards. |
| Extensions | 1. Player does not obtain the Bermuda Triangle 2. Player becomes targeted as Other Players count alignments 3. Other Players can keep Player from having specific alignments, especially rare ones. 4. Communist Card can stop Player. |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 3 (Illuminati – 3) |
| Title | The Discordian Society Goal |
| Description | This Illuminati likes confusion and strangeness and worships the Roman Goddess of Strife and Chaos, Eris.  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.  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 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 | 1. Player passes turns to not reveal Illuminati 2. Player builds up Power Structure while trying to obtain Weird Groups in the process. 3. Player can deal with Other Players if not targeted after a good few turns and if Power Structure is secure.    * Straight and Government Groups are nulled Attacks. 4. Obtains the Secret Masters of Fandom (S.M.O.F.) and Science Fiction Fans. |
| Extensions | 1. Player does not obtain the Discordian Society 2. Whispering Campaign Card can Destroy Weird Group 3. The Weird Groups that have Power are Destroyed or taken from the Player. 4. The International Communist Conspiracy, the Mafia, and the CFL-AIO can be used against Player who has this Illuminati. |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 4 (Illuminati – 4) |
| Title | The Gnomes of Zurich Goal |
| Description | Considered to be the big MegaBucks makers and can transfer the cash quickly and easily and on top of their financial game.  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.  They have a Power of 7/7 and income of 12 Megabucks at the beginning. |
| 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 | 1. Player moves MegaBucks freely to their Groups to ensure MegaBucks safe-keeping. 2. Player takes Control of high Income Cards such as IRS, Multination Oil Companies, Republicans, Democrats and International Cocaine Smuggler. 3. Disperses income to a large Power Structure to lessen the hits. 4. Protects MegaBucks-making Groups and strategically spend MegaBucks when needed. 5. The Market Manipulation Card can be used towards the end to cash in. |
| Extensions | 1. Player does not obtain the Gnomes of Zurich 2. Other Players can tell if Player is the Banker Illuminati if Player tries to get many high Income Cards. 3. Player loses MegaBucks-producing Groups. 4. Other Players can Attack tactfully when Player reaches 25 Megabucks 5. Income begins bleeding    * Puppets are Attacked as they are expensive    * Other Players make a deal for more MegaBucks |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 5 (Illuminati – 5) |
| Title | The Network Goal |
| Description | They are technologically intelligent and are watching every move. They know everything first.  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.  They have a Power of 7/7 and an income of 9 Megabucks at the beginning. |
| 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 | 1. Player increases chances of getting good Cards of all kinds with its special ability to draw two Cards on each turn 2. Bargains with Other Players with a Special Card 3. Inexperienced Players don’t go for Groups with transferable Power |
| Extensions | 1. Player does not obtain the Network. 2. Other Groups with high Transferable Power are targeted by every Player.    * Other Players take over high Transferable Power Groups 3. Bavarian Illuminati is going against Player. |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 6 (Illuminati – 6) |
| Title | The Servants of Cthulhu Goal |
| Description | They are students of the unknown and seek to learn the ungodly Powers, risking their lives and souls.  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.  They have a Power of 9/9 and income of 7 Megabucks at the beginning. |
| 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 | 1. Player Destroys Groups early 2. Player offers the task of doing the Destroying 3. Player knocks out Other Player to look Neutral to Other Players.    * Other Players lose track of Groups Controlled 4. Player has low-Power Groups and uses them as sacrifice later in the game. 5. Destroyed Illuminati counts as a kill. |
| Extensions | 1. Player does not obtain the Servants of Cthulhu 2. Other Players Destroy a Group before Player does.    * Low-Powered Groups are taken and protected, or Destroyed 3. Other Players conspire to trick Player is heading to victory |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player sparingly uses Special Ability 2. Other Players will help to Neutralize or bribe to be left alone 3. Player builds of income to increase chances of getting good Violent Groups. |
| Extensions | 1. Player does not obtain the Society of Assassins 2. Other Players helps Neutralize to not become an enemy. 3. Other Players grab good Violent Groups. |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| ID | I - 8 (Illuminati – 8) |
| Title | The UFOs Goal |
| Description | This Illuminati is hard to figure out as they are sworn in secrecy and change constantly.  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. |
| 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 | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player only reveals Special Goal once achieved. 4. Other Players are fooled by Player’s actions (to be kept guessing). 5. Player can act upon different goals to confuse Other Players. 6. See other Illuminati successions |
| Extensions | 1. Player does not obtain the UFOs 2. Other Players take high Power or Income Groups 3. Other Players figures out Special Goal’ 4. See other Illuminati extensions |
| Frequency of Use | Each turn. |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains the special Card 2. Player uses the Card to advantage depending on goal |
| Extensions | 1. Other Players figure out the Player’s goal. 2. Player does not obtain Card 3. Card is traded, sold, or given 4. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once – when the timing is right |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains Card. 2. Player uses Card to reach Illuminati goal |
| Extensions | 1. Other Players figure out Player’s Illuminati goal 2. Player does not obtain Card 3. Card is traded, sold, or given 4. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player uses Card to sabotage Other Players 3. Player is cautious |
| Extensions | 1. Other Player may be close to Illuminati goal. 2. Player does not obtain Card 3. Card is traded, sold, or given 4. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once at any time |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player observes Other Players 3. Player detects Privilege |
| Extensions | 1. Other Players do not invoke privilege 2. Player does not obtain Card 3. Card is traded, sold, or given 4. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once according to the rule on the Card |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player uses Card |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once according to rule of the Card |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Players uses Card 3. If Player has the Gnomes of Zurich, this will immensely achieve the Illuminati goal. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once for the turn during income phase |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player has Servants of Cthulhu |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Players uses Card after dice are rolled |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once at any time. |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player uses to stop Other Player reach Illuminati Goal if the Other Special Card is useful to Other Player. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given |
| Frequency of Use | Once when Other Player uses a Special Card |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player uses to stop Other Player reach Illuminati Goal. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once on any Other Player’s turn |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player is low in income. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once at any time |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player is low in income. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once at any time |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player rolls Attacking Power |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Player does not Destroy Group 4. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once |
| Status | Approved – NM |
| Owner | JT |

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| 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 | 1. Player obtains special Card 2. Player is able to separate his income strategically. |
| Extensions | 1. Player does not obtain Card 2. Card is traded, sold, or given 3. Secrets Man Was Not Meant to Know Special Card interfered. |
| Frequency of Use | Once |
| Status | Approved – NM |
| Owner | JT |