Illuminati: The Game of Conspiracy Usecases

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| ID | BR - 0 (Basic Rules - 0) |
| Title | This is the goal of the usecase |
| Description | Describe the goal and context of this use case. This can be longer and multiple lines |
| Primary Actor | The person who will be interacting with this usecase (the current player) |
| Stakeholders | Who will be affected and has an investment in this usecase (other players) |
| Trigger | What caused this usecase to be initiated. |
| Preconditions | Describe the state of the situation before the first event in this usecase |
| Postconditions | Describe the state of the situation after all the events in this usecase |
| Main Success Scenario | 1. The flow of events of from the preconditions to the postconditions, where nothing goes wrong 2. Can be numbered like this |
| Extensions | 1. Describe all other scenarios that can happen during this usecase 2. Things that can go wrong 3. Can be numbered also |
| Frequency of Use | How often this will happen (ex. Start of every turn, during attacks, etc.) |
| Status | Approved or Pending Review (or leave blank and I’ll look it over) |
| Owner | Your initials here |

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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 |
| Postconditions | 8 Illuminati Cards are facedown to be selected by all available players |
| 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 the players begin with a single Illuminati card and their indicated income in their bank |
| Primary Actor | Current Players |
| Stakeholders | Other Players |
| Trigger | Players wants to play the game |
| Preconditions | Players wants to play the game |
| Postconditions | Players begin with a single Illuminati card face up in front of them and their indicated income in the bank |
| 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. The players decide not to play. 2. Any leftover Illuminati cards are not used for the rest of the game 3. Remaining cards are shuffled and placed facedown in center |
| 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 turned face up and placed in the center |
| Primary Actor | Game Host |
| Stakeholders | All Players |
| Trigger | Start of the Game |
| Preconditions | Start of the game |
| Postconditions | Four group cards are placed in the center and are considered the original “uncontrolled” groups |
| 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 | Start of the game |
| Postconditions | Sequence of Play begins. Players with highest to lowest roll will start from first to last respectively. |
| Main Success Scenario | 1. Sequence of Play begins 2. Players will take turns based on highest to lowest roll |
| Extensions | 1. If two players share the same 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 | SP - 1 (Sequence of Play - 1) |
| Title | Collect Income |
| Description | Player draws income from the bank for each group they control that has income |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Beginning of player turn |
| Preconditions | Beginning of player turn |
| Postconditions | Player has income in stack or spread out to flaunt other players. |
| Main Success Scenario | 1. Player has income based on the number of groups they control that has income |
| 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 | Start of 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’s Turn |
| 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 2. Player draws Group card and moves it to center |
| Extensions | N/A |
| 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, money transfer, or moving a Group. 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’s Turn |
| Postconditions | Current player takes Free Actions, attacks, money transfer, moves a Group, or collects 5 MegaBucks for their treasury. |
| Main Success Scenario | 1. Player takes 2 Actions and attacks, money transfers, or moves a Group 2. Player Collects 5 MegaBucks for their treasury |
| Extensions | 1. Based on Action taken, other player groups can be affected or the current player |
| 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 | Player’s Turn |
| Postconditions | Player can drop Groups, aid an Attack, giveaway Special card or money, use a Special card, or do nothing |
| Main Success Scenario | 1. Player uses Free Actions to drop Groups, aid Attack, giveaway Special card or money, or uses a Special card |
| 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 Money |
| 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 | Player’s Turn |
| 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 money 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’s Turn |
| Postconditions | Player redistributes money, reorganizes their Power Structure, or does nothing |
| Main Success Scenario | 1. If Gnomes of Zurich, player redistributes money 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’s Turn |
| Postconditions | At least two uncontrolled Group cards in the center |
| 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 | AC – 1 (Attack to Control – 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. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player’s Turn |
| Preconditions | Other players’ have a Group(s) with an outward-pointing arrow |
| Postconditions | Player attacks successfully and controls Group or 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 resistance, attack is successful and player controls Group |
| 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 | AC – 2 (Attack to Control – 2) |
| 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 to Control |
| Postconditions | Player fails to attack, unable to control a Group |
| Main Success Scenario | 1. Player rolls an 11 or 12 on dice roll. |
| Extensions | 1. See AC - 1 |
| Frequency of Use | During player’s attack sequence |
| Status | Approved – NM |
| Owner | NM |

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| ID | AC – 3 (Attack to Control – 3) |
| 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 money is spent. |
| Primary Actor | Player Aiding in Attack |
| Stakeholders | All Players |
| Trigger | During an Attack to Control sequence by another Player |
| Preconditions | Player is currently attacking another Group |
| 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 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 |
| 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 | AC – 4 (Attack to Control – 4) |
| 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 | Based on Group card layout adjacent to the Illuminati card |
| Preconditions | Players have a Group card layout based on the number of Groups they control and where they are placed |
| 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 | Passive, so all the time |
| Status | Approved – NM |
| Owner | NM |

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| ID | AC – 5 (Attack to Control – 5) |
| Title | Alignments |
| Description | Describe the goal and context of this use case. This can be longer and multiple lines |
| Primary Actor | The person who will be interacting with this usecase (the current player) |
| Stakeholders | Who will be affected and has an investment in this usecase (other players) |
| Trigger | What caused this usecase to be initiated. |
| Preconditions | Describe the state of the situation before the first event in this usecase |
| Postconditions | Describe the state of the situation after all the events in this usecase |
| Main Success Scenario | 1. The flow of events of from the preconditions to the postconditions, where nothing goes wrong 2. Can be numbered like this |
| Extensions | 1. Describe all other scenarios that can happen during this usecase 2. Things that can go wrong 3. Can be numbered also |
| Frequency of Use | How often this will happen (ex. Start of every turn, during attacks, etc.) |
| Status | Approved or Pending Review (or leave blank and I’ll look it over) |
| Owner | Your initials here |

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| ID | BR - X (Basic Rules - X) |
| Title | End of the Game (Win) |
| Description | The game ends with the player controlling enough groups or fulfilling specific Illuminati goal. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player controlled enough groups or fulfilled specific Illuminati goal |
| Preconditions | Player did not control enough groups or met the Illuminati goal requirements |
| Postconditions | Player wins the game |
| Main Success Scenario | 1. Player manages to control enough groups through cards 2. Player manages to meet Illuminati requirements through cards |
| Extensions | 1. Player gets interrupted or attacked by another player 2. Player loses control of groups due to other players |
| Frequency of Use | Often, during attacks and interruptions |
| Status | Pending Review |
| Owner | NM |

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| ID | I - 1 (Illuminati – 1) |
| Title | The Bavarian Illuminati |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal with a total power of 35 |
| 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 can use privileged attack on each turn at the cost of 5 Megabucks 4. Player should play cautiously to move toward victory    * Player can be on good side or use a 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 |  |
| Owner | JT |

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| ID | I - 2 (Illuminati – 2) |
| Title | The Bermuda Triangle |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having at least one of the ten different alignments. |
| 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 can reorganize Power Structure at the end of each turn 4. Player can make a deal with Other Players to reach goal. 5. If Other Players keep watching count, Player can do a surprise normal victory to demoralize Other Players. 6. Player’s small goal is to obtain group Orbital Mind Control Lasers 7. 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 |  |
| Owner | JT |

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| ID | I - 3 (Illuminati – 3) |
| Title | The Discordian Society |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by controlling five Weird Groups. |
| 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 can build up Power Structure while trying to obtain Weird Groups in the process. 4. Player can pass turns to play the harmless role 5. 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. 6. Obtaining the Secret Masters of Fandom (S.M.O.F.) and Science Fiction Fans is a good advantage. |
| 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 |  |
| Owner | JT |

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| ID | I - 4 (Illuminati – 4) |
| Title | The Gnomes of Zurich |
| Description | Considered to be the big money 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 money 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having 150 Megabucks in all the treasuries of Power Structure. |
| 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 can move money freely to their Groups to ensure money safe-keeping. 4. Player takes control of high Income cards such as IRS, Multination Oil Companies, Republicans, Democrats and International Cocaine Smuggler. 5. Dispersing income to a large Power Structure to lessen the hits. 6. Protects money-making Groups and strategically spend money when needed. 7. 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 money-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 money |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 5 (Illuminati – 5) |
| Title | The Network |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having 25 points of transferable power. |
| 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 can draw two cards every turn – increases chances of getting good cards of all kinds. 4. Obtaining at least one Special card to bargain. 5. 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 |  |
| Owner | JT |

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| ID | I - 6 (Illuminati – 6) |
| Title | The Servants of Cthulhu |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by destroying eight other Groups. |
| 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 destroys Groups early 4. Player offers the task of doing the destroying 5. Player knocks out Other Player to look Neutral to Other Players.    * Other Players lose track of Groups controlled 6. Player has low-power Groups and uses them as sacrifice later in the game. 7. 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 |  |
| Owner | JT |

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| ID | I - 7 (Illuminati – 7) |
| Title | The Society of Assassins |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by controlling six Violent Groups |
| 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 sparingly uses Special Ability 4. Other Players will help to neutralize or bribe to be left alone 5. 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 |  |
| Owner | JT |

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| ID | I - 8 (Illuminati – 8) |
| Title | The UFOs |
| 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 randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| 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. |
| Extensions | 1. Player does not obtain the UFOs 2. Other Players take high Power or Income Groups 3. Other Players figures out Special Goal |
| Frequency of Use | Each turn. |
| Status |  |
| 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 |  |
| 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 |  |
| Owner | JT |

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| ID | SC - 3 (Special Card – 3) |
| Title | Computer Espionage |
| Description | Play this card any time to count the money 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 |  |
| 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 | 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 |  |
| 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 | 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 |  |
| 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 | 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 |  |
| 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 |  |
| 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 | 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 |  |
| 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 |  |
| 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 |  |
| 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 |  |
| 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 |  |
| 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 |  |
| 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 money 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 money within Groups |
| Preconditions | Player draws card |
| Postconditions | Player moves money 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 |  |
| Owner | JT |

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| --- | --- |
| ID | G – 1 (Group – 1) |
| Title | American Autoduel Association |
| Description | This group has a Power of 1, Resistance of 5, and Income of 1. They are aligned as Violent and Weird. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 2 (Group – 2) |
| Title | Anti-Nuclear Activists |
| Description | This group has a Power of 2, Resistance of 5, and Income of 1. They are aligned as Liberal. They can be controlled and control one Group. It can obtain +2 Power on any attempt to destroy Nuclear Power Companies. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 3 (Group – 3) |
| Title | Antiwar Activitists |
| Description | This group has a Power of 0, Resistance of 3, and Income of 1. They are aligned as Peaceful and Liberal. They can only be controlled. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 4 (Group – 4) |
| Title | Big Media |
| Description | This group has a Power of 4, Transferable Power of 3 to assist, Resistance of 6, and Income of 3. They are aligned as Liberal and Straight. They can be controlled and control three Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 5 (Group – 5) |
| Title | Boy Sprouts |
| Description | This group has a Power of 0, Resistance of 3, and Income of 1. They are aligned as Straight and Peaceful. They can only be controlled. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 6 (Group – 6) |
| Title | California |
| Description | This group has a Power of 5, Resistance of 4, and Income of 5. They are aligned as Liberal, Weird and Government. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 7 (Group – 7) |
| Title | CFL-AIO |
| Description | This group has a Power of 6, Resistance of 5, and Income of 3. They are aligned as Liberal. They can be controlled and control three Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 8 (Group – 8) |
| Title | Chinese Campaign Donors |
| Description | This group has a Power of 3, Resistance of 2, and Income of 3. They are aligned as Communist. They can be controlled and control two Groups. It will be treated as a Government alignment when it attempts to control a Government group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 9 (Group – 9) |
| Title | CIA |
| Description | This group has a Power of 6, a Transferable Power of 4 to assist, Resistance of 5, and Income of 0. They are aligned as Government and Violent. They can be controlled and control three Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 10 (Group – 10) |
| Title | Clone Arrangers |
| Description | This group has a Power of 6, a Transferable Power of 2 to assist, Resistance of 6, and Income of 3. They are aligned as Violent, Communist, and Criminal. They can be controlled and control two Groups. They can obtain +3 Power on any attempt to destroy any group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 11 (Group – 11) |
| Title | Copy Shops |
| Description | This group has a Power of 1, Resistance of 3, and Income of 4. They are aligned as Peaceful. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 12 (Group – 12) |
| Title | Cycle Gangs |
| Description | This group has a Power of 0, Resistance of 4, and Income of 0. They are aligned as Violent and Weird. They can only be controlled. They can obtain +2 Power on any attempt to destroy any group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 13 (Group – 13) |
| Title | Democrats |
| Description | This group has a Power of 5, Resistance of 4, and Income of 3. They are aligned as Liberal. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 14 (Group – 14) |
| Title | Eco-Guerrillas |
| Description | This group has a Power of 0, Resistance of 6, and Income of 1. They are aligned as Liberal, Violent, and Weird. They can only be controlled. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 15 (Group – 15) |
| Title | Empty Vee |
| Description | This group has a Power of 3, Resistance of 3, and Income of 4. They have no alignment. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 16 (Group – 16) |
| Title | Evil Geniuses for a Better Tomorrow |
| Description | This group has a Power of 0, a Transferable Power of 2, Resistance of 6, and Income of 3. They are aligned as Violent, and Weird. They can only be controlled. They can obtain +4 Power for any attempt to control, neutralize, or destroy the Orbital Mind Control Lasers. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 17 (Group – 17) |
| Title | Fast Food Chains |
| Description | This group has a Power of 2, Resistance of 4, and Income of 3. They are aligned as Straight. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 18 (Group – 18) |
| Title | FBI |
| Description | This group has a Power of 4, a Transferable Power of 2, Resistance of 6, and Income of 0. They are aligned as Government and Straight. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 19 (Group – 19) |
| Title | Federal Reserve |
| Description | This group has a Power of 5, a Transferable Power of 3, Resistance of 7, and Income of 6. They are aligned as Government. They can be controlled and control two Groups. Whenever it transfers money, that money can go to any group in the same Structure. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 20 (Group – 20) |
| Title | Feminists |
| Description | This group has a Power of 2, Resistance of 2, and Income of 1. They are aligned as Liberal. They can be controlled and control one Group. They can obtain +3 Power on any attempt to control any Liberal Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 21 (Group – 21) |
| Title | Fiendish Fluoridators |
| Description | This group has a Power of 3, Resistance of 5, and Income of 1. They are aligned as Communist and Fanatic. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 22 (Group – 22) |
| Title | Flat Earthers |
| Description | This group has a Power of 1, Resistance of 2, and Income of 1. They are aligned as Weird and Conservative. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 23 (Group – 23) |
| Title | Fnord Motor Company |
| Description | This group has a Power of 2, Resistance of 4, and Income of 2. They are aligned as Peaceful. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 24 (Group – 24) |
| Title | Fraternal Orders |
| Description | This group has a Power of 3, Resistance of 5, and Income of 2. They are aligned as Conservative. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 25 (Group – 25) |
| Title | Girlie Magazines |
| Description | This group has a Power of 2, Resistance of 2, and Income of 3. They are aligned as Liberal. They can be controlled and control one Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 26 (Group – 26) |
| Title | Goldfish Fanciers |
| Description | This group has a Power of 0, Resistance of 4, and Income of 1. They are aligned as Peaceful and Fanatic. They can only be controlled. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 27 (Group – 27) |
| Title | Gun Lobby |
| Description | This group has a Power of 1, Resistance of \*, and Income of 1. They are aligned as Violent and Conservative. They can be controlled and control two Groups. \* They have a normal Resistance of 3; Resistance will be 10 if they are up against any Liberal, Communist, or Weird Group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player 3. Player uses Liberal, Communist, or Weird Group to attempt to control or attack. |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

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| --- | --- |
| ID | G – 28 (Group – 28) |
| Title | Hackers |
| Description | This group has a Power of 1, a Transferable Power of 1, Resistance of 4, and Income of 2. They are aligned as Weird and Fanatic. They can be controlled and control one Group. They can obtain +3 Power on any attempt to neutralize any group. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 29 (Group – 29) |
| Title | Health Food Stores |
| Description | This group has a Power of 1, Resistance of 3, and Income of 2. They are aligned as Liberal. They can be controlled and control one Group. They can obtain +2 Power on any attempt to control Anti-Nuclear Activists. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |

|  |  |
| --- | --- |
| ID | G – 30 (Group – 30) |
| Title | Hollywood |
| Description | This group has a Power of 2, Resistance of 0, and Income of 5. They are aligned as Liberal. They can be controlled and control two Groups. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player builds Power Structure, Resistance Structure, or Income with Group. |
| Preconditions | Card is uncontrolled. |
| Postconditions | Player controls Group. |
| Main Success Scenario | 1. Player picks up card and is placed with other face-up uncontrolled groups 2. The chosen attacking group’s power is greater than this group’s resistance and Player rolls dice to the total difference or less to control group. |
| Extensions | 1. Player rolls above the total difference. 2. Group is destroyed or controlled by Other Player |
| Frequency of Use | Occasionally |
| Status |  |
| Owner | JT |