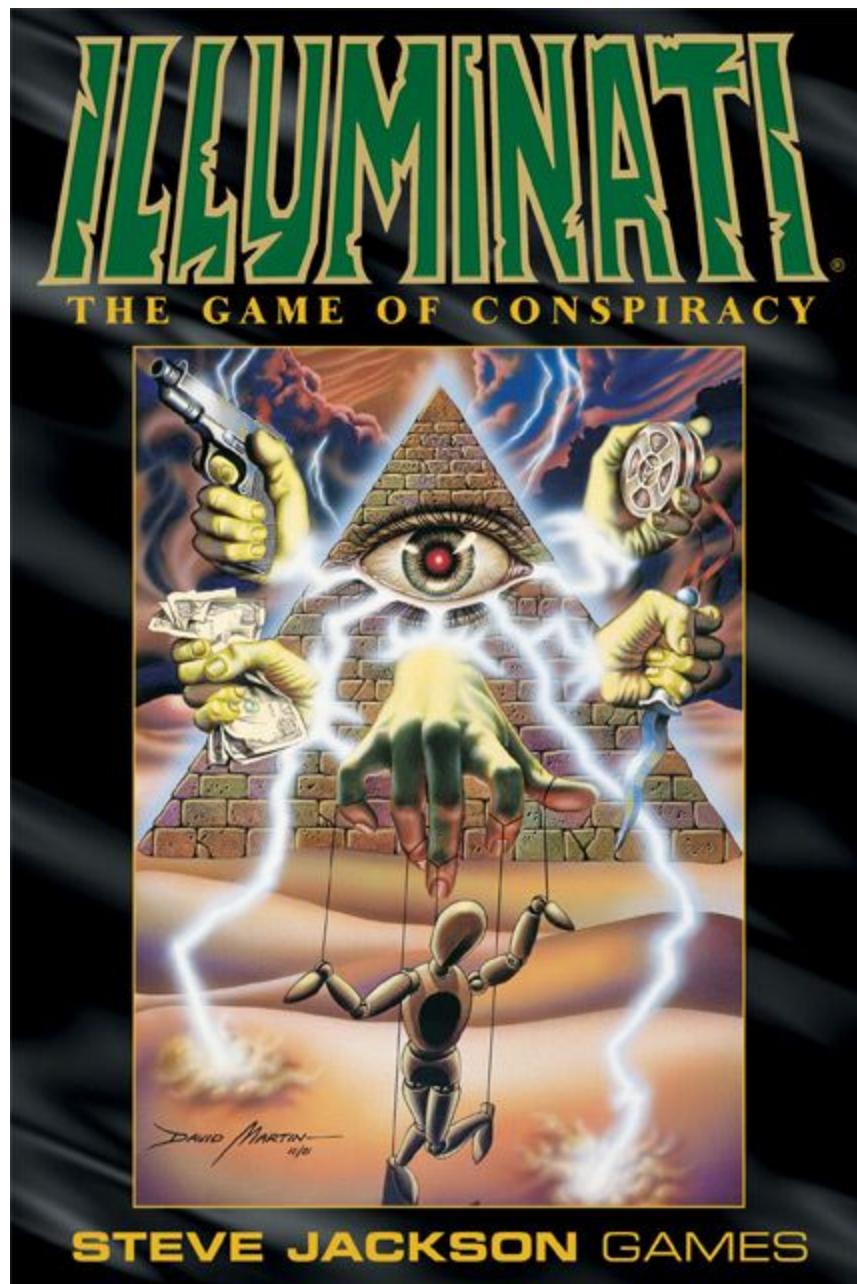


# User's Manual

Illuminati PC Edition



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# **General Information**

The General Information section explains in general terms the program and the purpose for which it is intended.

## **System Overview**

Illuminati PC Edition is a computer-based board game that is intended to run on desktops and laptops. The idea for this game is based off the popular board game Illuminati which was created by Steve Jackson Games in 1982. As the name of the game suggests, the goal of this game is to play as an Illuminati and control as much of the world as possible while dominating your opponents. The game does not require any technical setup, but installation of the most up-to-date Java software is required. Any versions of the Windows or Mac operating systems will be supported as long as the Java software is installed. Operational status of the game is currently under development.

## **Organization of the Manual**

This user manual consists of 4 sections: General Information, System Summary, Getting Started, and Using the Application.

*General Information* section explains in general terms what the game is and the purpose for which it is intended.

*System Summary* section provides a general overview of the system. This section describes the hardware and software required to run the program, and what is required of the user to make the game work.

*Getting Started* section explains what is needed to get the program up and running the first time. This section describes the installation of the various software that the user needs.

*Getting into Gameplay* section describes the different game pieces.

*Gameplay* section provides an in-depth explanation of the UI.

# **System Summary**

The System Summary section provides a general overview of the system. This section describes the hardware and software required to run the program, and what is required of the user to make the game work.

## **System Configuration**

Illuminati PC Edition operates on laptops and desktop computers running either the Windows or Mac operating system. The application does not require connection to the Internet during gameplay, but Internet connection is required to download and install the necessary software. The game requires the system to have the most up-to-date working version of the Java JDK. As of the time that this manual is being written, all versions from Version 8 Update 121 and beyond will suffice.

## **Hardware Configuration**

This section describes the minimum hardware requirements for Illuminati PC Edition.

- Pentium 2 266MHz processor
- 128 MB RAM
- 10 GB HD

## **Getting Started**

The Getting Started section explains how to get Illuminati PC Edition and install it on your device. The section also briefly describes the application's menus.

## **Java Installation**

The newest version of Java currently available can be downloaded from  
<https://java.com/en/download/>



All Java Downloads

If you want to download Java for another computer or Operating System, click the link below.  
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### Why download Java?

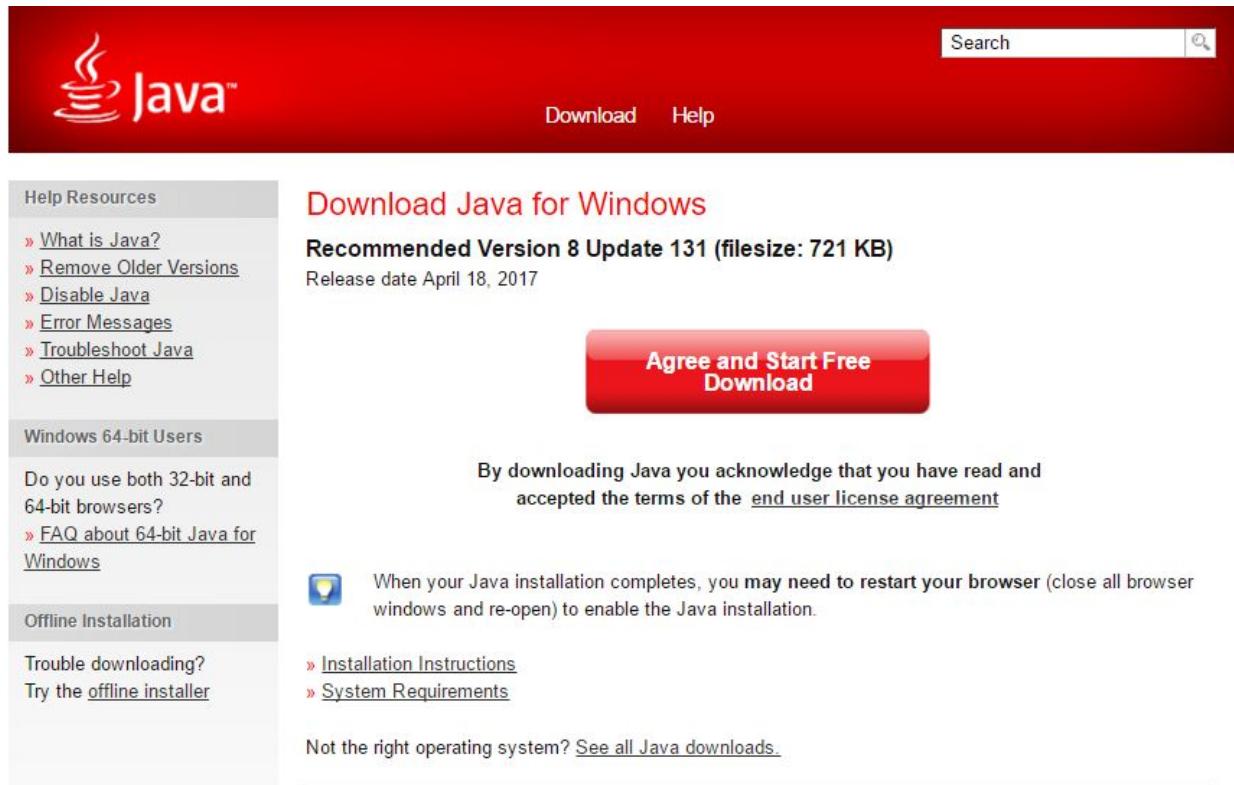
Java technology allows you to work and play in a secure computing environment. Upgrading to the latest Java version improves the security of your system, as older versions do not include the latest security updates.

Java allows you to play online games, chat with people around the world, calculate your mortgage interest, and view images in 3D, just to name a few.

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Java software for your computer, or the Java Runtime Environment, is also referred to as the Java Runtime, Runtime Environment, Runtime, JRE, Java Virtual Machine, Virtual Machine, Java VM, JVM, VM, Java plug-in, Java plugin, Java add-on or Java download.

At this page, click on *Free Java Download*



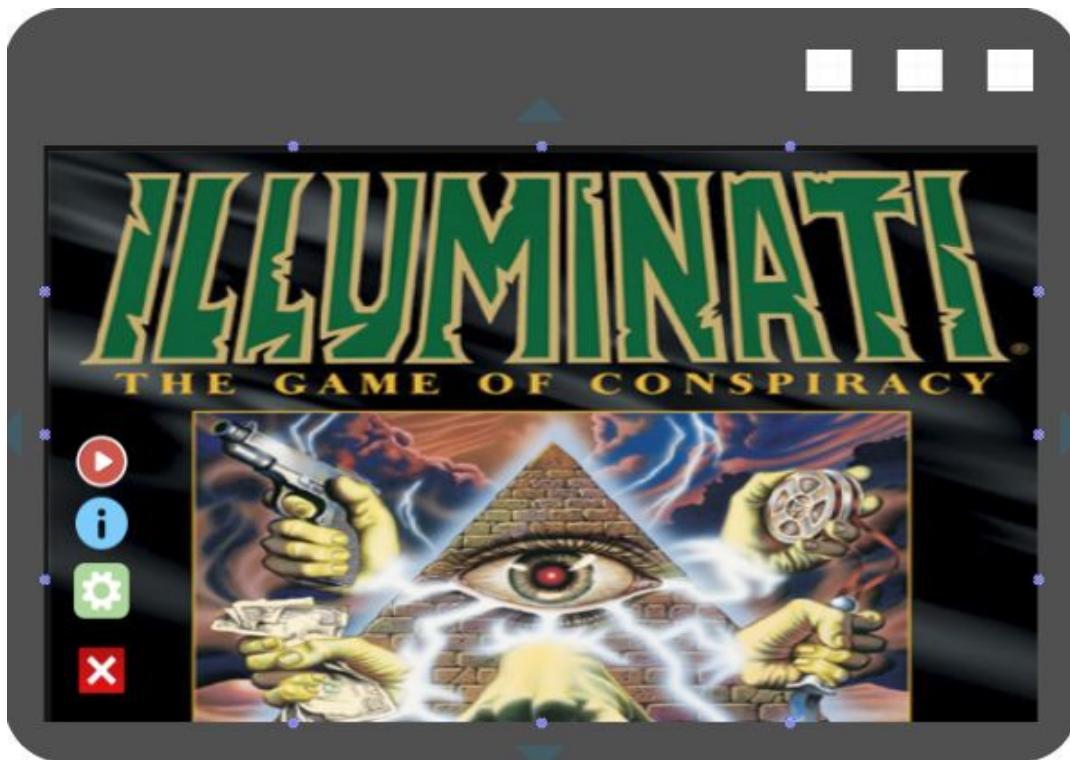
The screenshot shows the Java download page. At the top, there's a red header bar with the Java logo on the left, a search bar with a magnifying glass icon on the right, and navigation links for "Download" and "Help". Below the header, on the left, is a sidebar with sections for "Help Resources" (links to "What is Java?", "Remove Older Versions", "Disable Java", "Error Messages", "Troubleshoot Java", and "Other Help"), "Windows 64-bit Users" (link to "FAQ about 64-bit Java for Windows"), and "Offline Installation" (link to "Trouble downloading? Try the offline installer"). The main content area has a red background. It features a large red button with white text that says "Agree and Start Free Download". Above the button, it says "Download Java for Windows" and "Recommended Version 8 Update 131 (filesize: 721 KB)". Below the button, it says "Release date April 18, 2017" and "By downloading Java you acknowledge that you have read and accepted the terms of the [end user license agreement](#)". There's also a note with a blue info icon: "When your Java installation completes, you may need to restart your browser (close all browser windows and re-open) to enable the Java installation." At the bottom of the main content area, it says "Not the right operating system? [See all Java downloads.](#)"

Next, click on *Agree and Start Free Download*. Then follow the on-screen installations in the installer.

## Game Download and Installation

The newest installation version for Illuminati PC Edition can be downloaded from <http://www.illuminatipced.com/php/install>. From there, the user will be choose between Windows or Mac operating system, and the download will begin shortly after that.

## Application Menu



Above is a depiction of the main menu for Illuminati PC Edition. All user interaction with the game should begin from this page. There are 4 button on this menu page. They are the Play button, Information button, Options button, and Quit Game button.

 This is the Play button. The player clicks this button if they decide to start playing the game.

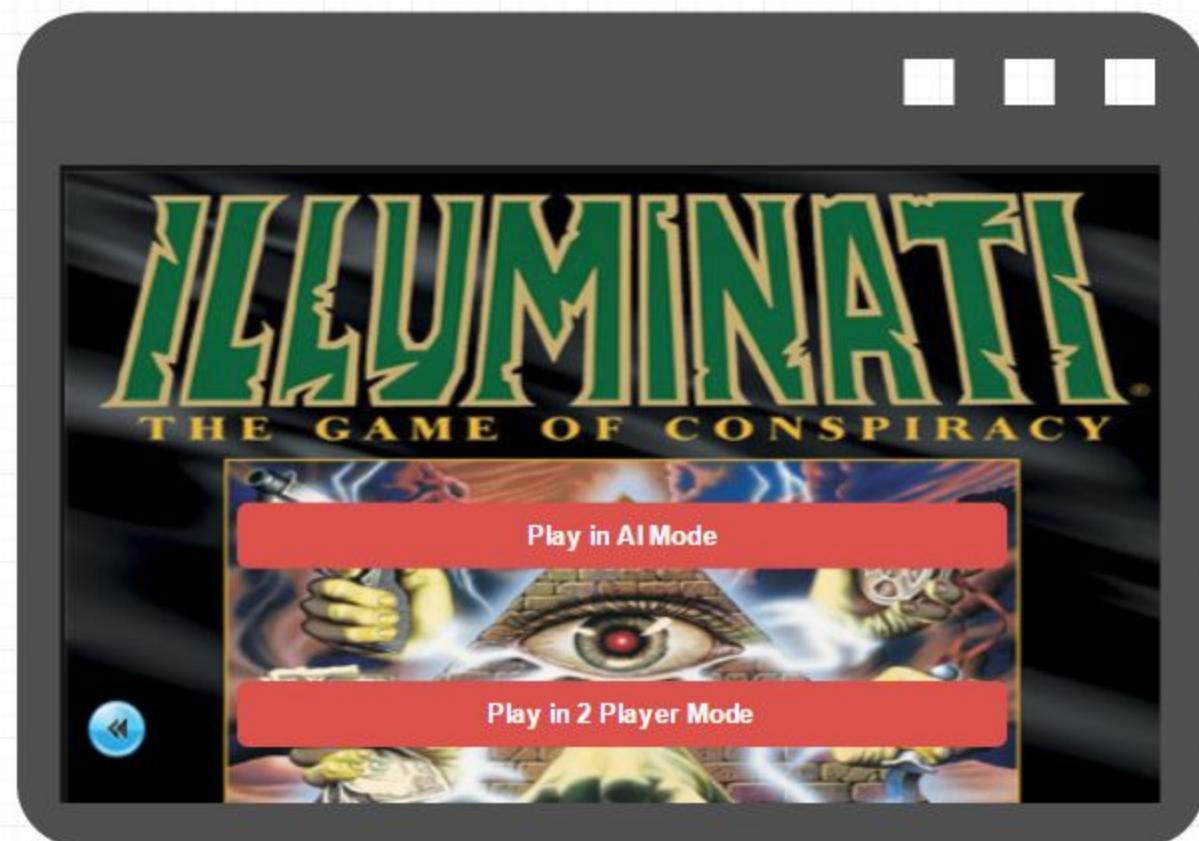
 This is the Information button. The player clicks this button to get information of about game. When the button is clicked, it should take the user to a webpage with the instruction manual for the game.

 This is the Options button. The player clicks this button if they want to change the screen resolution of the game.

 This is the Quit Game button. The player clicks this button if they decide the exit the game. When the button is pressed, the game should close.

## Clicking the Play Button

The player clicks the Play Button  to start playing the game.



After clicking the Play Button, the player is prompted to choose between playing in AI Mode or in 2 Player Mode. *Play in AI Mode* means the player wants to play against an AI (computer) opponent. *Play in 2 Player Mode* means the player wants to play against another real person.



This button is the Back button. When pressed, this button returns the player to the main menu.

## Clicking the Information Button

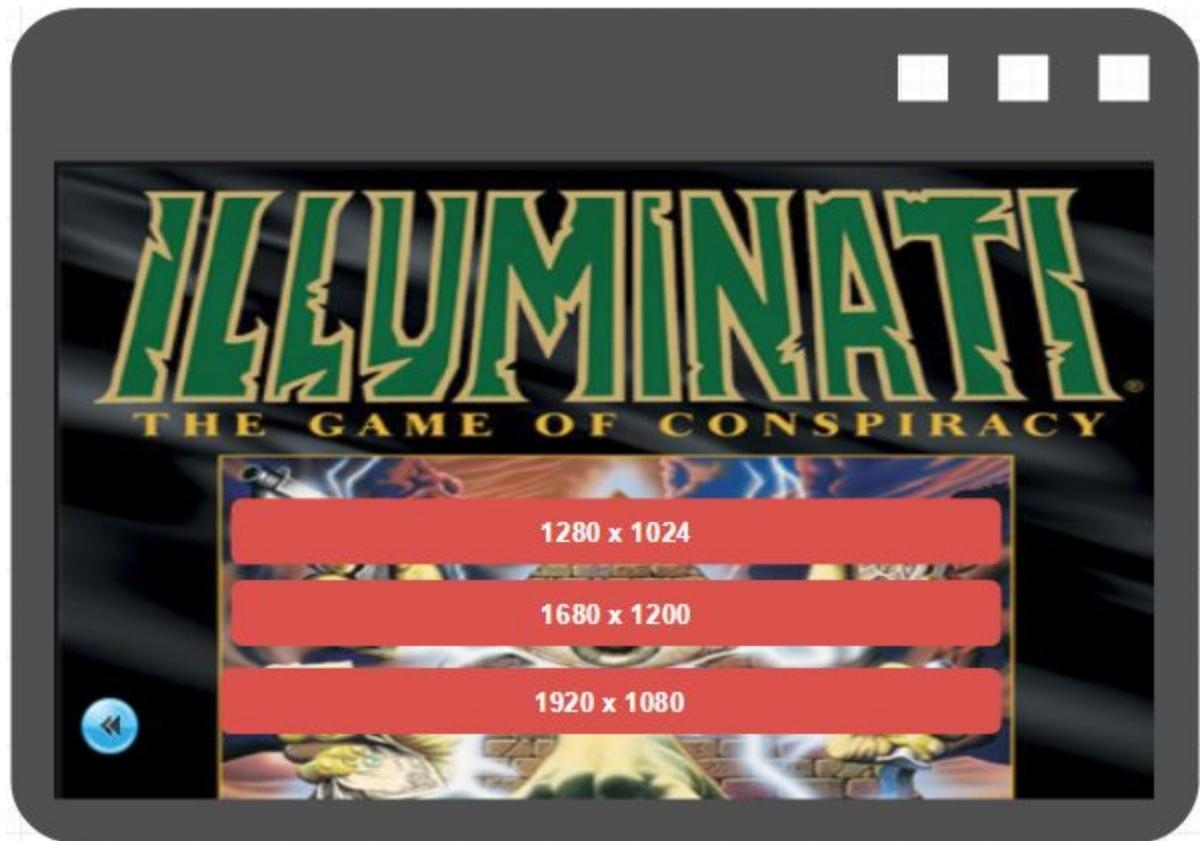
The player clicks the Information Button  to get more information about the game. When pressed, this button should take the the player to a webpage with in depth instructions for the

game. The webpage can also be accessed through the following URL :

[http://www.sjgames.com/illuminati/img/illuminati\\_rules.pdf](http://www.sjgames.com/illuminati/img/illuminati_rules.pdf)

## Clicking the Options Button

The player clicks the Options Button when they decide to change the screen resolution.



The player is prompted to choose between a list of resolutions for the window to resize to.



This button is the Back button. When pressed, this button returns the player to the main menu.

## Clicking the Quit Button

The player clicks the Quit Button if they decide to close the game. In the event that the player clicks this button, the game window should close immediately.

# Getting Into Gameplay

The Getting Into Gameplay section explains the different game pieces and an in-depth explanation of how the UI works during gameplay.

## The Cards

### Illuminati Cards

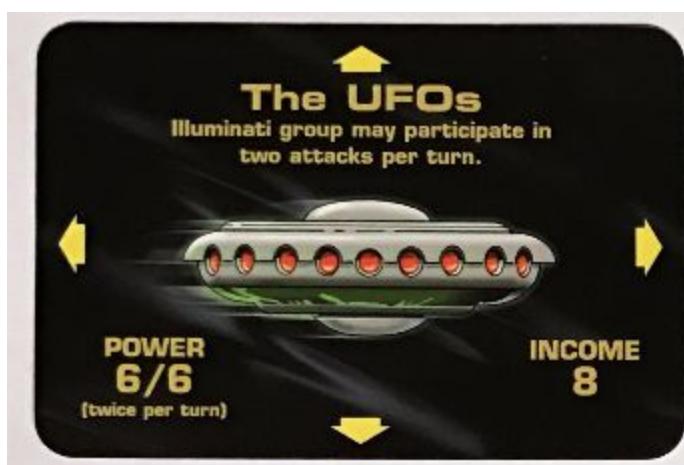
Illuminati cards represent the various groups or secret conspiracies that the player will control. During gameplay, the player will have control of only 1 Illuminati. Each Illuminati has their own Attack Power and Transferrable Power along with Income.

*Attack Power* refers to the amount of power that an Illuminati Group has during an Attack.

*Transferrable Power* refers to the amount of power that an Illuminati Group can share to another Group during that other Group's Attack.

*Income* refers to the amount of MegaBucks that the player collects for their Illuminati during the start of each turn.

In the example below, the Illuminati group, The UFOs have an Attack Power of 6, and a Transferrable Power of 6. The UFOs also collect 8 MegaBucks at the start of each turn.



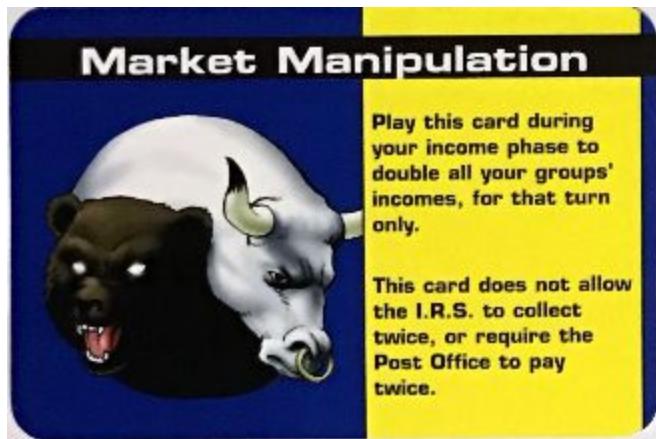
Illuminati groups all have their own Special Ability. The UFOs have a special ability that allows them to participate in two attacks per turn.

There are 8 Illuminati groups in the game. They are The Society of Assassins, The Network, The Discordian Society, The UFOs, The Servants of Cthulu, The Gnomes of Zurich, The Bavarian Illuminati, The Bermuda Triangle.

## Special Cards

A Special card is a card that gives an advantage to the player who draws it. The special card should be treated as something that is valuable, but the card may be traded, sold, or given away at any point during gameplay. Each Special card may only be used once, and is discarded after use.

Each Special card has its own unique use case that is described on the card itself. In the example below, the Market Manipulation Special card allows a player to collect double income for all the groups that they control. As stated on the card, the Special card is good for only one turn.

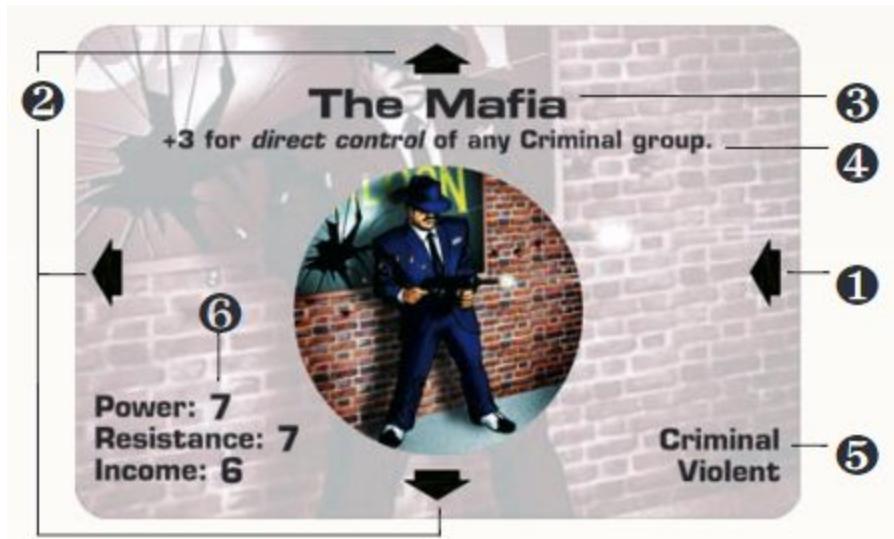


Any Special card can also be used to make an attack “privileged” meaning that no one can interfere either for or against the attack. However, the drawback is that the player must discard one Special card to make the attack privileged.

If a player controls the Market Manipulation Special card and they wish to make a privileged attack, they must give up that card or any other Special cards they control.

## Group Cards

The Groups are the individual entities that the Illuminati seek to capture. Each Group has certain characteristics that make it unique.



The Group's name is written at the top of the card. Any special abilities that the Group has will be written directly below it's name. In this example, the Group, The Mafia has a special ability that gives +3 for direct control of any Criminal group.

Each Group also has a set of characteristics for Power, Resistance, and Income.

### Power

Power refers to the ability of a card to dominate other Groups. The higher the number, the greater the Power. If a Group has two numbers (for example: 7/4), the first number is its regular Power and the second represents the Power that can be used to assist another Group in an attack (Transferrable Power). The Mafia has a Power of 7.

### Resistance

Resistance is a measure of a Group's ability to resist domination. The lower its Resistance, the easier it is to take control over. The Mafia has a Resistance of 7.

## **Income**

Income refers to the amount of MegaBucks that is collected by the player for each Group they control. MegaBucks are collected at the start of each turn. The Mafia collects 6 Income at the start of each turn.

## **Alignments**

Each Group card also has its own political alignments. Some cards have one alignment, while others may have several. It is easier for a Group to control or neutralize Groups with similar alignments, and to destroy those of opposite alignments.

Opposites:

- Government & Communist
- Liberal & Conservative
- Peaceful & Violent
- Straight & Weird
- Criminal has no opposite
- Fanatic are opposites of other Fanatic

The Mafia has political alignments of Criminal and Violent. This means that any attacks from The Mafia receive a +4 bonus if the Group being attacked has an identical alignment(Criminal or Violent). By the same logic, any attacks from The Mafia receive a -4 bonus if the Group being attacked has an opposite alignment (Peaceful).

# **Gameplay**

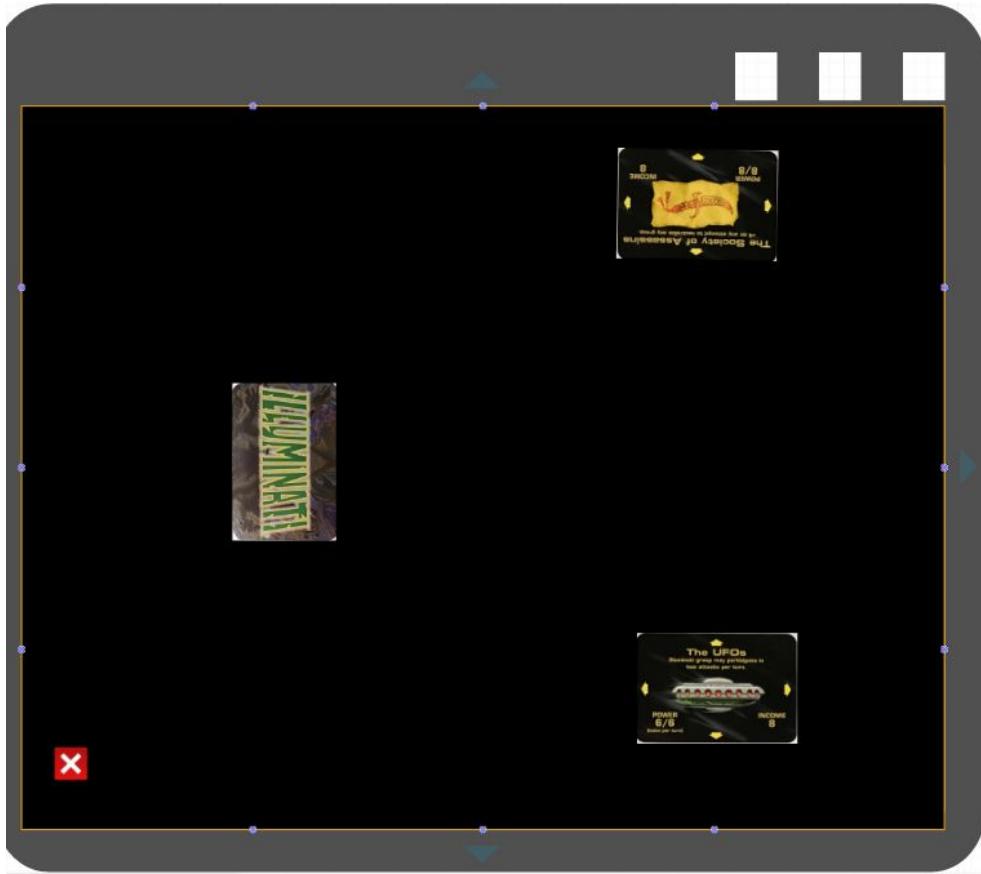
This section provides an in-depth explanation into the UI and how the user interacts with the UI.

## **Object of the Game**

The object of the game is to take control of the world. A player plays as an Illuminati, a secret conspiracy group. During the game, you take control of other Groups which provide you with more Income and in some cases, special abilities. The Groups become part of the Illuminati Power Structure and remain in your control until another player takes control of it. You win by either controlling enough Groups or by fulfilling the goal of your own Illuminati. For example, if you are playing as The Bavarian Illuminati, your special win goal is to amass 35 Attack Power.

## **Beginning the Game**

The game starts with each player being assigned a random Illuminati. This Illuminati will remain in the control of the player for the duration of the game. Illuminati groups are to be displayed face-up in front of the player.



In this example, the one of the players will control The Society of Assassins while the other player will control The UFOs. The cards to the left represent the deck of face-down cards that are yet to be drawn. These cards are the Special Cards and the Group Cards. The empty space in the middle will be for the Group Cards that will make up the uncontrolled area. The space to the left and right of the two Illuminati cards will be for building the power structures.

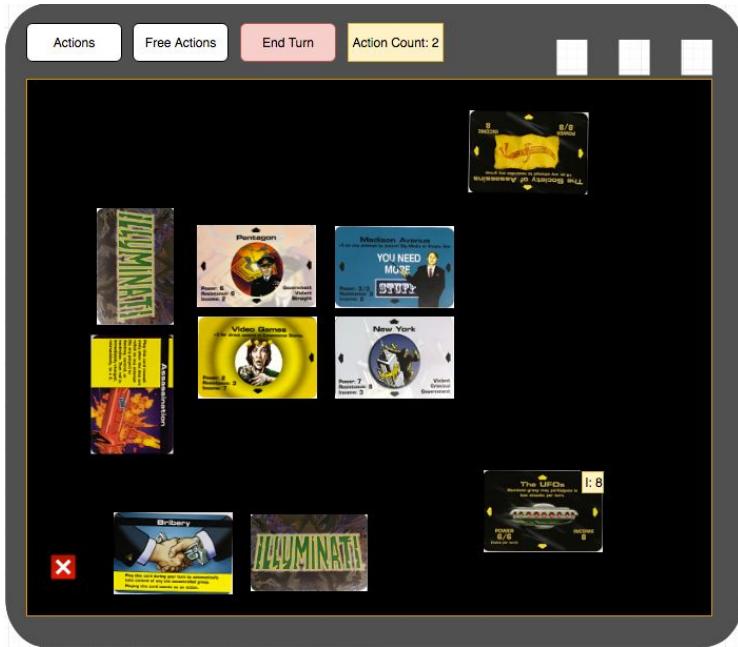
The game starts with 4 groups placed in the uncontrolled area. Whoever get the highest roll of 2 dice will start first.

## Sequence of Turns

1. Each Group controlled by the player will get Income based on the Income stat on the card.
2. The player draws a card. If the card is a Group, it will be placed in the uncontrolled area. If the card is a Special, the player can choose to put the card face up or face down on their side of the board.
3. Player can take up to 2 actions in their turn. Actions include attack, transfer money, and move Groups. Free actions does not use up an action. Free actions include dropping

Groups, using Special Cards, and giving away MB or cards. Special-Power actions from a Illuminati Group also does not count as an action.

4. Player clicks End Turn. If player does take any action, even free and special, 5 MB is added to Illuminati Income Counter.
5. After the player clicks End Turn, the uncontrolled area has to have at least 2 Groups. If there isn't enough Groups, draw from the deck and place any Groups found into uncontrolled area until there are 2 Groups. Any Specials drawn are discarded.



There is also an Income counter on Illuminati and Group cards. As we can see in the example above, the UFOs have an accumulated Income of 8.

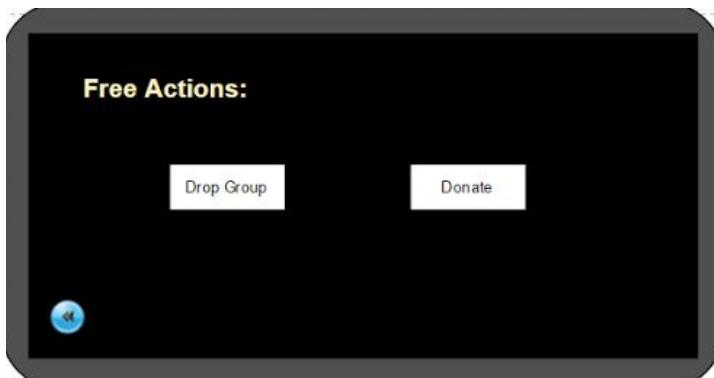
The 2 cards placed in the bottom left are where the player's Special Cards are placed. In the example above, the player who controls the UFOs also controls the Bribery Special Card.

The discard pile is below the deck. In the example above, the Assassination Special Card is seen in the discard pile.

During a player's turn, they can choose what they want to do by clicking the tabs above. For example, during a player's turn they can take 2 actions. So, during normal gameplay, a player may click the Actions tab. After clicking this, a menu showing all of the possible actions a player can take during their game comes up (*see example below*)



During their turn, a player is also allowed to take Free Actions by clicking the Free Actions button. After clicking this, a menu showing all of the possible actions a player can take during their game comes up.



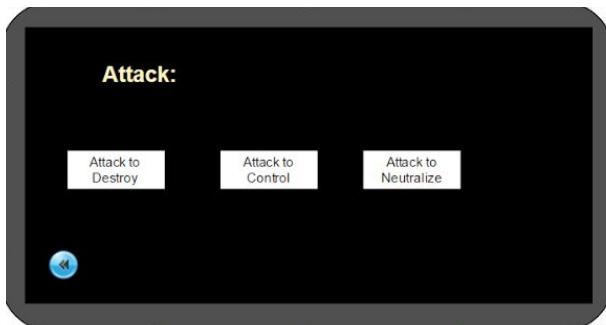
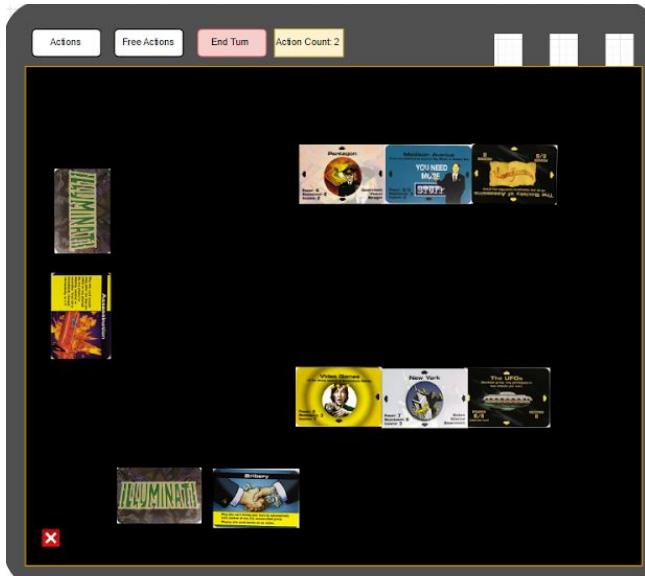
## How to Attack & Defend

There are 3 choices: Attack to Control, Attack to Neutralize, Attack to Destroy.

- Attack to Control lets the player gain control of any Group that is not controlled by the player already if it succeeds. Power against Resistance.
- Attack to Neutralize lets the player to send any controlled Group and its subordinates to the uncontrolled area if it succeeds. Power against Resistance.
- Attack to Destroy lets the player removing any Group with Power from play (dead pile) and its subordinates into the uncontrolled area if it succeeds. Power against Power.

The player clicks which Group the Player controls to be the attacker. A menu pops up listing the 3 attacks. Only the Attack to Control requires the Group to have at least 1 open outward arrow.

The player chooses which Group to be attacked. Attack to Control can't target player's own Groups. Attack to Destroy can't target any Group without any Power.





The player has the option to declare their attack to be privileged by clicking on privilege. This will allow the player's attack to not have any interference at the cost of discarding 1 Special Card.

- Interference option allows the player to use MB from their Illuminati to either increase or decrease the roll needed for the attack to win. See Results of Attack for rolls needed.
- Privileged status may be abolished by clicking Abolish at the cost of discarding 2 Special Cards.

The player has the option to click on aid attacks. This lets any Group gain Power from any adjacent Group's transferable Power. The Group chosen to aid an attack will not be able to attack or aid in another attack in the same turn. When finished, click Next.

The player can spend MB to improve chances of winning. Every MB spent increases Group's Power by 1.

Notes:

- When attacking a group controlled by a player will gain +10 Resistance/Power when defending group is adjacent to Illuminati, +5 when 1 space away, and +2 when 2 spaces away.
- If any MB is spent, the player can no longer back out.
- In Attack to Neutralize, +6 Power to attacker.
- In Attack to Destroy, +4 Power when attacking an opposite alignment and -4 Power when attacking same alignment unless specified otherwise. See Alignments Section.

Click Ready when done.

The defender gets to spend MB as well. Every MB spent from the defending Group increases Group's Power/Resistance by 2 and every MB spent from Illuminati increases by 1. Click Ready when done.

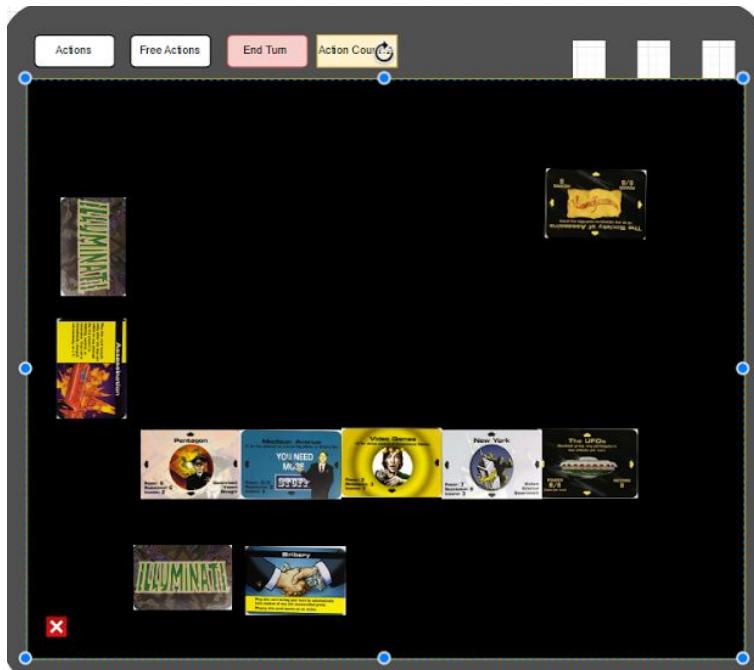
Both players can continue to spend money. Battle starts when both players ready without spending any MB.

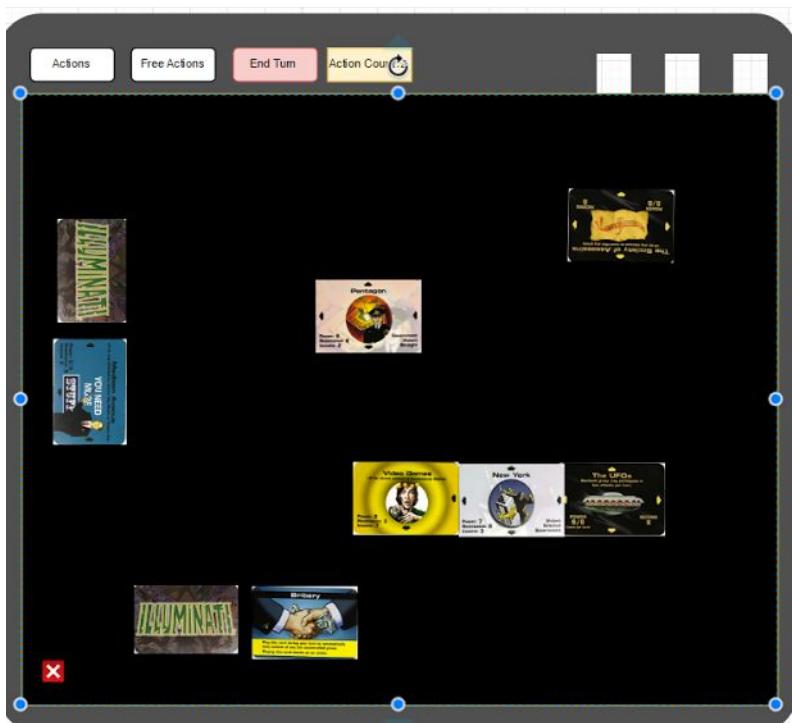
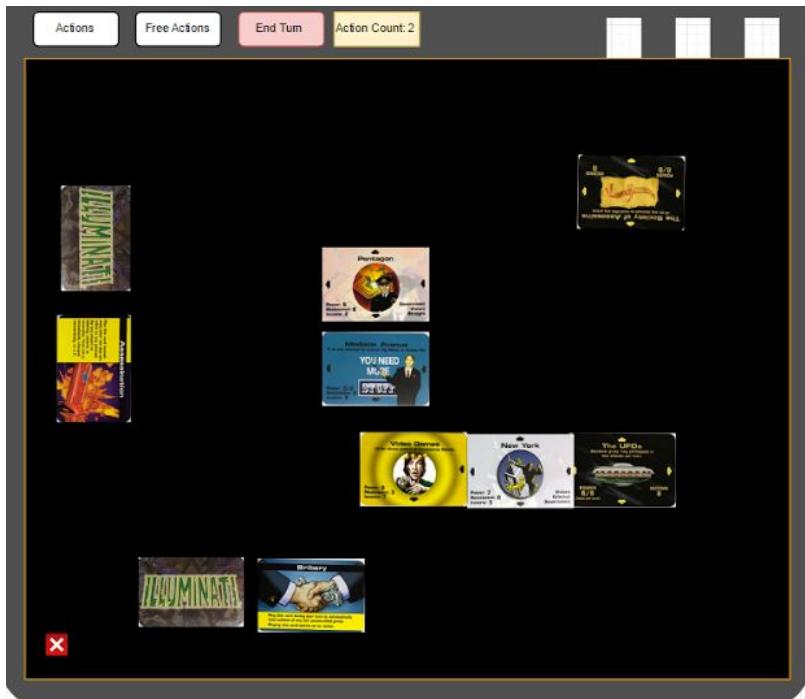
## Results of Attack

Roll 2 dice and the number appears on the screen. If the number is 11 or 12, the attack automatically fails. If the number is higher than the difference in your Group's Power and the defending Group's Resistance in Attack to Control and Attack to Neutralize or the difference in your Group's Power and the defending Group's Power in Attack to Destroy, the battle is won. Nothing happens when lost.

- Attack to Control: The player gets to place new group to their area.
- Attack to Neutralize: Defeated Group and its subordinates moved to uncontrolled area.
- Attack to Destroy: Defeated Group move to discard pile. Its subordinates move to uncontrolled area.

Result of an Attack to Control, Attack to Neutralize, and Attack to Destroy are shown below.





## Transfer Income

Player can click on Transfer Income from the Actions Menu. Player choose Group to transfer money and the adjacent Group to obtain the MB. Player chooses the amount and click Transfer.

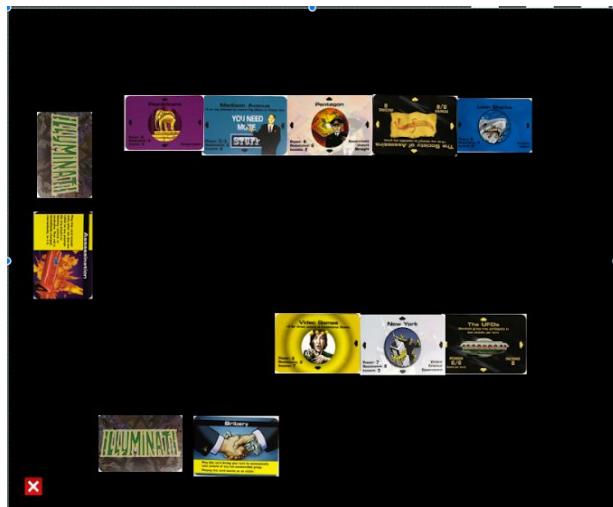
## Move Groups

Player can click on Move Group from the Actions Menu. Player choose Group to move (*see below*).

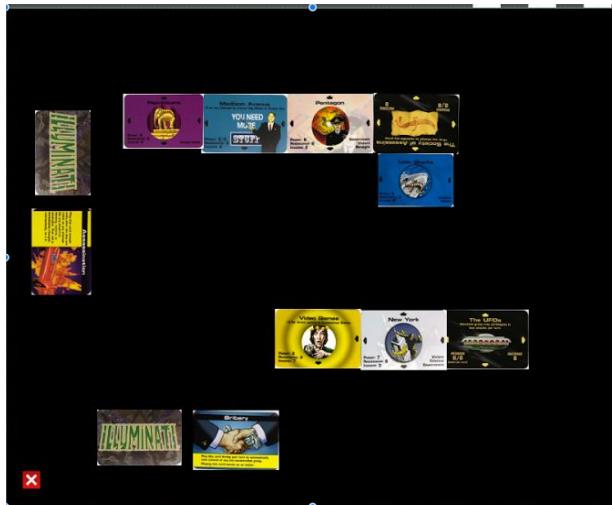


Player choose any open & valid rectangle to move to. If the Group has subordinates, the subordinates also move with the Group. Subordinates can be moved around as long their Master Group is still the same. If a subordinate is not on a valid space, the subordinate will move to uncontrolled area along with its subordinates.

### Before Moving:



### After Moving:



### Dropping Groups

Player can click on Drop Group from the Free Actions Menu. Player choose Group to move to uncontrolled area (*see below*)



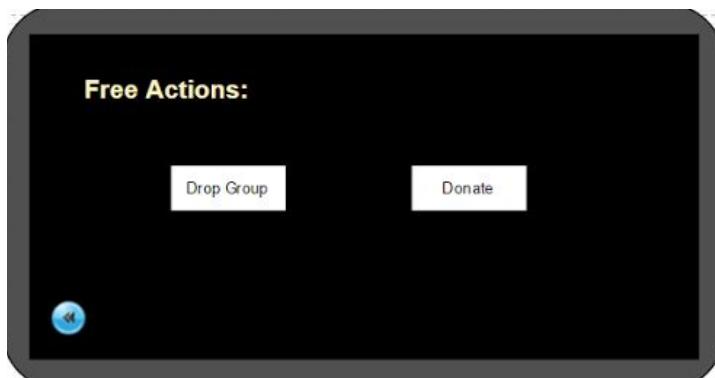
Its subordinates will also move to uncontrolled area. In the example below, the player drops the Pentagon Group. The Pentagon Group and all its subordinates are in the unControlled Area now.

## Using Special Cards

Player can click on specials cards to use them. See Special Cards on *page 10*.

## Donate

Player can click on Donate from the Free Actions Menu. The player can select to choose to donate a set amount of MB to the opponent's Illuminati or a special card.



## Special Power Actions

Each Illuminati has a special action that can be used during the game. The special action info can be seen by clicking on the Illuminati Card.

- Bavarian Illuminati: Make a privileged attack for 5 MB. Option appears when choosing targets for attack.
- Bermuda Triangle: Move Groups freely within Power Structure at the end of turn.
- Discordian Society: +4 Power when controlling Groups.
- Gnomes of Zurich: Move MB between Groups freely at the end of turn.
- The Network: Draw 2 Cards per turn.
- Servants of Cthulhu: +2 Power when destroying Groups.
- Society of Assassins: +4 Power when neutralizing opponent's Group
- UFOs: Illuminati Group can attack twice or aid attacks a turn.

## **How to Win**

Players can win by controlling 13 Groups. Players can also win by achieving the Illuminati Special Goals. The Special Goals info can be seen by clicking on the Illuminati Card except UFOs.

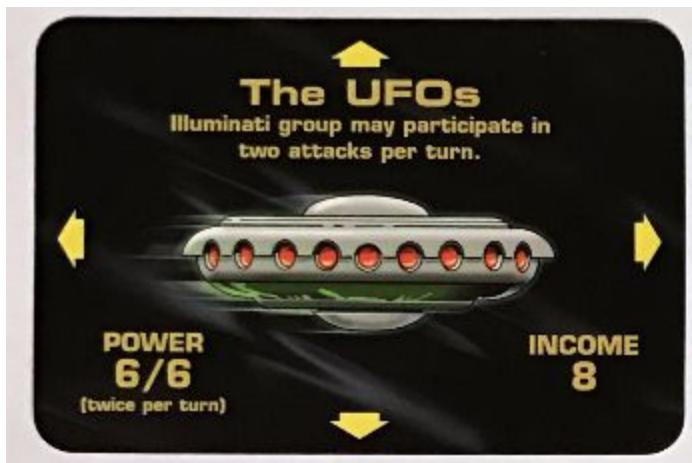
- Bavarian Illuminati: Control Groups with a total Power of 35 or more (including their own Power of 10)
- Bermuda Triangle: Control at least one Group of each alignment. Groups with multiple alignments counts for each of its alignments.
- Discordian Society: Control 5 Weird Groups
- Gnomes of Zurich: Obtain 150 MB within Power Structure.
- The Network: Control Groups with a total Transferable Power of 25 (including their own of 7)
- Servants of Cthulhu: Destroy 8 Groups.
- Society of Assassins: Control 6 Violent Groups.
- UFOs: Player get to choose any other Illuminati Special Goal not chosen by the opponent. The opponent will not know what Special Goal you chose.

## **Eliminating a Player**

Players are eliminated if, at any time after his/her third turn, he/she controls no groups except his Illuminati. Eliminated player's money goes to the bank. The only exception to this rule is if the Servants of Cthulhu destroy themselves to win the game.

# Glossary of Cards

## Illuminati Cards



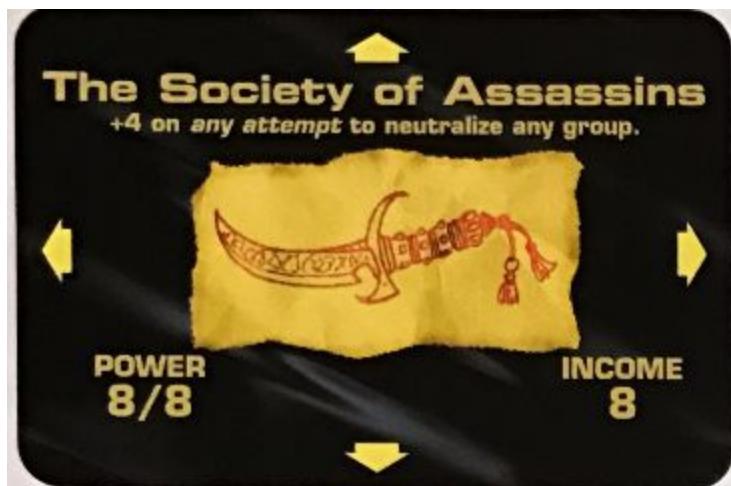
**Name:** The UFOs

**Description:** This is an Illuminati Card. The UFOs have a special ability where the player can attack twice per turn

**Power:** 6

**Transferable Power:** 6

**Income:** 8



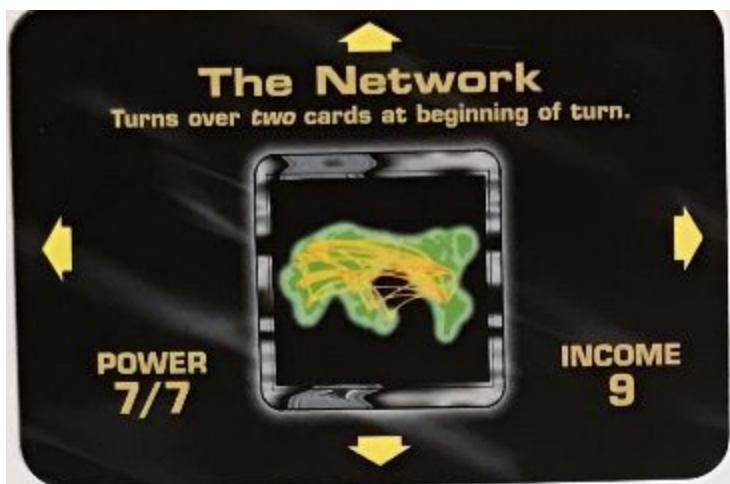
**Name:** The Society of Assassins

**Description:** This is an Illuminati Card. The Society of Assassins have a special ability where they get +4 on any attempt to neutralize any group

**Power:** 8

**Transferable Power:** 8

**Income:** 8



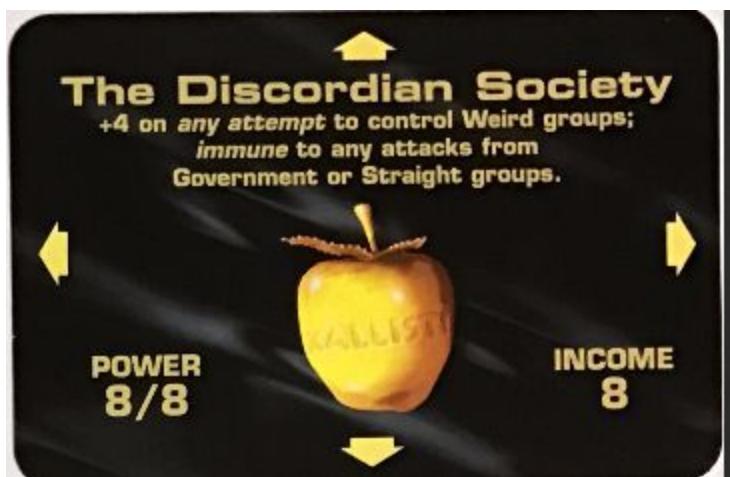
**Name:** The Network

**Description:** This is an Illuminati Card. The Network has a special ability that allows playing controlling this card to turn over 2 cards at the beginning of their turn

**Power:** 7

**Transferrable Power:** 7

**Income:** 9



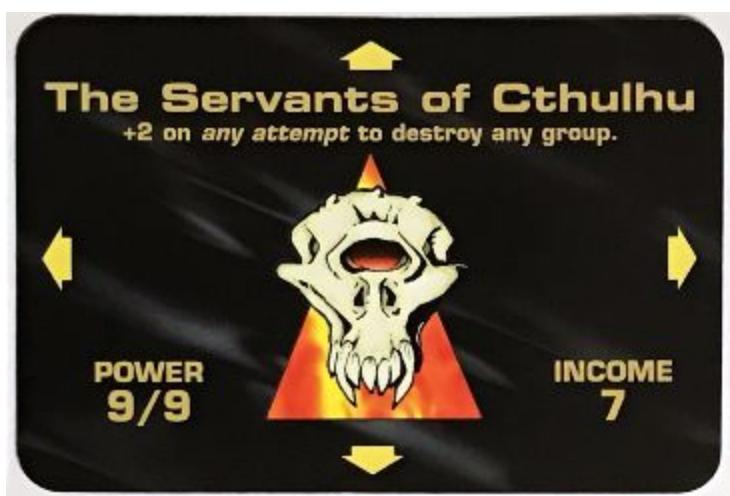
**Name:** The Discordian Society

**Description:** This is an Illuminati Card. The Discordian Society has a special ability that gives the player +4 on any attempt to control Weird groups; They are also immune to attacks from Government or Straight Groups

**Power:** 8

**Transferrable Power:** 8

**Income:** 8



**Name:** The Servants of Cthulhu

**Description:** This is an Illuminati Card. The Servants of Cthulhu grants +2 on any attempt to destroy any group.

**Power:** 9

**Transferrable Power:** 9

**Income:** 7



**Name:** Gnomes of Zurich

**Description:** This is an Illuminati card. The Gnomes of Zurich allow the player to move money freely at the end of every turn.

**Power:** 7

**Transferrable Power:** 7

**Income:** 12



**Name:** The Bavarian Illuminati

**Description:** This is an Illuminati card. The Bavarian Illuminati allows the player to make one privileged attack each turn at the cost of 5 MB.

**Power:** 10

**Transferrable Power:** 10

**Income:** 9



**Name:** The Bermuda Triangle

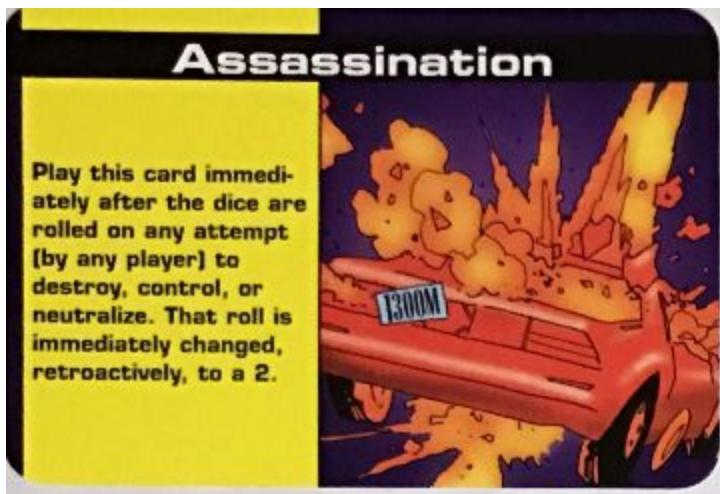
**Description:** This is an Illuminati card. The Bermuda Triangle allows the player to reorganize their groups freely at the end of the turn.

**Power:** 8

**Transferrable Power:** 8

**Income:** 9

## Special Cards



### Assassination

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.

### Name: Assassination

**Description:** This card is played after the dice are rolled on any attempt to destroy, control, or neutralize. The value of that role is changed to a 2.

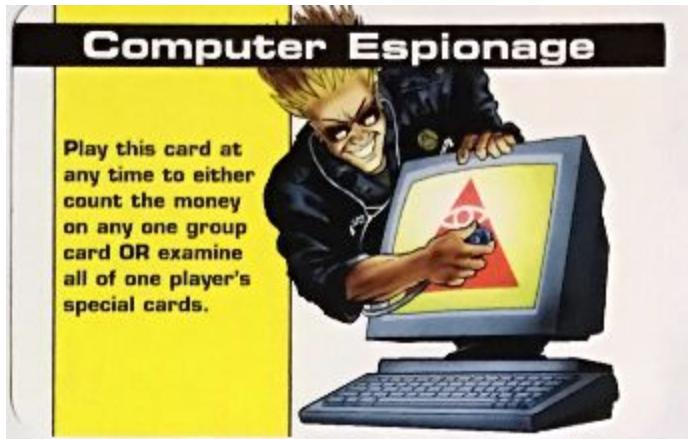


### Bribery

Play this card during your turn to automatically take control of any one uncontrolled group.  
Playing this card counts as an action.

### Name: Bribery

**Description:** This card is played during a player's turn. It is used to take control of any one uncontrolled group in the uncontrolled area.

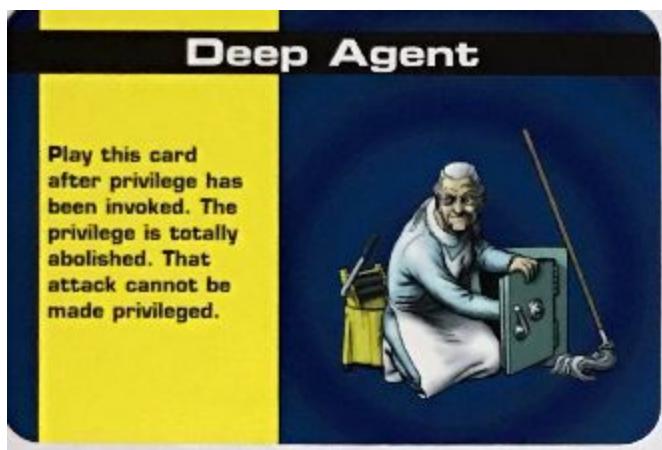


### Computer Espionage

Play this card at any time to either count the money on any one group card OR examine all of one player's special cards.

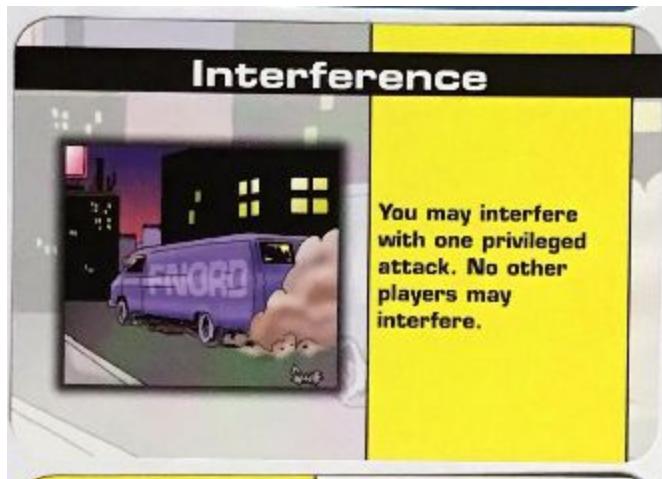
### Name: Computer Espionage

**Description:** This card can be played during any one player's turn. Use this card to count the money on any one group card OR examine all of one player's special cards.



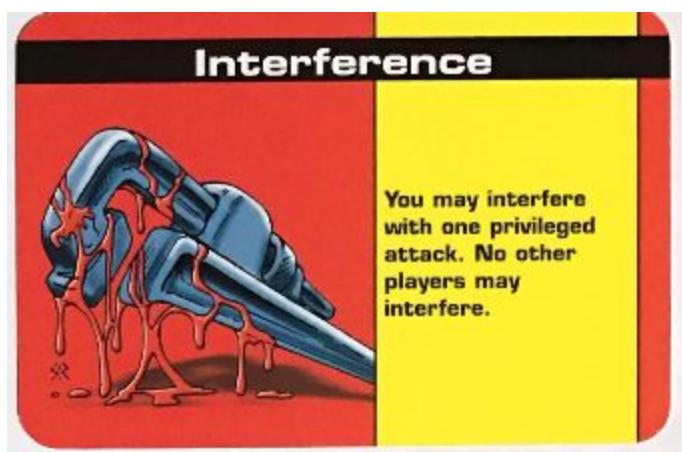
**Name:** Deep Agent

**Description:** Play this card after privilege has been invoked on another player's attack. The privilege is now totally abolished.



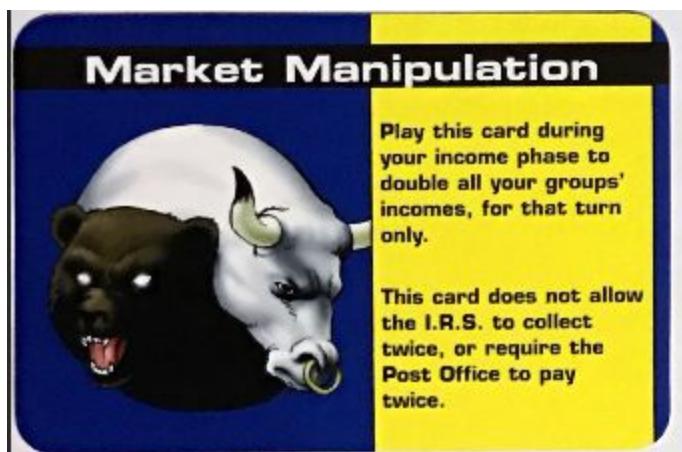
**Name:** Interference

**Description:** This card allows a player to interfere on a single privileged attack.



**Name:** Interference

**Description:** This card allows a player to interfere on a single privileged attack.



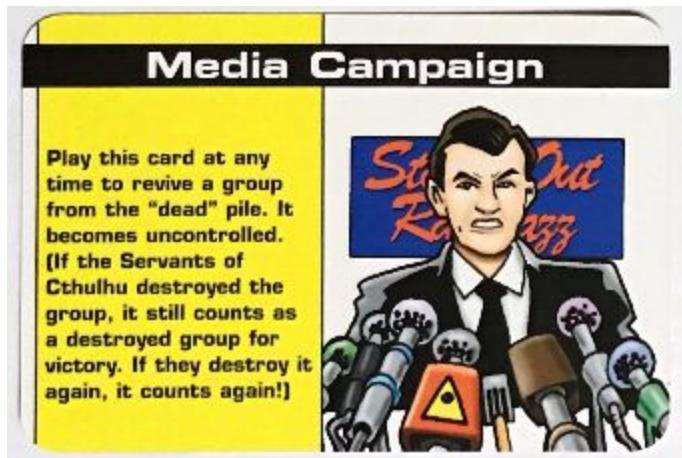
### Market Manipulation

Play this card during your income phase to double all your groups' incomes, for that turn only.

This card does not allow the I.R.S. to collect twice, or require the Post Office to pay twice.

### Name: Market Manipulation

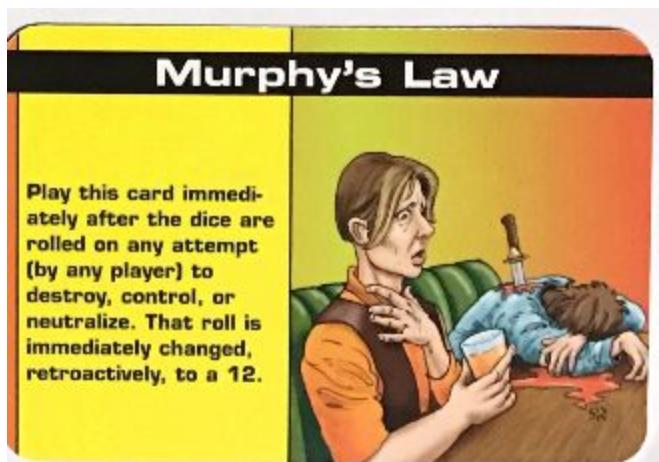
**Description:** This card allows a player to collect double Income from all their groups for that single turn.



Play this card at any time to revive a group from the "dead" pile. It becomes uncontrolled. (If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!)

### Name: Media Campaign

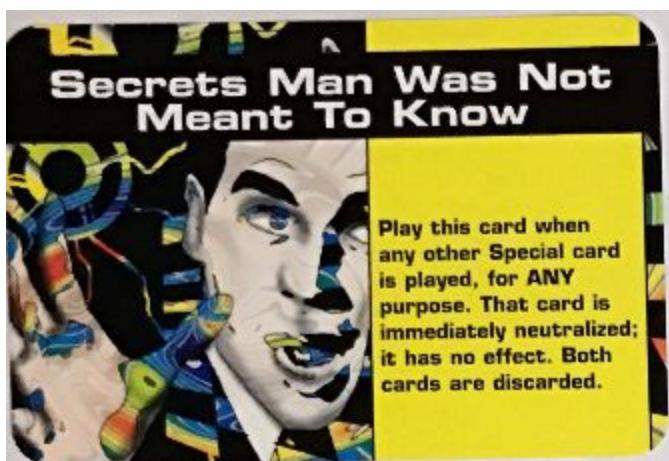
**Description:** This card allows a player to revive a Group that has been discarded. The group becomes part of the uncontrolled area and can be recaptured again by any player.



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 12.

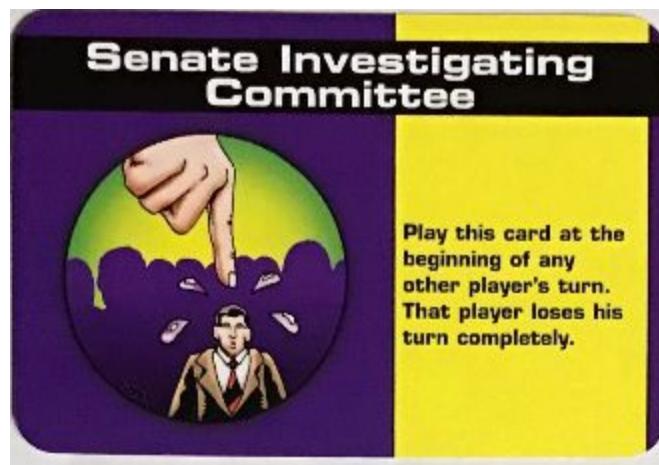
### Name: Murphy's Law

**Description:** This card can be played after the dice are rolled on any attempt to destroy, control, or neutralize. The value of that roll is changed to 12, meaning that the attack has failed.



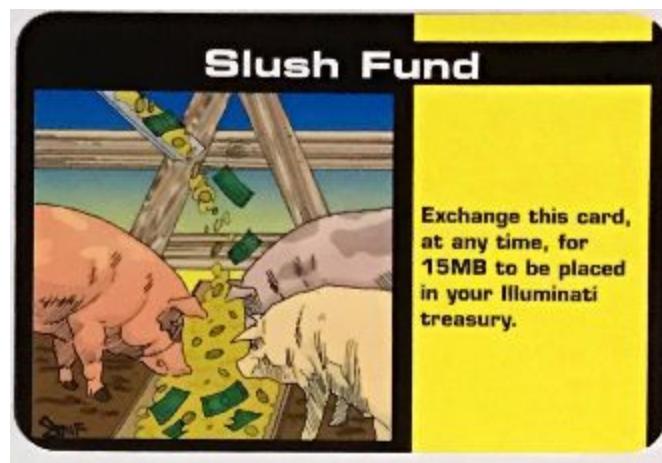
**Name:** Secrets Man Was Not Meant to Know

**Description:** This card can be played after another Special Card is played. That card is immediately neutralized and any effect that that card had is made null.



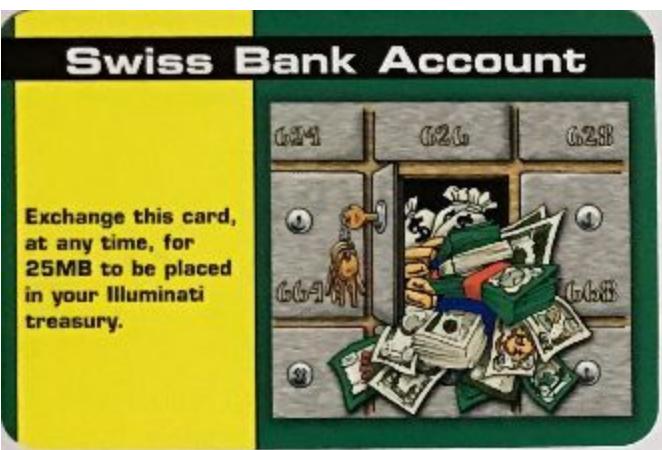
**Name:** Senate Investigating Committee

**Description:** This card can be at the start of another player's turn. The card essentially works like a "SKIP" and the player loses their turn completely.



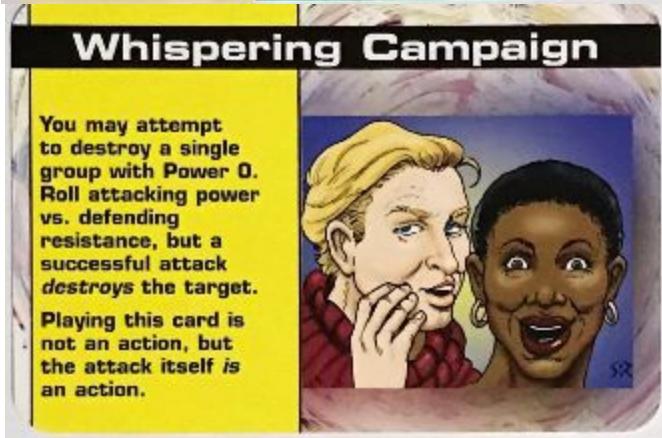
**Name:** Slush Fund

**Description:** This card can be played to receive 15 MegaBucks that will go to the player's Illuminati treasury.



**Name:** Swiss Bank Account

**Description:** This card can be played to receive 25 MegaBucks that will go to the player's Illuminati treasury.



**Name:** Whispering Campaign

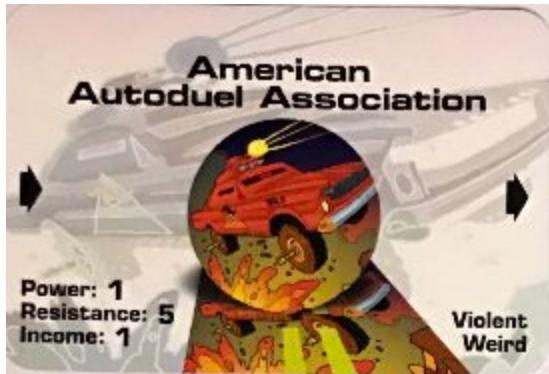
**Description:** This card allows a player to attempt to destroy a single group with Power 0. After playing this card, roll attacking power vs. defending resistance. If successful, the attack will destroy the target group.



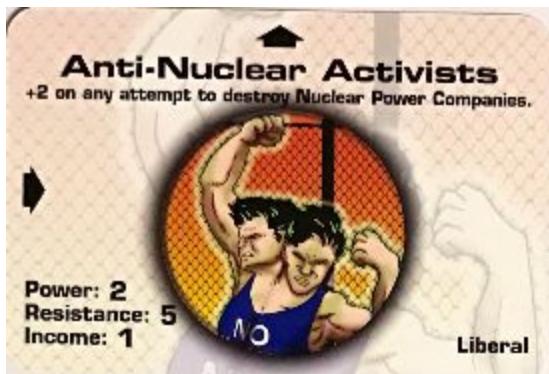
**Name:** White Collar Crime

**Description:** This card allows a player to reorganize all their money freely. Also, the player received 5 MegaBucks that they can place anywhere.

## Group Cards



**Name:** American Autoduel Association  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 1  
**Alignment:** Violent, Weird



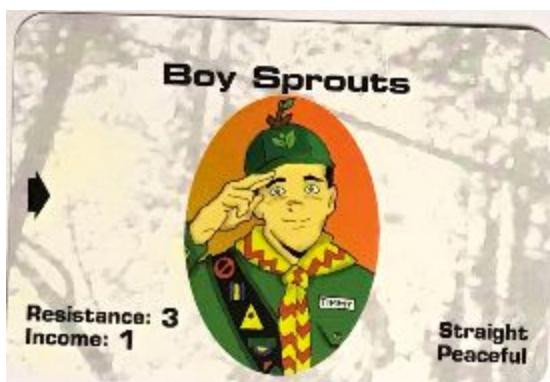
**Name:** Anti-Nuclear Activists  
**Description:** This is a Group Card. Player's attacking Group gains +2 Power when player attempts to destroy Nuclear Power Companies and Anti-Nuclear Activists is in player's control.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 1  
**Alignment:** Liberal



**Name:** Antiwar Activists  
**Description:** This is a Group Card.  
**Power:** N/A  
**Transferrable Power:** N/A  
**Resistance:** 3  
**Income:** 1  
**Alignment:** Peaceful, Liberal



**Name:** Big Media  
**Description:** This is a Group Card.  
**Power:** 4  
**Transferrable Power:** 3  
**Resistance:** 6  
**Income:** 3  
**Alignment:** Liberal, Straight



**Name:** Boy Sprouts  
**Description:** This is a Group Card.  
**Power:** N/A  
**Transferrable Power:** N/A  
**Resistance:** 3  
**Income:** 1  
**Alignment:** Straight, Peaceful



**Name:** California  
**Description:** This is a Group Card.  
**Power:** 5  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 5  
**Alignment:** Liberal, Weird, Government



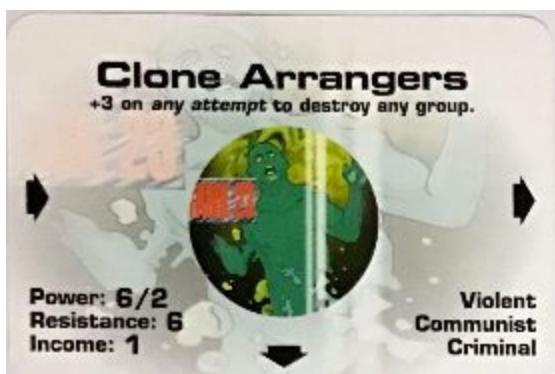
**Name:** CFL-A10  
**Description:** This is a Group Card.  
**Power:** 6  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 3  
**Alignment:** Liberal



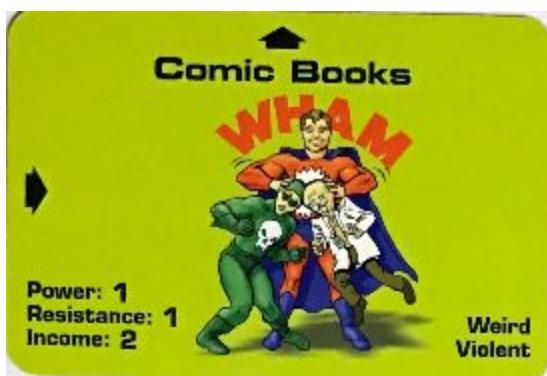
**Name:** Chinese Campaign Donors  
**Description:** This is a Group Card. Chinese Campaign Donors becomes a Government Alignment when this Group, controlled by player, attempts to control other Government Groups.  
**Power:** 3  
**Transferrable Power:** 0  
**Resistance:** 2  
**Income:** 3  
**Alignment:** Communist



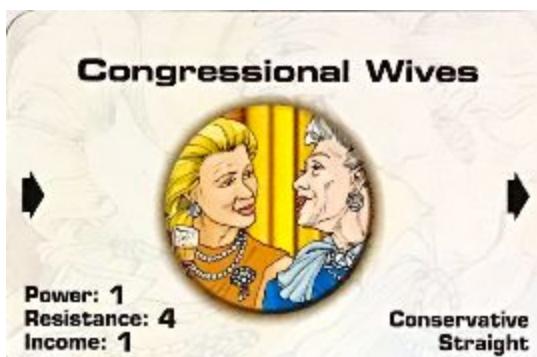
**Name:** C.I.A.  
**Description:** This is a Group Card.  
**Power:** 6  
**Transferrable Power:** 4  
**Resistance:** 5  
**Income:** 0  
**Alignment:** Government, Violent



**Name:** Clone Arrangers  
**Description:** This is a Group Card. Player's attacking Group gains +3 Power when player attempts to destroy a group and Clone Arrangers is in player's control.  
**Power:** 6  
**Transferrable Power:** 2  
**Resistance:** 6  
**Income:** 1  
**Alignment:** Violent, Communist, Criminal



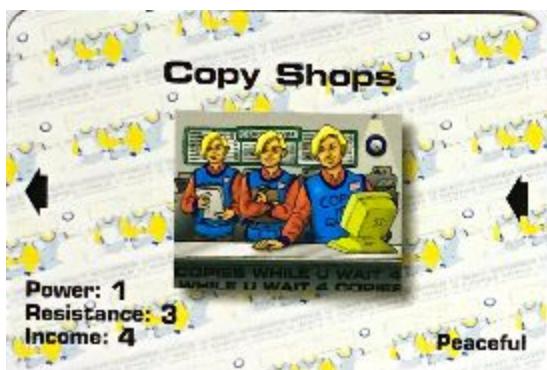
**Name:** Comic Books  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 1  
**Income:** 2  
**Alignment:** Weird, Violent



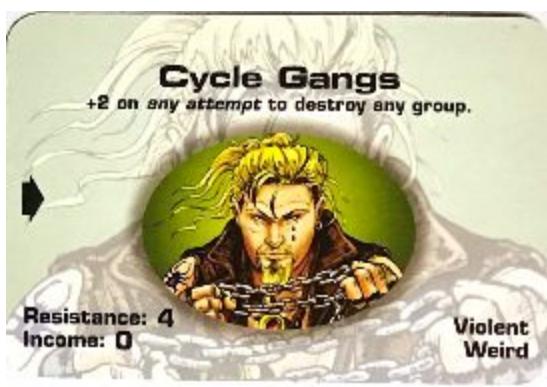
**Name:** Congressional Wives  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 1  
**Alignment:** Conservative, Straight



**Name:** Convenience Stores  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 3  
**Alignment:** Straight



**Name:** Copy Shops  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 3  
**Income:** 4  
**Alignment:** Peaceful



**Name:** Cycle Gangs  
**Description:** This is a Group Card. Player's attacking Group gains +2 Power when player attempts to destroy a group and Cycle Gangs is in player's control.  
**Power:** N/A  
**Transferrable Power:** N/A  
**Resistance:** 4  
**Income:** 0  
**Alignment:** Violent, Weird



**Name:** Democrats

**Description:** This is a Group Card.

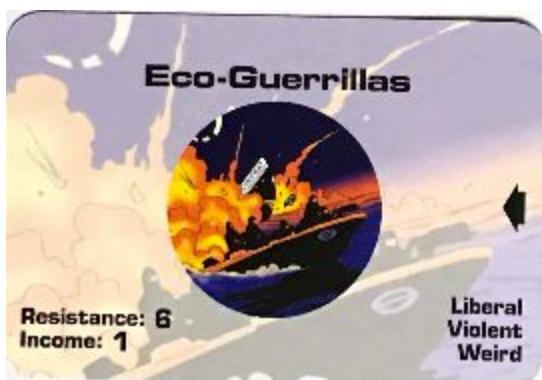
**Power:** 5

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 3

**Alignment:** Liberal



**Name:** Eco-Guerrillas

**Description:** This is a Group Card.

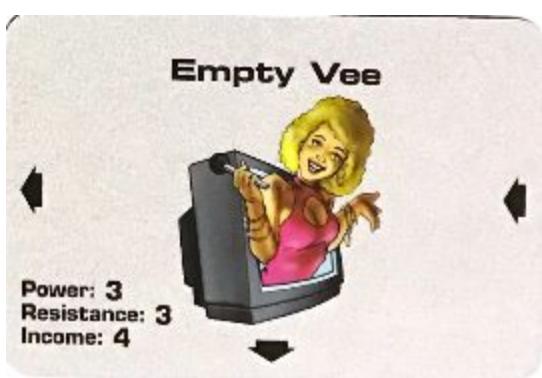
**Power:** N/A

**Transferrable Power:** N/A

**Resistance:** 6

**Income:** 1

**Alignment:** Liberal, Violent, Weird



**Name:** Empty Vee

**Description:** This is a Group Card.

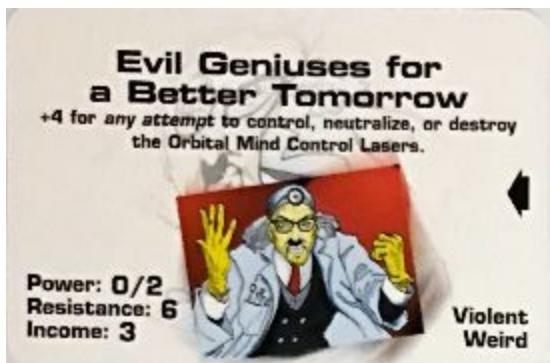
**Power:** 3

**Transferrable Power:** 0

**Resistance:** 3

**Income:** 4

**Alignment:** None



**Name:** Evil Geniuses for a Better Tomorrow  
**Description:** This is a Group Card. Player's attacking group gains +4 when player attempts to attack Orbital Mind Control Lasers and Evil Geniuses for a Better Tomorrow is in player's control.

**Power:** 0

**Transferrable Power:** 2

**Resistance:** 6

**Income:** 3

**Alignment:** Violent, Weird



**Name:** Fast Food Chains

**Description:** This is a Group Card.

**Power:** 2

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 3

**Alignment:** Straight



**Name:** F.B.I.

**Description:** This is a Group Card.

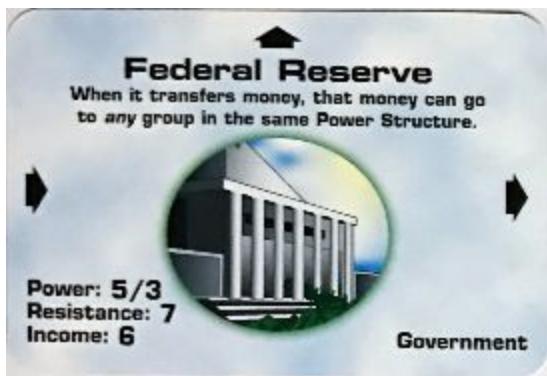
**Power:** 4

**Transferrable Power:** 2

**Resistance:** 6

**Income:** 0

**Alignment:** Government, Straight



**Name:** Federal Reserve

**Description:** This is a Group Card. When Federal Reserve, controlled by player, transfers money, the transferred money can go to any Group in the same Power Structure.

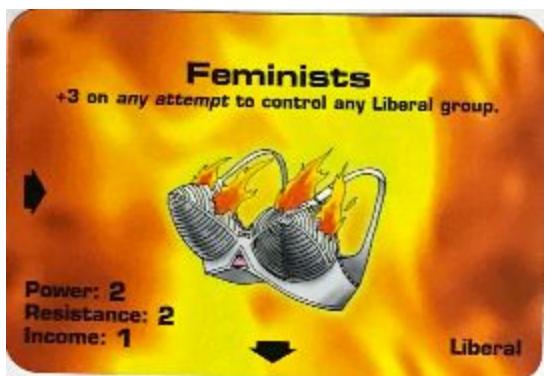
**Power:** 5

**Transferrable Power:** 3

**Resistance:** 7

**Income:** 6

**Alignment:** Government



**Name:** Feminists

**Description:** This is a Group Card. Player's attacking Group gains +3 Power when player attempts to control any Liberal Group and Feminists is in player's control.

**Power:** 2

**Transferrable Power:** 0

**Resistance:** 2

**Income:** 1

**Alignment:** Liberal



**Name:** Fiendish Fluoridators

**Description:** This is a Group Card.

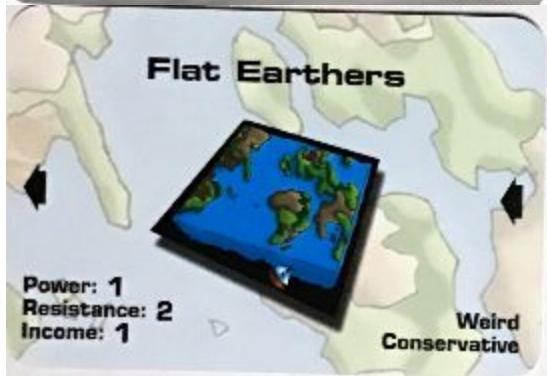
**Power:** 3

**Transferrable Power:** 0

**Resistance:** 5

**Income:** 1

**Alignment:** Communist, Fanatic



**Name:** Flat Earthers

**Description:** This is a Group Card.

**Power:** 1

**Transferrable Power:** 0

**Resistance:** 2

**Income:** 1

**Alignment:** Weird, Conservative



**Name:** Fnord Motor Company  
**Description:** This is a Group Card.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 2  
**Alignment:** Peaceful



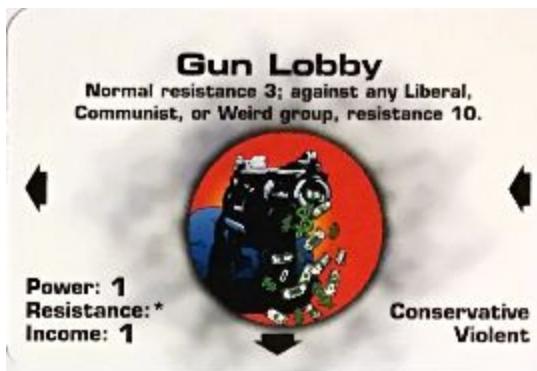
**Name:** Fraternal Orders  
**Description:** This is a Group Card.  
**Power:** 3  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 2  
**Alignment:** Conservative



**Name:** Girlie Magazines  
**Description:** This is a Group Card.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 2  
**Income:** 3  
**Alignment:** Liberal



**Name:** Goldfish Fanciers  
**Description:** This is a Group Card.  
**Power:** N/A  
**Transferrable Power:** N/A  
**Resistance:** 4  
**Income:** 1  
**Alignment:** Peaceful, Fanatic



**Name:** Gun Lobby

**Description:** This is a Group Card. Gun Lobby's resistance is 10 against any Liberal, Communist, or Weird Group. Gun Lobby's resistance is 3 otherwise.

**Power:** 1

**Transferrable Power:** 0

**Resistance:** Varies (3 or 10)

**Income:** 1

**Alignment:** Conservative, Violent



**Name:** Hackers

**Description:** This is a Group Card. Player's attacking Group gains +3 Power when player attempts to neutralize any group and Hackers is in player's control.

**Power:** 1

**Transferrable Power:** 1

**Resistance:** 4

**Income:** 2

**Alignment:** Weird, Fanatic



**Name:** Health Food Stores

**Description:** This is a Group Card. Player's attacking Group gains +2 Power when player attempts to control any group and Health Food Stores is in player's control.

**Power:** 1

**Transferrable Power:** 0

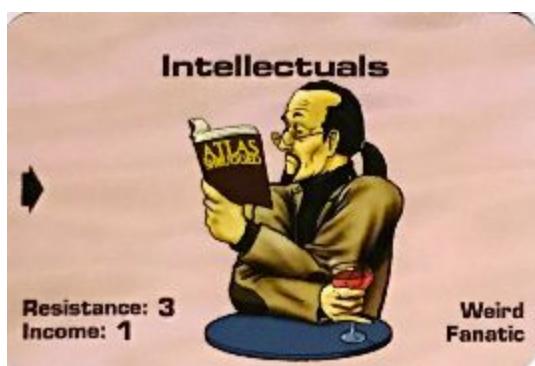
**Resistance:** 3

**Income:** 2

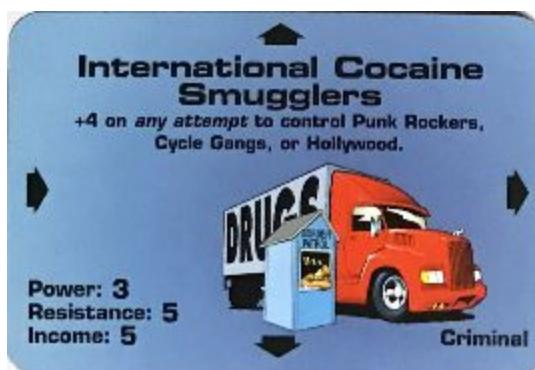
**Alignment:** Liberal



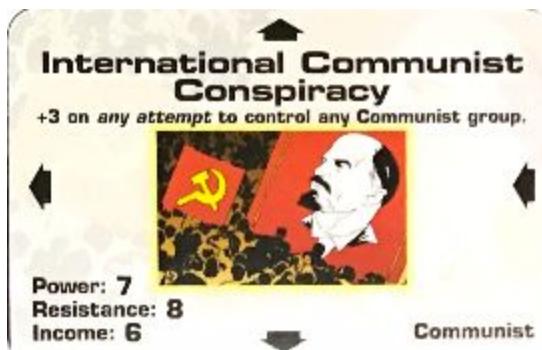
**Name:** Hollywood  
**Description:** This is a Group Card.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 0  
**Income:** 5  
**Alignment:** Liberal



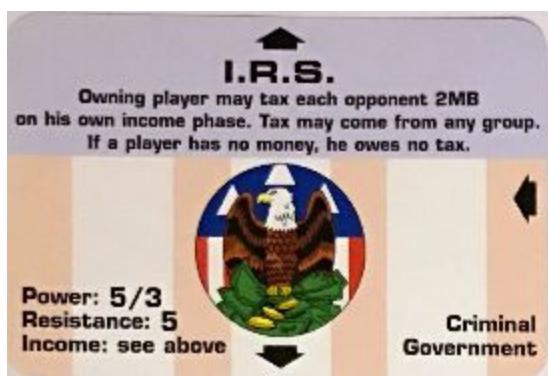
**Name:** Intellectuals  
**Description:** This is a Group Card.  
**Power:** N/A  
**Transferrable Power:** N/A  
**Resistance:** 3  
**Income:** 1  
**Alignment:** Weird, Fanatic



**Name:** International Cocaine Smugglers  
**Description:** This is a Group Card. Player's attacking Group gains +4 Power when player attempts to control Punk Rockers, Cycle Gangs, or Hollywood and International Cocaine Smugglers is in player's control.  
**Power:** 3  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 5  
**Alignment:** Criminal



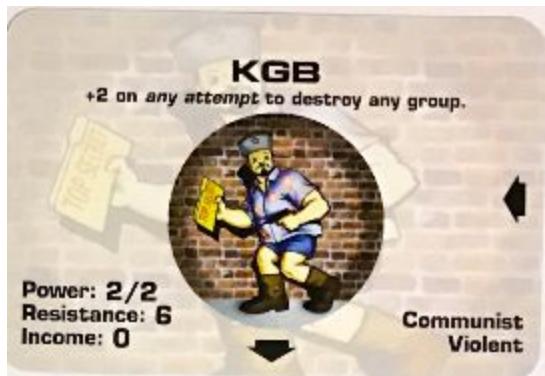
**Name:** International Communist Conspiracy  
**Description:** This is a Group Card. Player's attacking Group gains +3 Power when player attempts to control any Communist group and International Communist Conspiracy is in player's control.  
**Power:** 7  
**Transferrable Power:** 0  
**Resistance:** 8  
**Income:** 6  
**Alignment:** Communist



**Name:** I.R.S  
**Description:** This is a Group Card. Player has the choice to force the opponent to pay player 2 MB. This tax can come from any Group the opponent controls. Opponent does not pay if opponent has no money.  
**Power:** 5  
**Transferrable Power:** 3  
**Resistance:** 5  
**Income:** Varies  
**Alignment:** Criminal, Government



**Name:** Junk Mail  
**Description:** This is a Group Card. Player's attacking Group gains +4 Power when player attempts to control Post Office and Junk Mail is in player's control.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 3  
**Income:** 2  
**Alignment:** Criminal



**Name:** KGB

**Description:** This is a Group Card. Player's attacking Group gains +2 Power when player attempts to destroy any group and KGB is in player's control.

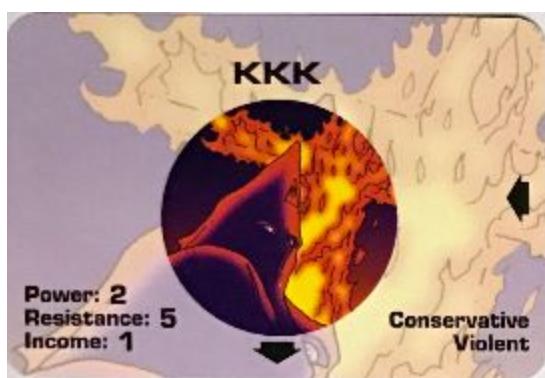
**Power:** 2

**Transferrable Power:** 2

**Resistance:** 6

**Income:** 0

**Alignment:** Communist, Violent



**Name:** KKK

**Description:** This is a Group Card.

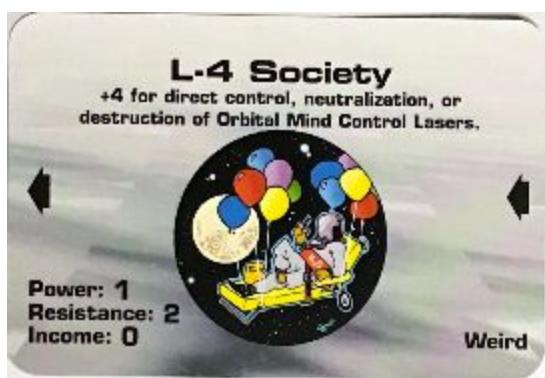
**Power:** 2

**Transferrable Power:** 0

**Resistance:** 5

**Income:** 1

**Alignment:** Conservative, Violent



**Name:** L-4 Society

**Description:** This is a Group Card. L-4 Society gains +4 Power when player attempts to attack Orbital Mind Control Lasers.

**Power:** 1

**Transferrable Power:** 0

**Resistance:** 2

**Income:** 0

**Alignment:** Weird



**Name:** Libertarians

**Description:** This is a Group Card.

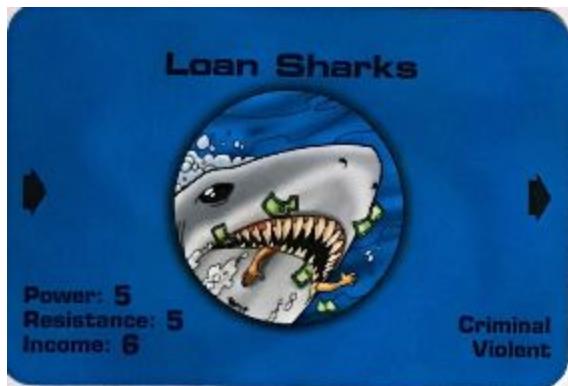
**Power:** 1

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 1

**Alignment:** Fanatic



**Name:** Loan Sharks

**Description:** This is a Group Card

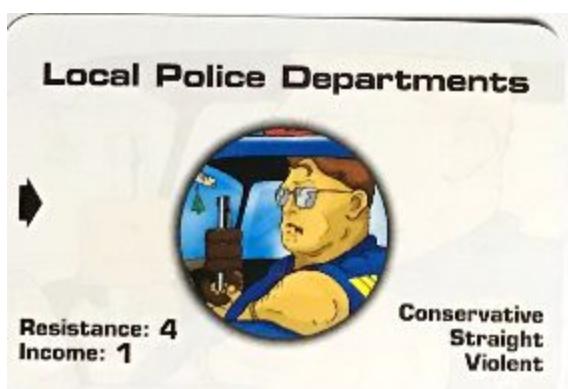
**Power:** 5

**Transferrable Power:** 0

**Resistance:** 5

**Income:** 6

**Alignment:** Criminal/Violent



**Name:** Local Police Department

**Description:** This is a Group Card

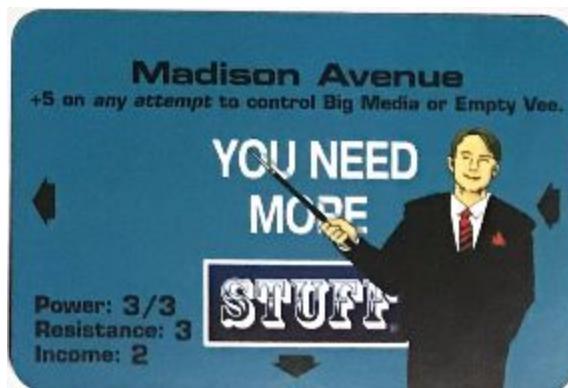
**Power:** 0

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 1

**Alignment:** Conservative, Straight, Violent



**Name:** Madison Avenue

**Description:** This is a Group Card that also grants +5 on any attempt to control Big Media or Empty Vee.

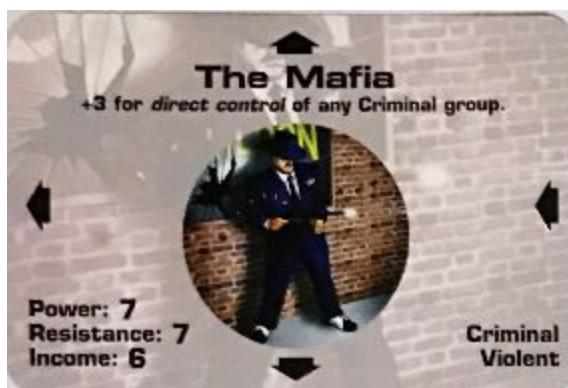
**Power:** 3

**Transferrable Power:** 3

**Resistance:** 3

**Income:** 2

**Alignment:** N/A



**Name:** The Mafia

**Description:** This is a Group Card that also grants +3 for direct control of any Criminal group.

**Power:** 7

**Transferrable Power:** 0

**Resistance:** 7

**Income:** 6

**Alignment:** Criminal/Violent



**Name:** The Men In Black

**Description:** This is a Group Card

**Power:** 0

**Transferrable Power:** 2

**Resistance:** 6

**Income:** 1

**Alignment:** Criminal/Weird



**Name:** The Militia

**Description:** This is a Group Card that also grants +6 on any attempt to destroy any Communist Group.

**Power:** 2

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 2

**Alignment:** Violent/Conservative



**Name:** Moonies

**Description:** This is a Group Card.

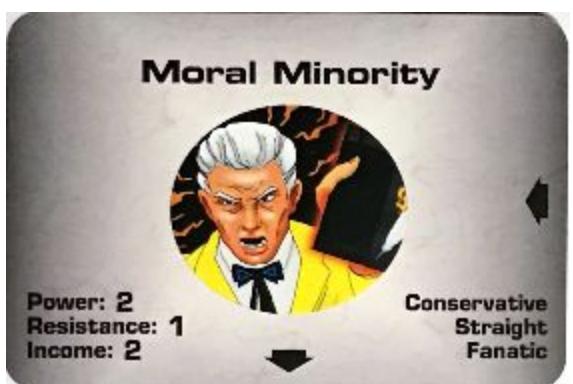
**Power:** 2

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 3

**Alignment:** Peaceful/Fanatic



**Name:** Moral Minority

**Description:** This is a Group Card.

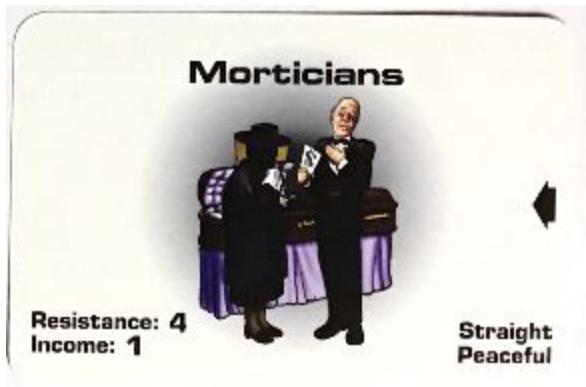
**Power:** 2

**Transferrable Power:** 0

**Resistance:** 1

**Income:** 2

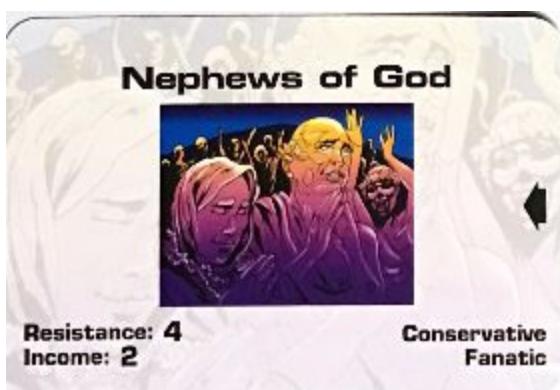
**Alignment:** Conservative/Straight/Fanatic



**Name:** Morticians  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 1  
**Alignment:** Straight/Peaceful



**Name:** Multinational Oil Companies  
**Description:** This is a Group Card.  
**Power:** 6  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 8  
**Alignment:** N/A

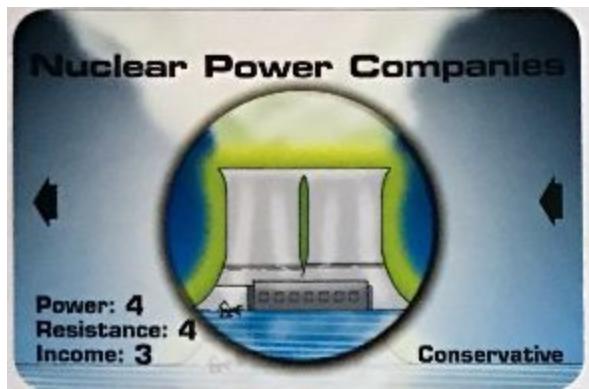


**Name:** Nephews of God  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 2  
**Alignment:** Conservative/Fanatic



**Name:** New York  
**Description:** This is a Group Card.  
**Power:** 7  
**Transferrable Power:** 0  
**Resistance:** 8  
**Income:** 3

**Alignment:** Violent/Criminal/Government



**Name:** Nuclear Power Companies

**Description:** This is a Group Card.

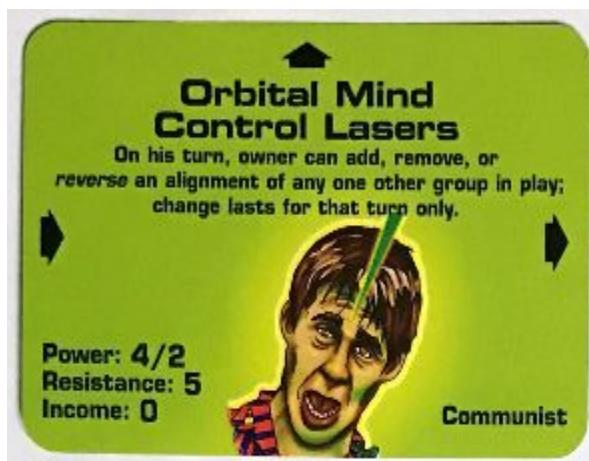
**Power:** 4

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 3

**Alignment:** Conservative



**Name:** Orbital Mind Control Lasers

**Description:** This is a Group Card. On the turn of the owner, he/she can add, remove, or reverse an alignment of any one other group in play; change lasts for that turn only.

**Power:** 4

**Transferrable Power:** 2

**Resistance:** 5

**Income:** 0

**Alignment:** Communist



**Name:** Parent/Teacher Agglomeration

**Description:** This is a Group Card.

**Power:** 0

**Transferrable Power:** 0

**Resistance:** 5

**Income:** 1

**Alignment:** Peaceful/Conservative/Straight



**Name:** Pentagon

**Description:** This is a Group Card.

**Power:** 6

**Transferrable Power:** 0

**Resistance:** 6

**Income:** 2

**Alignment:** Government/Violent/Straight



**Name:** The Phone Company  
**Description:** This is a Group Card.  
**Power:** 5  
**Transferrable Power:** 2  
**Resistance:** 6  
**Income:** 3  
**Alignment:** N/A



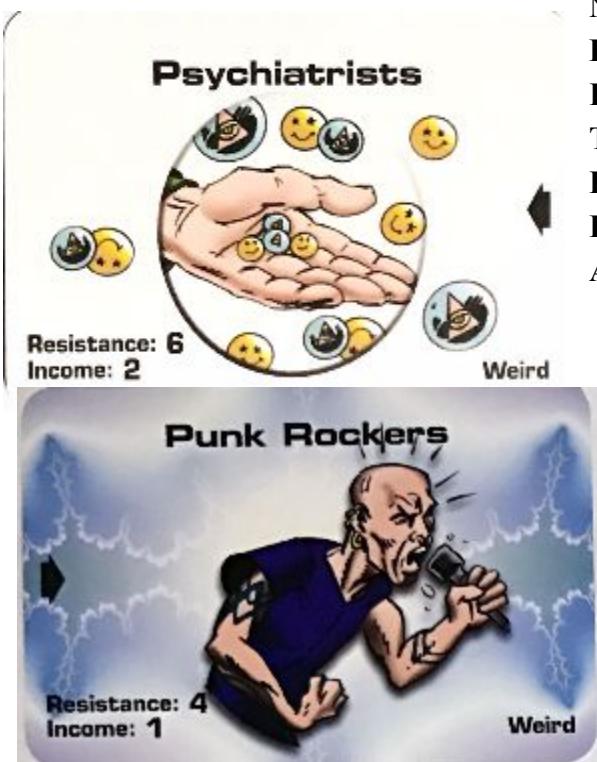
**Name:** Phone Phreaks  
**Description:** This is a Group Card. Also gives +3 to any attempt to control, neutralize, or destroy the Phone Company  
**Power:** 0  
**Transferrable Power:** 1  
**Resistance:** 1  
**Income:** 1  
**Alignment:** Criminal/Liberal



**Name:** Post Office  
**Description:** This is a Group Card.  
**Power:** 4  
**Transferrable Power:** 3  
**Resistance:** 3  
**Income:** -1  
**Alignment:** Government



**Name:** Professional Sports  
**Description:** This is a Group Card.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 3  
**Alignment:** Violent/Fanatic

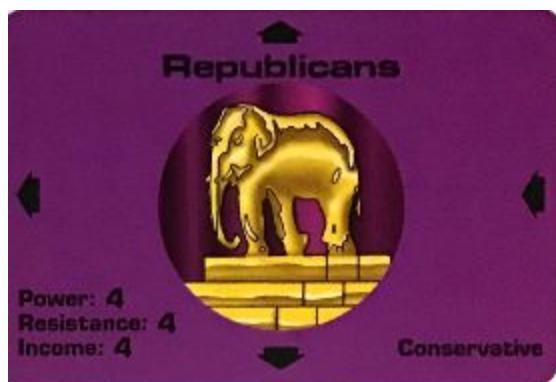


**Name:** Psychiatrists  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 6  
**Income:** 2  
**Alignment:** Weird

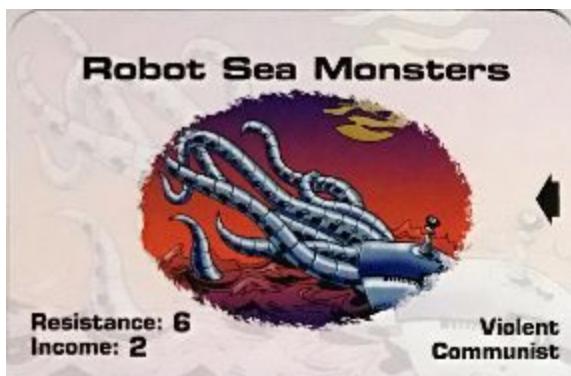
**Name:** Punk Rockers  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 1  
**Alignment:** Weird



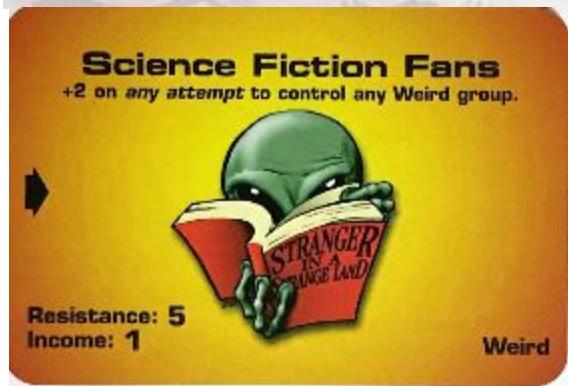
**Name:** Recyclers  
**Description:** This is a Group Card. Also you can pay 5 MB from this card to draw an extra card on your turn. This does not count as an action.  
**Power:** 2  
**Transferrable Power:** 0  
**Resistance:** 2  
**Income:** 3  
**Alignment:** Liberal



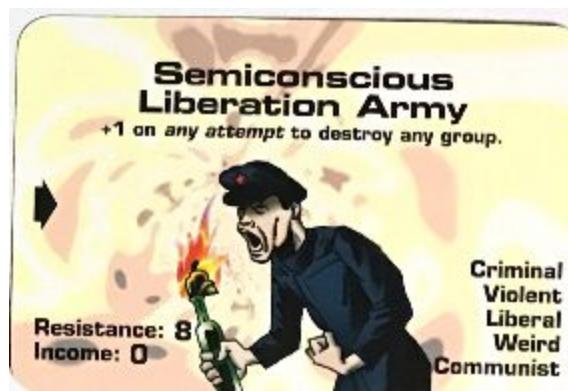
**Name:** Republicans  
**Description:** This is a Group Card.  
**Power:** 4  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 4  
**Alignment:** Conservative



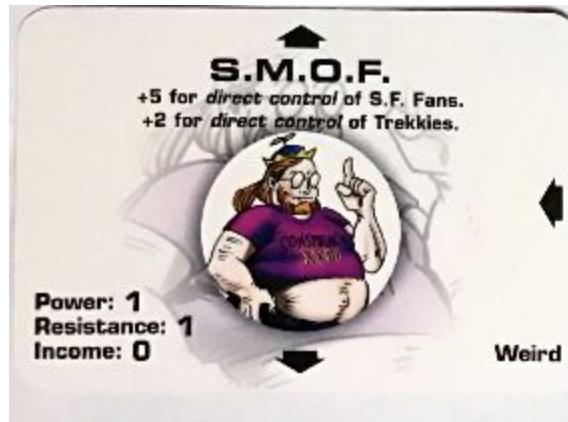
**Name:** Robot Sea Monsters  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 6  
**Income:** 2  
**Alignment:** Violent/Communist



**Name:** Science Fiction Fans  
**Description:** This is a Group Card. Also grants +2 to any attempt to control any Weird group  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 5  
**Income:** 1  
**Alignment:** Weird

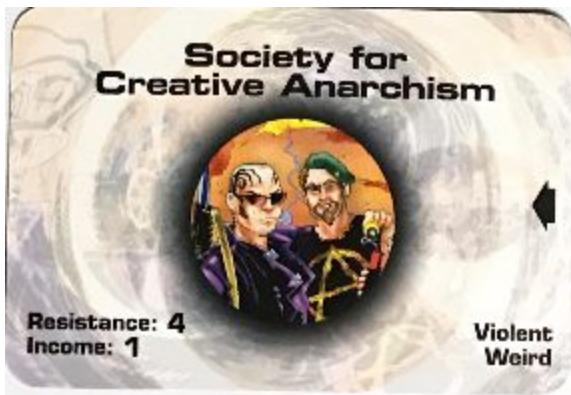


**Name:** Semiconscious Liberation Army  
**Description:** This is a Group Card. Also grants +1 on any attempt to destroy any group.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 8  
**Income:** 0  
**Alignment:** Criminal/Violent/Liberal/Weird/Communist



**Name:** S.M.O.F.  
**Description:** This is a Group Card. Also grants +5 for direct control of S.F. Fans and +2 for direct control of Trekkies.  
**Power:** 1  
**Transferrable Power:** 0  
**Resistance:** 1  
**Income:** 0

**Alignment:** Weird



**Name:** Society for Creative Anarchism

**Description:** This is a Group Card.

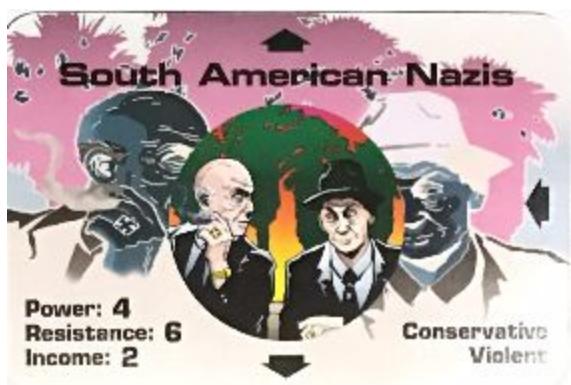
**Power:** 0

**Transferrable Power:** 0

**Resistance:** 4

**Income:** 1

**Alignment:** Violent/Weird



**Name:** South American Nazis

**Description:** This is a Group Card.

**Power:** 4

**Transferrable Power:** 0

**Resistance:** 6

**Income:** 2

**Alignment:** Conservative/Violent



**Name:** Survivalists

**Description:** This is a Group Card. Also grants +2 Resistance to all owner's other groups.

**Power:** 0

**Transferrable Power:** 0

**Resistance:** 6

**Income:** 2

**Alignment:** Conservative/Violent/Fanatic



**Name:** Tabloids

**Description:** This is a Group Card. Also +3 for direct control of Convenience Stores

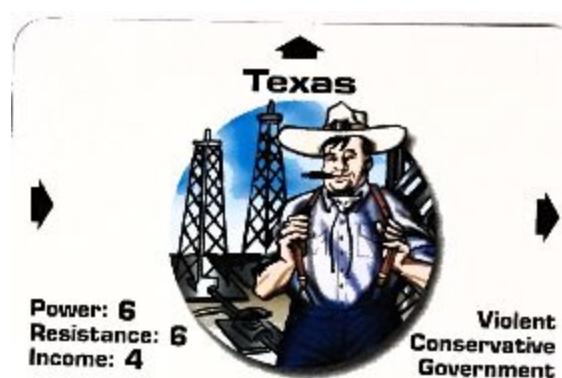
**Power:** 2

**Transferrable Power:** 0

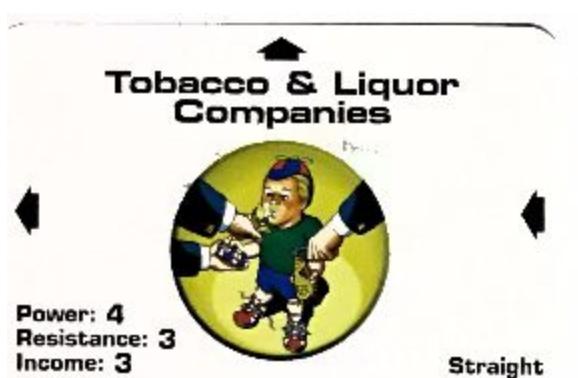
**Resistance:** 3

**Income:** 3

**Alignment:** Weird



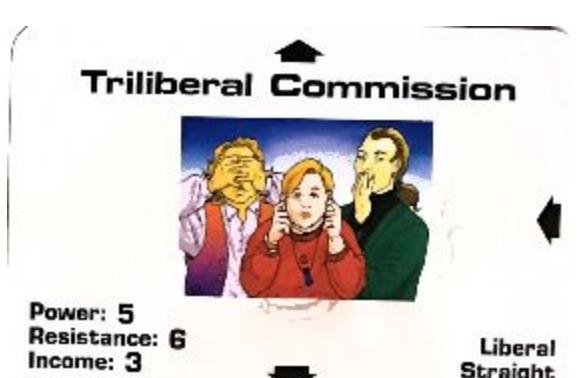
**Name:** Texas  
**Description:** This is a Group Card.  
**Power:** 6  
**Transferrable Power:** 0  
**Resistance:** 6  
**Income:** 4  
**Alignment:** Violent/Conservative/Government



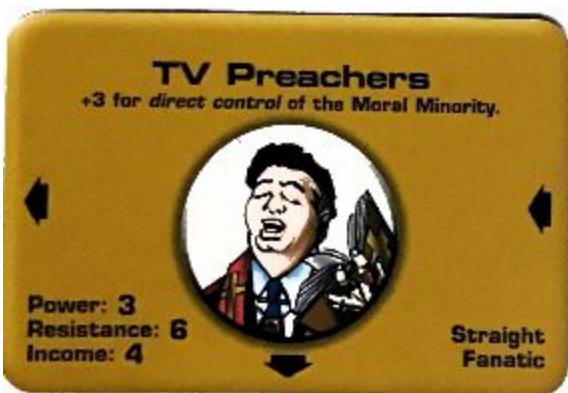
**Name:** Tobacco & Liquor Companies  
**Description:** This is a Group Card.  
**Power:** 4  
**Transferrable Power:** 0  
**Resistance:** 3  
**Income:** 3  
**Alignment:** Straight



**Name:** Trekkies  
**Description:** This is a Group Card.  
**Power:** 0  
**Transferrable Power:** 0  
**Resistance:** 4  
**Income:** 3  
**Alignment:** Weird/Fanatic



**Name:** Triliberal Comission  
**Description:** This is a Group Card.  
**Power:** 5  
**Transferrable Power:** 0  
**Resistance:** 6  
**Income:** 3  
**Alignment:** Liberal/Straight



**Name:** TV Preachers

**Description:** This is a Group Card. Also grants +3 for direct control of the Moral Minority.

**Power:** 3

**Transferrable Power:** 0

**Resistance:** 6

**Income:** 4

**Alignment:** Straight/Fanatic



**Name:** Underground Newspapers

**Description:** This is a Group Card.

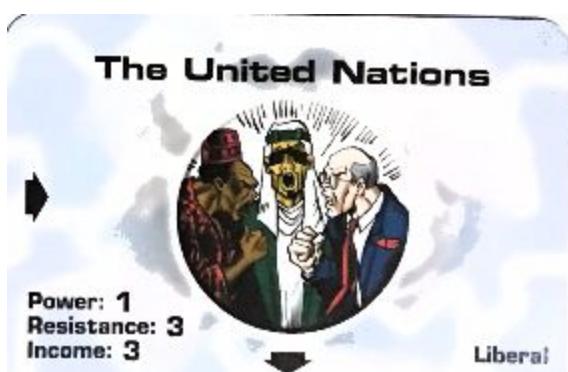
**Power:** 1

**Transferrable Power:** 1

**Resistance:** 5

**Income:** 0

**Alignment:** Communist/Liberal



**Name:** The United Nations

**Description:** This is a Group Card.

**Power:** 1

**Transferrable Power:** 0

**Resistance:** 3

**Income:** 3

**Alignment:** Liberal



**Name:** Video Games

**Description:** This is a Group Card. Also +3 for direct control of Convenience Stores.

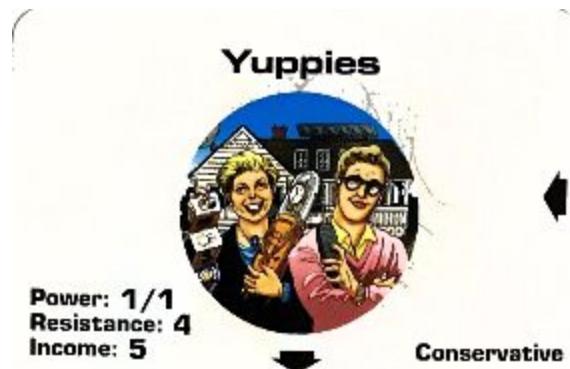
**Power:** 2

**Transferrable Power:** 0

**Resistance:** 3

**Income:** 7

**Alignment:** N/A



**Name:** Yuppies  
**Description:** This is a Group Card.  
**Power:** 1  
**Transferable Power:** 1  
**Resistance:** 4  
**Income:** 5  
**Alignment:** Conservative