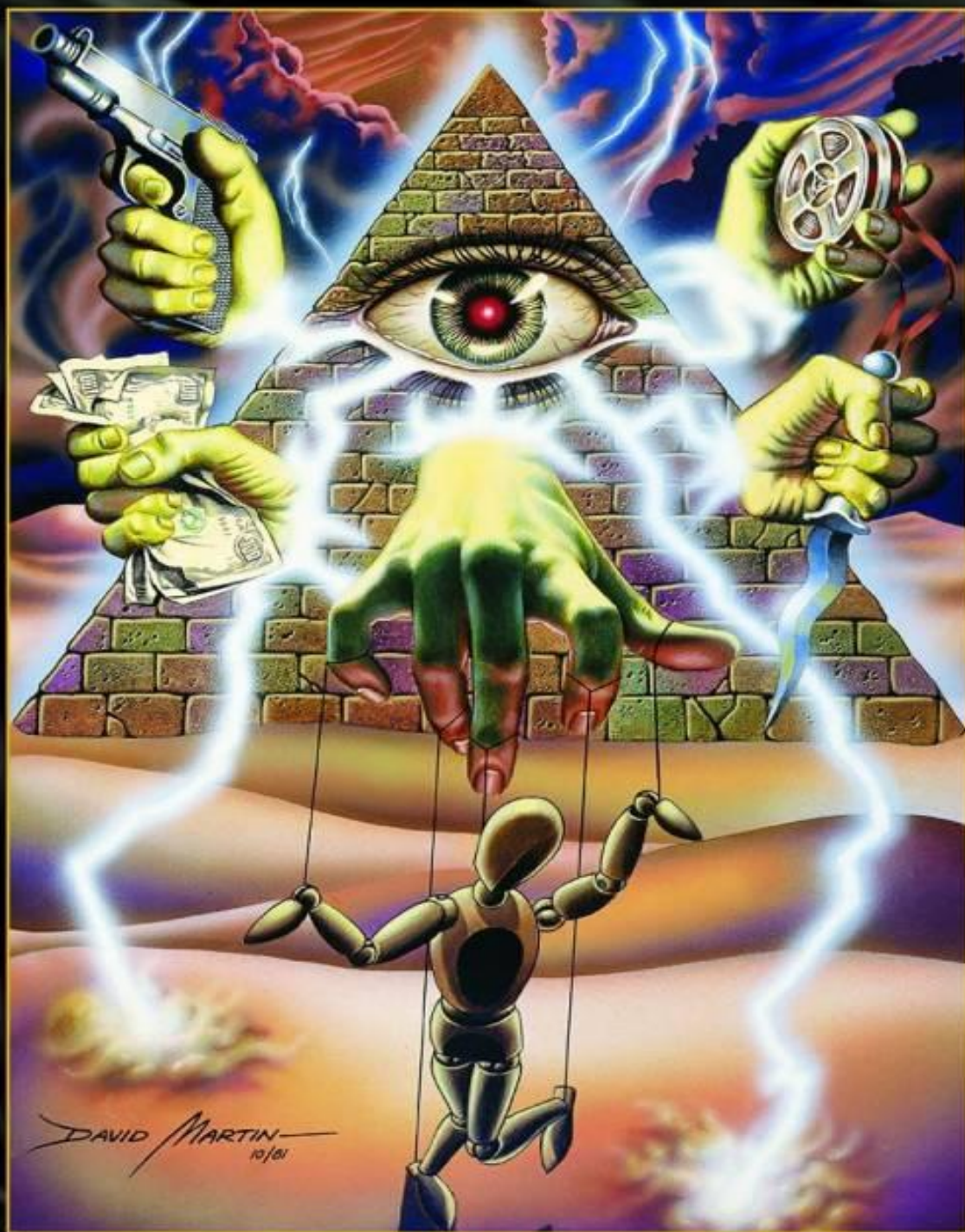


ILLUMINATI[®]

THE GAME OF CONSPIRACY



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Getting Started.....2

Introduction.....3

Installation.....4

Authentication.....4

Start to Play.....5

Join a Room.....6

Create a Room.....6

Basic Rules.....7

Beginning of the game.....8

Sequence of play.....8

The groups.....9

 Alignment.....9-10

 Power.....11

 Resistance.....12

 Income.....12

 Special Abilities.....12

Actions.....13

Attacks.....13

 Attack to Control.....13

 Attack to Neutralize.....13

 Attack to destroy.....13

Interference.....14

Calling of an attack.....14

Transferring Money.....14

Moving a Group.....14

Free Action.....15

Gifts and trades.....15

 Transferring groups.....15

 Throwing a Game.....15

 When is a Deal Binding?...16

Special Cards.....16

Eliminating a Player.....17

 Leaving the Game.....17

Winning the Game.....17

Advanced Rules.....18

Adjusting game length.....19

Hidden goals.....19

Hidden Illuminati.....19

Larger Games.....20

Strategy.....21

The Power Structure.....22

Negotiations.....22

Capturing Several Groups at Once.....22-23

Social.....25

Friend List.....26

Manage Friends.....26

Statistics.....27

Access your Profile.....28

Access Another Player Profile.....28

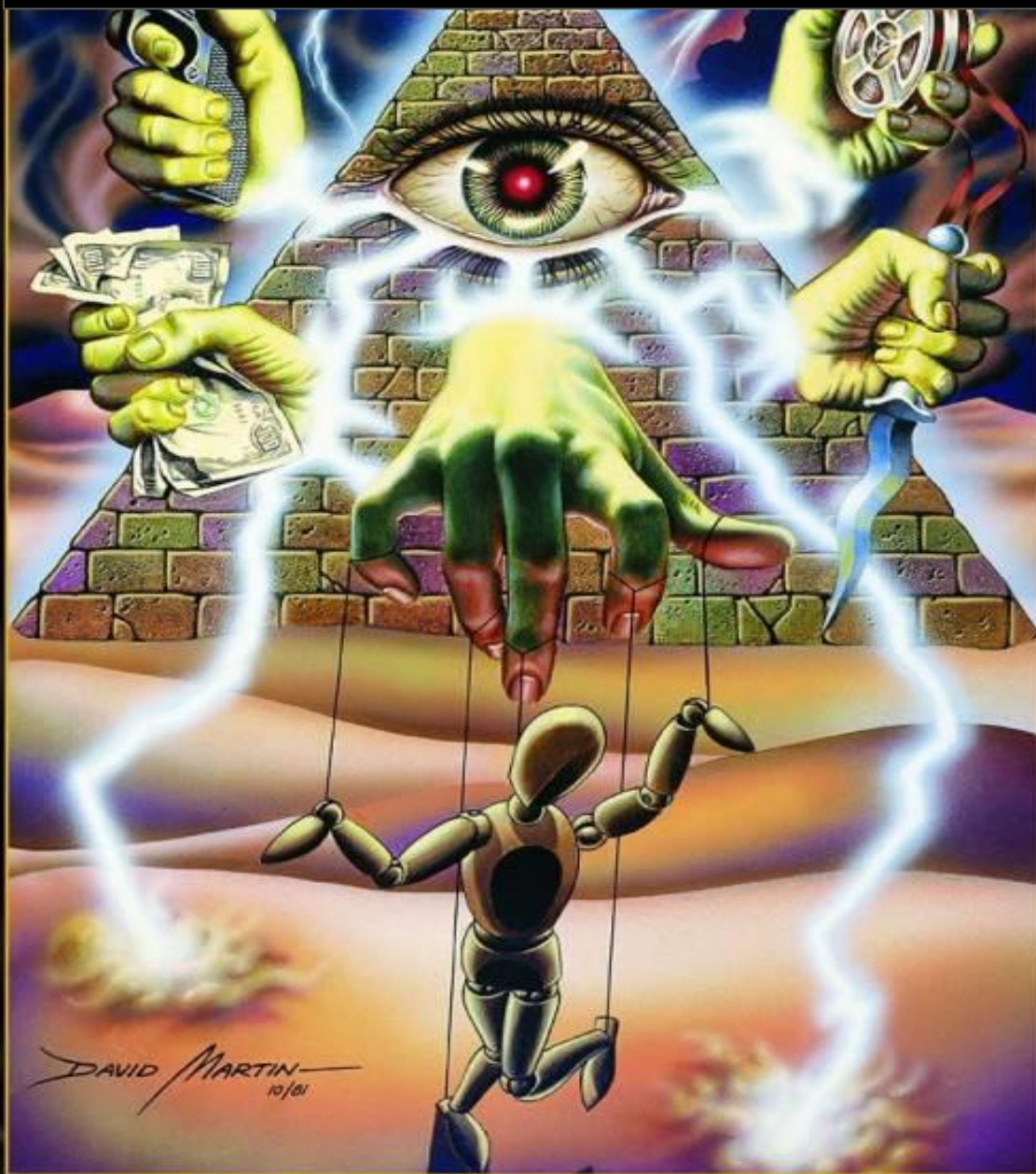
Access the Leaderboard.....28

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Getting Started

2



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Introduction

You are in charge of one of the most powerful conspiracy groups of the world and you'll have to make it grow by taking control over different groups, from governmental to logistics, but be careful as your progress other conspiracy groups will fight you to try to take over the world your objective is to destroy them and become the most powerful conspiracy groups and take over the world.

This document will explain how to play the game from the basics to the advanced content explaining you step by step how to play the game.

Illuminati is a game designed to be played as four to six player, but you can play from 2 to 8 player.

The object of Illuminati is to take control of the world.

As the game start you get a randomly dealt Illuminati card, representing your own secret conspiracy. During the game, you take over other Groups (represented by cards). These Groups are added to your Power Structure and do your bidding, unless a foe takes them from you. You may win either by controlling enough Groups, or by fulfilling the special goal of your own Illuminati.

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Installation

First you need to go on our website: placeholder.com, You can download the launcher of the game, Once you have download the launcher you can launch it, and it will automatically download and install the game, once it's done you can press on the play button to launch the game.

Also the launcher display the changelog of the game.

Authentication

In order to play this game you'll have to create an account and login to it.

Register

Once you launched the game the first thing you will need to do is to register, you'll need to choose a username, enter a valid email address, and a password.

Validate Email

Once it's done you'll have to validate your email address.

In order to do that you'll have to go to your email address, you should have received a mail, if you don't find it you can look at your spam.

In the mail you'll find a button if you click on it, it will validate your email and then you'll be able to connect to your account in the game.

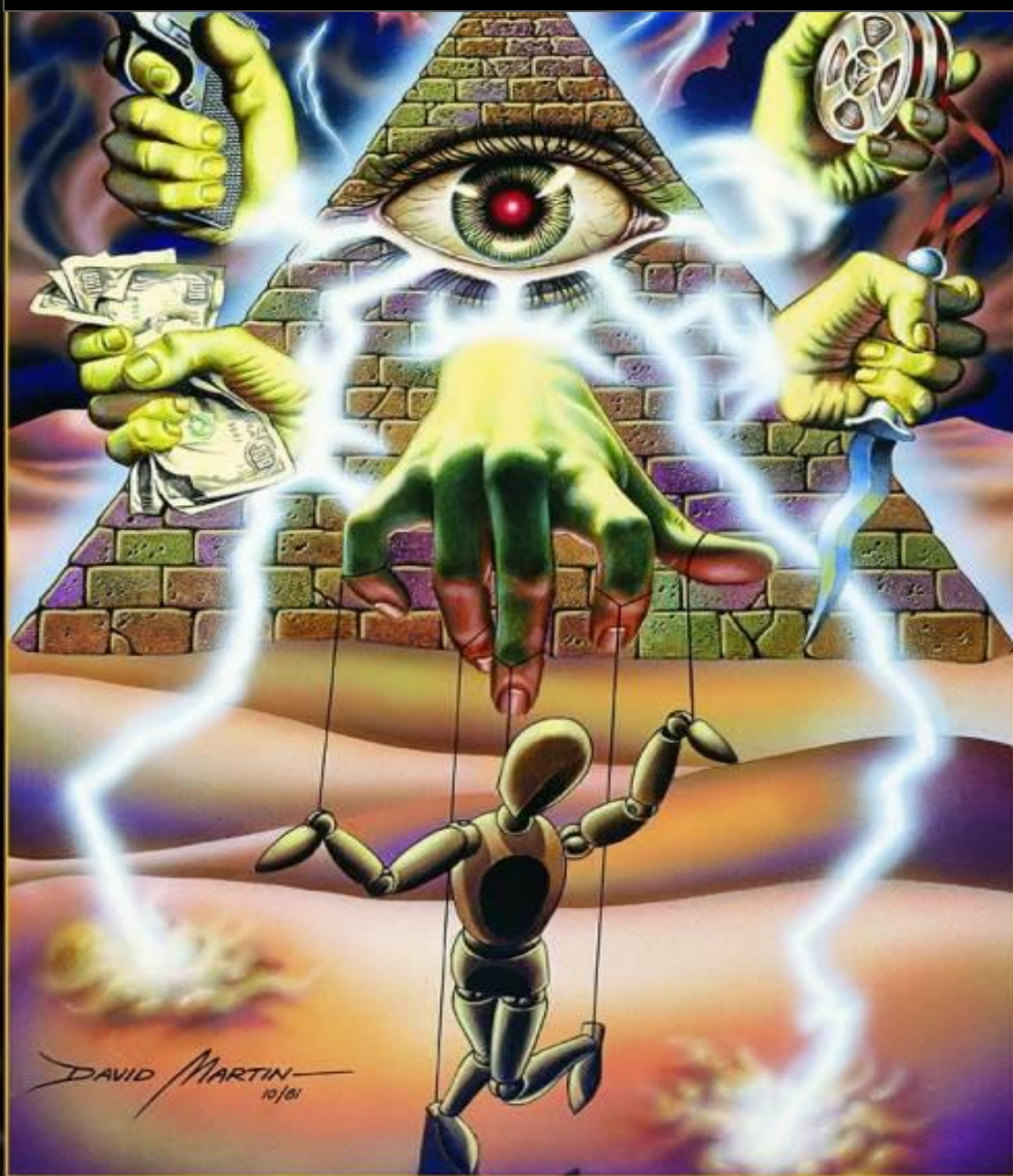
Login

To login you'll have to click on the login button and then enter your email or username and then enter your password. Once it's done you can start playing the game!

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Start to Play



5

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In order to play Illuminati you'll need to either create or join a room and then find enough player to launch the game.

Join a Room

In order to join a room you need to go in the main menu and click on the button join a room, then the page will show you all the room that are open. To join a room, you need to click on the specific room you wish to enter.

You can also join a friend's room by going in your friend list right click on a friend that is in a room and clicking "join room".

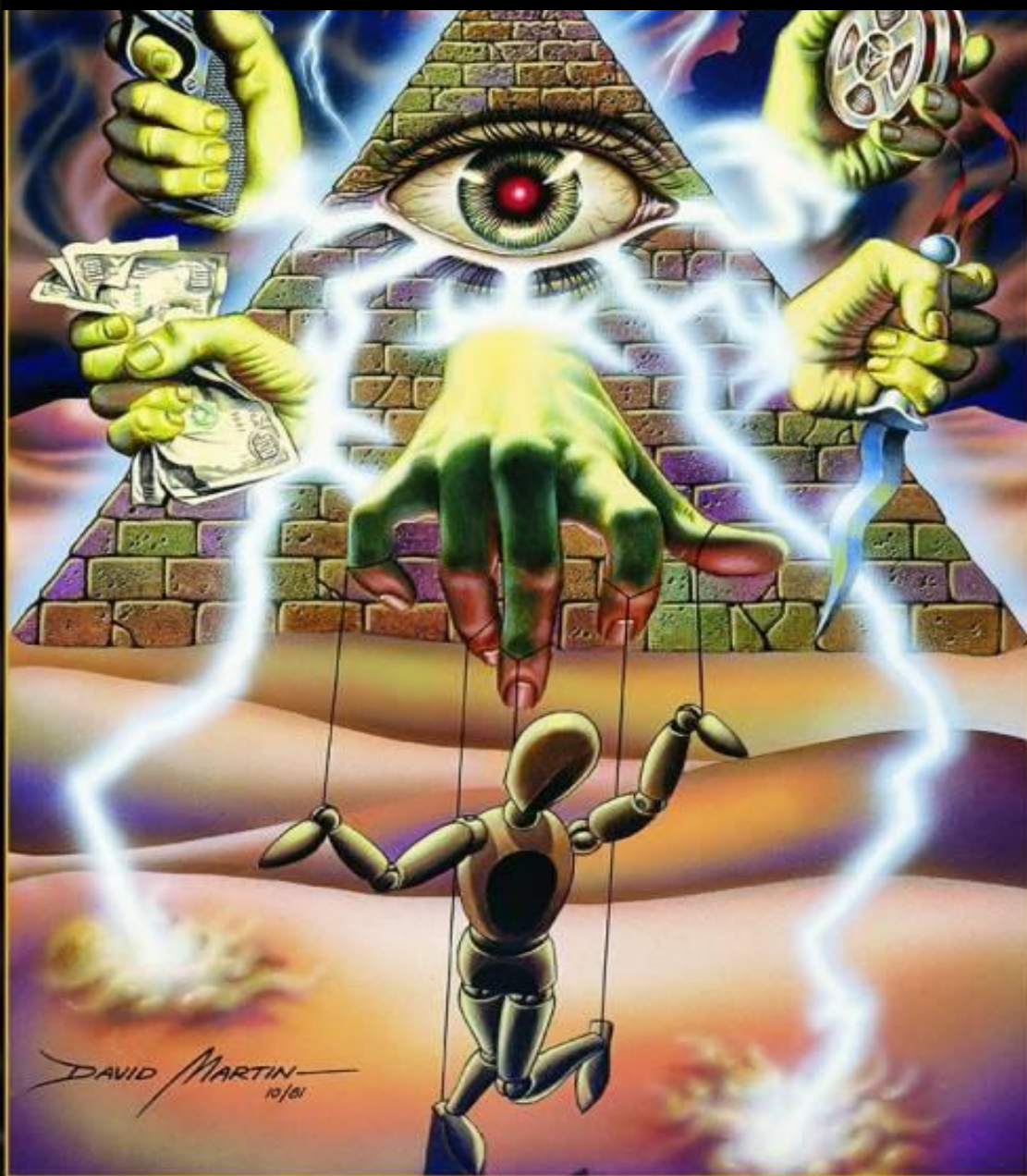
Create a room

Other than joining room, you may also create your own room if you want to specific conditions for the game, such as length of game or maximum number of players. The creator/host of the room is the only one who can set the conditions before the game starts. (If the host leaves the room, the player who has been in the room longest becomes the next host.)

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Basic Rules



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Beginning of the game

Your Illuminati card will be dealt randomly and it will be facedown for other players, they will be able to take a guess that cost one action point if they guess right your illuminati will be revealed. Also the game will randomly choose the player that will play first. Four groups card are place in the middle of the table and the game can begin.

Sequence of play

8

1. The game will first automatically Collect your income for each groups and put the money on the corresponding group.
2. A card will be draw out of the deck, if it's a group it's placed in the center of the table with other uncontrolled groups, if it's a special card, the player keeps it and the card is invisible for other players.
3. Take two actions (P x).
4. Take any free actions. (P x), Free actions do not count against the two actions a player is allowed during each turn. Free actions may be taken before, between, or after a player's regular two actions.
5. Transfer money. Part or all of the contents of two treasuries may be moved to the treasuries of adjacent Groups.
6. Special Power. If the player is the Gnomes of Zurich, this is the time when he may redistribute his money between treasuries. If he is the Bermuda Triangle, this is the time when he may reorganize his Power Structure.

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7. At the end of each turn if there is less than two groups in the uncontrolled area, the game will draw cards until there is two groups in the uncontrolled area.

The game will continue counter-clockwise until a player win.
(Image that shows a game board for example)

Alignment

Alignment are an attribute that is present on group in the game, some have more than one alignment, few have none, and most have one, it describe the type of the group, It's easier for a group to control or neutralize groups with similar alignements, and to destroy those of opposite alignements.

List of alignements:

- Government: An arm of the U.S. government; it's opposite is Communist
- Communist: Inspired by the Soviet; its opposite is Government.
- Liberal : Politically "left," whatever that means; its opposite is Conservative.
- Conservative: Usually mad at the Liberals; its opposite is Liberal.
- Peaceful: Philosophically opposed to the use of force; its opposite is Violent.

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- Weird: Peculiar, offbeat, notably different from the neighbors; its opposite is Straight.
- Criminal: Extorting money from citizens through force or threat, and/or breaking the law professionally; there is no opposite.
- Fanatic: Adhering to a limited system of beliefs in defiance of all others; any two Fanatic Groups are considered “opposite” to each other.
- Violent: Armed and/or dangerous; not necessarily vicious; its opposite is Peaceful.
- Straight: Socially middle-of-the-road; Middle American; its opposite is Weird.

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Power

Think of power as ability to attack. The higher your card's power number, the more easily it can dominate other cards. If a card has two numbers ie 9/3, 9 would be its power number and 3 would be it's transferable power. Transferable power is used to aid other attacks. Groups with 0 power cannot directly attack but if it has transferable power it can aid in another attack

11

Resistance

Think of resistance as the ability to fend off an attack. The higher the resistances, the harder it will be to take down the group. Note that Illuminati groups have no resistance numbers because they cannot be attacked directly

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Income

The unit of money in this game is called Megabucks. Groups may have an income amount listed on it's Card. The income collected each turn goes to the group's treasury.

Two cards have a special income. The IRS gets its Income by taxing each of the other players 2 MB on the owning player's turn. The Post Office costs 1 MB per turn to control (paid by their master or their Illuminati).

Special abilities-

All Illuminati, and some other Groups, have "special abilities" shown on their cards. A player can use a Groups special ability at any time

Actions

There are 3 types of actions: attack, money transfer and moving a group. Each action must be done only after the previous action is completed. A player can opt out of taking actions during his turn in order to receive 5 megabucks instead.

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Attacks

A group may attack another group in an attempt to neutralize, control or destroy another group.

Note that Illuminati groups cannot be attacked

Attack to control

A group attacks another group (cannot be an illuminati group or a group you already control). The success of this attack results in the group being added to the attacker's power structure

Attack to neutralize

This is similar to Attack to Control except the group to be attacked must already be controlled by another player. The success of this attack results in the defending group being placed in uncontrolled area.

Attack to destroy

This is similar to Attack to Control. The success of this attack results in the target Group going to the "dead pile." Its subordinate Groups are not destroyed, but become uncontrolled.

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Interference

A player can Interfere with an attack, either by helping the attacker or helping the defender. The interfering player contributes from his Illuminati treasury only and the money goes to the bank. Each Megabuck spent will affect the die roll by one

Calling off an attack

A player can choose to call off an attack after he has announced the attack. However the attack can only be called off if the player have not yet taken money from his treasury and put in the bank.

Transferring money

A group can make a transfer of money to any other group it is adjacent to. Transferring money counts as an action. Players can use all their action in their turn for transferring money

Moving a group

A player may, as an action, reorganize his Power Structure by moving a Group to a vacant outgoing control arrow....

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Free actions

Some actions can be made as response to other actions. However these actions as response aren't counted as action. We call them free actions. There are 4 types of free actions:

- 1) Removing Groups from your power structure
- 2) Aiding an attack
- 3) Giving away special card or money
- 4) Using a special card

Gift and trade

Groups, special cards, and money may be transferred between players: traded, sold (that is, traded for money) or given away. However, the player initiating the trade must have the permission of the person they wish to trade with to make the transaction

Transferring groups

A player can transfer a group only if it's during his turn. A group may be traded for cash, cards or groups. Trading a group counts as an action. Trading a group for a group counts as 2 actions. Like gifts and trade, the player who initializes the trade must have the permission of the other player for the transaction

Throwing the game

A player may not intentionally give away them all their groups/money etc to another player to let them win. If a player leaves the game, all their groups become uncontrolled and their money goes to the bank

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When is the deal binding

When two players agree to a deal, it is binding if they make the exchange immediately. However, making a deal for future actions (ie I'll do this for you now, so do this for me later), the later action doesn't have to be fulfilled.

Special cards

Special cards provide certain benefits to the player who draws it. Usually special cards are kept face down but it's not required. A player may use a special card whenever he wants and it does not count as an action. Special cards may also be traded.

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17

Eliminating a player

A player is eliminated if he has no groups other than his Illuminati group. The eliminated player's money goes to the bank

Leaving the game

If a player decides to leave the game, all his controlled groups become uncontrolled groups, and his money goes to the bank

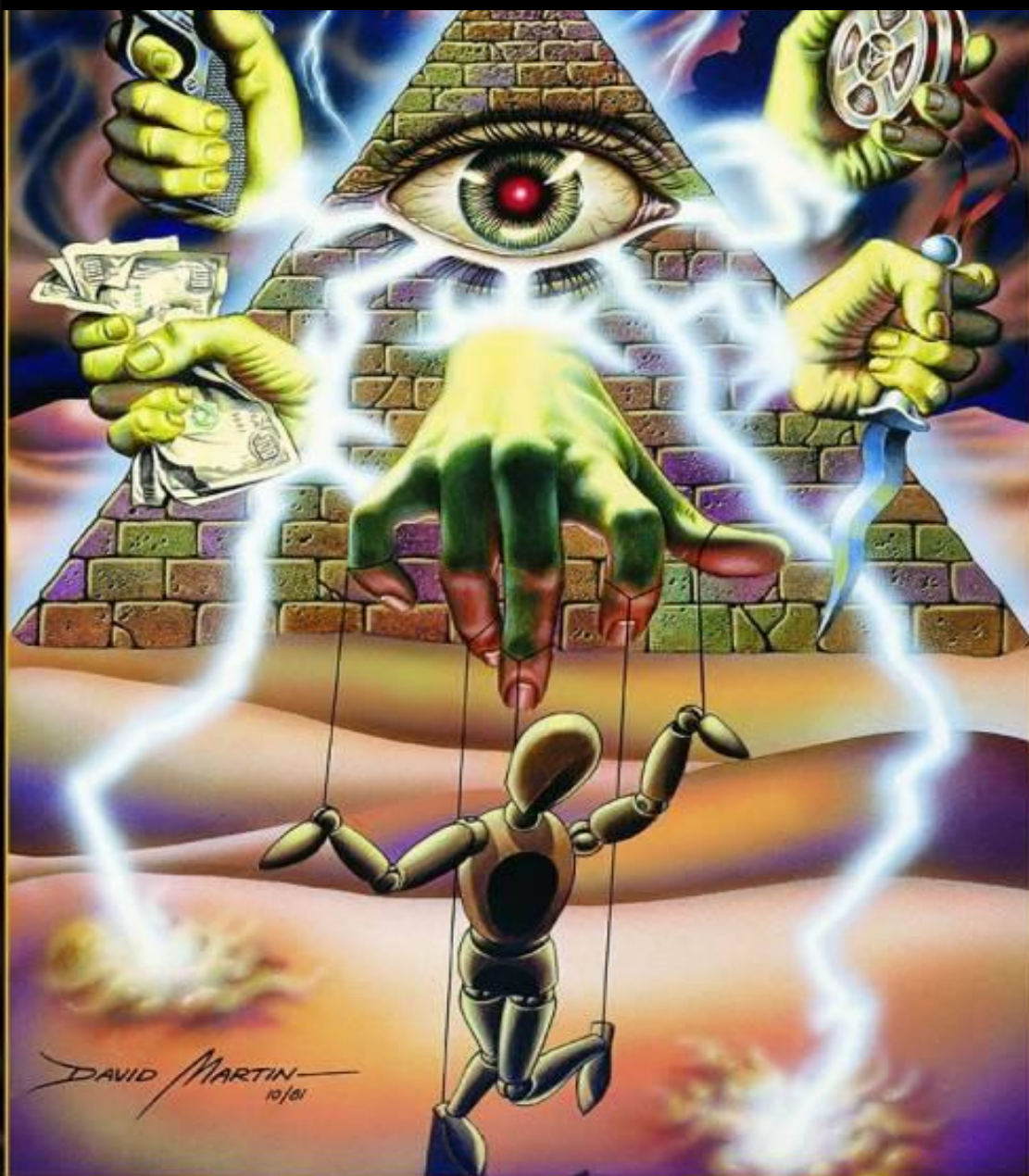
Winning the game

A player wins meets one of his Basic Goals or a Special Goal. The Basic Goal for all players is to control a certain number of groups. That number depends on how many people is in the game. The Special Goal is a goal for a specific group. The Special Goal can be found on the group Card. When a player achieves one of these goals the game ends

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Advanced Rules



18

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Advanced Rules provide a different and new way of playing the game. You may add any combination of the rules as you like. After all, new rules make a game more fun. Try and apply these rules so that it adds to the experience of the game.

Adjusting game length

A normal game typically lasts 1 to 3 hours. For a long and thorough game, play until there are no uncontrolled groups left. When all groups/Cards are controlled, add up total power and +1 for every group in your power structure; the player with highest score is the winner

Hidden goals

Instead of using the assigned goals for the Illuminati groups, players can opt to assign one group's goals to other another group. All groups can have a goal the player choose (with the exception of the UFO group). Each player chooses one possible Goal from the list and writes it down. See Strategy - About the Illuminati.

Hidden Illuminati

Each player keeps his Illuminati card upside down. Only the player can know which Illuminati group he controls. A player can only use the Power, Income, and special power of his own Group – but he is never required to use all of his Power or Income, or reveal his special power.

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Larger Games

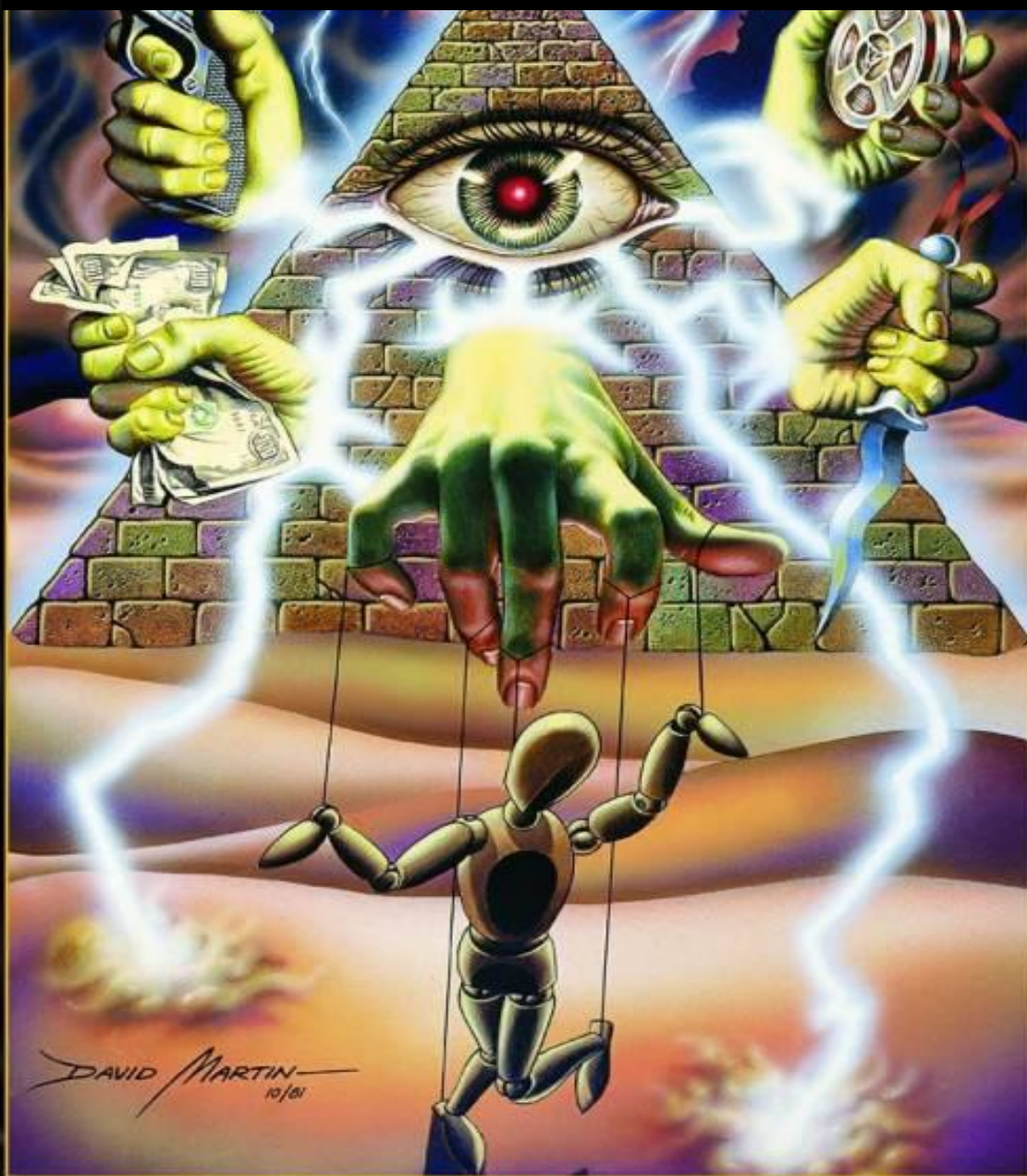
A normal game can consist of up to 6 players. A large game would consist of 7 or 8 players, as there are 8 total Illuminati cards. For a 7 player game, the income generation for each Illuminati card per turn is modified to be 3 Megabucks per turn and for an 8 player game, it is 5 Megabucks per turn.

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Strategy

21



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The Power Structure

There are many ways to order your Power Structure. However, not all Power Structures are created equal. It is in your best interest to create a well balanced Power Structure to stay ahead of the curve. A Power Structure that keeps its Cards/groups huddled close together, the groups will likely interfere with each other. Another bad Power Structure is when groups branches out from the same Card. This kind of Power Structure can be eliminated in a single attack.

22

Negotiations

Deals can be made openly or secretly. Deals are only limited to the players imagination, but most of the time it is an exchange of favors. For example, a player can offer money to anybody who will attack his particular foe. Or two or more players form a coalition to bring down a rival who is getting too near victory. Do not always expect the other person to honor the deal though; he may backstab you when you least expect it

Capturing Several Groups at Once

Groups that control many puppets are an important resource in the game. There is a lot to be gain (or lose) if a player loses Groups that control many puppets. A game can be potentially end once some a Groups falls into another player's power structure

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23

About the Illuminati - There are many Illuminati groups, each with their own history and goals.

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. A Group with more than one alignment counts for each of its alignments.

Discordian Society- Control five Weird Groups.

Gnomes of Zurich. Collect 150 megabucks (in the whole Power Structure's treasuries).

The Network- Control Groups with a total Transferable Power of 25 (including their own 7).

Servants of Cthulhu- Destroy eight Groups.

Society of Assassins- Control six Violent Groups.

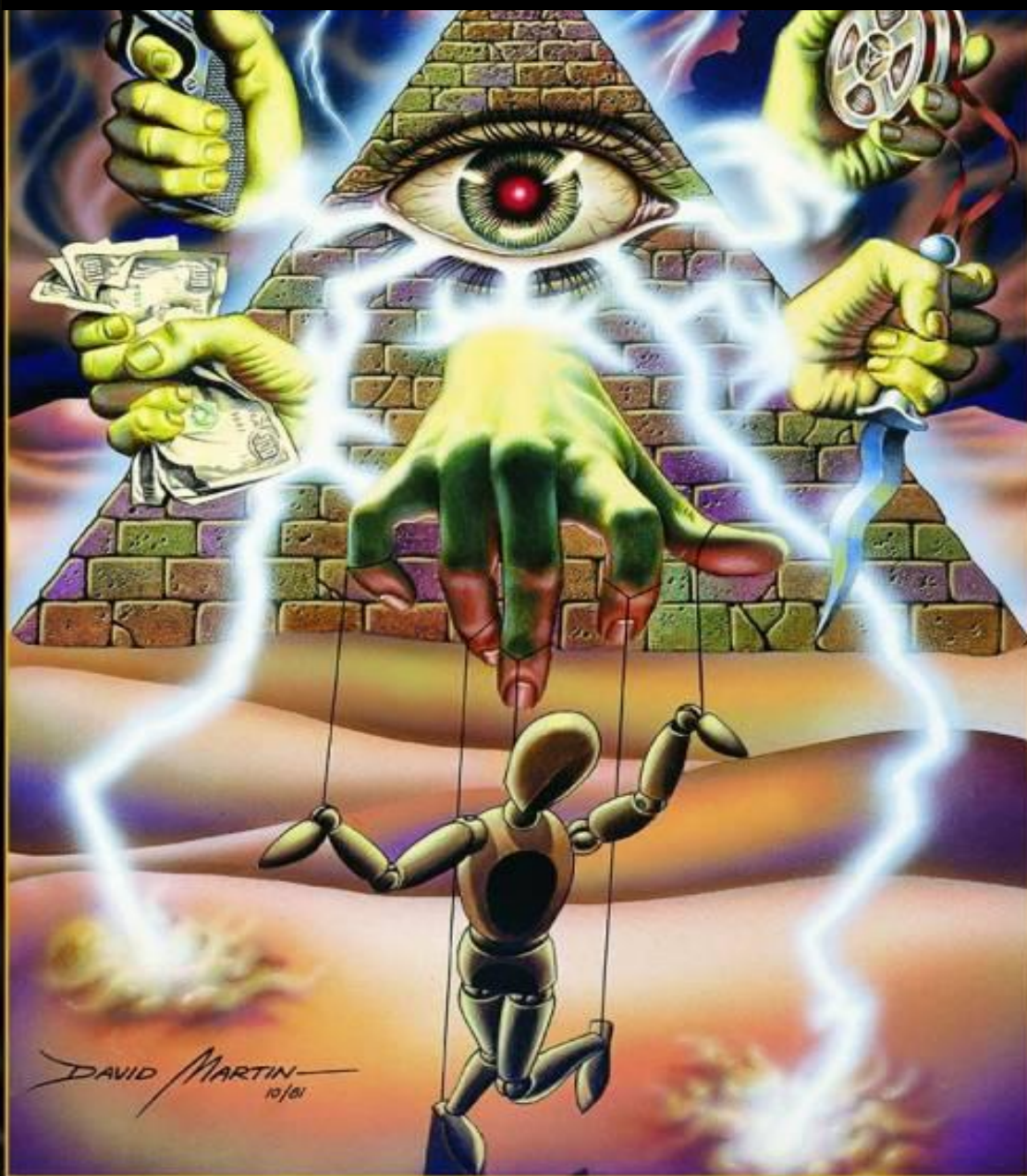
UFOs- At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.

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Social

25



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Friend List

The friendlist of the game is a major part of the social aspect of the game. Typically, once a player is added to a friend list, it would be a simple matter to find them. All one would need to do is to find the friend list button from the main menu and the list of players would be displayed.

Manage Friends

Adding Friends

There may be many times where a player may see another player's icon. For instance, in the game lobby or the game room. In order to add a player as A friend, click on the player's icon and a popup will appear with the option to See Profile or Add Friend. Select Add Friend option. A Friend Request will be sent to the other player. Whether the player will be added as a friend is dependent on the receiver's decision

Removing Friends

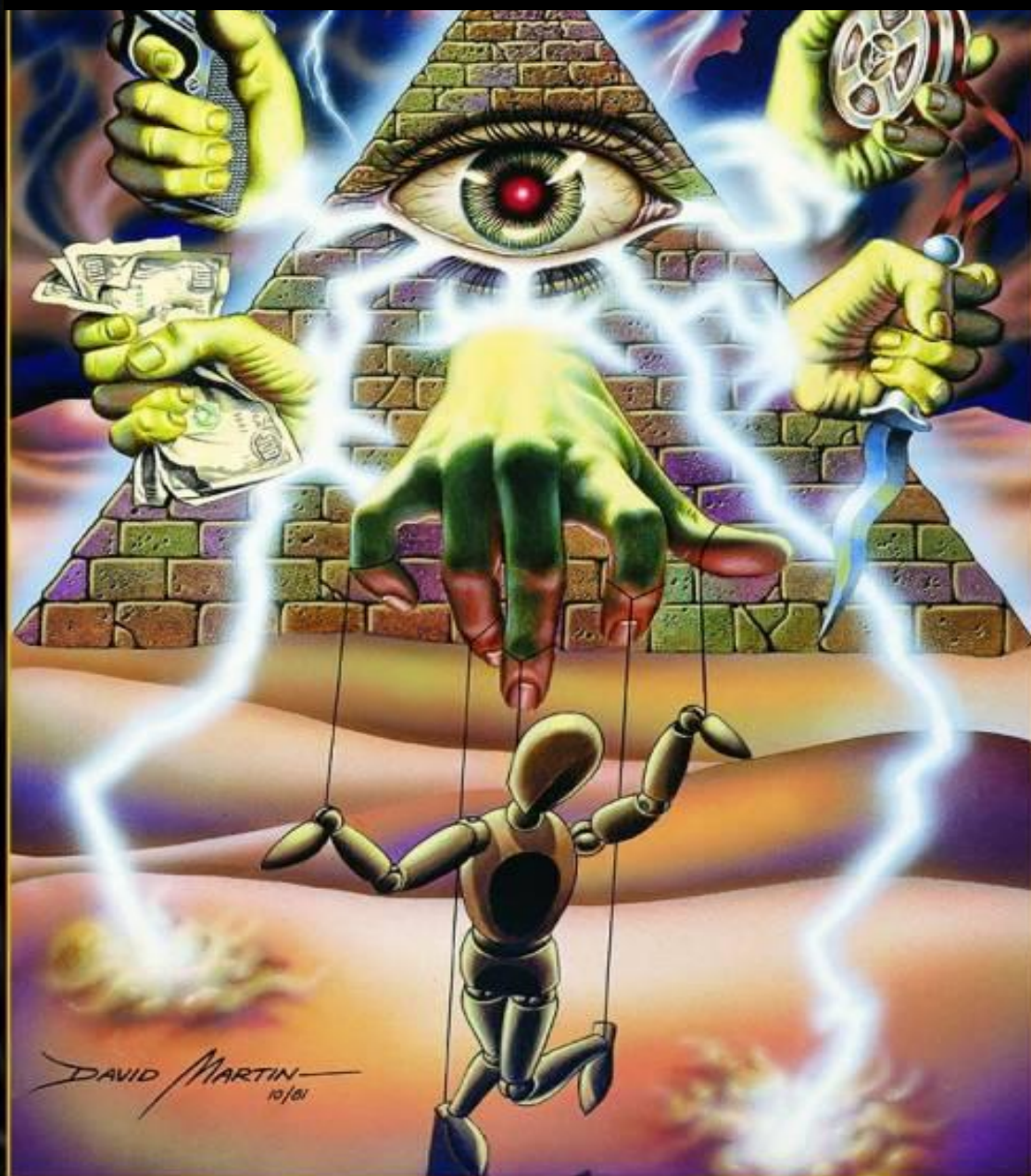
A player may want to remove a friend from their friendlist, due to inactivity, no space, or other reasons. In order to remove a friend, access the friendlist from the main menu. When the list is displayed, a Remove button is to the right to each friend's player icon. Select remove for a specific friend.

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Statistics

27



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Statistics generally provide information about a player's account..That would include but is not limited to: their player id, username, rank in a leaderboard, and their friends list.

Access your Profile

In order to access your profile information, simply select the Profile button from the main menu.

28

Access Another Player Profile

Whenever another player's icon is visible, whether it be in the game lobby or a game room, simply click on the icon. Clicking on the icon will result in a small popup that has See Profile or Add Friend. Select See Profile to find statistics of the selected player.

Access the Leaderboard

Select the Leaderboard button from the main menu