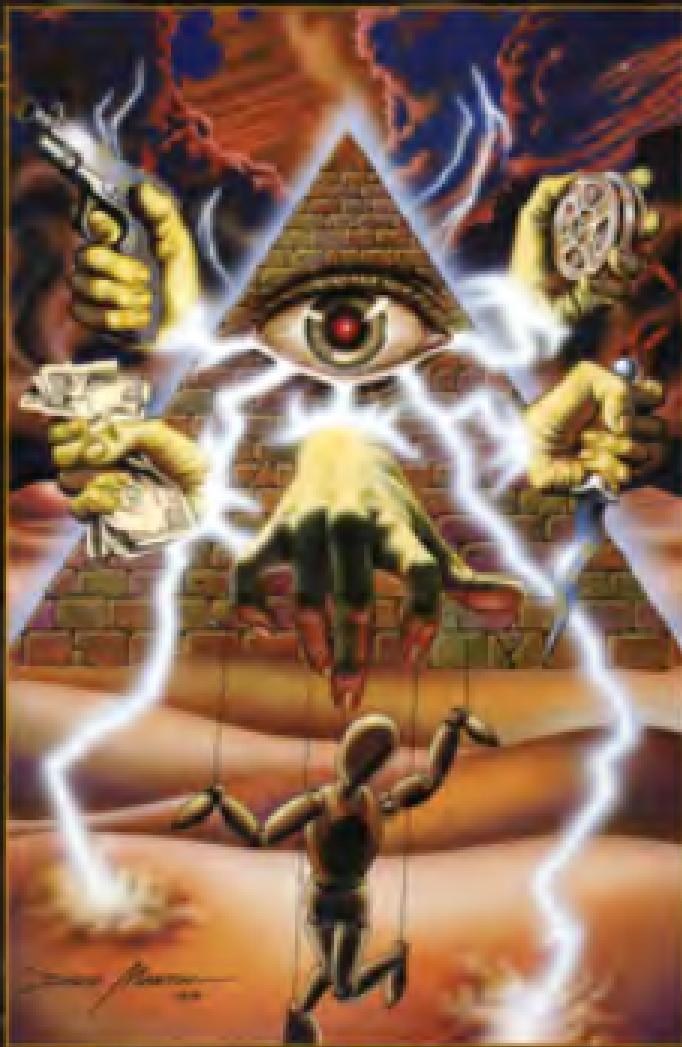


ILLUMINATE

THE GAME OF CONSPIRACY

DELUXE

EDITION



STEVE JACKSON GAMES

The classic game of conspiracy and world conquest . . .

ILLUMINATI

The Telephone company is controlled by creatures from outer space. The Congressional Wheats have taken over the Pentagon. Evil geniuses are building Orbital Mind Control Lasers . . . aimed at YOU!

This is a tense but tongue-in-cheek game about world conquest – not by guns and missiles, but by stealth and guile. Each player becomes one of the Illuminati, the “secret masters” trying to control the world! Build your power and wealth, taking control of groups like the FBI, the Federal Reserve, the Nuclear Power Companies, the Orbital Mind Control Lasers, the Semiconscious Liberation Army, the Post Office . . . yes, even the Post Office is part of the Conspiracy!

No play is too devious, no stratagem too low, as you scheme your way to world power. The outcome is never certain until the final double-cross!



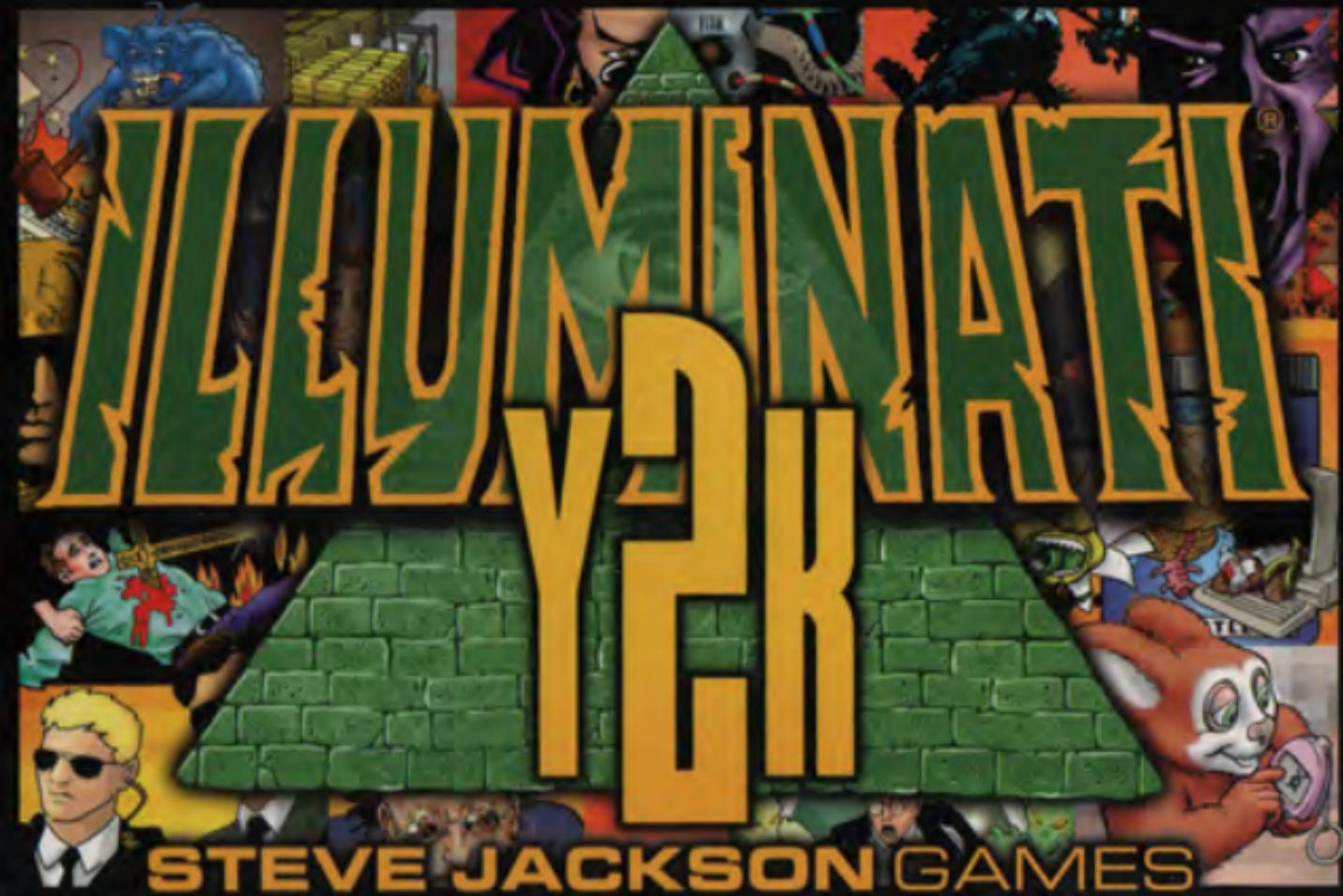
Game Design by Steve Jackson



STEVE JACKSON GAMES
www.sjgames.com

ILLUMINATI
YEAR

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STEVE JACKSON GAMES

ILLUMINATI[®]

Y2K



STEVE
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GAMES

www.sjgames.com

Game Design by Steve Jackson

Illustrated by John Grigni, Robi Mookerjee, Shea Ryan, and Dan Smith
www.sjgames.com/illuminati/y2k

Even though the Y2K bug failed to knock civilization into a new stone age, it did inspire this expansion for *Illuminati* – inflicting another layer of weirdness on the already terminally weird. Add the Alien Abductors, Cattle Mutilators, Gamers, and 73 other groups to your power structure. Twenty-six Special cards and two Illuminati groups – Shangri-La and SubGenius – further the frenzy.

Illuminati Y2K delivers even more ways to beef up your Illuminati and its puppets. Use High Fashion to channel megabucks to Discordia, or Computer Dating Services to add extra cards to the Network's hand. Play Red Scare, May Day, or Political Correctness to generate additional income or pump up Resistance, but only for one Alignment. Add your favorite organization, urban legend, or personality with the six blank Group cards. Plus: Ninjas!

This is not a stand-alone game;
you'll need *Deluxe Illuminati* to play.



ISBN 978-1-55634-374-2



51795

9 781556 343742

\$17.95 SJG 1325

Printed in
China

ILLUMINATI[®]

Y2K



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JACKSON
GAMES

www.sjgames.com

WCG98

ILLUMINATI

BAVARIAN FIRE DRILL™

STEVE JACKSON GAMES

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GAMES

1994

ILLUMINATI
BAVARIAN FIRE DRILL

www.stevjacksongames.com/Illuminati/bfd

Steve Jackson, Dan Smith, and Howard Browne

Illustrated by Alex Pernicosa, Rick Morris, John Kovalic, Greg Hillard,
Game Design by Steve Jackson

BAVARIAN FIRE DRILL

ILLUMINATI

Bavarian Fire Drill is the long-awaited expansion for *Illuminati*. 110 new cards let you control new and terrifying groups like Bloggers and Intelligent Design. Will you use Embedded Reporters to destroy the Webcams, or will you be defeated by Bird Flu? Fans of the mega-hit *INWO* will recall the Deprogrammers and Science Alarmists, as well as more of the best groups from the top-selling conspiracy CCG.

Bavarian Fire Drill also introduces . . . Artifacts! Magical, technological, or just strange, they give their owners an unfair advantage in the struggle for world domination. Hitler's Brain is just the beginning . . .

This is a supplement for *Illuminati*. It is not a stand-alone game. Buy it now. Fnord.



STEVE
JACKSON
GAMES

ISBN 978-1-55634-751-1



51795

9 781556 347511

\$17.95 SJC 1384

Printed in USA

ILLUMINATI
BAVARIAN FIRE DRILL™

STEVE
JACKSON
GAMES
1384



BAVARIAN FIRE DRILL

ILLUMINATI

Day Care Centers



Power: 1

Resistance: 2

Income: 1

Peaceful

Enormous Toy Stores



Power: 1

Resistance: 3

Income: 3

Straight

Otaku



Power: 0
Resistance: 3
Income: 2

Weird
Peaceful
Fanatic



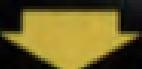
The Network

Turns over two cards at beginning of turn.



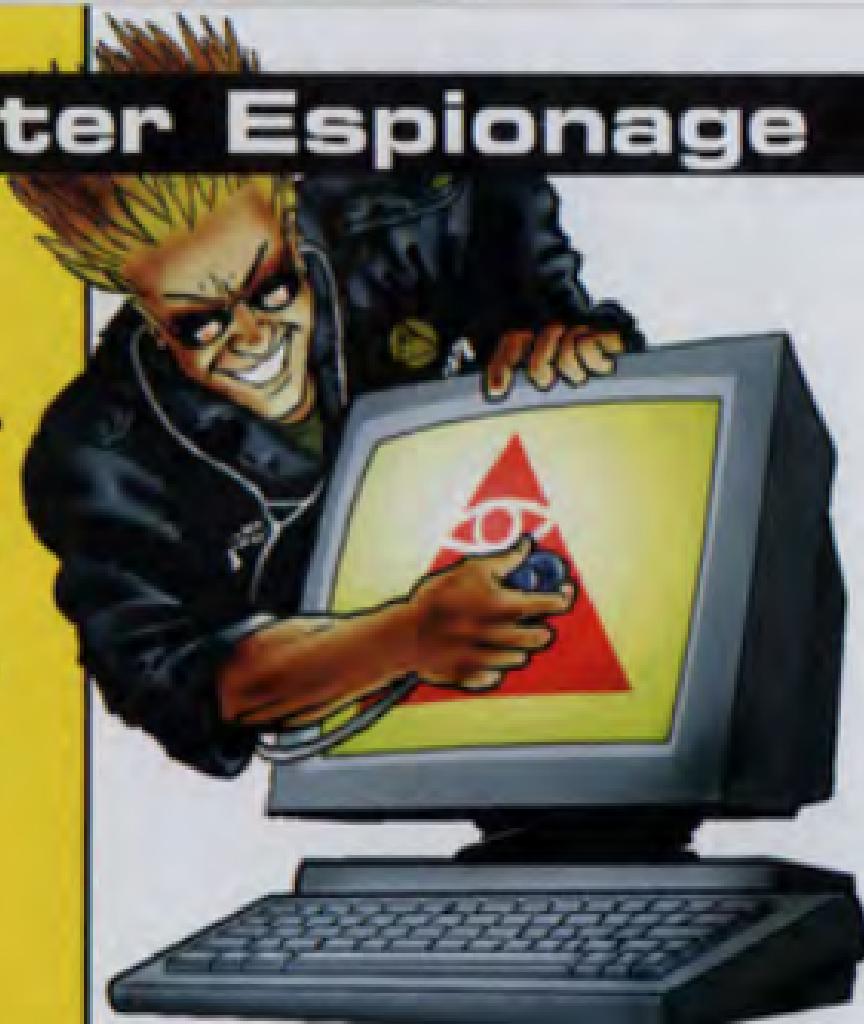
POWER
7/7

INCOME
9



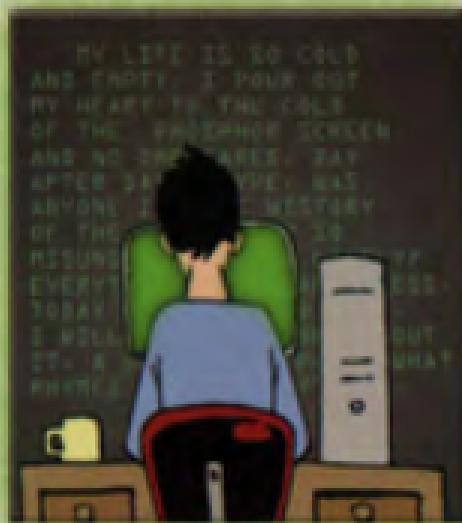
Computer Espionage

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.



Bloggers

**The group that controls the Bloggers gets +10
to defend itself against any attack.**



Power: 0/2

Resistance: 6

Income: 0

Peaceful

Computer Dating Services

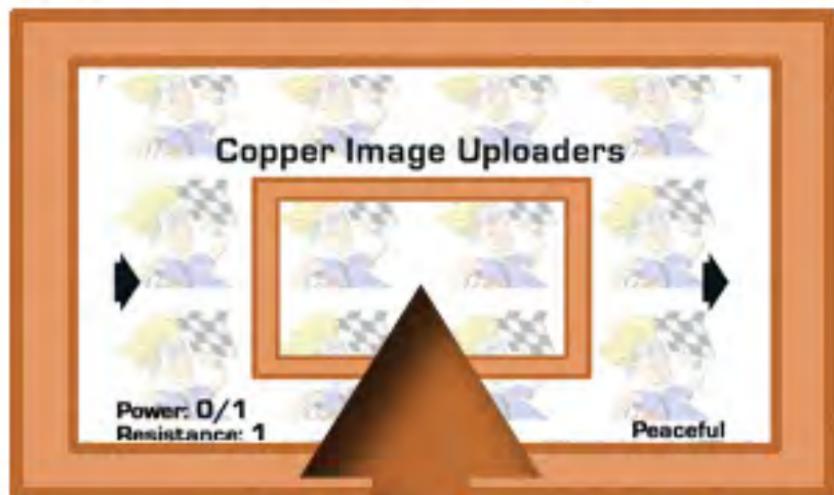
**The Network may draw one extra card per turn
if it controls this group.**



**Resistance: 2
Income: 2**

Peaceful

Copper Image Uploaders



Power: 0/1
Resistance: 1
Income: 1

Peaceful
Weird

Gamers



Power: 1

Resistance: 5

Income: 1

**Fanatic
Weird**

Hackers

+3 on *any attempt* to neutralize any group.

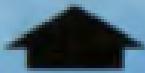


Power: 1/1

Resistance: 4

Income: 2

**Weird
Fanatic**



Microstuff



Power: 6/3

Resistance: 8

Income: 5

Straight
Conservative
Criminal

DEAR FRIEND,

CONFIDENTIAL PROPOSAL: **Nigerian Scams**

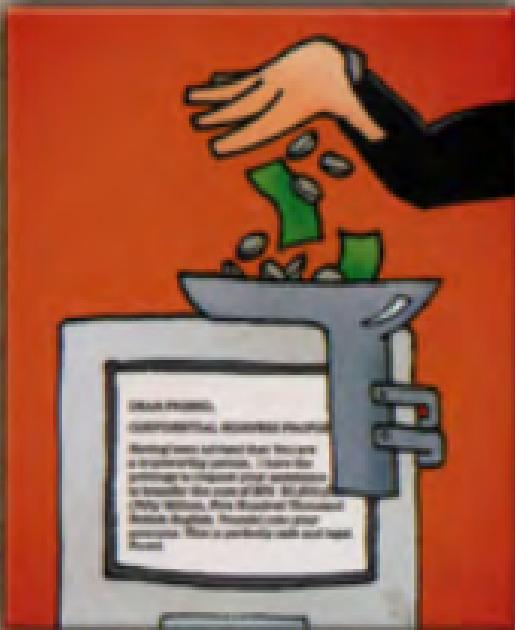
Having been given
a trustworthy
privilege to re
to transfer the
(Fifty Million

British English

Power: 1

Resistance: 3

Income: 3



**Violent
Criminal**

Open Gnoonix



Power: 0/4
Resistance: 6
Income: 1

**Weird
Liberal
Fanatic**

Screen Savers



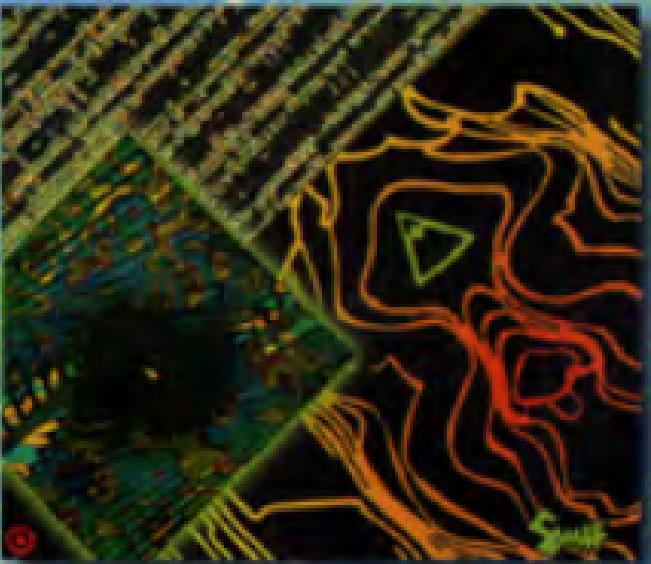
Power: 0

Resistance: 2

Income: 2

**Weird
Peaceful**

Silicon Valley



Power: 3/3

Resistance: 4

Income: 5

Straight

Spammers

The Network gets +2 income if it controls this group.



Resistance: 3
Income: 3

Criminal

Video Games

+3 for direct control of Convenience Stores.



Power: 2

Resistance: 3

Income: 7

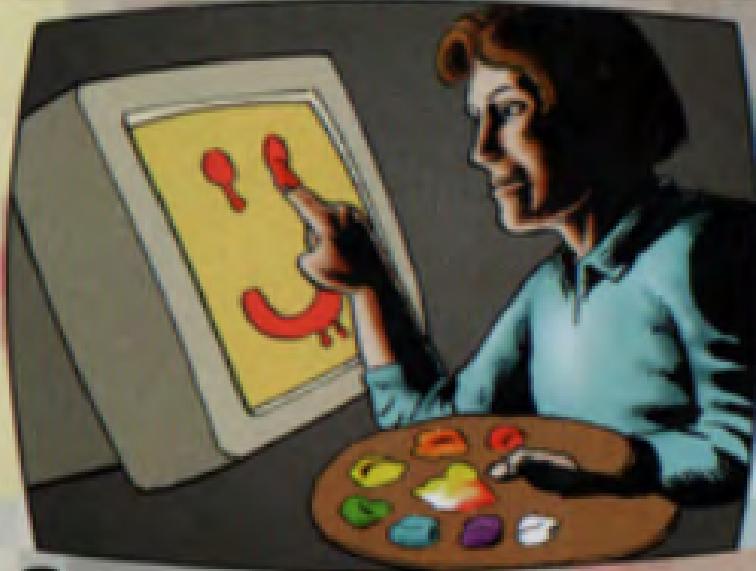
Virtual Pets

+2 on any attempt to control another group.



Resistance: 5
Income: 2

Web Designers
+4 for direct control of WWW.



Power: 3

Resistance: 3

Income: 3

Liberal

Webcams

**If the Webcams and the Bloggers are in
the same Power Structure, each gets +1 Income.**

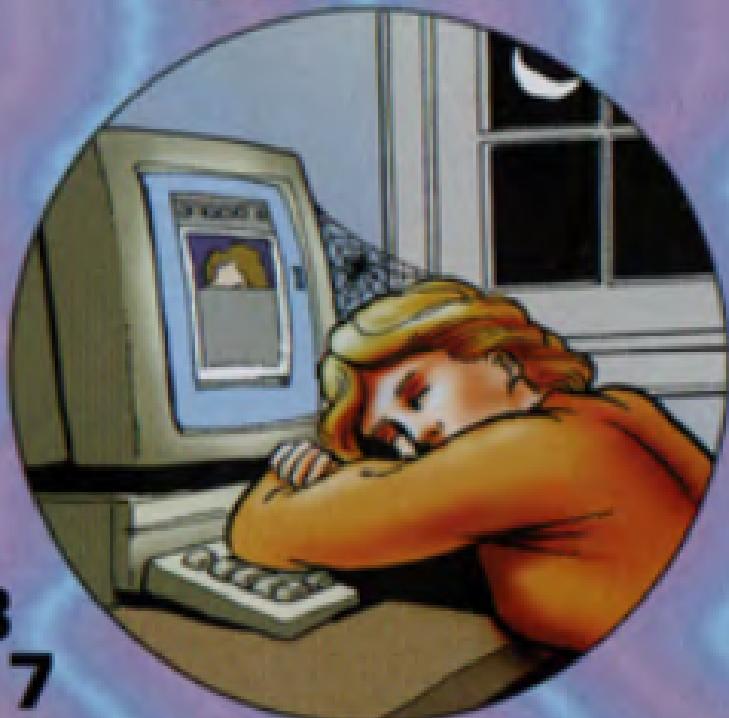


Power: 1

Resistance: 3

Income: 3

www



Power: 3/3

Resistance: 7

Income: 2

Apophenia

The seeing of connections in meaningless or unconnected data.

Play this card at any time to add **10** to any attack against a Weird group.



Atrocity Rumors

Play this card at
any time to add
10 to any attack
against a Peaceful
group.



Deep Agent

Play this card after privilege has been invoked. The privilege is totally abolished. That attack cannot be made privileged.



Hidden Connection

Play this card at any time that you acquire, or move, a group. You may place the group on a side of another card where there is no arrow. If the puppet group is moved again, the "virtual" arrow on the master is lost.



Murphy's Law

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.



Murphy's Law

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.



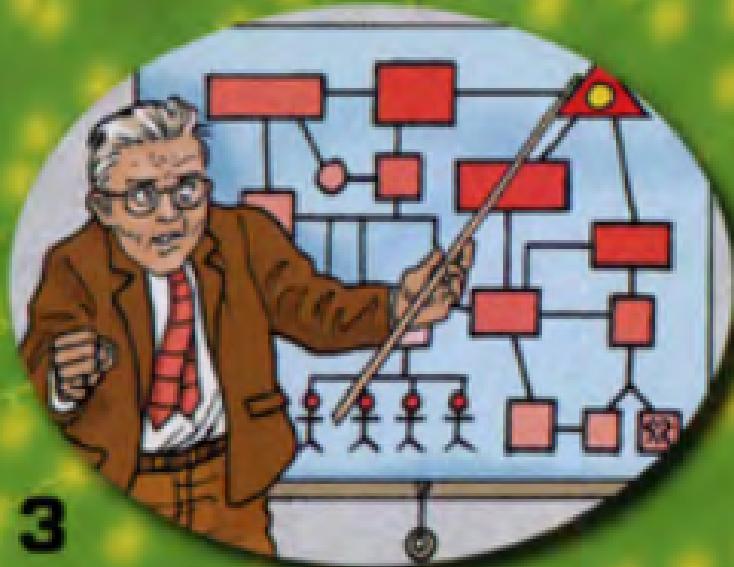
Unmasked

Play this card on your turn. Pick any one Illuminati card which is not currently in play, and substitute it for your current Illuminati. You are now the new Illuminati for all purposes. This counts as an action.



Conspiracy Theorists

Bavaria may draw one extra card per turn
if it controls this group.



Resistance: 3
Income: 3

Weird
Fanatic

Paranoids

**All your groups have +2 to their defense
against any attack.**



Power: 0/1

Resistance: 8

Income: 1



The Man who knew Everything

+6 when trying to control

"There is only one mathematical Axiom"

Power: 3
Resistance: 3
Income: 0

Peaceful
Conservative
Communist
Straight
Weird

Nonviolent Resistance

Play this card at
any time to add
10 to any attack
against a Violent
group.



Tree Huggers



Power: 2

Resistance: 3

Income: 1

Liberal
Weird

Eco-Guerrillas



Resistance: 6
Income: 1

Liberal
Violent
Weird

Flower Power

Play this card at any time to give all of your Peaceful groups extra income equal to **TWICE** their normal income.

Or play this card at any time to add **10** to defend any Peaceful group against attack.



Boy Sprouts



**Resistance: 3
Income: 1**

**Straight
Peaceful**

Dolphins



Power: 1/1

Resistance: 4

Income: 0

Peaceful

E.P.A.



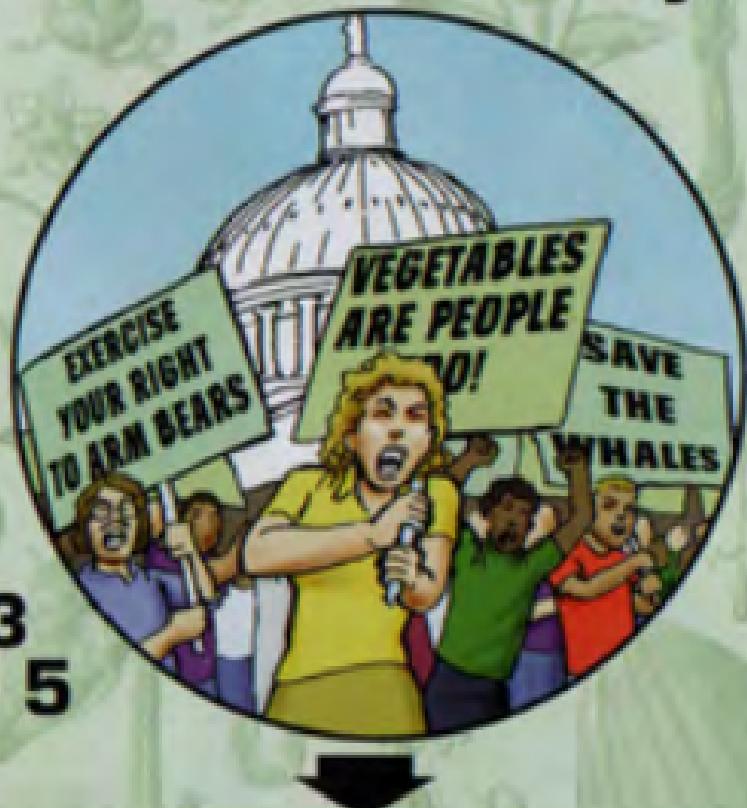
Power: 3

Resistance: 3

Income: 3

**Liberal
Government**

Green Party



Power: 4/3

Resistance: 5

Income: 5

Fanatic
Liberal

Invasive Species



Power: 0/1

Resistance: 5

Income: 1

**Communist
Criminal**



Kudzu Planters



Power: 2/2

Resistance: 6

Income: 1

**Communist
Weird**

PATE



Power: 2

Resistance: 2

Income: 5

**Violent
Liberal
Criminal
Fanatic**



Pave the Earth!

Cthulhu may draw one extra card per turn
if it controls this group.



Power: 1

Resistance: 4

Income: 1

**Violent
Weird
Fanatic**

Recyclers

Pay 5 MB from this group to draw an extra card on your turn. This is not an action.



Power: 2

Resistance: 2

Income: 3

Liberal



Home Schoolers



Power: 1

Resistance: 5

Income: 1

**Straight
Conservative**

Museums

+4 on any attempt to control an Artifact.



Power: 2

Resistance: 5

Income: 3

Peaceful

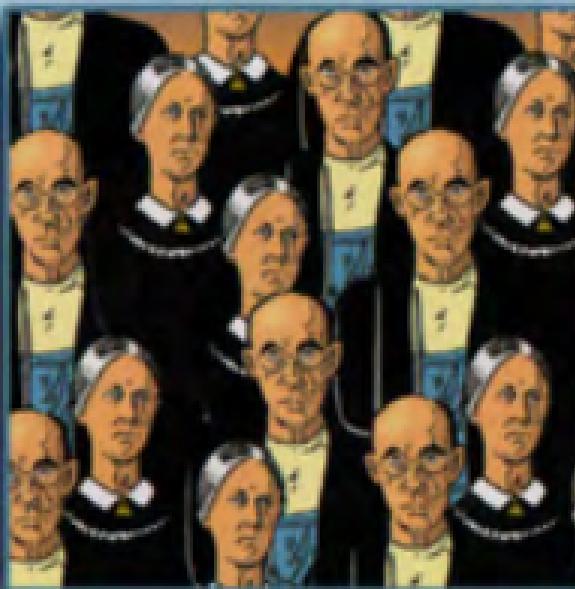
Parent/Teacher Agglomeration



Resistance: 5
Income: 1

**Peaceful
Conservative
Straight**

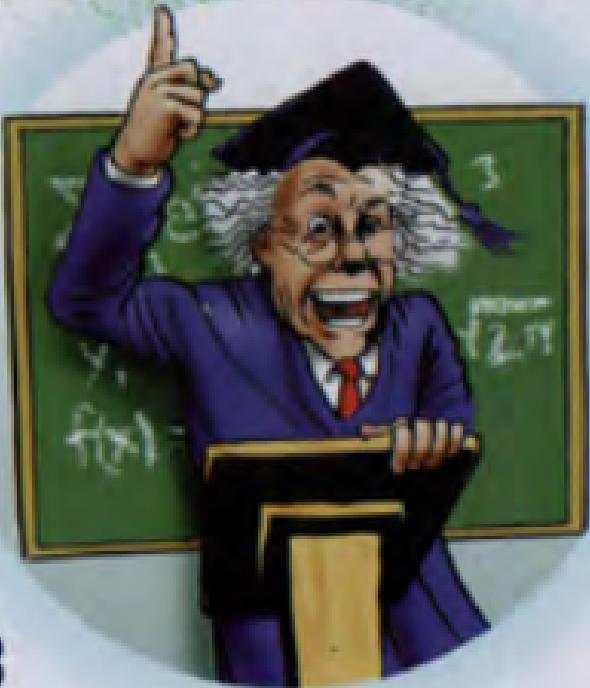
School Boards



Power: 3
Resistance: 8
Income: 1

**Straight
Conservative
Government**

Universities



Power: 4/3

Resistance: 8

Income: 2

Liberal

Baristas

+4 to any attack against Coffee Shops.



Power: 1/2

Resistance: 6

Income: 1

Weird

Coffee Shops



Resistance: 3
Income: 3

Liberal

Convenience Stores



Power: 1

Resistance: 4

Income: 3

Straight

Fast Food Chains



Power: 2

Resistance: 4

Income: 3

Straight

Fiendish Fluoridators



Power: 3

Resistance: 5

Income: 1

**Communist
Fanatic**



Frankenfoods

This group takes on all the alignments of its master for all purposes, including victory conditions.



Power: 2

Resistance: 4

Income: 3

Health Food Stores

+2 on any attempt to control Anti-Nuclear Activists.



Power: 1

Resistance: 3

Income: 2

Liberal

Low-Carb Diets



Power: 0

Resistance: 4

Income: 4

Nutrition Nazis

+5 to any attempt to destroy Convenience Stores,
Fast Food Chains, or Health Food Stores.



Power: 0

Resistance: 5

Income: 1

Government
Fanatic

Obsessive Tea Drinkers



**Power: 1
Resistance: 2
Income: 2**

Straight

Soft Drinks



Power: 3

Resistance: 5

Income: 3

Straight

Sushi Bars



Power: 1

Resistance: 5

Income: 1

Weird
Peaceful

BATF



Power: 4/1
Resistance: 2
Income: 2

**Violent
Government
Fanatic**

Border Patrol



Power: 1

Resistance: 1

Income: 1

Peaceful
Government



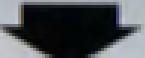
C.I.A.



Power: 6/4

Resistance: 5

Income: 0



Government
Violent



F.B.I.



Power: 4/2

Resistance: 6

Income: 0

**Government
Straight**



FEMA

**When FEMA makes or aids an attack,
that attack automatically fails on a roll of 9 or more.**



**Power: 4/3
Resistance: 4
Income: 3**

**Government
Criminal**

Homeland Security



Power: 7/2
Resistance: 1
Income: 4

**Straight
Violent
Conservative
Government**



I.R.S.

Owning player may tax each opponent 2MB
on his own income phase. Tax may come from any group.
If a player has no money, he owes no tax.



Power: 5/3

Resistance: 5

Income: see above



**Criminal
Government**

KGB

+2 on *any attempt to destroy any group.*



Power: 2/2

Resistance: 6

Income: 0

**Communist
Violent**

Patent and Trademark Office

+4 on any attempt to control an Artifact.



Power: 2/2

Resistance: 3

Income: 2

**Conservative
Government**

Post Office



Power: **4/3**

Resistance: **3**

Income: *negative 1*

Government

Secret Service



Power: 2

Resistance: 3

Income: 0

**Straight
Government**

The Men In Black



Power: 0/2

Resistance: 6

Income: 1

Criminal
Weird

TSA



Power: 4/2

Resistance: 0

Income: 3

**Weird
Conservative
Government**

Cat Burglar

+10 to any attempt to control an Artifact owned by a rival.

Or play at any time except during an attack to take control of an uncontrolled Artifact.



Crackdown on Crime

Play this card
at any time to
add **10** to any
attack against
a Criminal group.



Death To All Fanatics

Play this card at any time to add 10 to any attack against a Fanatic group.



Mob Influence

Play this card at any time to give all of your Criminal groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Criminal group against attack.



Prohibition

Play this card at
any time to add
10MB to the
treasury of any
Criminal group.



Reign of Terror

Play this card at
any time to add
10MB to the
treasury of any
Violent group.



Actuaries

On your turn, you may look at the amount of money
on any one group except an Illuminati.



Power: 2

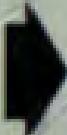
Resistance: 4

Income: 4

Straight
Conservative

Cycle Gangs

+2 on any attempt to destroy any group.



Resistance: 4
Income: 0



Violent
Weird

Gun Lobby

**Normal resistance 3; against any Liberal,
Communist, or Weird group, resistance 10.**



Power: 1

Resistance: *

Income: 1

**Conservative
Violent**

International Cocaine Smugglers

+4 on *any attempt to control Punk Rockers, Cycle Gangs, or Hollywood.*



Power: 3

Resistance: 5

Income: 5

Criminal

Lawyers



Power: 4/4

Resistance: 1

Income: 6

Criminal

Local Police Departments



Resistance: 4
Income: 1

Conservative
Straight
Violent

Supreme Court

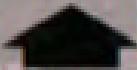


Power: 4/4

Resistance: 6

Income: 1

**Peaceful
Government
Liberal**



The Mafia

+3 for *direct control* of any Criminal group.



Power: 7

Resistance: 7

Income: 6

**Criminal
Violent**

Urban Gangs

+2 on any attempt to destroy any group.



Power: 1

Resistance: 2

Income: 1

**Violent
Criminal**

Yakuza

+2 on any attempt to control any Criminal group.



Power: 5/3

Resistance: 6

Income: 3

**Violent
Conservative
Criminal**

Zero Tolerance

+3 to any attempt to control School Boards or TSA.



Power: 0

Resistance: 3

Income: 2

**Conservative
Fanatic**

Kinder and Gentler

Play this card at
any time to add
10MB to the
treasury of any
Peaceful group.

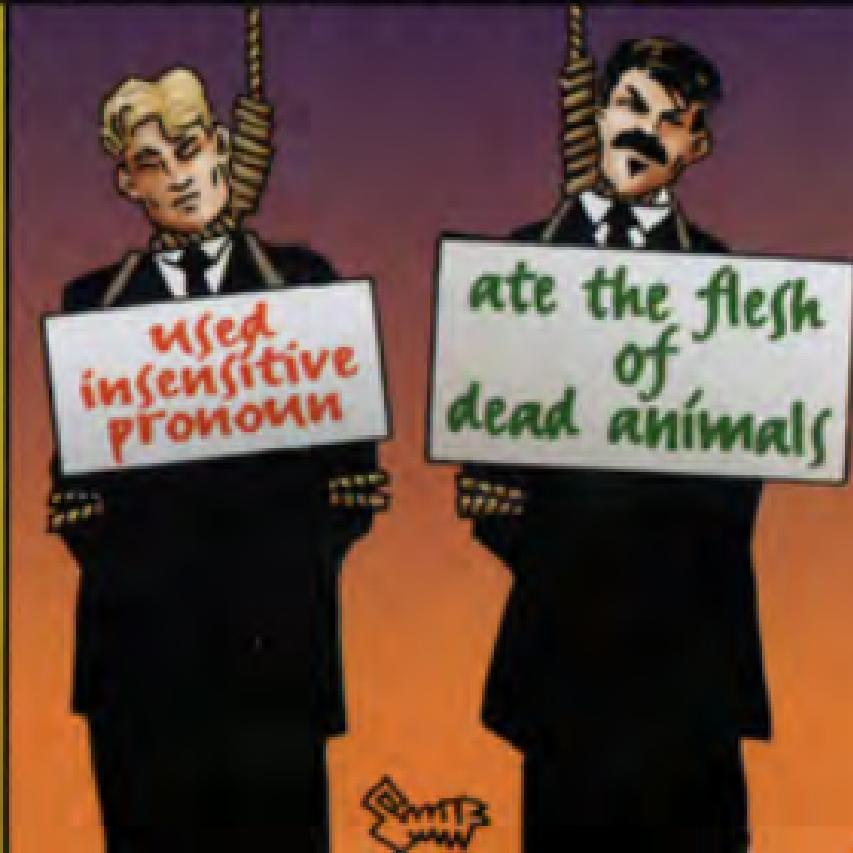
SECURITY
QUIET PLEASE



Political Correctness

Play this card at any time to give all your Liberal groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Liberal group against attack.



Feminists

+3 on *any attempt* to control any Liberal group.



Power: 2

Resistance: 2

Income: 1

Liberal



Gay Activists



Power: 2

Resistance: 3

Income: 2



Liberal
Weird

Girlie Magazines



Power: 2

Resistance: 2

Income: 3

Liberal

High Fashion

Discordia gets +2 income if it controls this group.



Power: 1

Resistance: 1

Income: 4

Peaceful
Weird

Intellectuals



Resistance: 3
Income: 1

**Weird
Fanatic**

Pod People



Power: 1

Resistance: 3

Income: 1

**Liberal
Communist**

Public Art

Bavaria gets +2 income if it controls this group.



**Resistance: 2
Income: 1**

**Liberal
Weird**

Yuppies



Power: 1/1

Resistance: 4

Income: 5

Conservative

Media Campaign

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!)



Weapons of Mass Distraction

**Play this card at
any time to add
10 to any attack
against a Liberal
group.**



Big Media



Power: 4/3

Resistance: 6

Income: 3

**Liberal
Straight**

Embedded Media

Treat this group as **Conservative** if it attempts
to attack a **Conservative** group.



Power: 2/2

Resistance: 4

Income: 1

**Violent
Liberal**

Subliminals

**Play this card
during any attack
to add 10 to
the Power or
Resistance of
either the
attacker or the
defender.**



Madison Avenue

+5 on any attempt to control Big Media or Empty Vee.

**YOU NEED
MORE**



Power: 3/3

Resistance: 3

Income: 2

Chain Letters

Zurich gets +2 income if it controls this group.



Power: 0/1

Resistance: 1

Income: 3

**Criminal
Conservative**

↑
Comic Books



Power: 1

Resistance: 1

Income: 2

**Weird
Violent**

Copy Shops



COPIES WHILE U WAIT &
WHILE U WAIT A COPY

Power: 1

Resistance: 3

Income: 4

Peaceful



Junk Mail

+4 on any attempt to control the Post Office.



Power: 1

Resistance: 3

Income: 2

Criminal



Power: 2

Resistance: 3

Income: 3

Tabloids

+3 for direct control of Convenience Stores.

conspiracy. But ever
never know who is
strings.

* Everything
the. Everything
true. The
place.
Hall Ecst All

The publish
minati. Stev
minati. Stev
Weird



Underground Newspapers



Power: 1/1

Resistance: 5

Income: 0

**Communist
Liberal**

Fox News Channel



Power: 1

Resistance: 4

Income: 2

Conservative
Fanatic

Ninety Minutes

Ninety Minutes has +10 resistance to Straight or Government groups.



Power: 2

Resistance: 1

Income: 2

Liberal

Federal Communications Commission



Power: 3

Resistance: 3

Income: 1

**Straight
Conservative
Government**

Hollywood



Power: 2

Resistance: 0

Income: 5

Liberal

Paparazzi

+2 on *any attempt to destroy another group.*



Resistance: 1
Income: 1

Criminal
Fanatic

Shock Jocks

The Church of the SubGenius may draw one extra card per turn if it controls this group.



Power: 1

Resistance: 5

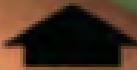
Income: 1

Weird

Video Stores



Resistance: 4
Income: 2



Big Medicine



Power: 3

Resistance: 4

Income: 6

**Peaceful
Conservative**

Centers for Disease Control

+5 on any attempt to destroy Bird Flu.



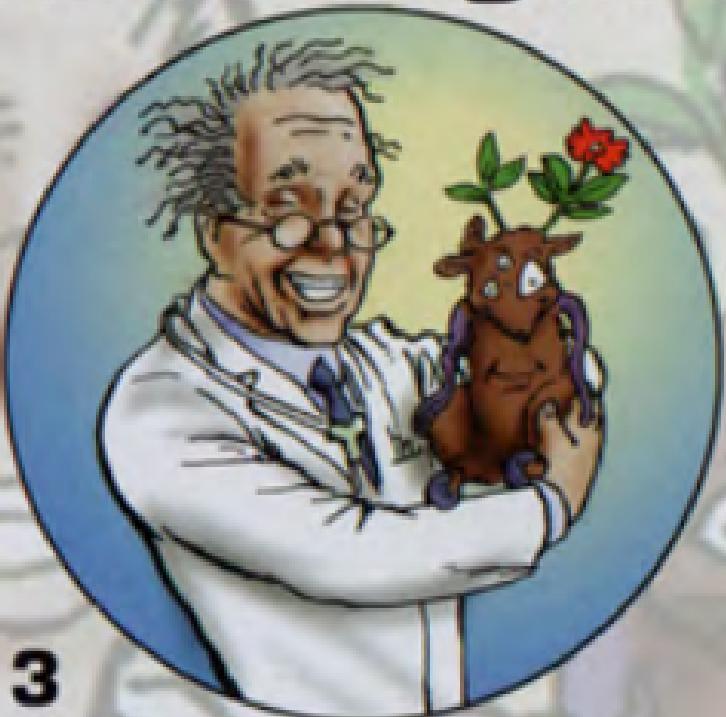
Power: 2/2

Resistance: 2

Income: 1

**Peaceful
Liberal
Government**

Genetic Engineers



Power: 3

Resistance: 3

Income: 2

Fanatic

Stem Cell Researchers



Power: 2

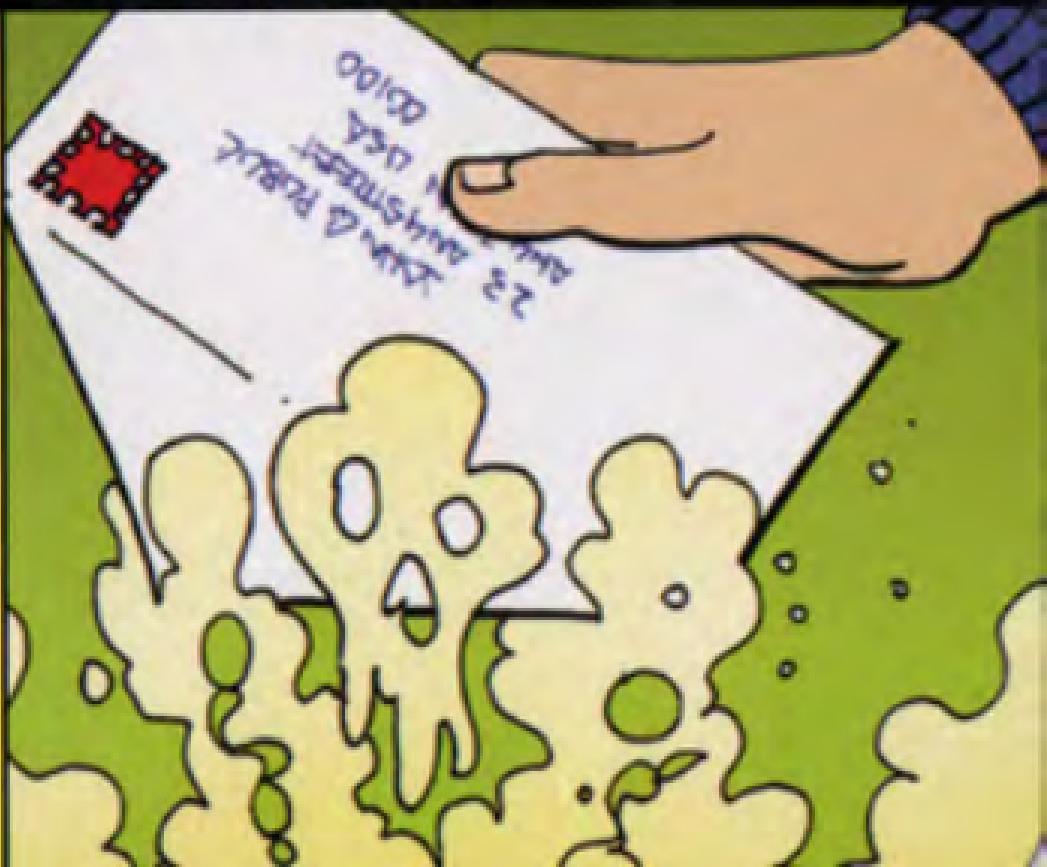
Resistance: 4

Income: 2

**Straight
Peaceful
Liberal**

Anthrax

**Play this card,
at any time to
add 10 to any
attack against
a Government
group.**



Bird Flu

+2 on *any attempt to destroy any group.*



Power: 0/1

Resistance: 4

Income: 0

Communist

Flesh-Eating Bacteria



+2 to any attempt
to destroy any group.

Artifact

Resistance: 4

Communist

Psychiatrists



Resistance: 6
Income: 2

Weird



Distorted Psychiatrists



Power: 3

Resistance: 3

Income: 6



Dentists



Power: 1

Resistance: 2

Income: 1

Straight

Drug Companies



Power: 4/4

Resistance: 3

Income: 6

Conservative

Tobacco & Liquor Companies



Power: 4

Resistance: 3

Income: 3

Straight

Euthanasia Advocates

This group cannot be destroyed,
but any attack to destroy its master gets a +2.



Power: 0

Resistance: 4

Income: 1

**Weird
Liberal
Fanatic**

Exterminators

+2 on *any attempt* to neutralize another group.



Resistance: 4
Income: 1

Violent

Morticians



Resistance: 4
Income: 1

**Straight
Peaceful**



Red Cross

Shangri-La gets +2 income if it controls this group.



Power: 2

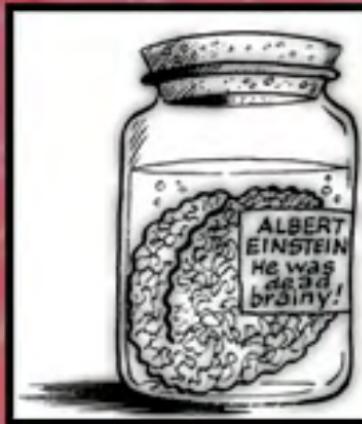
Resistance: 4

Income: 1



Peaceful
Liberal

Brain Preservers



Power: 3/1
Resistance: 1
Income: 2

Violent
Weird

Arms Smugglers

Cthulhu gets +2 income if it controls this group.



Power: 2

Resistance: 6

Income: 3

**Violent
Communist**

Black Helicopters

+2 on any attempt to neutralize another group.



Power: 0/2

Resistance: 6

Income: 1

Communist

Blivit



Once per turn, you may spend your Illuminati action to discard all uncontrolled Groups and draw an equal number of cards. Any Special cards you draw become yours. The Groups that you draw become the new uncontrolled area.

**Artifact
Resistance: 4**

Defense Contractors



Power: 5

Resistance: 6

Income: 4

**Conservative
Straight**

Military Academies



Power: 2

Resistance: 6

Income: 2

**Straight
Government
Fanatic**



Militia

+6 on *any attempt to destroy any Communist group.*



Power: 2

Resistance: 4

Income: 2

Violent
Conservative

Minutemen

No Government group can control,
or aid an attempt to control, the Minutemen.



Power: 1

Resistance: 6

Income: 1

Violent

NATO

+3 on any attempt to destroy any Communist group.



Power: 6/3

Resistance: 3

Income: 4

**Violent
Conservative**

Pentagon



Power: 6
Resistance: 6
Income: 2

**Government
Violent
Straight**

Survivalists

+2 Resistance to all owner's other groups.



**Resistance: 6
Income: 2**

**Conservative
Violent
Fanatic**

Warehouse 23



Power: 0/3

Resistance: 6

Income: 5

**Government
Weird**



The Gnomes of Zurich

May move money freely at end of turn.



POWER
7/7

INCOME
12

I.M.F.



Power: 4

Resistance: 2

Income: 7



Apathy

Play this card during an attack. Except for the Illuminati themselves, no group may use its transferable power during this attack; any non-Illuminati uses of transferable power already announced do not count. Players who want to add more money to the attack, or use cards, may do so.



Bailout

Play this card at any time that it is NOT your turn. Each of your groups collects income. Exceptions: the Post Office does not pay, and the IRS does not tax.



Family Values

Play this card at any time to give all of your Straight groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Straight group against 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.

Swiss Bank Account

Exchange this card,
at any time, for
25MB to be placed
in your Illuminati
treasury.



Tax Reform

**Play this card at
any time to add
10MB to the
treasury of any
Government
group.**



White Collar Crime



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 5MB which may be placed anywhere.

All-Martz



Power: 5 / 4

Resistance: 7

Income: 6

Straight

Bar Codes

**Zurich may draw one extra card per turn
if it controls this group.**



Power: 0/2

Resistance: 3

Income: 1

Communist

Credit Card Companies



Power: 4

Resistance: 5

Income: 4

Straight

Diamond Mines



Power: 1

Resistance: 5

Income: 5

Conservative

Door-To-Door Salesmen

The Church of the SubGenius gets +2 income
if it controls this group.



Resistance: 2
Income: 1

Communist



Federal Reserve

When it transfers money, that money can go to *any* group in the same Power Structure.



Power: 5/3

Resistance: 7

Income: 6

Government

Fort Knox

**Gets 1 MB during the income phase
of each player's turn.**



Power: 2

Resistance: 8

Income: 1

Government

Loan Sharks



Power: 5

Resistance: 5

Income: 6

**Criminal
Violent**

Midas Mill



Gold to fuel the schemes of the Illuminati! The Midas Mill has an Income of 3, which is placed directly on the controlling Illuminati.

Artifact

Resistance: 7

Income: 3

Office Temps

Spend 10 MB from this group or your Illuminati,
and get one extra action for that turn.



Resistance: 2
Income: 1

Offshore Banks

Owner may make one extra money transfer each turn.



Power: 2/2

Resistance: 2

Income: 4

Criminal

Online Auctions



Power: 2

Resistance: 2

Income: 5

**Straight
Peaceful**

Private Launch Companies



Power: 3

Resistance: 5

Income: 3

**Straight
Liberal**

Savings and Loans



Power: 2

Resistance: 3

Income: 4

**Criminal
Straight**

State Lotteries



Power: 1

Resistance: 3

Income: 3

**Government
Criminal**

Wall Street



Power: 5

Resistance: 3

Income: 3

**Straight
Conservative**

Subliminals

Play this card during any attack to add 10 to the Power or Resistance of either the attacker or the defender.



Electric Guitar Monks



**Power: 3/1
Resistance: 4
Income: 1**

Empty Vee



Power: 3

Resistance: 3

Income: 4

Punk Rockers



Resistance: 4
Income: 1

Weird

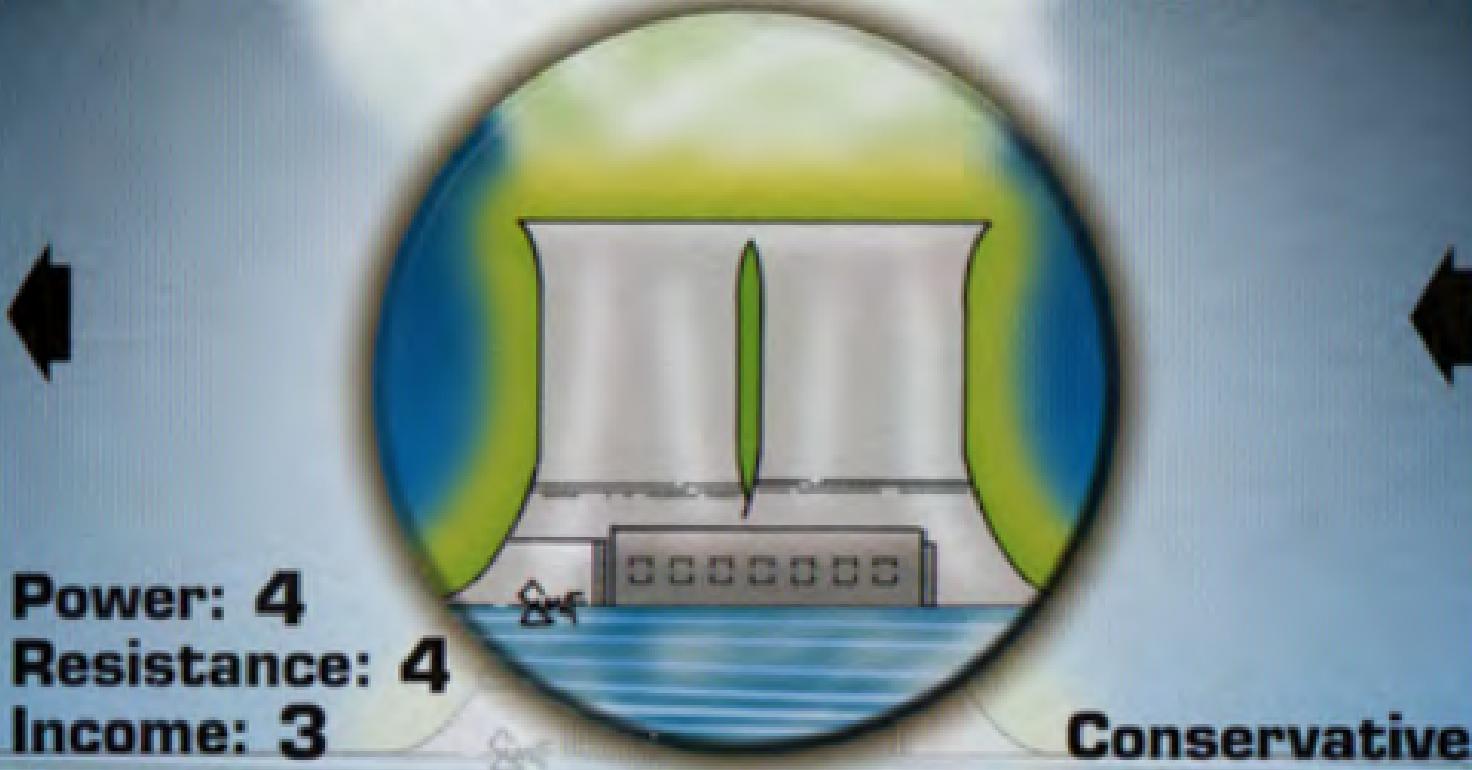
Recording Industry



Resistance: 1
Income: 3

Liberal

Nuclear Power Companies



Power: 4

Resistance: 4

Income: 3

Conservative

Anti-Nuclear Activists

+2 on any attempt to destroy Nuclear Power Companies.



Power: 2

Resistance: 5

Income: 1

Liberal



Shangri-La

+6 on *any attempt* to control Peaceful groups.
+4 defense against any attack to destroy.



POWER
7/7

INCOME
8

Backfire

**Play at any time
to move any
Artifact to the
uncontrolled area.
If an attack was
in progress, that
Artifact has no
effect.**



Full Moon

Play this card at any time to give all of your Fanatic groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Fanatic group against attack.



Gremlins

Play at the beginning of any other player's turn, before he takes any actions. That player loses one action for the turn (so, unless he plays a card of his own, he gets only one action).



Secrets Man Was Not Meant to Know

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.



Secrets Man Was Not Meant To Know



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.

Secrets Man Was Not Meant to Know

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.



Secrets Man Was Not Meant to Know

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.



Crystal Skull



**Add 2 to the Power
(and Transferrable Power)
of your Illuminati.**

**Artifact
Resistance: 7**

H.P. Lovecraft Zealots



Power: 3

Resistance: 7

Income: 0

Weird

Necronomicon



All Fanatic groups are treated as the same alignment for the purpose of any attack you make. Fanatic gets +4 to control or neutralize Fanatic but -4 to destroy it.

Artifact
Resistance: 4

Pale People in Black

The Assassins get +2 income
if they control this group.



Resistance: 1
Income: 2

Liberal
Weird

Talisman of Ahrimanes



**On your turn only, you may pay 3MB from your Illuminati and move any uncontrolled group to the discard stack.
It does not count as destroyed.**

**Artifact
Resistance: 4**

Telephone Psychics



Resistance: 4
Income: 3

Peaceful
Criminal

The Ghoul Channel



Power: 1

Resistance: 2

Income: 3

**Violent
Liberal**



The Great Pyramid

Your Artifacts cannot be stolen, neutralized,
or destroyed.



Power: 2/2

Resistance: 4

Income: 1

Vampires

The Assassins may draw one extra card per turn if they control this group.



Power: 0/2

Resistance: 5

Income: 2

Weird

W.I.T.C.H.



Power: 3/2

Resistance: 6

Income: 1

**Fanatic
Violent
Weird**

Multinational Oil Companies



Power: 6

Resistance: 4

Income: 8

OPEC



Power: 5

Resistance: 8

Income: 8

Conservative

May Day

Play this card at any time to give all of your Communist groups extra income equal to TWICE their normal income.

Or play this card at any time to add 10 to defend any Communist group against attack.



Red Scare

Play this card at any time to give all of your Conservative groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Conservative group against attack.



Velvet Revolution

Play this card
at any time to
add **10** to any
attack against a
Communist group.



Bobbleheads



Power: 0

Resistance: 3

Income: 1

**Weird
Communist**

CFL-AIO



Power: 6

Resistance: 5

Income: 3

Liberal

International Communist Conspiracy

+3 on any attempt to control any Communist group.



Power: 7

Resistance: 8

Income: 6

Communist

Kommie Kids Klub



Power: 0

Resistance: 3

Income: 1

Liberal
Communist

Liberation Theology



Power: 3/2

Resistance: 3

Income: 3

Violent
Liberal
Communist

Hitler's Brain



When a group is destroyed by any player, you may immediately spend 1MB from your Illuminati and move the group to the uncontrolled area. It still counts as a "destroyed" group for the player who destroyed it, and may be destroyed again.

Artifact

Resistance: 6

Violent

South American Nazis



Power: 4

Resistance: 6

Income: 2

**Conservative
Violent**

Power to the People!

Play this card at
any time to add
10MB to the
treasury of any
Communist group.



Rioting

Play this card at any time to give all of your Violent groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Violent group against attack.



Antiwar Activists



Resistance: 3
Income: 1

**Peaceful
Liberal**

Principia Discordia



**All your Weird groups
with Power of at least 1
get +2 Power.**

**Artifact
Resistance: 3**

Weird

Riot Starters



Power: 5/3

Resistance: 4

Income: 0

**Communist
Violent
Fanatic**

Semiconscious Liberation Army

+1 on any attempt to destroy any group.



Resistance: 8
Income: 0

Criminal
Violent
Liberal
Weird
Communist

Society for Creative Anarchism



Resistance: 4
Income: 1

**Violent
Weird**

Suicide Bombers

+2 to any attempt to destroy another group.



Power: 0

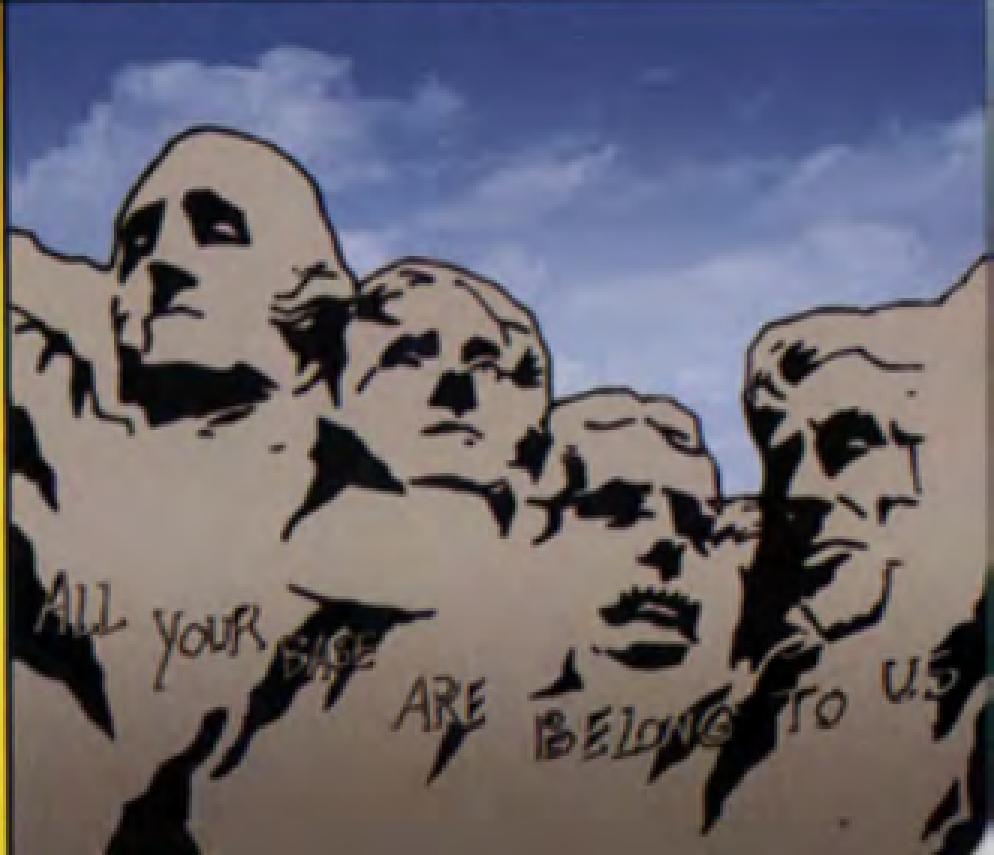
Resistance: 3

Income: 0

Violent
Criminal
Fanatic

All Your Base

Play this card
at any time to
add 10MB to
the treasury of
any Weird group.



Democrats



Power: 5

Resistance: 4

Income: 3

Liberal

Libertarians



Power: 1

Resistance: 4

Income: 1

Fanatic

↑
Republicans



Power: 4
Resistance: 4
Income: 4



Conservative

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.



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.



Backlash

Play this card
at any time to
add 10 to any
attack against
a **Conservative**
group.



Bribery

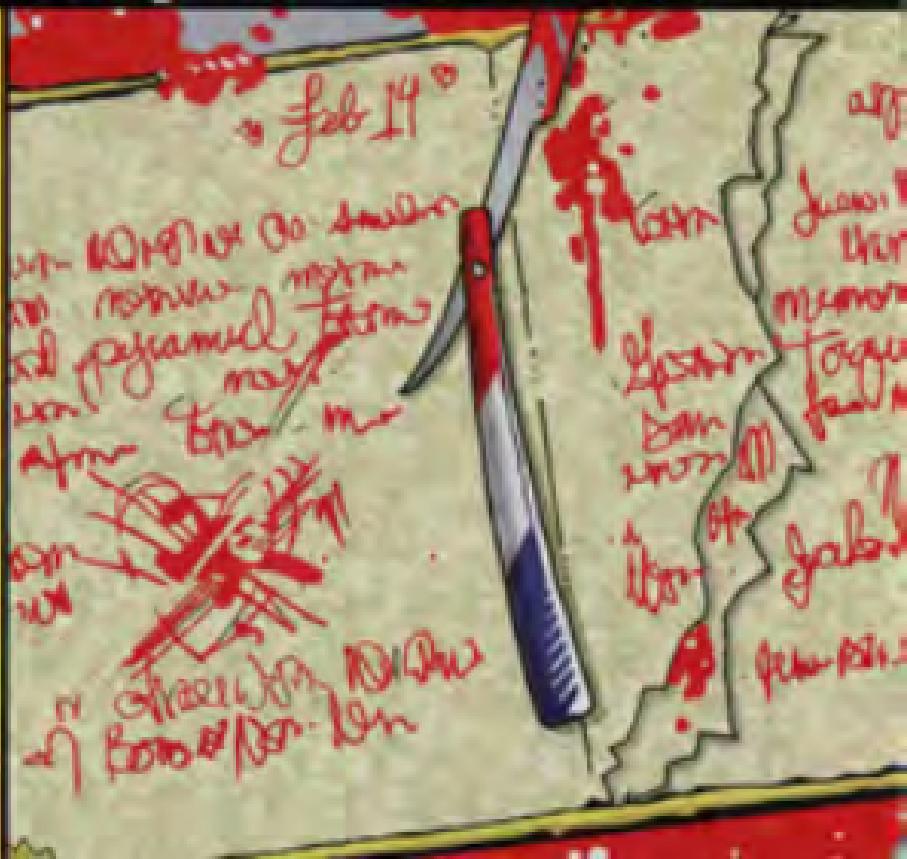


**Play this card during your turn to automatically take control of any one uncontrolled group.
Playing this card counts as an action.**

Emergency Powers

Play this card at the beginning of your turn. You get no income (the Post Office must still pay), but you get TWO extra actions on this turn.

Remember, no individual group except the UFOs may act more than once during one turn.



I Lied

Play this card when you have aided an attack, before the dice are rolled, to get back all the money you contributed to the attack. When you plan to use this card, make sure other players can verify how much money you contributed, to avoid arguments.



Interference



You may interfere with one privileged attack. No other players may interfere.

Interference



You may interfere with one privileged attack. No other players may interfere.

Nationalization

Play this card at any time to give all of your Government groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Government group against attack.



Reorganization

Play this card at any time except during an attack. You may reorganize your groups freely.

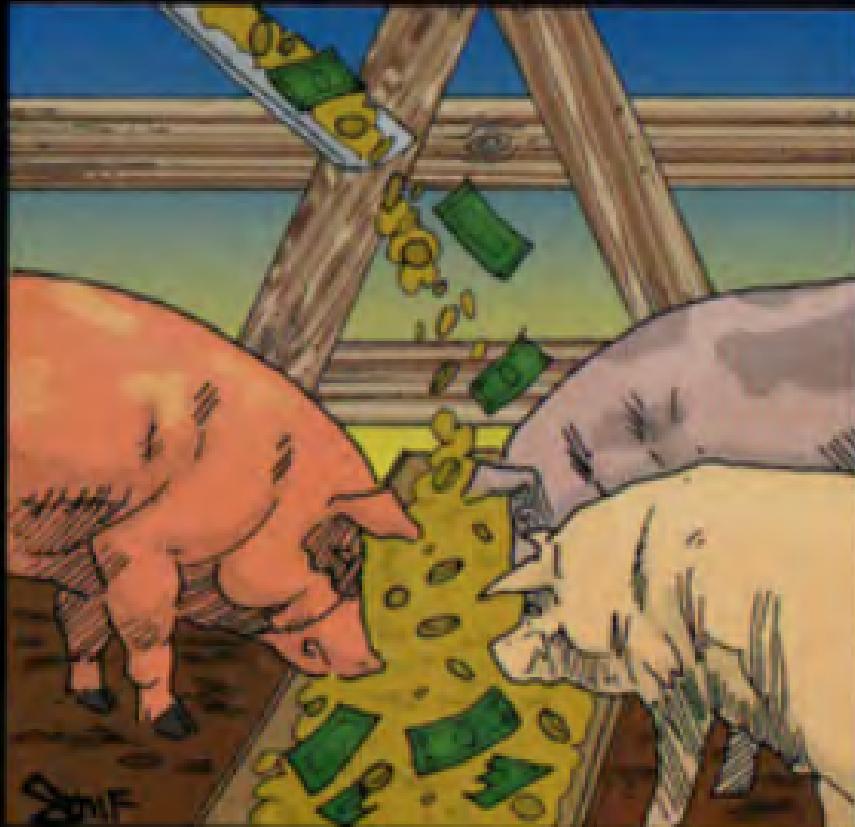


Senate Investigating Committee



Play this card at the beginning of any other player's turn. That player loses his turn completely.

Slush Fund



Exchange this card,
at any time, for
15MB to be placed
in your Illuminati
treasury.

Whispering Campaign

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.





Chinese Campaign Donors

Treat this group as Government when it attempts
to control a Government group.



Power: 3

Resistance: 2

Income: 3



Communist

Congressional Wives



Power: 1

Resistance: 4

Income: 1

**Conservative
Straight**

Political Betting Conspiracy



Resistance: 2
Income: 7

Government
Conservative
Straight
Fanatic

Pollsters



Power: 0/2

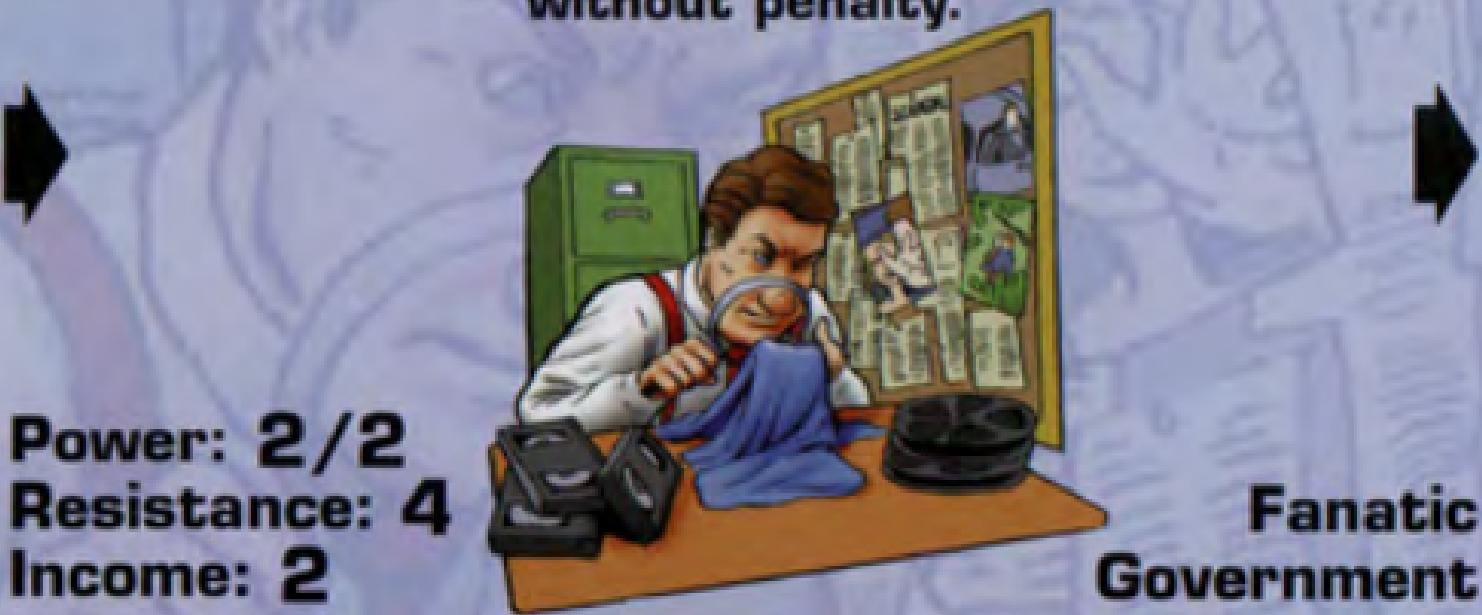
Resistance: 4

Income: 2

Special Persecutor

+3 on *any attempt* to destroy another group.

May attempt to destroy another Government group without penalty.



Power: 2/2

Resistance: 4

Income: 2

The United Nations



Power: 1

Resistance: 3

Income: 3

Liberal



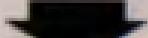
Triliberal Commission



Power: 5

Resistance: 6

Income: 3



**Liberal
Straight**

Ark of the Covenant



Draw one extra card each turn.

**Artifact
Resistance: 5**

Church of Violentology



Power: 2

Resistance: 6

Income: 3

**Violent
Criminal
Fanatic**

Deprogrammers

+4 to any attempt to destroy a Weird or Fanatic group (+8 if it's both). Discordia's puppets are *not* immune to direct attacks from the Deprogrammers.



Power: 1

Resistance: 4

Income: 2

Straight
Violent



Church of Elvis

+5 for direct control of Elvis Impersonators,
or vice versa.



Power: 1

Resistance: 3

Income: 2

Weird

Elvis Impersonators

**Discordia may draw one extra card per turn
if it controls this group.**



Power: 1

Resistance: 1

Income: 1

Weird



Moonies



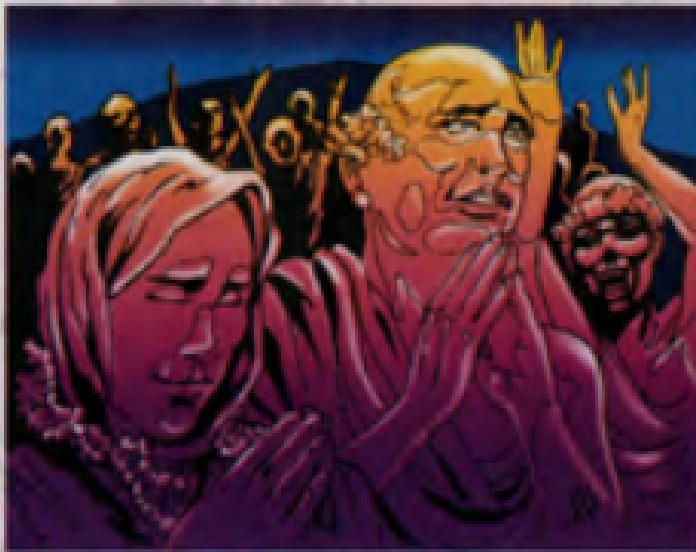
Power: 2

Resistance: 4

Income: 3

**Peaceful
Fanatic**

Nephews of God



Resistance: 4
Income: 2

**Conservative
Fanatic**

Worshippers of the end of days



Power: 2

Resistance: 3

Income: 1

**Conservative
Fanatic**

Charismatic Leader

Play this card at
any time to add
10MB to the
treasury of any
Fanatic group.



Dollars for Decency

Play this card at
any time to add
10MB to the
treasury of any
Straight group.





Intelligent Design

+4 to any attempt to control School Boards.



Power: 1

Resistance: 6

Income: 3

Straight
Conservative
Fanatic

Moral Minority



Power: 2

Resistance: 1

Income: 2

**Conservative
Straight
Fanatic**

Soulburner



Any time a rival takes control of any of your Groups, you may immediately take the top discarded Special.

Artifact

Resistance: 5

TV Preachers

+3 for *direct control* of the Moral Minority.



Power: 3

Resistance: 6

Income: 4

**Straight
Fanatic**



Christmas

Power: 2

Resistance: 4

Income: 5

Peaceful

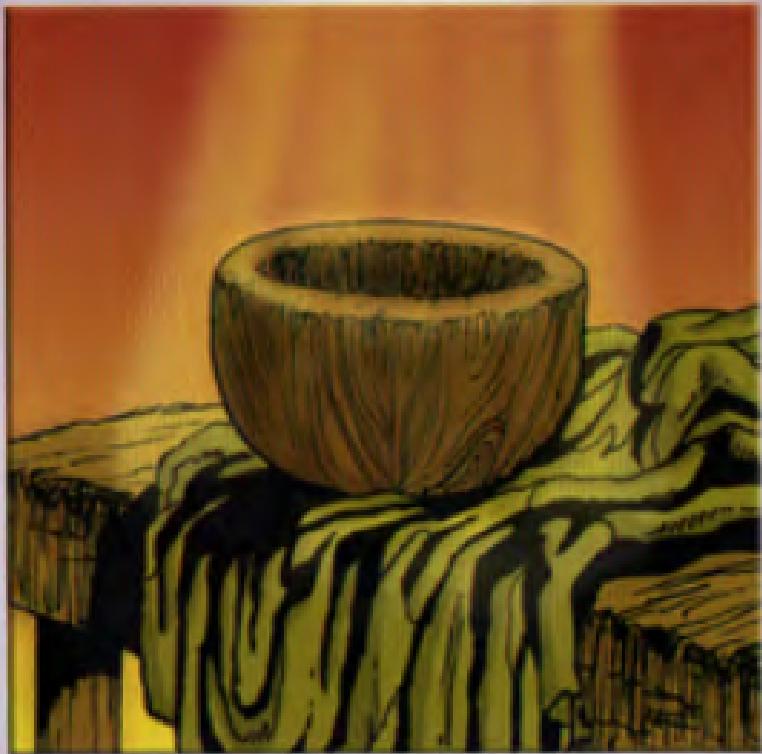
Spear of Longinus



You have +4 on *any attempt* to control, neutralize, or destroy any Fanatic group.

Artifact
Resistance: 3

The Holy Grail



**Add 2 to the Power
(and Transferrable Power)
of your Illuminati.**

**Artifact
Resistance: 7**

Shroud of Turin



**All your groups have +2 defense
against any attack to control.**

Artifact

Resistance: 4

Conservative

The Bavarian Illuminati

May make one privileged attack each turn
at a cost of 5MB.



POWER
10/10

INCOME
9



Church of the SubGenius

Gets 10 MB from the bank for each of its groups which is captured, neutralized, or destroyed.



POWER
6/6

INCOME
9



The Discordian Society

+4 on any attempt to control Weird groups;
immune to any attacks from
Government or Straight groups.



POWER
8/8

INCOME
8



The Servants of Cthulhu

+2 on *any attempt* to destroy any group.



POWER
9/9

INCOME
7



The Society of Assassins

+4 on any attempt to neutralize any group.



POWER
8/8

INCOME
8



Ninjas

Play this card at any time except during an attack to put any one uncontrolled group in the discard pile. It does not count as destroyed.



Druids



Power: 2/1

Resistance: 4

Income: 1

Conservative
Weird



Fraternal Orders



Power: 3

Resistance: 5

Income: 2

Conservative

KKK

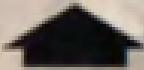


Power: 2

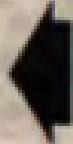
Resistance: 5

Income: 1

**Conservative
Violent**



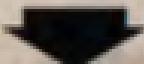
Reformed Church of Satan



Power: 2

Resistance: 4

Income: 1



**Weird
Fanatic**



Rosicrucians

+6 on any attempt to control an Artifact.



Power: 2/2

Resistance: 4

Income: 1

Science Fiction Fans

+2 on any attempt to control any Weird group.



Resistance: 5

Income: 1

Weird

S.M.O.F.

+5 for *direct control* of S.F. Fans.
+2 for *direct control* of Trekkies.



Power: 1

Resistance: 1

Income: 0

Weird

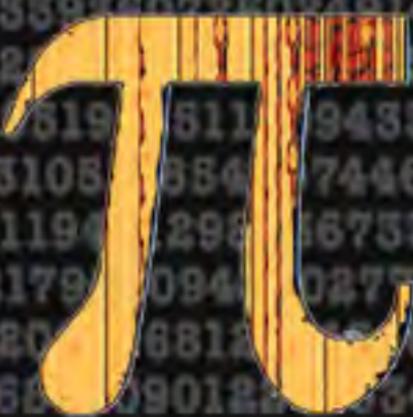
Trekkies



**Resistance: 4
Income: 3**

**Weird
Fanatic**

The algorithm that provides the n-th digit of Pi



3.141592653589793238462643383279502884197169399375105
82097494459238134944156564460128481174551825938328230564709384460955058223172535940812848117
4502841027019385213593607260242141275724587006606515
56659334461284756482337867831652712019091456485669234
60348610454326648213593607260242141275724587006606515
5881748815209209628245944281186583789259036001133055
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918811738193261179310535474462379962749567351885
772489122793818501194293667336244065664508602139
4946595224737190702179094027505392171762931767523
846748184676694051520681263560827785771542757
7896091756371787214609012345014654958557105079
22796892589255420199561121290219608640544181598136297
7477130996051870721134999998372978049951059751732816
0963185950244594853469085026425225082533446850352619
5 Resistance: 0 137838752886587533208381420617177869147
3 Income: 9 9042875546873115956286388235378759373537
Weird



The Bermuda Triangle

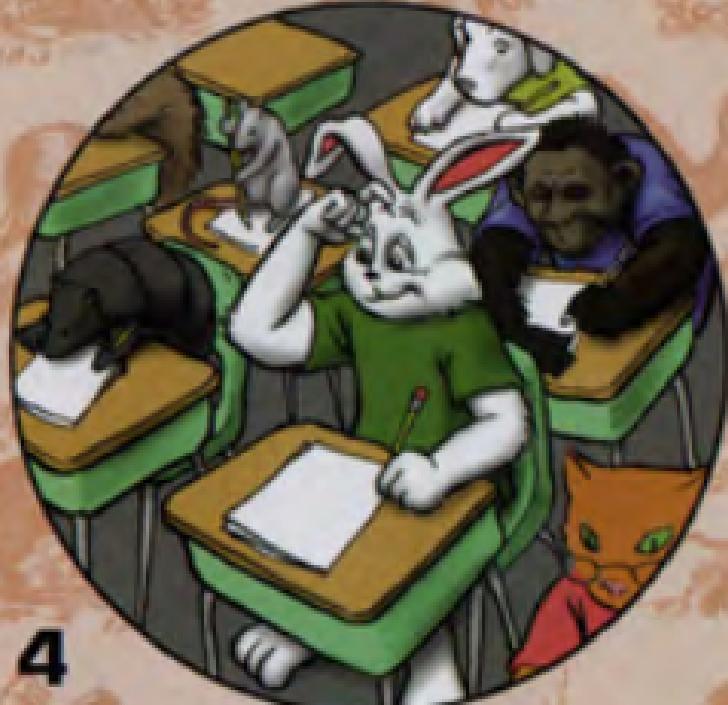
May reorganize groups freely at end of turn.



**POWER
8/8**

**INCOME
9**

Animal Testing Labs



Power: 1

Resistance: 4

Income: 2

Straight

Evil Geniuses for a Better Tomorrow

**+4 for any attempt to control, neutralize, or destroy
the Orbital Mind Control Lasers.**



Power: 0/2

Resistance: 6

Income: 3

**Violent
Weird**



Nanotech Companies



Power: 2

Resistance: 4

Income: 4

Only one mathematical axiom exists

1 \Rightarrow ∇

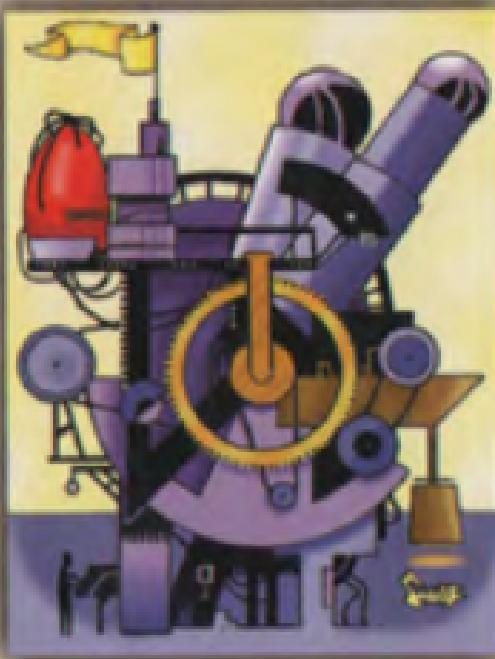


Power: 4

Resistance: 9

Income: 1

Perpetual Motion Machine



On your turn, you may discard any card (Group or Special) and get an extra action. Discarded Groups, and any groups they controlled, go to the uncontrolled area.

**Artifact
Resistance: 4**

Robot Sea Monsters



Resistance: 6
Income: 2

**Violent
Communist**



Science Alarmists

+2 on *any attempt to neutralize
any Government group.*



Power: 1

Resistance: 1

Income: 1

Liberal

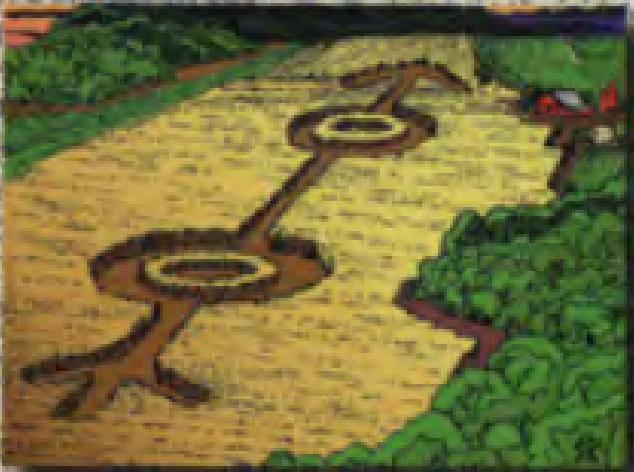
Nuke Them From Orbit

Play at any time to destroy any Artifact; place it in the discard pile. If an attack was in progress, that Artifact has no effect.



Crop Circles

Shangri-La may draw one extra card per turn
if it controls this group.



Resistance: 4
Income: 0

Peaceful
Weird

Hubble Space Telescope



It sees all. You may abolish the privilege on any attack by spending your *next* turn's Illuminati attack. You may not do this more than once per round unless you get more than one Illuminati attack per turn. Note that you still get two actions next turn . . . you just can't use your Illuminati for one of them.

Artifact

Resistance: 5

Government

L-4 Society

+4 for direct control, neutralization, or destruction of Orbital Mind Control Lasers.



Power: 1

Resistance: 2

Income: 0

Weird

NASA

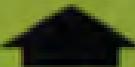


Power: 2

Resistance: 4

Income: 1

Government



Orbital Mind Control Lasers

On his turn, owner can add, remove, or reverse an alignment of any one other group in play; change lasts for that turn only.



Power: 4/2
Resistance: 5
Income: 0



Communist

Space Station



Power: 2/2

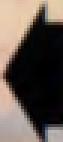
Resistance: 5

Income: 2

Government



Extreme Sports



Power: 2

Resistance: 4

Income: 3

Violent

Professional Sports



Power: 2

Resistance: 4

Income: 3

**Violent
Fanatic**



Theme Parks



Power: 1

Resistance: 2

Income: 3

Straight

Ultramegahyperplexes

+5 for direct control of Hollywood, or vice versa.



Power: 1

Resistance: 4

Income: 3

Cellular Phones

**+4 on any attack on the Phone Company,
and vice versa.**

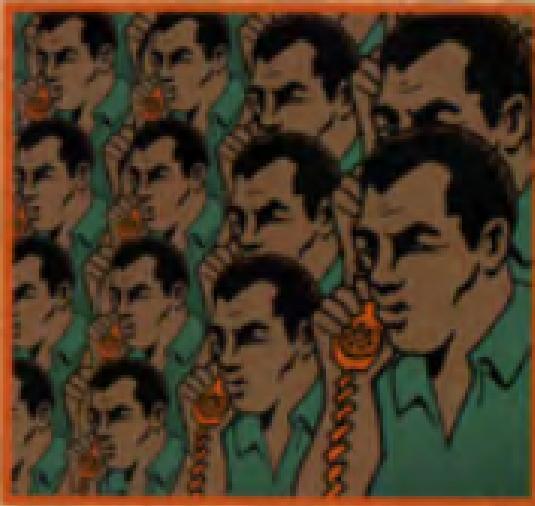


Power: 3/1

Resistance: 4

Income: 3

Offshore Call Centers



Power: 0/2

Resistance: 3

Income: 3

**Straight
Peaceful**

Phone Phreaks

+3 on *any attempt to control, neutralize, or destroy the Phone Company.*



Power: 0/1

Resistance: 1

Income: 1

**Criminal
Liberal**

The Phone Company



Power: 5/2

Resistance: 6

Income: 3

Voice Mail

**Voice Mail counts as Weird
if controlled by a Weird group.**



Power: 0/2

Resistance: 3

Income: 1

Celebrity Spokesman

Play this card at
any time to add
10MB to the
treasury of any
Liberal group.



Telethon

Play this card at
any time to add
10MB to the
treasury of any
Conservative
group.



Cable TV



Power: 3/2

Resistance: 2

Income: 3

Conservative

Kiddie TV



Power: 1/1

Resistance: 4

Income: 1

**Peaceful
Liberal**

Reality Shows



Power: 1

Resistance: 1

Income: 6

**Weird
Conservative**

Soap Operas



Resistance: 2
Income: 3

Liberal

Saturday Morning Cartoons



Power: 1

Resistance: 4

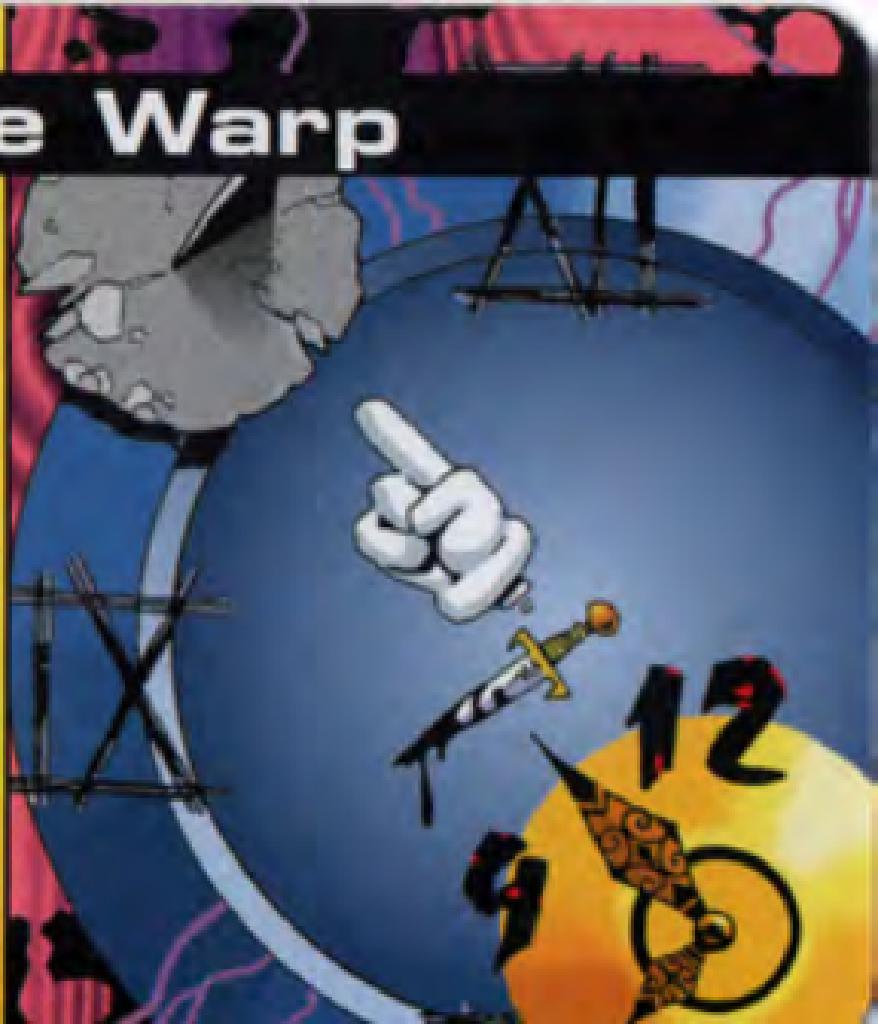
Income: 3

Violent

Time Warp

Play this card during your turn to allow you one extra action on that turn.

Remember, no individual group except the UFOs may act more than once during the turn.



Time Warp

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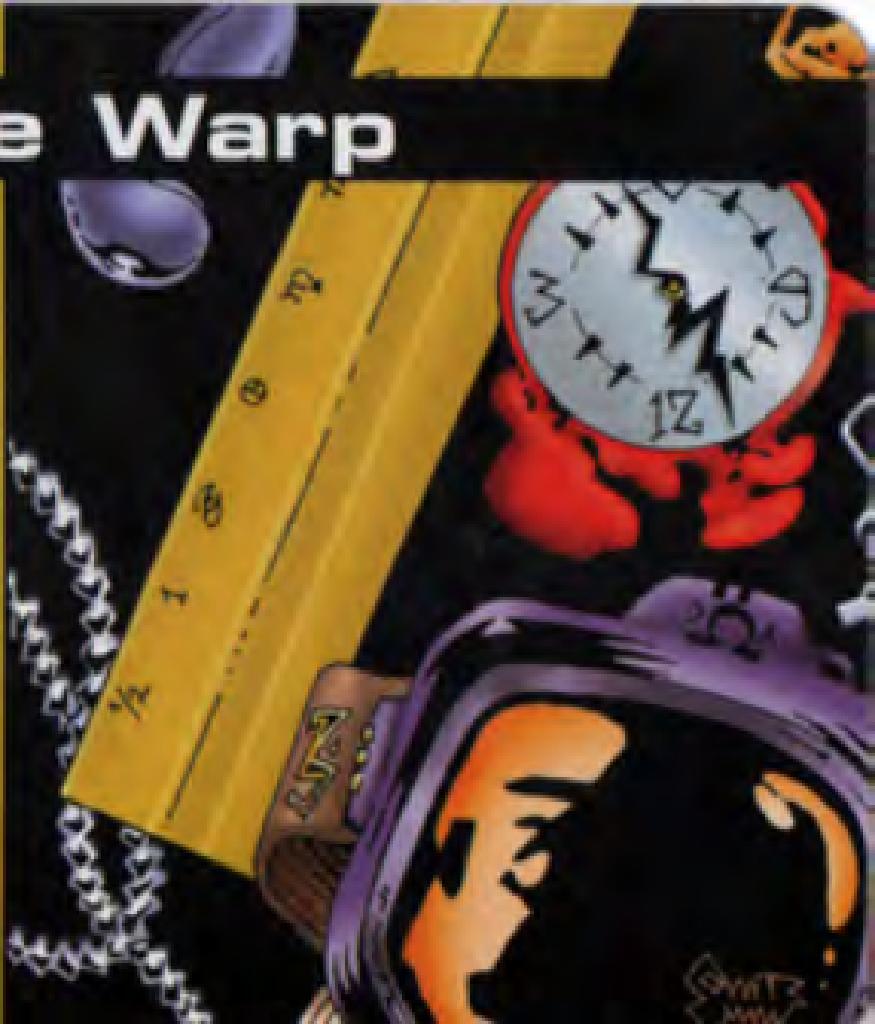
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SPACE OUTSIDE WORMHOLE

Time Travellers

LIGHT RAY

MOUTH

NEGATIVE ENERGY

THROAT



Resistance: 9
Income: 0

Peaceful

Airlines

Bermuda gets +2 income if it controls this group.



Power: 1

Resistance: 3

Income: 1

Straight

American Autoduel Association



Power: 1
Resistance: 5
Income: 1

Violent
Weird

Fnord Motor Company



Power: 2

Resistance: 4

Income: 2

Peaceful

Overnight Delivery Services

Owner may make one extra money transfer each turn.



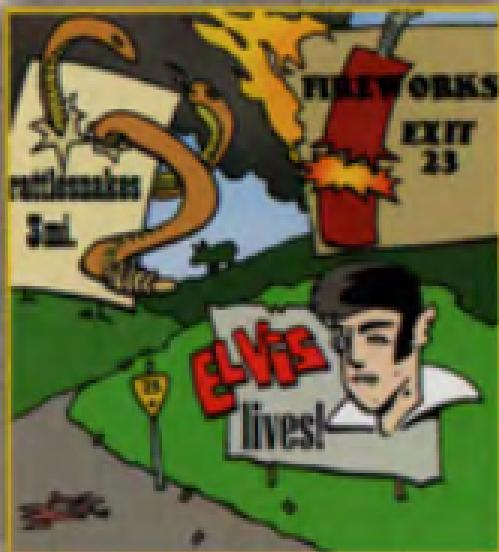
Power: 3/2

Resistance: 2

Income: 4

Peaceful

Roadside Exhibits



Power: 0

Resistance: 3

Income: 1

Weird



The UFOs

Illuminati group may participate in
two attacks per turn.



POWER
6/6

(twice per turn)



INCOME
8





Alien Abductors

The UFOs get +2 income if they control this group.



Power: 2

Resistance: 5

Income: 1

**Criminal
Weird**



Cattle Mutilators

The UFOs may draw one extra card per turn
if they control this group.



Power: 1

Resistance: 6

Income: 1

**Criminal
Weird**

Clone Arrangers

+3 on any attempt to destroy any group.



Power: 6/2

Resistance: 6

Income: 1

Violent
Communist
Criminal

Reptoids



Power: 4/3

Resistance: 7

Income: 2

**Weird
Violent
Criminal**



California



Power: 5

Resistance: 4

Income: 5



**Liberal
Weird
Government**

Las Vegas



Power: 2

Resistance: 1

Income: 7

Criminal

New York



Power: 7

Resistance: 8

Income: 3

**Violent
Criminal
Government**



Texas



Power: 6
Resistance: 6
Income: 4

**Violent
Conservative
Government**



Chemtrails

Once per turn, owner can remove an alignment of any other Group in play; change lasts for that turn only.



Power: 5/3

Resistance: 6

Income: 1

El Niño

+2 on *any attempt to destroy another group.*



Resistance: 4
Income: 1

Communist

Global warming conspirators



Power: 3

Resistance: 3

Income: 2

Criminal
Straight

Weathermen

**Bermuda may draw one extra card per turn
if it controls this group.**



Power: 1

Resistance: 3

Income: 1

Freaking the Mundanes

Play this card at any time to give all of your Weird groups extra income equal to TWICE their normal income.

Or play this card at any time to add 10 to defend any Weird group against attack.



Talk Like a Pirate Day

**Play this card at
any time to add
10 to any attack
against a Straight
group.**



Center for Weird Studies



Power: 3/1

Resistance: 4

Income: 2

Weird

Flat Earthers



Power: 1

Resistance: 2

Income: 1

**Weird
Conservative**

Furries



Power: 0

Resistance: 2

Income: 2

**Weird
Peaceful**

Goldfish Fanciers



Resistance: 4
Income: 1

**Peaceful
Fanatic**

LARPers



Power: 1

Resistance: 3

Income: 1

**Weird
Fanatic**

Screaming Meme



+4 to any attempt
to neutralize any group.

Artifact
Resistance: 5