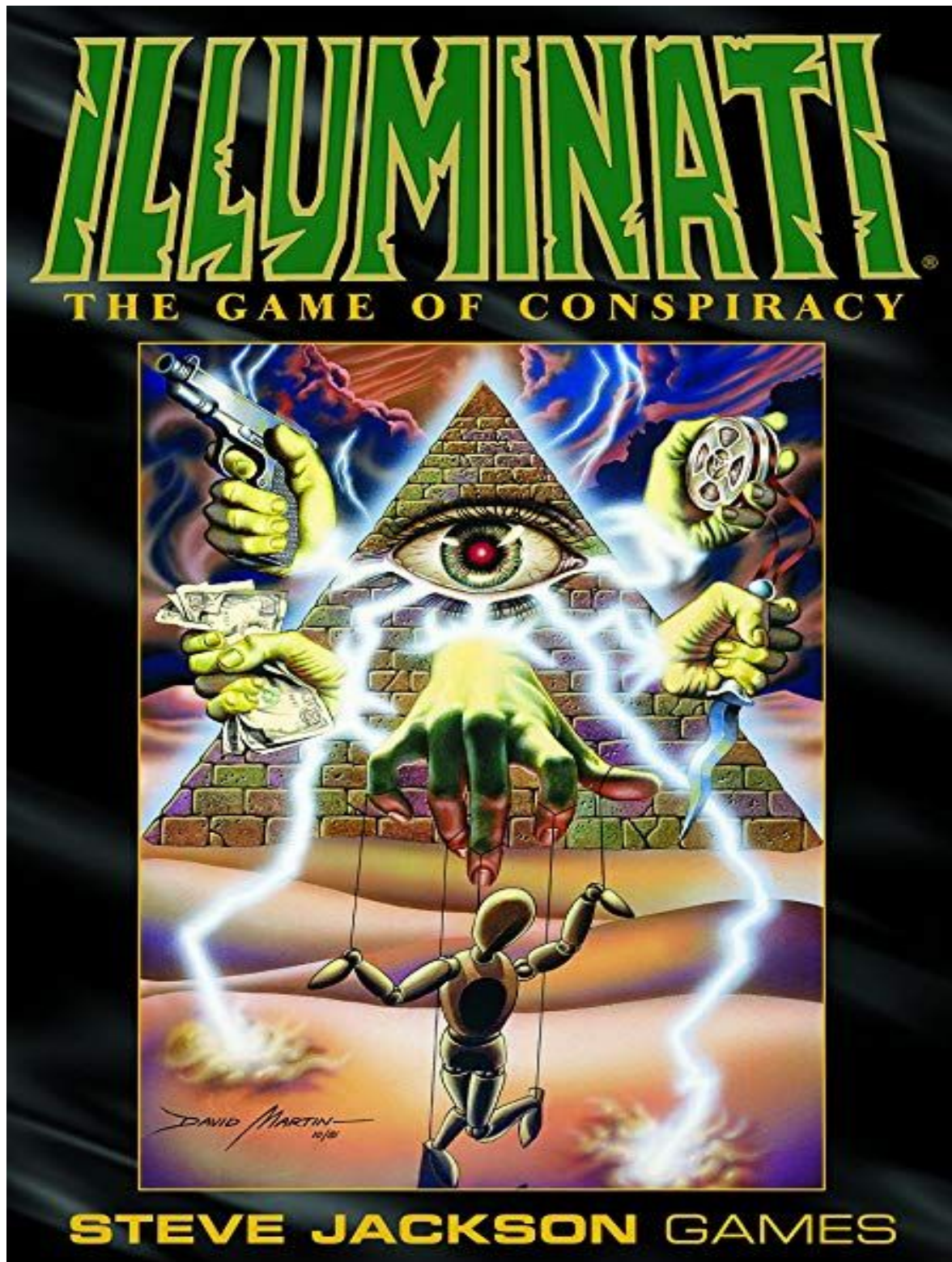


User Manual



User Manual	1
Introduction	4
About Illuminati	4
About This Manual	4
System Requirements	4
Game Modes	5
Starting a Game	5
Gameplay	5
How to Play	5
Illuminati Card	6
Choose Player Order	6
Turn	6
1. Collect Income	6
2. Draw Card	7
3. Take 2 Actions	7
4. Take Free Actions	7
5. Transfer Money	7
6. Take Special Power Actions	7
7. Add Targets	7
How to Win	7
Game Components	9
Stats	10
Alignment	10
Power	11
Resistance	11
Corruption	12
Justification	12
Wealth	12
Diplomacy	12
Influence	12
Followers	12
Credibility	13
Conspiracy	13
Basic Actions	13
Attack	13
Attack to Control	13
Attack to Neutralize	14
Attack to Destroy	14
Move Group	14
Transfer Money	15
Free Actions	15
Transfer Money	15
Transfer Group	15
Spend Money to Defend Group	16
Spend Money to Join Attack	16
Transfer Power	16
Drop Group	16
Lay Snare	16
Designate Tax Status	16

Special Card	17
Sub-Actions	18
Special Powers	20
Artifacts	21
Perpetual Motion Device	22
Blivit	22
The Holy Grail	22
Hubble Space Telescope	22
Talisman of Ahrimanes	22
Crystal Skull	22
Power Structure	22

Introduction

About Illuminati

Illuminati is a card game that was created by Steve Jackson Games in 1982. The game involves players taking control of various groups through their respective Illuminati, with the ultimate aim to acquire total control of the world. The revamped Illuminati PC game centers around taking control of the world from the shadows by subversively extending your reach and influence through various groups, ranging from the highest levels of the US government all the way down to sci-fi fan groups. Players are incentivized to think outside of the box in order to effectively take control of these groups without drawing too much attention to their grand scheme. This offers a unique style of subversive strategy gameplay that can be sure to attract the attention of casual and hardcore strategy gamers alike.

About This Manual

This manual is intended to provide a comprehensive guide for *Illuminati* on PC. Here, you shall find all details necessary to begin your first game of Illuminati. This includes system requirements, setup instructions, a breakdown of game flow, and details for all game components.

System Requirements

Basic system requirements:

Windows 10
Intel Core i3-8100 / AMD Ryzen 3 1200 or better (>3GHz)
Integrated Graphics or a dedicated Graphics Card
Monitor
Mouse
Keyboard

Game Modes

Illuminati can be played in two game modes:

Single Player:

Fight it out against devious AI to take control of the world.

Play With Friends:

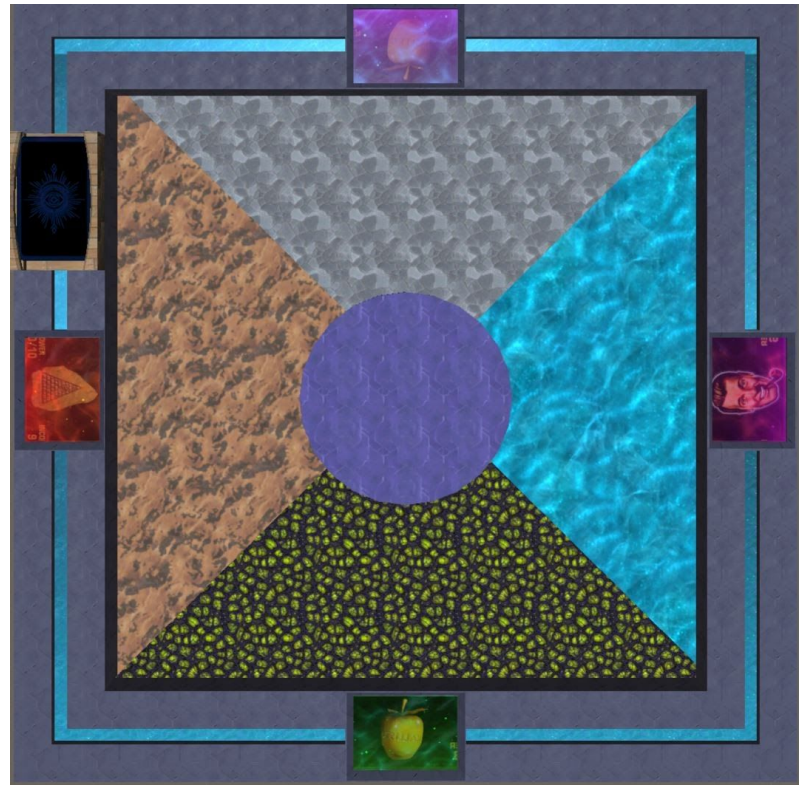
Wage war with your best-buddies/worst-enemies in a competitive pass-and-play environment.

Starting a Game

1. Launch the executable provided with your purpose
2. Select the “Start Game” option on the menu
3. You will be prompted with game settings choose how you want to play
4. Congrats! You are now playing *Illuminati*.

Gameplay

This section will cover the fundamentals of *Illuminati* including objectives and turn sequences.



How to Play

After the game is set-up with an established turn order and each player has established an illuminati card, players continue to take turns until one player is able to [win the game](#).



Illuminati Card

Before the game can commence, each player must choose one of the 8 face-down illuminati cards from the table.

Choose Player Order

The first order of business is to determine the players' turn order. This is done simply by each player taking turns rolling 2 dice. The highest roll goes first. In the event of tie, there is simply a reroll until order emerges. The first player can now begin their turn.

Turn

Each turn will be comprised of the following sequence:

1. Collect Income

For each Group that has an Income, draw that income from the bank. Put the money directly on that card.

2. Draw Card

Select the top card on the deck. If the card is a Group, it is placed face-up in the center of the table, with the other uncontrolled Groups. If it is a Special card, the player keeps it.

3. Take 2 Actions

The player can now decide to take 2 actions. A list of possible actions is [here](#).

4. Take Free Actions

The player can now take any number of free actions. A list of free actions is [here](#).

5. Transfer Money

Part or all of the contents of two treasuries may be moved to the treasuries of *adjacent* Groups.

6. Take Special Power Actions

Specific special powers can be found [here](#). If the player is the Gnomes of Zurich, this is the time when he may redistribute his money between treasuries. If he/she is the Bermuda Triangle, this is the time when he may reorganize his Power Structure.

7. Add Targets

At the end of each turn, if the uncontrolled area has fewer than two Groups, draw cards until there are two uncontrolled Groups. If a Special is drawn, discard it.

How to Win

There are two ways any player can achieve total domination and declare themselves as the winner of *Illuminati*.

1. Basic Goal: The first player who takes control of a threshold number of groups is the winner. This goal number is determined by the number of players.

2-3 players → 13

4 players → 12

5 players → 10

6 players → 9

7-8 players → 8

2. Special Goal: Each player will additionally have a secondary objective which is unique to their *illuminati* card:

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.

Church of the SubGenius: Its regular goal is one less than for all other *Illuminati* - so, for instance, if the regular goal for other players is 10 groups, the Church of the Sub Genius wins with nine.

Discordian Society. Control five Weird Groups.

Gnomes of Zurich: Collect 150 MB throughout power structure

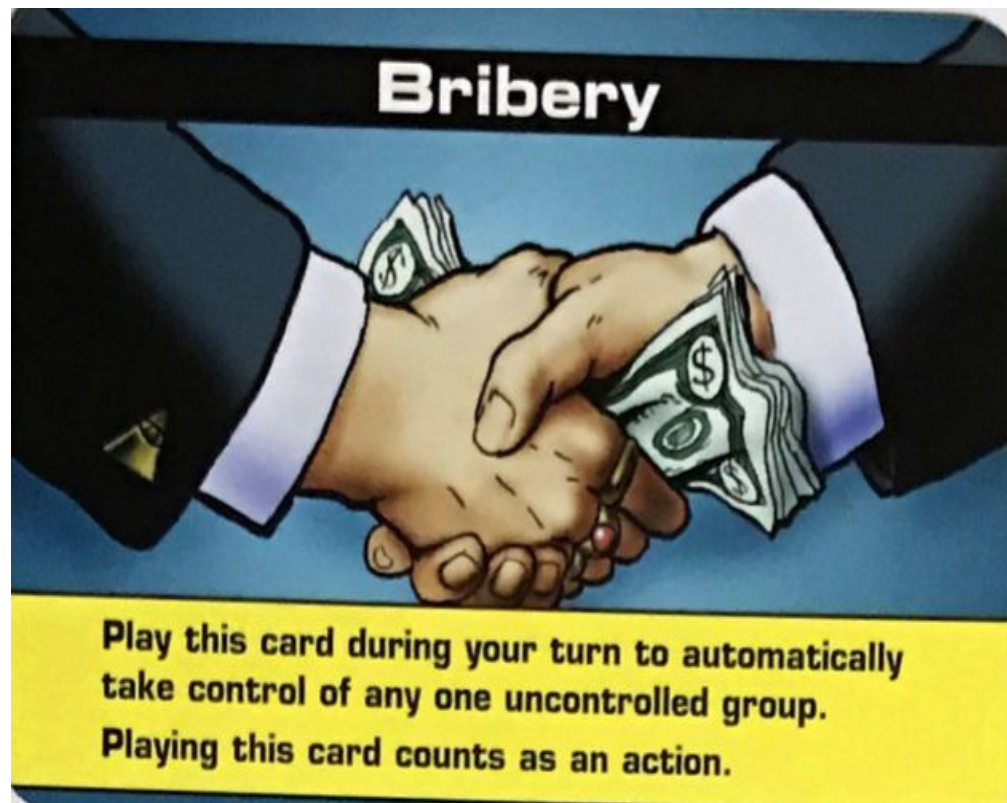
The Network. Control Groups with a total Transferable Power of 25, including their own transferrable power of 7.

Servants of Cthulhu. Destroy eight Groups.

Shangri-La: Control five peaceful groups

Society of Assassins. Control six Violent Groups.

UFOs. At the beginning of the game, the UFO player picks one of the special goals of any other *Illuminati* card, keeping it a secret from other players.



Game Components

This section will provide insight and critical information about the various aspects of Illuminati:



Stats

List and description of the stats which each individual group will possess some combination of:

Alignment

There are ten possible political alignments. Some cards have one alignment, some have several, and a few have none. It is easier for a Group to *control* or *neutralize* Groups with similar alignments, and to *destroy* those of opposite alignments. Meanings of the alignments, for the purposes of this game, are:

Government – An arm of the U.S. government; its opposite is *Communist*.

Communist – Inspired by the Soviets or Chinese or Albanians or somebody; 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*.

Violent – Armed and/or dangerous; not necessarily vicious; its opposite is *Peaceful*.

Straight – Socially middle-of-the-road; Middle American; its opposite is *Weird*.

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.

Power

Power is a measure of a card's ability 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 portion of that Power which can be used to assist *another* Group in an attack (Transferable Power).

Resistance

Resistance is a measure of a Group's ability to resist domination. The lower its Resistance, the easier it is to take over . . . and the harder it is to protect when you control it. The Illuminati Groups have no Resistance number, because they cannot be attacked directly.

Corruption

Corruption reflects how the public views the corruption levels of a certain group. A high corruption level means that unsavory sub-actions taken against that group are more justified. On the flipside, taking unsavory sub-actions against a group with a lower corruption level increases the corruption level of the offensive group.

Justification

Justification reflects how justified this action would be in the public eye. If an action is taken that does not meet the proper justification level, it will increase the corruption level of the offending group.

Wealth

Wealth represents the sum of all income controlled by a group. Groups with lower levels of wealth are more susceptible to bribery.

Diplomacy

Diplomacy reflects the skill a group has in negotiating with other players. This stat only exists within single-player mode and influences the interactions between a human player and an AI player.

Influence

Influence reflects the ability of a group to trick the public into thinking they are less corrupt than they are. Groups with high influence that make corrupt sub-actions raise the justification levels of aligned groups less.

Followers

The number of followers reflects the following or membership of a group. Groups with a high number of followers get resistance bonuses. Followers also provide immunity to a group from "attack to destroy" and "attack to neutralize" actions.

Credibility

This number reflects how credible a given group is viewed. Low credibility scores will hurt all other numbers except for corruption and hinder diplomacy.

Conspiracy

If a group has conspiracy, it means they are suspected by many groups of being involved in something nefarious. Conspiracy hurts that groups corruption, diplomacy, and influence, only for the groups that have a propensity for conspiracy theories.

Basic Actions

List and description of basic actions which can be taken as part of turn.

Attack

The most important actions in *Illuminati* are attacks. In an attack, a Group uses its Power in an attempt to either *control*, *neutralize*, or *destroy* another Group. Illuminati cards themselves can attack, but cannot be attacked. No Group, except the UFOs, can attack more than once per turn.

Attack to Control

This attack may be made against any other Group in play except another Illuminati or a Group you *already* control. The attacker may choose the desired group he/she wishes to attack, as well as the desired group from which to attack from. The success of the attack is determined by rolling two dice. To find the roll required for a successful attack, subtract the defending Group's Resistance from the attacking Group's Power, however, this may also be impacted by: taking [sub-actions](#); [power transfer](#) from other groups; [alignments](#); [special powers](#); Spending money on [attack](#) or [defense](#).

If an attack to control is successful, the player absorbs the group into his/her power structure, along with any puppets it may possess.

Attack to Neutralize

This is the same as an attack to control, except in this scenario the targeted group is under another player's control.

Attack to Destroy

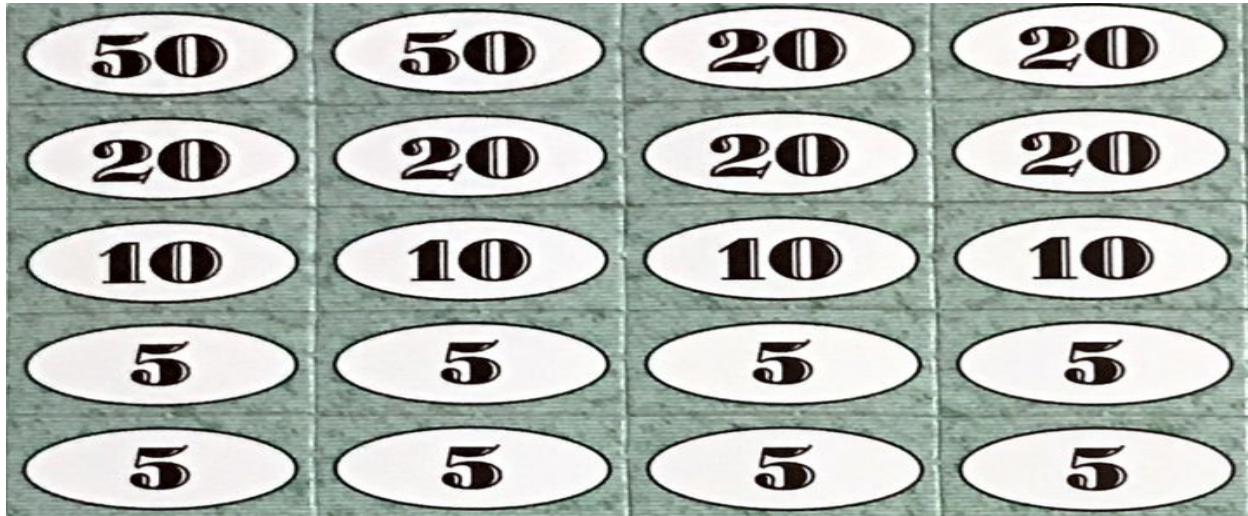
This is the same as an attack to control except :

1. Instead of rolling "Power minus Resistance," the attacker rolls "Power minus Power." In other words, the defending Group defends with its Power rather than its Resistance.
2. If the attacking/defending alignments are opposite the attacker gets +4, while if the alignments are -4 for identical alignment.
3. If the attack succeeds, the target group is sent to the "dead pile." Its subordinate Groups are not destroyed, but become uncontrolled. The target group can be revived only by the Special card *Media Campaign*.
4. You may try to destroy a Group you already control. In this case, the target's closeness to its Illuminati does not protect it. But no Group may attack *itself*, or aid an attempt to destroy itself!

Move Group

A player may decide to move a group within his power structure to a better suited location, so long as puppet groups are not overlapping.





Transfer Money

A group may, as an action, transfer any of its money to an adjacent Group. A player may make up to two money transfers as free actions. They can also make a transfer as a regular action. By successive transfers, the same money may be moved two or more Groups in one turn.

Free Actions

List and description of possible free actions.

Transfer Money

See [here](#).

Transfer Group

Players may give a group away , sell or trade it, or trade something to get a Group or Groups in return. Each Group exchanged counts as an action for the player whose turn it is, whichever way the [Group moves](#). So if you trade a Group for a Group on your turn, that counts as two actions – one to move the first Group, one to move the second one!

Spend Money to Defend Group

A player can spend money to bolster the Resistance of a group under attack. Resistance to that attack will increase by two for each MB spent from the defending Group's treasury, and by one for each MB spent from his Illuminati treasury.

Spend Money to Join Attack

A player can spend money to bolster the Power of an attacking group. Each MB spent adds one point of Power to that attack.

Transfer Power

A group which is adjacent to an attacking group may join in the attack, by adding the cards transferable power(if the group has any such transferrable power) to the attacking group.

Drop Group

A player can remove a Group from your Power Structure, thus returning it to the uncontrolled area, along with any puppet groups.

Lay Snare

The player can use a special card that has a snare property and it will be activated upon the appropriate condition being met by the next player that meets it.

Designate Tax Status

The player may use their IRS card to designate which players will be taxed.



Special Card

A special card is a type of card that is used to affect or cause a certain outcome. Special cards are not treated as groups. When a player draws a special card, it is added to their hand. A player may only have 5 special cards in their hand at any time. Once they reach this limit, any future special cards they draw will be discarded until the number of cards in their hand goes down. A special card may only be used once. A player may only use the special card when it is specified they may. If a special card specifies that the player must use it on another player's turn, then the player may use it as a snare, and it will be activated when the next player meets the appropriate condition.

If a player wishes, they must use a special card as a way to guarantee the success of a subaction that falls into its category. If a special card is used this way, it is discarded afterward and its main power cannot be used. In other words, this is an alternative use for a special card.

Below is a list and description of the special cards:

Power to the People: The player invokes the card to add 10mb to the treasure of any Communist group.

Secrets Man Was Not Meant to Know: The player can play this card when another special card is played by another player. This neutralizes the effects of that special card.

Assassination: This card increases the probability of a major attack being successful.

Interference: The player is granted the ability to interfere in a privileged attack.

Media Campaign: A player can use this special card to revive a group from the dead pile and add it to the uncontrolled pile. If Servants of Cthulhu destroyed the card, it still counts as a destroyed group. For all others, it is decremented.

Senate Investigative Committee: A player may use this as a snare. The targeted player loses their turn upon activation.

Whispering Campaign: This card can be used by the player to have a chance at destroying a group with Power of 0. A normal Attack to Control is used to destroy.

Time Warp: This card can be played during the player's turn to allow an extra action that turn.

Bribery: This card can be played to automatically take control of any uncontrolled group.

Computer Espionage: This card can be used to either count the money of another player's group or to reveal all of another player's special cards.

Deep Agent: This card can be used to abolish the privilege of an underway privileged attack.

Market Manipulation: This card can be used at the beginning of a player's turn to double the income of all groups for that turn only.

Murphy's Law: The card can be laid as a Snare and is activated upon the next attack by another player. The player's roll is changed to a 1.

Slush Fund: This card will cause 15 mb to be added to Illuminati treasury.

Swiss Bank Account: This card will cause 25 mb to be added to Illuminati treasury.

White Collar Crime: This card can be used to freely move around money between groups for one turn. An additional 5 MB is added to the Illuminati treasury that can also be moved around.

Sub-Actions

Sub-actions are a type of action that are utilized to increase the likelihood of a major action being successful. When taking a major action, the player will see a list of goals that need

to be achieved in order to improve the odds. For example, when attempting to take over the FBI, the player could see the goal of 'corrupt the FBI leader'. The player then has multiple avenues he can take to achieve this goal. He could, for instance, hack into the FBI computer system and steal personal info about the leader, and then bribe the FBI leader, using his personal info as leverage. If successful, then it would, among other things, increase his corruption level. If increased enough, that would fulfill the goal of corrupting the FBI leader and then the next attempt to take a major action against the FBI, whether it be an attack or a negotiation, would have improved odds of success.

Any group can take sub-actions, and some groups have sub-actions that are specific to their group. Sub-actions can have an effect on any of the group stats. A player may take a certain number of groups per turn. Groups with more controlling spots or higher in the hierarchy have less sub-actions available to take per turn. Lower level groups may take a greater number of sub-actions per turn. Additionally, any group that takes a sub-action will contribute to the goals of their parent groups anywhere up the chain, if it is something that meets their criteria. This incentivizes using lower-level groups as pawns, and diversifying the group types you take control of.

The player should think strategically about when and how to take sub-actions, as there can be consequences. If a sub-action fails, it can have a negative effect on multiple stats of the group, so the player should only use it when they really need the extra luck. They should also consider whether or not the sub-action is appropriate given the circumstances. Every sub-action pondered against a given group will have a specific justification number that indicates how justified this action is in the eyes of those aware of it. If a sub-action is taken that has a low justification level, then it could have a significantly negative effect on the corruption levels of your group. In general, groups with higher corruption scores have lower justification levels when taking sub-actions. An unjustified sub-action could also increase the justification levels of opposing groups, making harsher sub-actions taken against you much more likely.

Usually, the success of a sub-action is calculated based upon a combination of stats and a little bit of luck. A special card that is of the same class as the sub-action intended to be taken can be used to guarantee the success of that sub-action. Each sub-action will list which special card may be used. Some sub-actions do not allow any special cards to be used.



Special Powers

The game makes statistical adjustments based upon the special power of a card that has been added to power structure. Below a list of groups that have special powers.

Anti-Nuclear Activists: +2 any attempt to destroy Nuclear Power Companies

Chinese Communist Party: Treat this group as government when it attempts to control a government group

Clone Arrangers: +3 on any attempt to destroy any group

Cycle Gangs: +2 on any attempt to destroy any group

Evil Geniuses for a Better Tomorrow: +4 for any attempt to control, destroy, or neutralize the orbital mind control lasers

Federal Reserve: A Player can use Federal Reserve special power to send money to any group in their power structure when transferring.

Feminists: +3 on any attempt to control any liberal group

Gun Lobby: Normal Resistance 3; Against any Liberal, Communist, or Weird Group Resistance 10

Hackers: +3 on any attempt to neutralize any group

Health Food Stores: +2 on any attempt to control Anti-Nuclear Activists

International Cocaine Smugglers: +4 on any attempt to control Punk Rockers, Cyclers, or Hollywood

International Communist Conspiracy: +3 on any attempt to control any communist group
IRS: Owner may choose to receive a 2 MB tax from any and all opponents he desires

per income phase.

Junk Mail: +4 on any attempt to control the Post Office

KGB: +2 on any attempt to destroy any group

L-4 Society: +4 for direct control, neutralization, or destruction of Orbital Mind Control

Lasers

Madison Avenue: +5 on any attempt to control Big Media or empty Vee

The Mafia: +3 for direct control of any Criminal group

Militia: +6 on any attempt to destroy any Communist Group

Orbital Mind Control Lasers: The player may trigger the special power of the Orbital Mind

Control Lasers in order to add, reverse, or remove an alignment on any group of his choice for that turn only.

Phone Phreaks: +3 on any attempt to control, neutralize, or destroy the phone company

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

Science Fiction Fans: +2 on any attempt to control Weird groups

Semiconscious Liberation Army: +1 on any attempt to destroy any group

S.M.O.F.: +5 for direct control of Science Fiction Fans; +2 for direct control of Trekkies

Survivalists: +2 resistance to all owners other groups

Tabloids: +3 for direct control of convenience stores

TV Preachers: +3 for direct control of Moral Minority

Video Games: +3 for direct control of Convenience Stores

Artifacts

Artifacts are a type of group that have very powerful special powers. Artifacts behave like groups in the sense that they are put into the uncontrolled section of the board when drawn, and must be taken control of in order to possess. Taking control of an artifact is exactly the same as taking control of a group, except they don't have any power. An artifact may not be destroyed by other groups, although special cards and special powers may destroy them if they have that description. A group does not need any open control spots in order to take control of an artifact.

Artifacts exist in two different categories, active and passive. Active artifacts have a particular power that the player must make a decision to use. Passive artifacts have a power that is automatically applied at certain intervals or after some condition is met. Artifact powers may be used as many times as the player likes, and if they are passive, will be used consistently until another group takes control of the artifact, or the game ends.

Below are some examples of active artifacts:

Perpetual Motion Device

Discard any card and get an extra action or sub-action.

Blivit

The player decides to invoke the Blivit ability which allows them to discard all of the uncontrolled Groups and draw an equal number of cards from the deck.

The Holy Grail

2 has been added to the power of the player's Illuminati.

Hubble Space Telescope

Abolish privilege on attack by spending next turn's Illuminati attack.

Talisman of Ahrimanes

May move any uncontrolled group to discard stack. Costs 3 mb.

Crystal Skull

The player can add 2 to the power of their Illuminati. Can only be used once.

Power Structure

The power structure represents the arrangement of groups controlled by an Illuminati, and how each one relates to one another in terms of control. When a group is taken control of, it is added to the power structure of the player. A group can only be taken control of if they have at least one open control spot and if the attacking group has at least one open controlling spot. If the attack to control is successful, the targeted group will be added to the power structure by connecting with the group that attacked it. Groups may be freely moved around the power structure as a major action, as long as there is space to move. When moved, any children groups are moved too. Although it is a major action, a player may move as many groups as they wish during their move action, but after they confirm the move, if they have no more major actions left for that turn, then they may not move any more groups until the next turn.

The player should also consider the space of the board when arranging their power structure. A group that is taken control of must be placed next to the group that is controlling them. If a group has multiple controlling spots, then the player should ensure that they are placed on a spot of the board that will allow them to expand. If a group is placed on the edges of the board and has

multiple controlling spots, they may find themselves unable to make use of all control arrows. If a group already has many controlled groups attached to it, it may not be possible to move them around to open up those spots. The player should be strategic about where they place high-controlling spot groups, and make sure they choose a wide diversity of group types to prevent under-utilized groups.

The player will also discover that only choosing groups with high numbers of controlling spots is not a smart strategy for a number of other reasons. For one, these groups are harder to take control of. Also, these groups rely on many smaller groups in order to help them achieve their goals. Smaller groups generally have more sub-actions at their disposal and sub-actions taken by smaller groups can work towards the achievement of goals by parent groups.