Illuminati for Unity

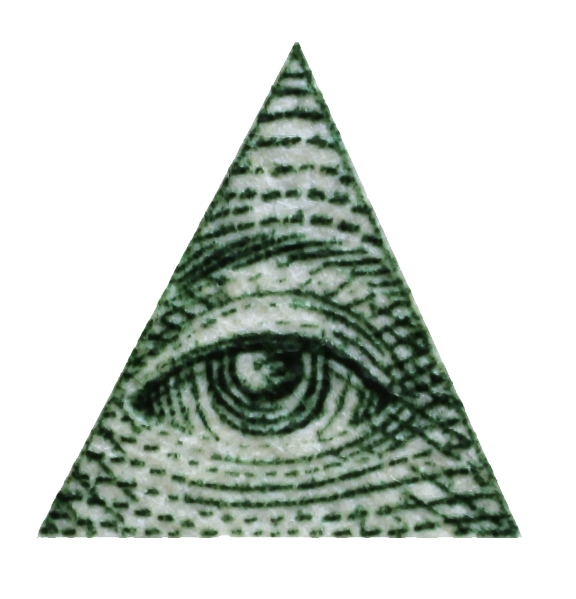


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# Chapter 1: Getting Started

## Introduction

Welcome to Illuminati for Unity. With this game we hope to provide a satisfying and fun way for anyone to play Steve Jackson Games’ Illuminati from their PC.

## Assume the Role

Throughout the world, they are spoken about in hushed whispers. They control from the shadows, never revealing their true selves. They go by many names, the Bavarians, the Freemasons, the New World Government, but they are all known as:

The Illuminati

You have been given the power to lead one such group. They all have their own agendas to fulfill, and seek to dominate the world as they see fit. Will you succeed in your goals of total global control? Or will one of your rivals steal it from you?

## Using the Manual

If you have not played Illuminati before, we highly suggest that you play it in real-life first! Like many other board games, these are best experienced by a group of friends.

This manual is to help new players to our game or those who have not played Illuminati before. We hope that this manual provides a detailed and entertaining way to learn the game not only for new players, but for those who have played before.

Included in this manual are several sections that will help you play and discover new strategies.

The manual is divided as such:

* Getting Started: Installation, setting up a game session or connecting to one.
* A New Era: The basic game interface and player turns.
* Assuming Control: Different attack or defensive behaviors.
* End Game: The goal of each Illuminati.
* Appendices: Covering various information listed below.
* Quick Reference: A quick reference guide to the basic rules

The appendices cover:

* Other Terms: Various terms are explained here
* At Your Fingertips: The various groups that can be controlled.
* Strange Happenings: The various special actions that can be made.

## Installation

There is no installation needed for this software at the current time. When the files have been downloaded, the game is run from the executable in the game folder. No external additions or software is required, as long as the hardware and software requirements are met.

If files are missing or are deleted, then the game might not function as intended. If this occurs, then the game will need to be re-downloaded.

## Setting Up a Game

This section will explain how to create a new multiplayer session of Illuminati.

Upon starting the game, the player is given a number of options from the main menu. Connecting to a game will be explained in the following section, and the options screen is explained in Appendix 1.

To create a new game session, select Create New Game from the main menu. On the next screen, the player is given two prompts, enter their player name, which will be visible to other players, and the password for the game session. This password is used for other players to connect to your session, so try to make it something memorable.

When both fields have been confirmed, the player can now modify different game settings:

* Player Count: How many players can play in this session
  + Player Counts greater than 6 will most likely result in a game that lasts longer than three hours
* Game Timer: How long the game will run for before automatically determining a winner
  + Set this to 0 to have no timer
* Income Modifier: Adjust the income if necessary based on preference
  + The recommended settings are +3 for a 7-player game, and +5 for an 8-player game
* Random Illuminati: Decides whether the Illuminati groups should be chosen at random, or by each player.
  + If random is chosen, the order to draw is randomly determined when the game begins.
  + The players do not know the order that players are drawing Illuminati groups, but they can figure out what groups have been chosen.
* Normal Victory Count: The number of groups a player must own for the normal victory to be achieved.
  + This number is defaulted to 5, and cannot be lowered. However, if there are fewer players, this number can be increased, to decrease the likelihood of a normal victory.

When all settings have been confirmed, the game session will open and other players can now connect.

When all players have connected, the host of the game chooses to start the game, or all players can select ready, to begin the countdown.

## Connecting to a Game

From the main menu, select Connect to Game, then enter your player name, and the corresponding password.

If a game session with the corresponding password cannot be found, you need to re-enter the password. If the problem persists, submit a bug report through the main menu.

Once you connect to a game, you can see the other players in the current session.

When you are ready to begin the game, select Ready. Once more than half of the players are ready. A countdown timer will begin, starting the game whether all players have readied or not.

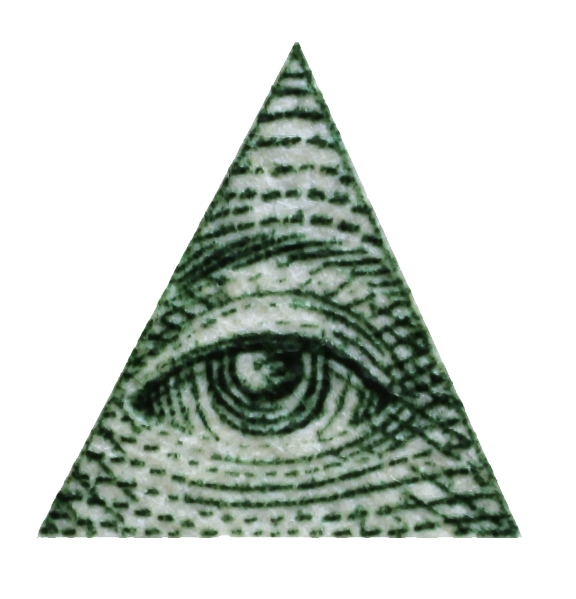
## Re-Connecting to a Game

If you are disconnected to a game, you can re-connect within 5 minutes of the disconnection.

When the player turn reaches the disconnected player, the game is halted to wait for the player to reconnect. If the timer ends, and the player has not reconnected, they are removed from the game.

To re-connect, select Connect to Game from the main menu, then re-enter the password and the same user name as you originally had. It will automatically return you to the session, retaining all the player stats.

# Chapter 2: A New Era



## Getting Started

### Welcome to the New World

The first thing a player needs to do is choose what Illuminati group they will play as. Based on the settings of the room, this may be done manually, or randomly. The basis of the game is simple, control as many groups as you can and acquire as much wealth (referred to as MB) as you can. In this section, we are going to cover the basics of each group.

### The Bavarian Illuminati

*Powers:* The Bavarians seek to overwhelm their enemies through sheer power. At the cost of 5 MB per attack, they can make a privileged attack against another.

*Goals:* None shall stand before you. The Bavarians win if their total power is 35 or higher, including their own

*Strategy:* The most well rounded of all the other groups. The Bavarian’s best course of action relies on others leaving them alone, or sweeping action against an arm of another player. Seek control over the higher powered groups and hold onto them. For most other groups, you will be very hard to suppress entirely.

*Opposition:* The Bavarians have no clear weaknesses. Watch their actions carefully, especially when they move to control high powered groups. Work with others to slow down or weaken them to outlast them.

### The Bermuda Triangle

*Powers:* The Triangle is allowed to restructure their groups at the end of each of their turns.

*Goals:* If the Triangle controls at least one group from each of the ten alignments, they win. A single group can count for multiple alignments.

*Strategy:* Your opponents will be watching your alignment count, use it to your advantage. If an opponent is watching too much, go for a Basic Victory instead. Always be willing to make trades in your favor. The main targets should be groups that have more than one alignment, particularly the Semiconscious Liberation Army.

*Opposition:* If an opponent has obtained the SLA, then there is a high probability that they are Bermuda. Focus on denying Bermuda an alignment, or ally with another to work to keep several alignments out of Bermuda’s control.

### The Discordian Society

*Powers:* +4 to all attempts to control Weird groups. Immunity to attacks from Straight or Government groups, including aiding an attack.

*Goals:* Propagate chaos by controlling 5 Weird groups.

*Strategy:* Try to fly under the radar of the other Illuminati. Be sure to control groups that have multiple control arrows, otherwise it’ll make further control harder. Pass on occasion to show your “harmlessness”.

*Opposition:* Many of the Weird groups the Discordians are seeking don’t have power, and hence cannot be destroyed by normal means. Seek to control or destroy the Weird groups that do have power to further deny the Discordians an easy victory.

### The Gnomes of Zurich

*Powers:* The Gnomes may move money freely among all their Groups at the end of a turn.

*Goals:* To acquire 150 MB across their entire power structure.

*Strategy:* Seek higher income groups like the IRS or Multinational Oil Companies. This will also make others suspect you if you focus too hard on acquiring these groups. Try to control groups that have moderate incomes, dispersing your Power Structure, making it harder to damage.

*Opposition:* Keep track of the income of other players. Seek to pick off the poorer groups of their power structure to lessen their income. Push for deals that cost them more if you suspect that they are Gnomes. Act quickly, as the longer the game goes, the higher the likelihood that the Gnomes will achieve their goal.

### The Network

*Powers:* Draw two cards per turn, every turn.

*Goals:* Collect 25 points of transferable power, including the Network’s 7.

*Strategy:* Your skill increases the chance of acquiring a beneficial card. Use them if needed as bargaining tools to acquire the groups you need. Most of the time, you will not be able to acquire your special victory, so a normal victory may be easier.

*Opposition:* If a group has transferable power, seek to control it, not destroy it. The Bavarians is likely to be the biggest rival to the Network, as they seek to control the same groups. Like most other Illuminati, watch how many groups the Network has, as they may be attempting a normal victory instead of their special victory.

### The Servants of Cthulhu

*Powers:* +2 on any attempt to destroy any group

*Goals:* Completely destroy 8 groups, including other Illuminati.

*Strategy:* Play aggressive, but not enough to draw attention. Offer to destroy groups for other Illuminati. If seeking to remove another Illuminati from play, others will likely join you to make their game easier as well. As you near eight groups, players will focus on denying you further destruction, allowing you to a regular victory. Acquire sacrificial groups to gain some income. Focus on groups that have bonuses to destroying others, but don’t overly rely on them.

*Opposition:* Take weaker groups for your own, either by destroying them yourself, or by controlling them. Use Cthulhu’s aggression towards weaker groups against him and eliminate him early while he focuses on destruction.

### The Society of Assassins

*Powers:* +4 on any attempt to neutralize an enemy-controlled group.

*Goals:* Control 6 Violent groups.

*Strategy:* Use your skill sparingly. Most players will allow you to neutralize a group, which will allow you to control them later. Always have money in the treasury to acquire the more powerful Violent groups like the Mafia or Texas.

*Opposition:* Don’t become a target! The Assassins’ ability to neutralize is a threat, so use it to your advantage to rein in other groups. Stay aware of how many Violent groups they have, and act if they are approaching their special victory.

### The UFOs

*Powers:* Take two attacks (or aiding an attack) per turn.

*Goals:* The UFOs choose what their goal is from the seven other groups at the beginning of the game. This can be revealed to other players at any time.

*Strategy:* Keep your opponents in the dark by acting like different Illuminati. Seek to deny others their special victories by impersonating them yourself. Enable others to make attacks by aiding more than you attack. It will make attacks cheaper, and move pressure as to your true objective away from you.

*Opposition:* Try to identify the UFOs early! If a player is not moving toward any one goal, or is playing passively, they may be UFOs. Keep track of the goals and watch if they are approaching any of them. Generally, keep them away from more desirable groups.

## Player Turns

The sequence of actions that a player takes during their turn follows this order:

1. Collect income
2. Draw a card
3. Take two “actions”
4. Take a free action
5. Transfer money
6. Take special-power actions
7. Add targets

### Collecting Income

A player’s income is the total of the income of all groups that they control. The money is placed in the treasury of each group.

### Draw a Card

The player draws from the deck. If the card they draw is a group, then it is placed with other uncontrolled groups. The player can choose if the card is visible to others or not. The other players must know how many specials a player has, but not what they are.

### Take an Action

Explained in a later section, 3.

### Take any Free Actions

Also explained in a later section, 3.6.

### Transfer Money

Money can be moved between two groups that a player controls. These groups must be adjacent to each other.

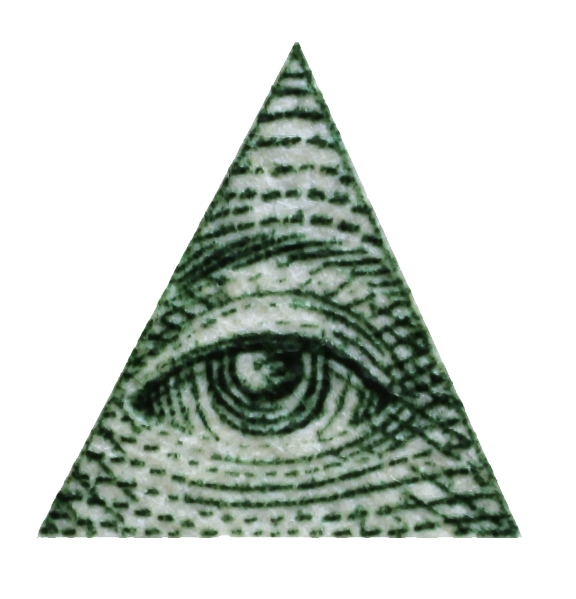
### Take Special-Power Actions

If the player is Gnomes or Bermuda, they can take their special action here.

### Add Targets

If the Uncontrolled groups have less than two, the cards are drawn from the deck until there are two Uncontrolled groups. If a special is drawn at this time, it is discarded.

# Chapter 3: Enact Your Will



## Attacks

This is explained further in the next section.

## Interference

At any time during another player’s attack, a player can help either the attacker or defender. The player then chooses how much they will assist the attack or defense by 1 for each MB they spend.

To stop players from interfering, the attacker can declare the attack privileged. If done, then the player needs to discard one of their Special cards. For the Bavarians, once per turn, the cost of conducting a privileged attack is 5 MB instead. If a player has the Special card, Interference, the player can interfere in a privileged attack.

To abolish privilege on an attack, the defender needs to discard two of their Special cards, or through the use of the Special, Deep Agent. If privilege is abolished, it cannot be reinstated during that attack.

## Calling Off an Attack

Before money is spent on an attack, the attacker can choose to call it off. If any money is spent, either by the attacker or defender, the attack is committed, counting as one of the actions for the attacker.

## Transferring Money

As an action, a player can choose to transfer money to any of their adjacent groups. This can be done twice per turn.

First the player needs to select the group that has the money that is moving, then select the target group. These groups must be groups that the player owns. The transfer can be made across multiple groups (i.e. Gnomes -> California, California -> New York). This still counts as both actions for a player’s turn.

## Moving A Group

One of the actions a player can conduct is reorganizing their power structure. A group can be moved from control of one group, to another, as long as it has an open control arrow.

The player chooses what group will move, and where to move them. Resistance bonuses caused by the move are automatically applied to the groups. Any subordinates to that group are also moved, and their Resistance bonuses are automatically applied.

## Free Actions

There are several actions that a player can take during their turn. These actions can be made without counting as one of the two actions per turn.

* Dropping Groups
  + The player chooses to return a group to the uncontrolled area, including all of their subordinates.
* Aiding an Attack
  + If a player chooses to aid an attack, it does not count toward one of their actions
* Giving away Special cards or money
  + At any time, a Special card or money can be gifted to another player. Only money located in Illuminati treasuries can be gifted.
* Using Special cards
  + Only the Special card, Bribery, counts as an action

## Removing the Veil

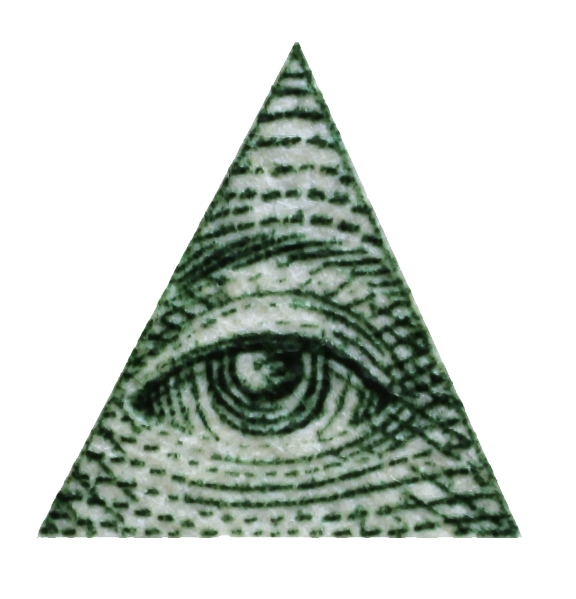
As one of the player’s actions, they can choose to accuse another player of being an Illuminati group. There are no penalties to a wrong guess. If the guess is correct, the accused’s Illuminati is made visible to all players in the game. If you are UFOs and are identified, then your card is now visible to all players. However, your goal still remains hidden to all players!

## I’d Rather Not

This section will explain passing a turn.

If a player chooses to pass their turn, then it must be done before any actions are taken. The player still collects their income at the start of the turn, draws a card, but collects 5MB instead of taking any actions. The player is also not allowed to transfer money, or use their special power actions.

# Chapter 4: Assuming Control



This section explains the various types of attacks that a player can conduct on other players.

Any attack must be announced to all players before the attack can be made. In all attack types, a roll of 11 or 12 results in an automatic failure. If the power or resistance number of the defender is greater than that of the attacker, the attack cannot be made.

If an attack fails, the current player can attempt to attack again with their second action, but there *cannot* be two successful attacks per turn, only the UFO’s can attack twice. The same group can be targeted again as well.

## Attack to Control

Attacks to control can be made on any group that is not one that you control. The group being used to attack must have an open control arrow. In this type of attack, the attacker’s power is subtracted by the defender’s resistance. The total of the dice roll must be lower than that number.

If an attack succeeds, the defending group is now owned by the attacker, and is placed as one of its controlled groups. Any subordinates that the group had is retained, and is still a subordinate of the group.

Half of the group’s treasury goes to the owner; the other half is returned to the bank. The group that was used to attack can transfer some or all of its money to its newly controlled group.

A group can attack, aid, or use its special ability on the same turn that it was acquired. Only UFO’s can conduct two attacks per turn however.

## Attack to Neutralize

This attack type is identical to Attack to Control except for a few key details:

1. The target of an attack to neutralize must be owned by another player
2. The attacker gains an automatic +6 bonus to Power
3. The attacker does not need to have an open control arrow
4. Upon a successful attack, the target group, and all its subordinates are placed in uncontrolled. All of their treasuries are returned to the bank.

## Attack to Destroy

This attack type is also similar to Attack to Control, but like Attack to Neutralize, it differs in a few aspects:

1. Instead of comparing Attacker Power to Defender Resistance, Attacker Power and Defender Power are compared. The bonus incurred from its distance from the Illuminati still affects its Power.
2. Groups that have no Power stat cannot be destroyed through normal means. Only Whispering Campaign can destroy these groups.
3. Instead of gaining bonuses on like-minded alignments, opposite alignments gain bonuses. The bonus is the same as the other attack types, but works on opposite alignments instead of identical ones. (See Appendix 3 for Alignments)
4. A group that is destroyed in a successful attack is removed from play entirely. All its subordinates are transferred to Uncontrolled, and all of their treasuries are moved to the bank. Groups that are dead can only be revived by the Special card, Media Campaign.
5. You are allowed to attack a group you already control! No bonuses are incurred based on location, but no group can attack itself or aid in destroying itself. This can be useful if you want to easily remove a group from play, or if you are Cthulhu, count towards your special victory.

## Assisting Allies

At any time after an attack has been announced, or before money is spent on an attack, a player can interfere in an attack. The exceptions to the rule are explained in Chapter 3, Interference. Only groups that have transferable power can be used to aid attacks (The second number in the power stat for a card like Big Media). This transferable power is added to an attack, improving the odds on the attacker’s roll.

## Resisting Control

A group gains a bonus based on its location from the Illuminati group. Adjacent cards get a +10 bonus to resistance, one group away gets +5, 2 +2, and 3 or more receive no bonus.

## Fight Your Rivals

The alignment of the attacker and defender change how an attack is conducted. Groups with identical alignments add 4 to the attacker’s Power for each alignment. Opposite alignments subtract 4 for each alignment. Refer to Appendix 3 for a more detailed explanation on alignments.

## Unseen Abilities

Some Illuminati groups have Special abilities that modify their attack based on certain conditions. These are explained in more detail in Chapter 2, or a detailed explanation of when each ability is recommended in Appendix 3.

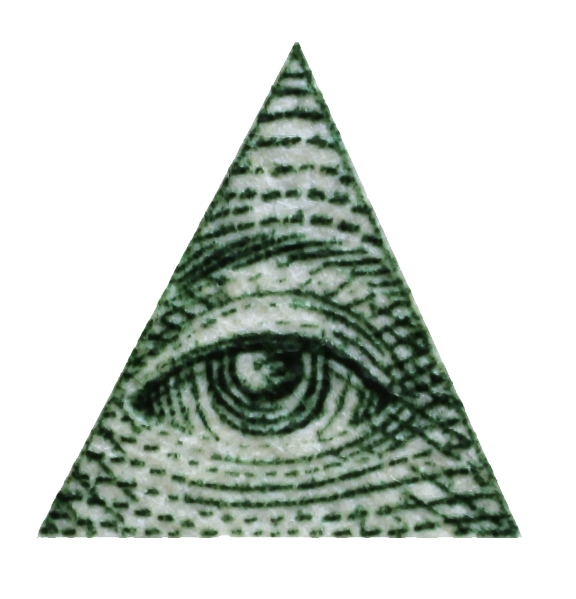
## Invest in Yourself

The attacker can improve their chances of a successful attack by spending money. Each MB spent increases the Power by 1. This money can be from the attacking group or the controlling Illuminati. If the difference between the attacker and defender is greater than 10, further spending will not increase your chances. However, you can do this to force your opponent to spend more than they want to decrease your chances.

## Defend Your Honor (with Money)

A defender can spend MB to defend themselves as well. For every MB spent, the defender’s resistance will increase by 2 if spent from the group’s treasury, or by 1 from the Illuminati’s treasury.

# Chapter 5: End Game



The game ends when several factors occur. If two players manage to fulfill their goals at the same time, they are both victors, dividing control of the world between them. When one of the conditions are achieved, the game ends entirely.

Normal Victory

Any player that controls the number of groups required for a normal victory is automatically declared the winner. This number does not change if an Illuminati is eliminated or a player leaves the session.

Special Victory

All Illuminati groups have a special victory condition. The UFOs are the only ones that do not have their own condition. Instead, they choose at the start of the game what condition they want to aim for. The victory condition is checked at the end of the players turn.

Timed Victory

For games that have a set time limit, the win condition becomes the Illuminati that controls the most groups, but not enough for the Normal victory. A warning will sound when there is 30 minutes left, then 10, 5 and 1. This time limit is set before the game begins by the game host.

Elimination

After three player cycles, if an Illuminati group has no groups under his/her control, they are eliminated. After this point, any Illuminati that has no groups under their control is also eliminated. If Servants of Cthulhu destroy their last group to achieve their Special victory, then they win! Illuminati that are eliminated have their remaining treasury go to the bank

Disconnected Players

If a player disconnects, and does not re-connect within 5 minutes, that player is automatically removed from play. Their groups become uncontrolled, and all treasuries go to the bank.

# Appendix 1: Other Terms

## Alignments

There are ten possible political alignments that a group can have. If two groups have the same alignment, it is easier to attempt to control or neutralize. If they are opposite, then it is easier for them to destroy each other. Some groups have several alignments, some only one, few have none.

Government – An arm of the US government; opposite Communist

Liberal – Politically “left”, whatever that means; opposite Conservative

Peaceful – Philosophically opposed to the use of force; opposite Violent

Straight – Socially middle-of-the-road; Middle American; opposite WeirdCommunist – Inspired by the Soviets or Chinese or Albanians or somebody; opposite Government

Conservative – Usually mad at the Liberals; opposite Liberals

Violent – Armed and/or dangerous; not necessarily vicious; opposite Peaceful

Weird – Peculiar, offbeat, notably different from the neighbors; opposite 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” each other

## Power

A group’s power dictates its ability to dominate other groups. If a group has two numbers (written as # / #), the first number is the power that that group has when they attack. The second number is the transferable power that they can use in assisting an attack. Groups that have no power cannot attack. However, they cannot be destroyed, except through the Special card, Whispering Campaign.

## Resistance

A group’s resistance dictates their strength to resist domination. All groups have Resistance, except for the Illuminati groups, as they cannot be attacked directly.

## Income

At the beginning of each turn, each group under your control collects the income amount listed on their card. If a group is uncontrolled, or has zero income, it collects no money.

Two cards change the amount of income a group has; the IRS and the Post Office. The IRS’ income is based on

# Appendix 2: At Your Fingertips

This section covers all of the various groups you can manipulate in alphabetical order.

A

American Autoduel Association

Alignment: Violent, Weird

Special: None

Power: 1

Resistance: 5

Income: 1

Anti-Nuclear Activists

Alignment: Liberal

Special: +2 on any attempt to destroy Nuclear Power Companies

Power: 2

Resistance: 5

Income: 1

Anti-war Activists

Alignment: Peaceful, Liberal

Special: None

Resistance: 3

Income: 1

B

Big Media

Alignment: Liberal, Straight

Special: None

Power: 4 / 3

Resistance: 6

Income: 3

Boy Sprouts

Alignment: Straight, Peaceful

Special: None

Resistance: 3

Income: 1

C

California

Alignment: Liberal, Weird, Government

Special: None

Power: 5

Resistance: 4

Income: 5

CFL - AIO

Alignment: Liberal

Special: None

Power: 6

Resistance: 5

Income: 3

Chinese Campaign Donors

Alignment: Communist

Special: Treat this groups as Government when it attempts to control a

Government group

Power: 3

Resistance: 2

Income: 3

CIA

Alignment: Government, Violent

Special: None

Power: 6 / 4

Resistance: 5

Income: 0

Clone Arrangers

Alignment: Violent, Communist, Criminal

Special: +3 on any attempt to destroy any group

Power: 6 / 2

Resistance: 6

Income: 1

Comic Books

Alignment: Weird, Violent

Special: None

Power: 1

Resistance: 1

Income: 2

Congressional Wives

Alignment: Conservative, Straight

Special: None

Power: 1

Resistance: 4

Income: 1

Convenience Stores

Alignment: Straight

Special: None

Power: 1

Resistance: 4

Income: 3

Copy Shops

Alignment: Peaceful

Special: None

Power: 1

Resistance: 3

Income: 4

Cycle Gangs

Alignment: Violent, Weird

Special: +2 on any attempt to destroy any group

Resistance: 4

Income: 0

D

Democrats

Alignment: Liberal

Special: None

Power: 5

Resistance: 4

Income: 3

E

Eco-Guerrillas

Alignment: Liberal, Violent, Weird

Special: None

Resistance: 6

Income: 1

Empty Vee

Alignment: None

Special: None

Power: 3

Resistance: 3

Income: 4

Evil Geniuses for a Better Tomorrow

Alignment: Violent, Weird

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

Power: 0 / 2

Resistance: 6

Income: 3

F

Fast Food Chains

Alignment: Straight

Special: None

Power: 2

Resistance: 4

Income: 3

F.B.I.

Alignment: Government, Straight

Special: None

Power: 4 / 2

Resistance: 6

Income: 0

Federal Reserve

Alignment: Government

Special: When it transfers money, that money can go to any group in the same power structure

Power: 5 / 3

Resistance: 7

Income: 6

Feminists

Alignment: Liberal

Special: +3 on any attempt to control any Liberal group

Power: 2

Resistance: 2

Income: 1

Fiendish Fluoridators

Alignment: Communist, Fanatic

Special: None

Power: 3

Resistance: 5

Income: 1

Flat Earthers

Alignment: Weird, Conservative

Special: None

Power: 1

Resistance: 2

Income: 1

Fnord Motor Company

Alignment: Peaceful

Special: None

Power: 2

Resistance: 4

Income: 2

Fraternal Orders

Alignment: Conservative

Special: None

Power: 3

Resistance: 5

Income: 2

G

Girlie Magazines

Alignment: Liberal

Special: None

Power: 2

Resistance: 2

Income: 3

Goldfish Fanciers

Alignment: Peaceful, Fanatic

Special: None

Resistance: 4

Income: 1

Gun Lobby

Alignment: Conservative, Violent

Special: Normal resistance 3; against any Liberal, Communist or Weird group, resistance 10

Power: 1

Resistance: (Changes)

Income: 1

H

Hackers

Alignment: Weird, Fanatic

Special: +3 on any attempt to neutralize any group

Power: 1 / 1

Resistance: 4

Income: 2

Health Food Stores

Alignment: Liberal

Special: +2 on any attempt to control Anti-Nuclear Activities

Power: 1

Resistance: 3

Income: 2

Hollywood

Alignment: Liberal

Special: None

Power: 2

Resistance: 0

Income: 5

I

Intellectuals

Alignment: Weird, Fanatic

Special: None

Resistance: 3

Income: 1

International Cocaine Smugglers

Alignment: Criminal

Special: +4 on any attempt to control Punk Rockers, Cycle Gangs or Hollywood

Power: 3

Resistance: 5

Income: 5

International Communist Conspiracy

Alignment: Communist

Special: +3 on any attempt to control any Communist group

Power: 7

Resistance: 8

Income: 6

I.R.S.

Alignment: Criminal, Government

Special: 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: (Changes)

J

Junk Mail

Alignment: Criminal

Special: +4 on any attempt to control the Post Office

Power: 1

Resistance: 3

Income: 2

K

KGB

Alignment: Communist, Violent

Special: +2 on any attempt to destroy any group

Power: 2 / 2

Resistance: 6

Income: 0

KKK

Alignment: Conservative, Violent

Special: None

Power: 2

Resistance: 5

Income: 1

L

L-4 Society

Alignment: Weird

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

Power: 1

Resistance: 2

Income: 0

Libertarians

Alignment: Fanatic

Special: None

Power: 1

Resistance: 4

Income: 1

Loan Sharks

Alignment: Criminal, Violent

Special: None

Power: 5

Resistance: 5

Income: 6

Local Police Departments

Alignment: Conservative, Straight, Violent

Special: None

Resistance: 4

Income: 1

M

Madison Avenue

Alignment: None

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

Power: 3 / 3

Resistance: 3

Income: 2

The Mafia

Alignment: Criminal, Violent

Special: +3 for direct control of any Criminal group

Power: 7

Resistance: 7

Income: 6

The Men In Black

Alignment: Criminal, Weird

Special: None

Power: 0 / 2

Resistance: 6

Income: 1

Militia

Alignment: Conservative, Violent

Special: +6 on any attempt to destroy any Communist group

Power: 2

Resistance: 4

Income: 2

Moonies

Alignment: Peaceful, Fanatic

Special: None

Power: 2

Resistance: 4

Income: 3

Moral Minority

Alignment: Conservative, Straight, Fanatic

Special: None

Power: 2

Resistance: 1

Income: 2

Morticians

Alignment: Straight, Peaceful

Special: None

Resistance: 4

Income: 1

Multinational Oil Companies

Alignment: None

Special: None

Power: 6

Resistance: 4

Income: 8

N

Nephews of God

Alignment: Conservative, Fanatic

Special: None

Resistance: 4

Income: 2

New York

Alignment: Violent, Criminal,

Government

Special: None

Power: 7

Resistance: 8

Income: 3

Nuclear Power Companies

Alignment: Conservative

Special: None

Power: 4

Resistance: 4

Income: 3

O

Orbital Mind Control Lasers

Alignment: Communist

Special: 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

P

Parent/Teacher Agglomeration

Alignment: Peaceful, Conservative, Straight

Special: None

Resistance: 5

Income: 1

Pentagon

Alignment: Government, Violent, Straight

Special: None

Power: 6

Resistance: 6

Income: 2

The Phone Company

Alignment: None

Special: None

Power: 5 / 2

Resistance: 6

Income: 3

Phone Phreaks

Alignment: Criminal, Liberal

Special: +3 on any attempt to control, neutralize, or destroy the Phone Company

Power: 0 / 1

Resistance: 1

Income: 1

Post Office

Alignment: Government

Special: None

Power: 4 / 3

Resistance: 3

Income: -1

Professional Sports

Alignment: Violent, Fanatic

Special: None

Power: 2

Resistance: 4

Income: 3

Psychiatrists

Alignment: Weird

Special: None

Resistance: 6

Income: 2

Punk Rockers

Alignment: Weird

Special: None

Resistance: 4

Income: 1

R

Recyclers

Alignment: Liberal

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

Power: 2

Resistance: 2

Income: 3

Republicans

Alignment: Conservative

Special: None

Power: 4

Resistance: 4

Income: 4

Robot Sea Monsters

Alignment: Violent, Communist

Special: None

Resistance: 6

Income: 2

S

Science Fiction Fans

Alignment: Weird

Special: +2 on any attempt to control any Weird groups

Resistance: 5

Income: 1

Semiconscious Liberation Army

Alignment: Criminal, Violent, Liberal, Weird, Communist

Special: +1 on any attempt to destroy any group

Resistance: 8

Income: 0

S.M.O.F.

Alignment: Weird

Special: +5 for direct control of Science Fiction Fans. +2 for direct control of Trekkies

Power: 1

Resistance: 1

Income: 0

Society for Creative Anarchism

Alignment: Violent, Weird

Special: None

Resistance: 4

Income: 1

South American Nazis

Alignment: Conservative, Violent

Special: None

Power: 4

Resistance: 6

Income: 2

Survivalists

Alignment: Conservative, Violent, Fanatic

Special: +2 Resistance to all owner’s other groups

Resistance: 6

Income: 2

T

Tabloids

Alignment: Weird

Special: +3 for direct control of Convenience Stores

Power: 2

Resistance: 3

Income: 3

Texas

Alignment: Violent, Conservative, Government

Special: None

Power: 6

Resistance: 6

Income: 4

Tobacco & Liquor Companies

Alignment: Straight

Special: None

Power: 4

Resistance: 3

Income: 3

Trekkies

Alignment: Weird, Fanatic

Special: None

Resistance: 4

Income: 3

Triliberal Commission

Alignment: Liberal, Straight

Special: None

Power: 5

Resistance: 6

Income: 3

TV Preachers

Alignment: Straight, Fanatic

Special: +3 for direct control of the Moral Minority

Power: 3

Resistance: 6

Income: 4

U

Underground Newspapers

Alignment: Communist, Liberal

Special: None

Power: 1 / 1

Resistance: 5

Income: 0

The United Nations

Alignment: Liberal

Special: None

Power: 1

Resistance: 3

Income: 3

V

Video Games

Alignment: None

Special: +3 for direct control of Convenience Stores

Power: 2

Resistance: 3

Income: 7

Y

Yuppies

Alignment: Conservative

Special: None

Power: 1 / 1

Resistance: 4

Income: 5

# Appendix 3: Strange Happenings

This section covers the various special actions that can be conducted with the corresponding card.

Assassination

Any group must expose themselves eventually. Take swift action to ensure your success.

* 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

Bribery

Money can buy more than just goods and services.

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

Computer Espionage

In a digital world, information is king.

* 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.

Deep Agent

Your enemies are far reaching, but you reach farther.

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

Interference

No group can act uninhibited.

* You may interfere with one privileged attack. No other player may interfere.

Market Manipulation

The market relies on people, as such it can be manipulated all the same.

* 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

Media Campaign

Anything said with enough authority is accepted as truth.

* 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

Murphy’s Law

Chaos theory is a real bastard. Use it against those that oppose you.

* 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

Secrets Man Was Not Meant To Know

Some questions should remain unanswered.

* 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.

Senate Investigating Committee

Remaining hidden when exposed is key to survival.

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

Slush Fund

Time for the “Rainy Day” fund.

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

Swiss Bank Account

Make your wealth seem endless.

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

Whispering Campaign

Sticks and stones may break my bones, but my words will destroy you.

* 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.

White Collar Crime

Everyone’s a criminal.

* 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.

# Quick Reference

Alignments

**Government** is opposite **Communist**

**Liberal** is opposite **Conservative**

**Peaceful** is opposite **Violent**

**Straight** is opposite **Weird**

**Criminal** has no opposite

**Fanatic** – any two Fanatics are opposite

Sequence of Play

1. Collect income on groups
2. Draw a card. Specials are kept, Groups are placed in uncontrolled.
3. Take two actions. See below
4. Take any free action. Can be taken at any time between the two actions.
5. Transfer money. Move money among adjacent groups.
6. Take special-power actions
7. Add targets. Draw until there are two uncontrolled groups. Specials are discarded.

Actions

**Regular Actions:** Attacks (to Control, Neutralize, or Destroy); Transfer money; Move a Group; Gift a Group; Uncover group.

**Free Actions:** Drop a Group; Give away money or special cards; Use a Special (except Bribery).

**Passing:** Take no action and collects 5MB.

Attacks

**Attack to Control.** Attacker Power minus Defender Resistance. These values can be modified, as explained below.

Any roll that is 11 or 12 is an automatic failure.

**Bonuses:**

1. Same alignment +4
2. Opposite alignment -4
3. Each MB spent by attacker +1
4. Each MB spent by D.Group -2
5. Each MB spent by D. Illuminati -1
6. Each MB spent in Interference -1
7. Each MB spent in Assistance +1
8. D.Group is adjacent Illuminati -10
9. Defending Group is 1 away -5
10. Defending Group is 2 away -2

**Attack to Neutralize.** Same as Control, but attacker receives +6 bonus, and does not need an open control arrow.

**Attack to Destroy.** Similar except for:

1. Power vs. Power instead of Power vs. Resistance.
2. +4 to opposite alignments; -4 to identical alignments
3. Attacker does not need a control arrow.

Basic Goals

Default groups to control, including Illuminati

2 or 3 players 13

4 players 12

5 players 10

6 players 9

7 or 8 players 8

Special Goals

Bavarian: Total power of 35 or more

Bermuda: Control each alignment

Discordian: Control 5 Weird groups

Gnomes: Collect 150 MB, across all groups

Network: Total transferable power of 25

Cthulhu: Destroy 8 groups

Assassins: Control 6 Violent groups

UFOs: Chosen by the UFO, from one of the other groups. Hidden to other players.