Game Walkthrough

Attack Description

To win the Illuminati card game, one must either control as many groups as possible, or must fulfill their Illuminati Group's Special Goal. However, most of the game revolves around capturing and controlling Groups. To that end, there are three types of attacks provided to accomplish this.

First, there is the basic Attack to Control. This attack is used to add Groups to one's Power Structure and can be performed against other Players or against Uncontrolled Groups. To succeed in this attack, one must roll under the number caluclated by the attacking Group's Power subtracted by the defending Group's Resistance value. Note that a roll of 11 or 12 will result in an immediate failure.

Second, there is the Attack to Neutralize. This is used against other Players and can be used to return a Controlled Group (and all its puppets) to the Uncontrolled area. The calculation is the same as Attack to Control, except the attacking Group has a +6 bonus to their Power.

Third, there is Attack to Destroy. This is used to remove either Uncontrolled Groups or Player-controlled Groups from play. If the Player-controlled Group has puppets attached to it and the attack succeeds, those puppets will return to the Uncontrolled Area. For this attack, to calculate the necessary value for success, one must subtract the attacking Group's Power from the defending Group's Power.

Sequence of Play

When a game begins, each player will be assigned a Player number, from 1 to 4. For whichever Player's turn it is, they will take any of this list of actions: collecting income, drawing a card from the deck, taking two Regular Actions, taking any number of Free Actions, transferring money, or taking special-power actions.

One collects income at the beginning of one's turn on all cards that have an income number. Each card has its own Treeasury, from which it can use to Interfere with attacks or defend itself from attacks. The next step is to draw a card from the deck. If it is a Special card, it will be added into the Player's hand. If it is a Group, it is placed in the Uncontrolled Area.

Then, the Player will take any Free Actions, such as dropping Groups, giving away money or Specials, and using Special cards. Then the Player will take Regular Actions, these are Attacks to Control/Neutralize/Destroy, transferring money to and from Group Treasuries, moving Groups around the Power Structure, and giving away Groups. The difference between dropping Groups and giving them away is that when a Group is dropped it is returned to the Uncontrolled area (along with its puppets) and when it is given away, it is then controlled by another Player, along with its puppets and money in their Treasuries. One can also Pass to end their turn (when no Regular Actions have been completed) and receive 5MB in return.

Once the Player's turn has been completed, the screen will darken and the next Player may take their turn. Their Power Structure and income will be displayed on the screen.