

Alternatively, you can conspire with the other players to deliberately leave low-power Groups vulnerable. If Cthulhu spends his first few turns gleefully killing small fry, he won't be controlling very much . . . and he can be eliminated completely by a concerted attack on the fourth or fifth turn, just when he thinks victory is within his tentacles.

The Society of Assassins

Arising in the Middle East, the Assassins were a secret order of the Ismailite sect of Muslims. They attained the height of their power during the Middle Ages but continue even today. Often they do not need to act . . . the mere hint of their displeasure is enough to intimidate a foe. The ancient warning of the Assassins, the dagger left on a rival's pillow, has made kings tremble.

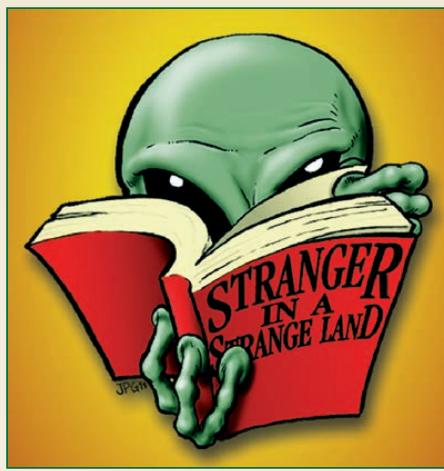
Power and Goals: They win if they control six Violent Groups. Their special ability is an extra +4 on any attempt to neutralize an enemy-controlled Group.

Playing the Assassins: Your special ability is purely an offensive weapon. Use it sparingly; it is a powerful threat. Others are likely to support you in an attempt to neutralize, since you don't benefit directly. (Of course, you can neutralize a Group, and then attempt to control it!) Your foes may even be willing to bribe you to leave them alone.

To win, you need Violent cards. Build up a reserve of cash to increase your chances of getting good Violent Groups when they come along, and of keeping them after you get them. Your very best cards are those that, like Texas and the Mafia, are both powerful and Violent.

Opposing the Assassins: Whatever you do, don't let the Assassins single you out as a foe! With their ability to neutralize, they are a very dangerous enemy. Offer to help them in an attempt to neutralize someone else's Groups; that way, the Assassins don't benefit directly, injure someone else, and make enemies elsewhere.

A subtle and powerful Group, the Assassins are best opposed with guile and indirection. You may be tempted to



destroy Violent cards – but be careful; this is a very obvious ploy. Watch their Power Structure. Once they get five Violent Groups, it is time to abandon subtlety and attack.

The UFOs

Are they creatures from outer space, or human super-scientists? No one knows. These are the most elusive of all the Illuminati. Their aims are shrouded in secrecy and change constantly.

Power and Goals: The UFOs' advantage is speed; this Illuminati Group may attack (or aid an attack) twice per turn. No other Group may do this. Their Special Goal is chosen by the UFO player himself, at the beginning of the game. He picks any of the other seven Goals and writes it on a piece of paper, secretly. He may reveal it at any time, but will usually not do so until he has achieved it!

Playing the UFOs: Your biggest advantage is that your opponents don't know what you're trying to do. Keep them guessing! Destroy a Group or two to make them wonder if you're really Cthulhu (and to keep the real Cthulhu from getting them). Money is always useful, and a big pile of it will make them wonder if you're Zurich. Take over a couple of Weird Groups, and you've made Discordia's life miserable. And so on.

If you need an extra negotiating tool, you can offer to tell what your Special Goal really is. You might even tell the truth!

Your special ability to act twice can be very powerful if used properly. Rather than acting directly, you may want to let the UFOs *aid* twice a turn, adding their power to that of other powerful Groups in your control, for devastating attacks that don't cost much money.

Opposing the UFOs: First, you have to figure out what they are doing. Watch carefully! Then proceed as indicated for that particular Goal. If you see that the UFOs are very close to *any* Goal, start worrying. In the meantime, try to keep them away from Groups with especially high Power or Income, just on general principles.

Acknowledgements

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ILLUMINATI RULES SUMMARY

ALIGNMENTS

Government is the opposite of **Communist**.

Liberal is the opposite of **Conservative**.

Peaceful is the opposite of **Violent**.

Straight is the opposite of **Weird**.

Criminal has no opposite alignment.

Fanatic – Any two Fanatic Groups are considered “opposite” to each other.

SEQUENCE OF PLAY

Play goes *counter-clockwise* around the table.

1. **Collect income on all cards that have an Income number.**
2. **Draw a card.** If it is a Special card, the player keeps it. If the card is a Group, it is placed face-up in the uncontrolled area.
3. **Take two “actions.”** See list, below.
4. **Take any “free actions.”** These do not count against the two actions allowed during each turn. They may be taken before, between, or after the two regular actions. See below for list.
5. **Transfer money.** Part or all of any Group’s money may be moved to an adjacent Group. Two money transfers are allowed per turn.
6. **Take special-power actions.**
7. **Add targets.** Draw cards until there are two uncontrolled Groups. Discard any Specials drawn.

ACTIONS

Regular Actions: Attack a Group (to control, neutralize, or destroy); Transfer money; Move a Group; Give a Group away.

Free Actions: Drop a Group; Give away money or Specials; Use a Special (Exception: Bribery is a regular action.)

Passing: A player may choose not to take any actions of any sort and collect 5MB instead.

ATTACKS

Attack to Control. Defending Group’s Resistance is subtracted from attacking Group’s Power, including any Transferable Power from other Groups aiding in the attack. Only members of attacker’s own Power Structure can aid the attack.

Modify this number for attacker’s or defender’s special powers, for money spent by both sides, and for other factors shown below.

Using two dice, attacker must roll this number or less. A roll of 11 or 12 is an automatic failure.

Same alignment (e.g., Weird vs. Weird)	+4
Opposite alignment (e.g., Straight vs. Weird)	-4
Each Megabuck (MB) spent by attacker	+1
Each MB spent by defending Group	-2
Each MB spent by defender’s Illuminati	-1
Each MB spent by other players to Interfere	-1
Each MB spent by other players to Assist	+1
Defending Group is controlled directly by Illuminati	-10
Defending Group is 1 Group away from Illuminati	-5
Defending Group is 2 Groups away from Illuminati	-2

Attack to Neutralize. As above, except that attacker receives a +6 bonus.

Attack to Destroy. As above except:

1. Roll “Power minus Power,” instead of “Power minus Resistance.”
2. +4 for *opposite* alignment; -4 for *identical*.
3. Attacking Group does not need an open control arrow.

BASIC GOALS

Groups to be controlled, *including Illuminati*

2 or 3 players (not recommended)	13
4 players	12
5 players	10
6 players	9
7 or 8 players (not recommended)	8

SPECIAL GOALS

Bavarian Illuminati. Control Groups with a total power of 35 or more (including their own Power of 10).

Bermuda Triangle. Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.

Discordian Society. Control five Weird Groups.

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

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

Servants of Cthulhu. Destroy eight Groups.

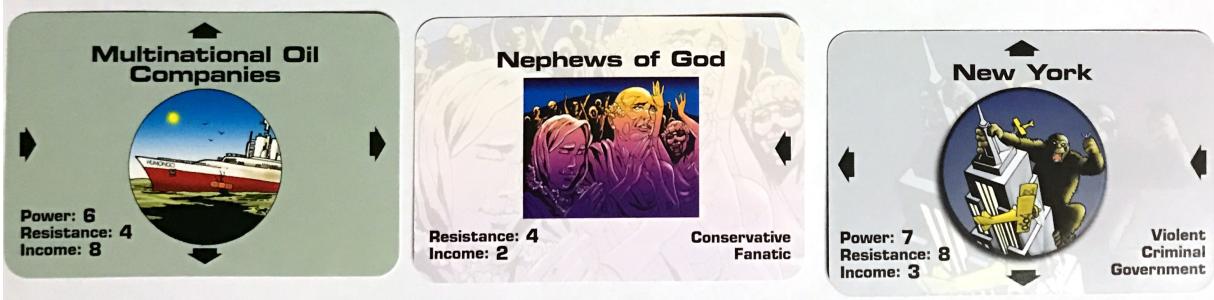
Society of Assassins. Control six Violent Groups.

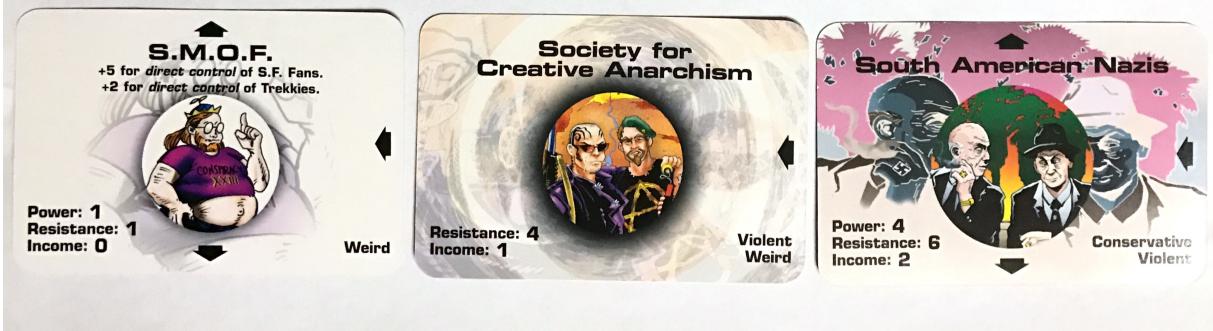
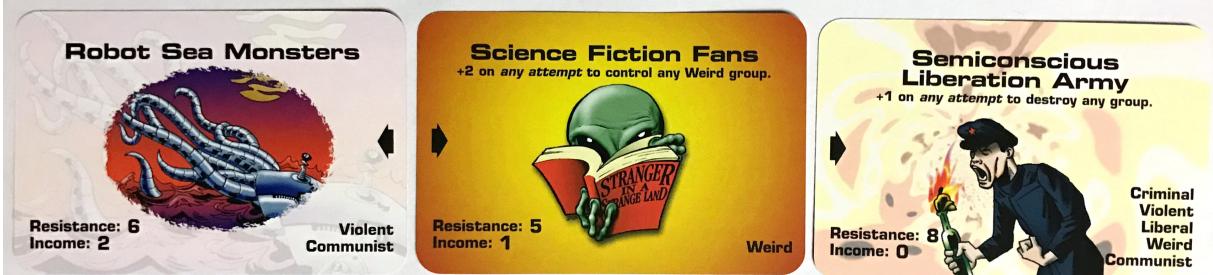
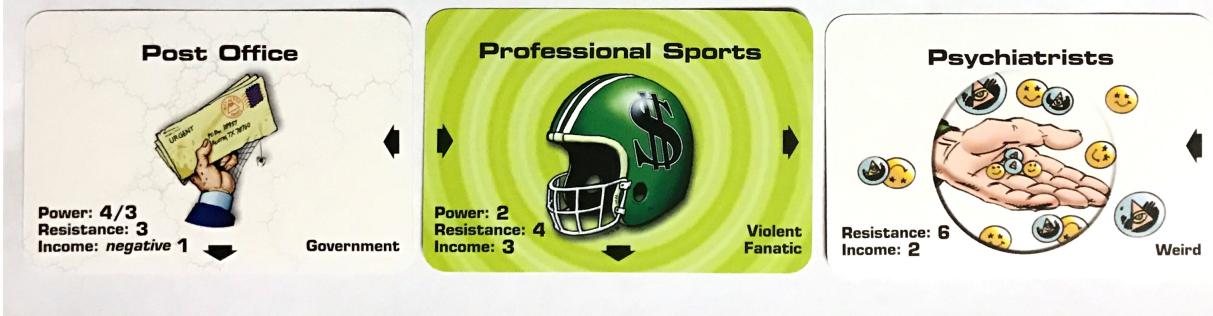
UFOs. At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.

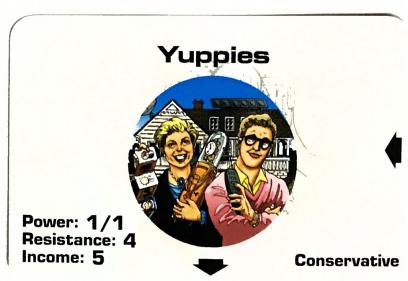
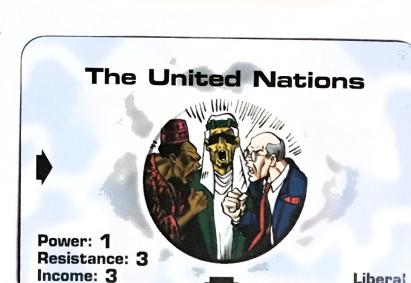
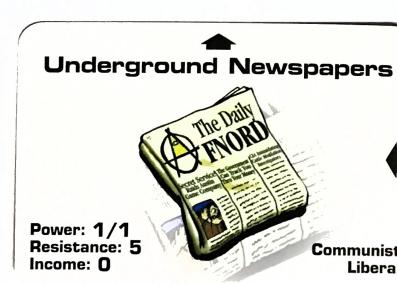
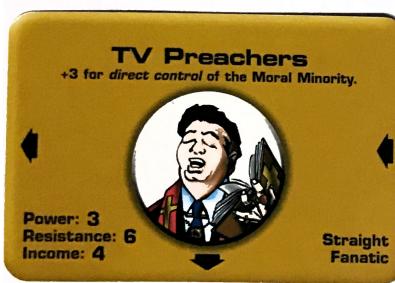
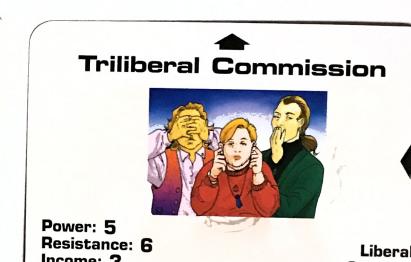
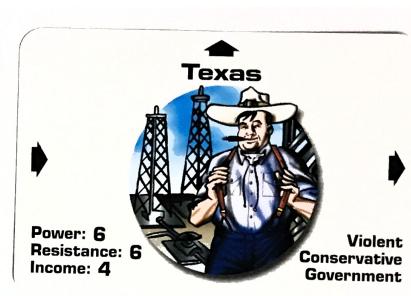






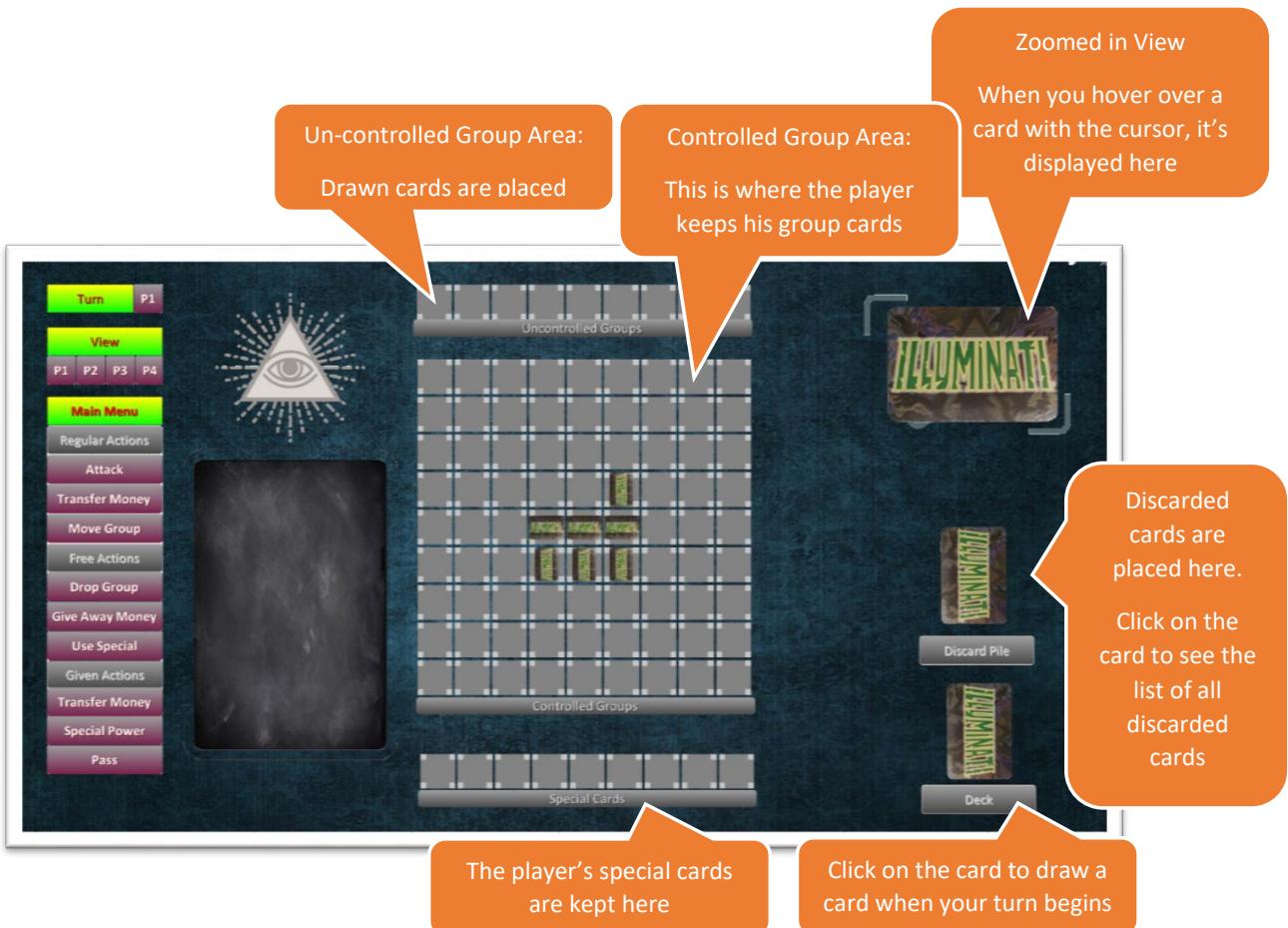
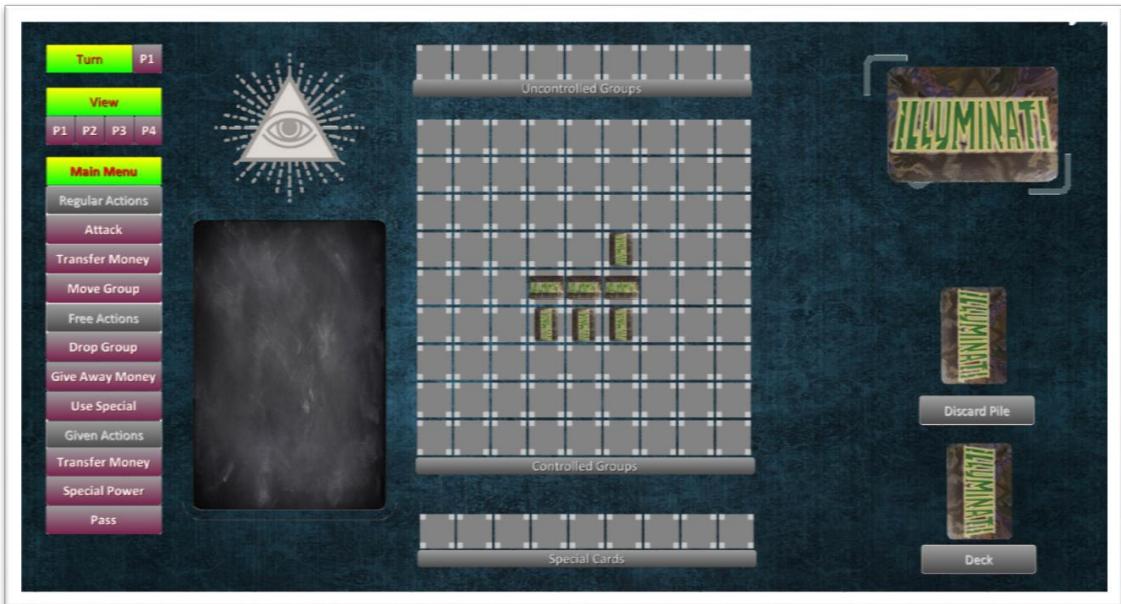


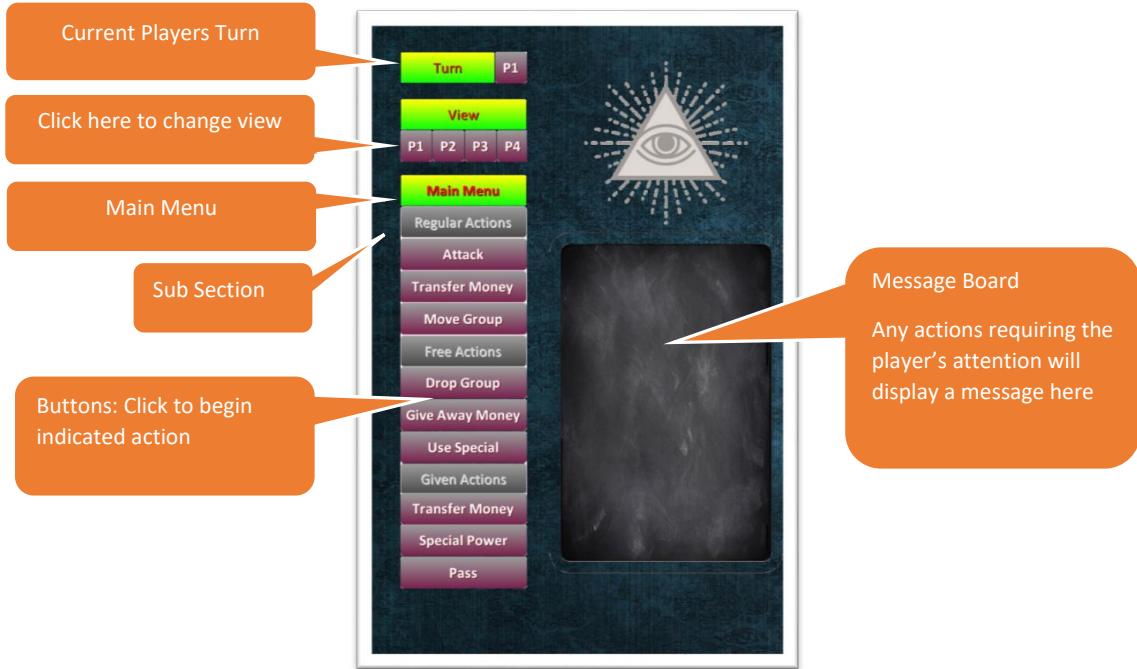






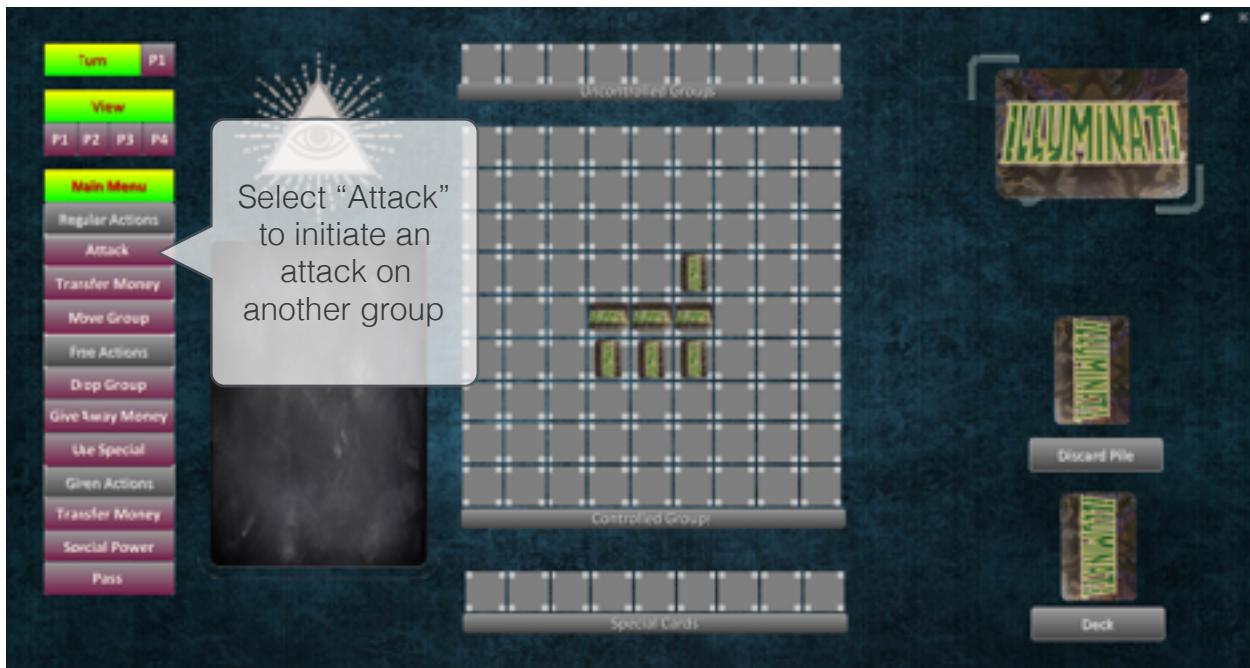
UI Layout





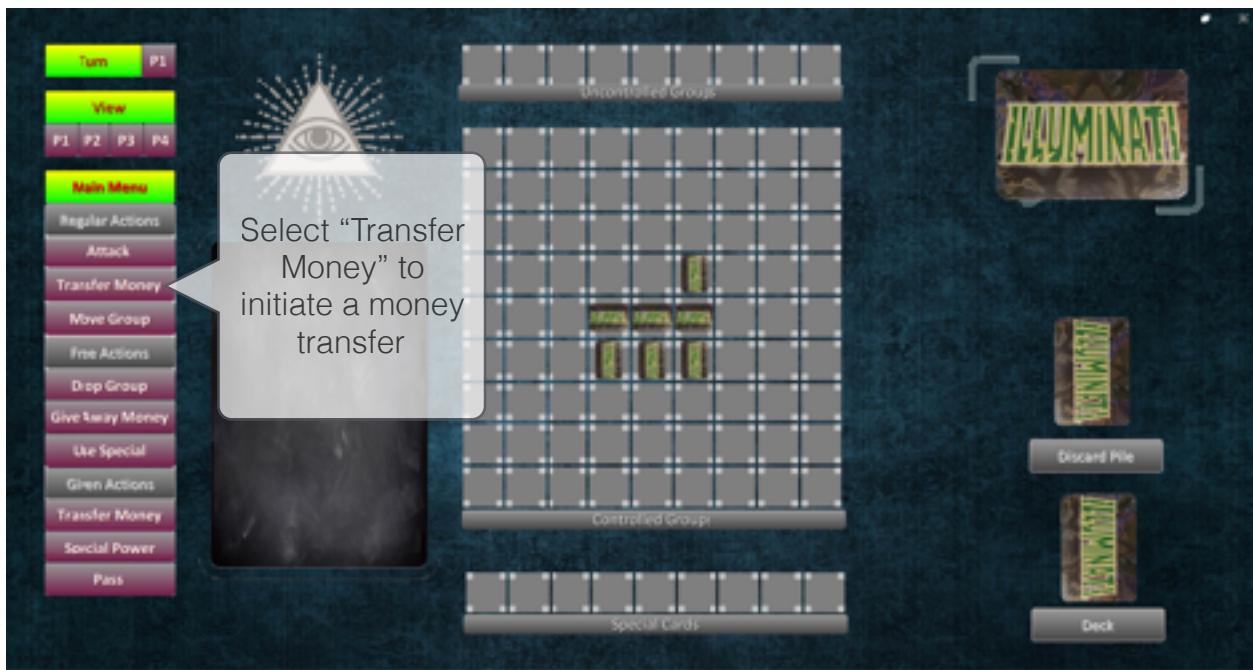
Regular Actions

Attack a Group



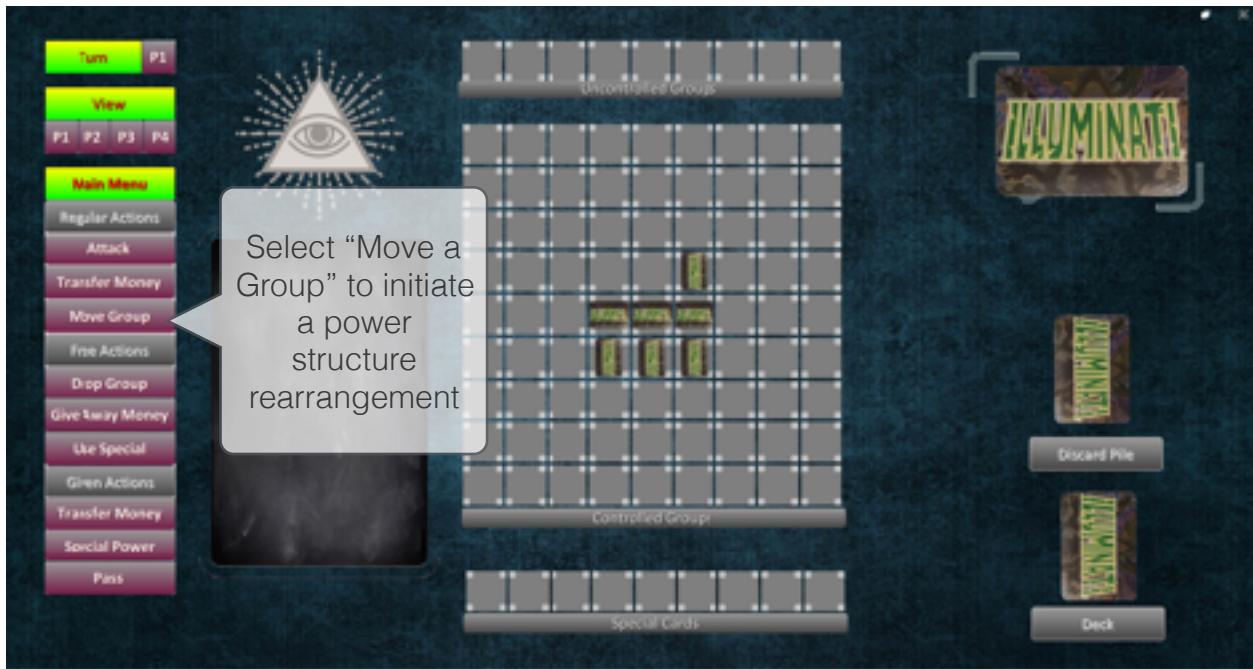
1. Select “Attack” from the Main Menu.
2. If possible, you will be given an option to make your attack “Privileged”.
3. Next, Attack Menu will appear.
4. Choose the type of attack desired from the Attack Menu.
5. Now, choose a valid attacker group.
6. Then choose a victim group.
7. Next, Options Menu A will appear. If attack is privileged, continue to step 8. Otherwise, any player may select “Interfere” to be able to spend money for opposing or assisting the attack OR the attacker/defender may select “Spend Money” to increase their power/resistance.
8. Finally, select “Roll Dice” from Options Menu A to complete the attack.

Transfer Money



1. Select “Transfer Money” from the Main Menu.
2. Now, choose a valid treasury to transfer from.
3. Then choose a valid treasury to transfer to.
4. Input a valid amount to transfer.
5. Select “Transfer” to complete the money transfer.

Move a Group

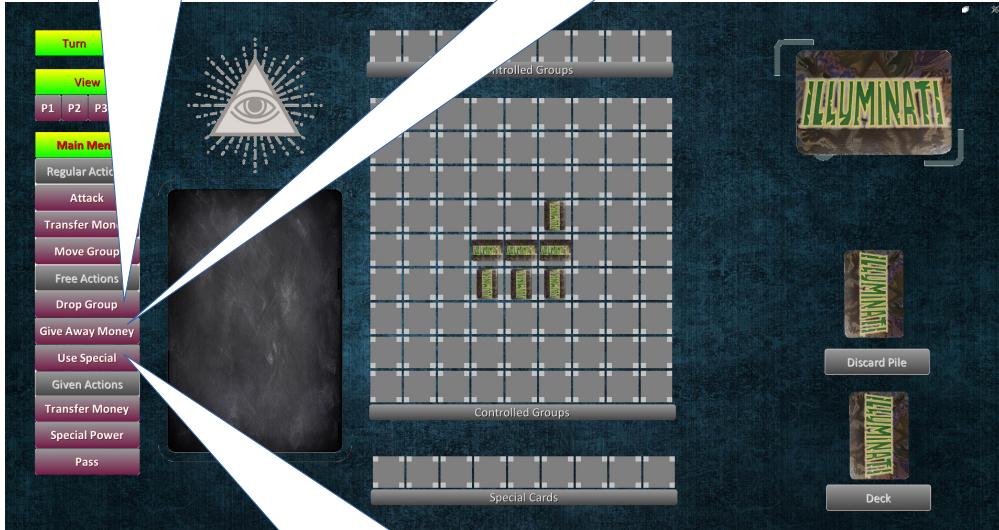


1. Select “Move a Group” from the Main Menu.
2. Now, choose a group to move.
3. Then choose a valid spot to move it to.
4. If you are not satisfied with your rearrangement choice, you may select “Cancel” to undo changes and go back to step 2. Otherwise, continue to step 5.
5. Select “Done” to complete the power structure rearrangement.

Free Actions

Press the Drop Group button under the Free Actions tab, then select the appropriate Group from the Power Structure. Note that by performing this action, the Group as well as all its puppets will be returned to the Uncontrolled Group area.

Press the Give Away Money button under the Free Actions tab, then select how much money to give away and/or Special cards to give away. Then select which player you wish to give it to. This will remove the selected amount of money and/or the selected Special cards and place them into another player's hand or treasury.



Press the Use Special button under the Free Actions tab, then select the Special card you wish to use. Note that certain Special cards will require the use of an action.

Given Actions

The screenshot shows the game interface for the turn of player P1. The main menu on the left includes options like Turn (P1), View, Main Menu, Regular Actions, Attack, Transfer Money, Move Group, Free Actions, Drop Group, Give Away Money, Use Special, Given Actions, Transfer Money, Special Power, and Pass. The central area displays a grid of groups, with some labeled 'Controlled Groups' and others 'Uncontrolled Groups'. To the right are the Deck, Discard Pile, and a large image of an Illuminati card. A callout box points to the 'Transfer Money' button in the main menu, explaining its function.

Press the Transfer Money button under the Given Actions tab to transfer money by from one Group to an adjacent Group. Note that this can only be performed twice, after which Money Transfers will require the use of Actions.

Press the Pass button under the Given Actions tab to instantly end your turn and collect 5MB. Note that performing any actions during a turn will make this option unusable for that turn.

Press the Special Power button under the Given Actions tab to use your Illuminati Group's Special Power, if applicable.