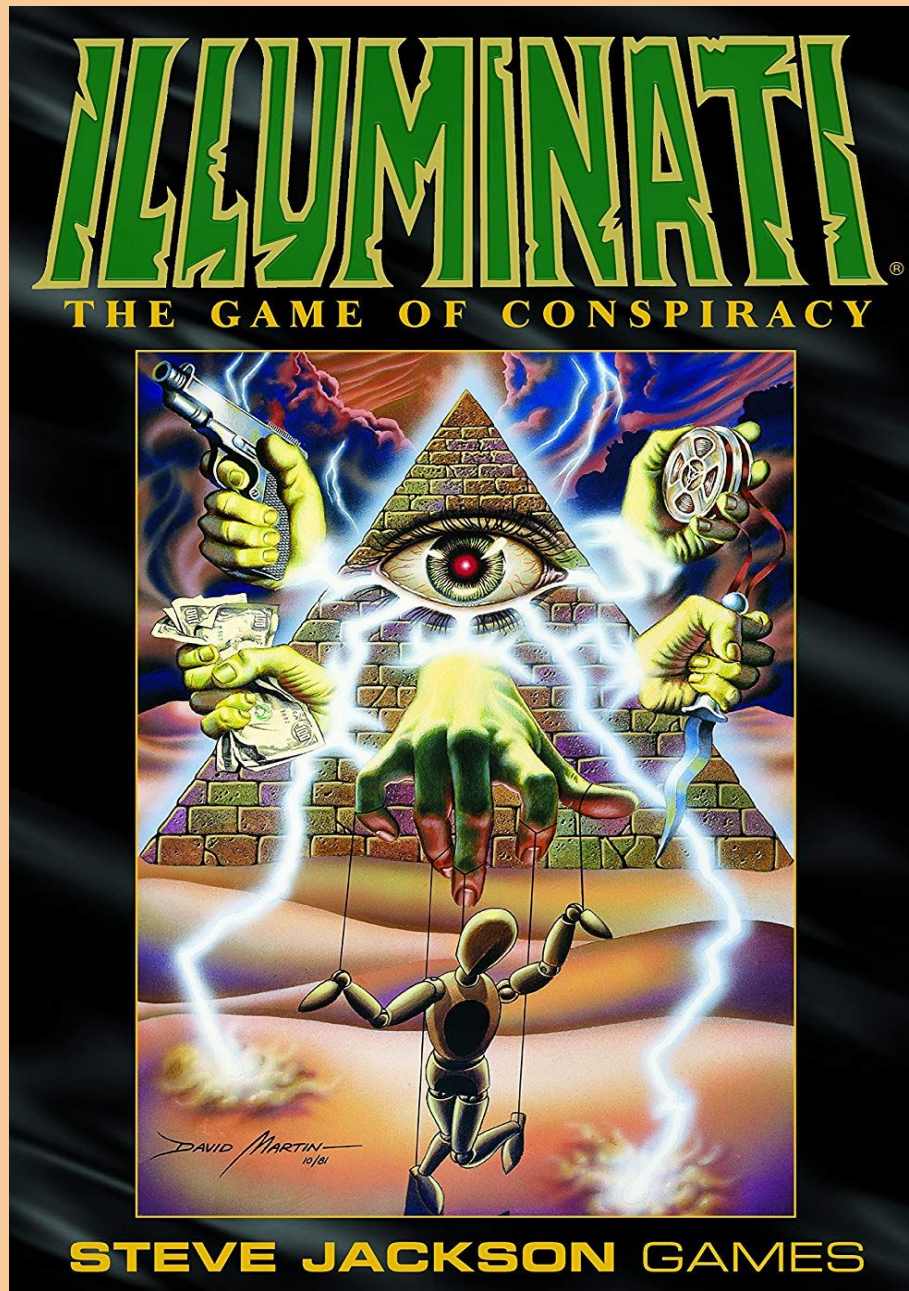


# Illuminati

## User Manual



TEAM ARK

# User's Manual

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## **1.0 General Information**

### **1.1 What is Illuminati?**

Illuminati is an interactive card game where a player can control multiple groups, attack other players, and form Alliances to win the game. This is a digital representation of the original Illuminati card game, intended to deliver the same excitement and fun the original game has. All rules are cards in this digital representation are the same as the original!

### **1.2 Using this Manual**

This manual consists of 5 different sections: (1) General Information, (2) System Summary, (3)Getting Started, (4) Understanding the game, and (5) Exiting.

General Information explains the significance of the original game as well as this very section. System Summary will explain the configuration, access to the game, and contingencies while playing. Getting Started will help you install Illuminati and explore the game menu. Understanding the game is very in-depth and will teach every rule of the game to you! Exiting the game will teach how to exit the application!

## **2.0 System Summary**

### **2.1 System Configuration**

Illuminati by ARK operates on windows based OS devices with IntelliJ Software installed. It is compatible with windows systems 2005 and higher. This application does not require internet access. The only requirements are working monitors, keyboards, and a mouse to be able to play the game. Illuminati can be played immediately without any further system configuration.

### **2.2 User Access Levels**

Everyone can use the application and play against each other.

### **2.3 Contingencies**

In the case there are power outages or system crashes, the game will close ad a new session will have to be started. No memory is saved in this Illuminati Game. You play until you don't want to.

## 3.0 Getting Started

### 3.1 Installation of the Application

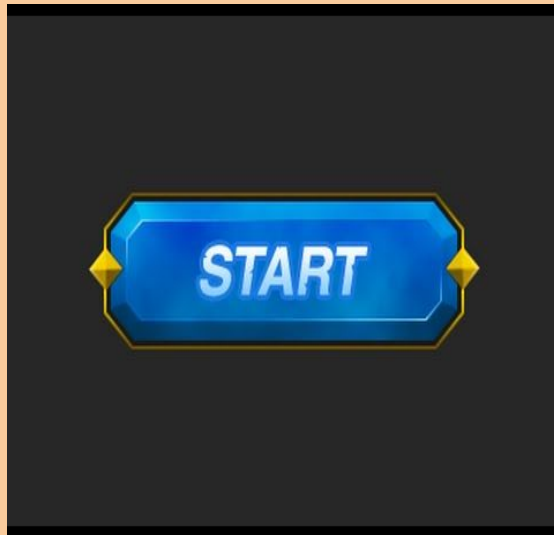
Click on the Illuminati Game to open the application. The Icon should look like the words “ILLUMINATI”. Once you have clicked on it, you will move onto 3.2 You are now at the main menu to start the game.

### 3.2 Game Menu

You are now at the Main menu to start the game. Click on the “start” button. The application will now set up a game for you and you can begin playing!

### 3.3 In Game Screen Buttons

By now you should already know how to use the game buttons! You used them when you started the application. All it takes to use the buttons in this game is to click on the object/actions you want! Easy right?!



## 4.0 Understanding the Game

### 4.1 Beginning of the Game

Remove the eight Illuminati cards from the deck; they have dark backs to make them easy to find. Place them face-down on the table. Each player draws an Illuminati card, places it face-up before him, and draws its indicated Income from the bank, placing it on the card. Leftover Illuminati cards are not used for the remainder of the game.

Shuffle the remaining cards (including Specials) and place them face-down in the center of the table.

Turn four cards face-up and place them in the center of the table. (If any Special cards are turned over, bury them in the deck and turn over new Group cards to replace them.) These four Groups are the original “uncontrolled Groups.”

Each player rolls two dice; the player with the highest roll plays first. He follows the Sequence of Play, below: he starts by collecting more income for his Illuminati Group, turning over one card, and then (probably) trying to take over an uncontrolled Group with his Illuminati. And the race for world control is on!

### 4.2 Sequence of Play

Play proceeds in turns. On his turn, a player does the following:

1. *Collect Income.* For each Group that has an Income, draw that income from the bank. Put the money directly on that card (the Group treasury). *Hint:* The game will go faster if players count up their Income before their turn starts, and have it read *beside* each Group card. Money should not be placed on the card until that player’s turn actually begins. A player may stack his money so only the top one can be seen or spread them out to flaunt his wealth.
2. *Draw a card.* If the card is a Group, it is placed face-up in the center of the table, with the other uncontrolled Groups.
3. Take two actions.
4. Take any “free actions.” Free actions do not count against the two actions a player is allowed during each turn. Free actions may be taken before, between, or after a player’s regular two actions.
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.
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.

### 4.3 Alignment

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

### 4.4 Power

The Power number shown on the card is a measure of its 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). A card with no Power cannot attack. A few Groups have transferable power only (Power 0/1, for instance). This means they cannot attack, but can help *another* Group attack.

### 4.5 Resistance

This 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.

### 4.6 Income

Money is measured in Megabucks (MB). At the beginning of your turn, each Group you control collects the amount listed on its card. This income is placed directly on that card, becoming part of the Group’s treasury. If a card has no Income, it gets no money. Uncontrolled Groups get no Income. Two cards have a special Income. The IRS gets its Income by taxing each of the other players 2 MB on the owning player’s turn. The Post Office costs 1 MB per turn to control (paid by their master or their Illuminati).



#### 4.7 Special Ability

All Illuminati, and some other Groups, have “special abilities” shown on their cards. There are two kinds of special abilities.

*“Any attempt” abilities* give an extra power to the *holder* of the card. Any attempt by that *player* to do that thing, regardless of which Group tries it, will receive the indicated bonus. For instance, if you control the Cycle Gangs, any attempt you make to destroy another Group *with any of your Groups* will get a +2 bonus. This ability comes to you as soon as you take over the Cycle Gangs, and is lost as soon as you lose them. A Group may give a bonus on “any attempt to control,” even if it has no outgoing arrows.

*Other abilities* apply only to the card itself. For instance, the Mafia have a +3 to control any Criminal card. This means you get a 3-point bonus when trying to take over a Criminal Group *with the Mafia*. If you try to take over a Criminal Group with another card, the fact that you hold the Mafia makes no difference. Note, though, that a special bonus like this is *in addition to* any regular bonus a Group gets for alignment. The Mafia would also have a +4 bonus to control other Criminal cards because its own alignment is Criminal (see p. 5). Thus, it would have a total of +7 for control of other Criminal cards!

For oddball special abilities like that of the IRS, follow the instructions on the card.

#### 4.8 Actions

There are three types of actions: an *attack*, a *money transfer*, and *moving a Group*. Each action must be completed before beginning another. A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions *cannot* be saved for later turns.

#### 4.9 Attack

This attack may be made against any other Group in play except another Illuminati or a Group you *already* control. The attacking Group must have at least one outward-pointing arrow free. If a Group has no open outward-pointing arrow (either because all are being used or some are blocked), it cannot attempt to control another Group.

To attack, the player announces which Group is attacking, which one is being attacked, and the type of attack. (Example: “The KKK, assisted by the CIA, will attempt to control the Yuppies.”)

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. *Example:* If a Power of 6 attacks a Resistance of 2, it can succeed only on a roll of 4 or



less. If a Power of 10 attacked that same Resistance of 2, it would succeed on an 8 or less, giving it a much better chance.

The most important actions in *Illuminati* are attacks. In an attack, a Group uses its Power, and probably its money, 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.

#### **4.9.1 Attack to Control**

This attack may be made against any other Group in play except another Illuminati or a Group you already control. The attacking Group must have at least one outward pointing arrow free. If a Group has no open outward-pointing arrow (either because all are being used or some are blocked), it cannot attempt to control another Group. To attack, the player announces which Group is attacking, which one is being attacked, and the type of attack. (Example: "The KKK, assisted by the CIA, will attempt to control the Yuppies.") 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. Example: If a Power of 6 attacks a Resistance of 2, it can succeed only on a roll of 4 or less.

#### **4.9.2 Attack to Neutralize**

This is identical to an "Attack to Control" except:

1. The target must be a Group that is already controlled by another player.
2. The attacker gains an additional +6 bonus.
3. The attacker does not need an open control arrow.
4. If the attack succeeds, the target group and any subordinates are placed in the uncontrolled area. All their money is returned to the bank.

#### **4.9.3 Attack to Destroy**

This is identical to 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. (Its closeness to its Illuminati, as shown on p. 5, still counts for defense.) A Group with no Power cannot be destroyed except by the Special card Whispering Campaign. The factors which keep powerless Groups from organizing enough to control other Groups also make them too diffuse to wipe out.
2. Groups with different philosophies destroy each other more easily. An Attack to Destroy gets a +4 bonus for every opposite alignment, and a -4 for every identical alignment.
3. A Group does not need an open control arrow in order to attempt destruction.

4. If the attack succeeds, the target Group goes to the “dead pile.” Its subordinate Groups are not destroyed, but become uncontrolled. It can be revived only by the Special card Media Campaign.
5. 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!

#### **4.10 Interference**

A player may interfere in an attack, either by helping the attacker or by opposing him. To do so, he announces who he will help, and then contributes money from his Illuminati treasury only. This money goes to the bank. It affects the needed die roll by 1 for each MB spent. An attacker may prevent Interference by declaring an Attack “Privileged.” To do this, he must discard any one Special card and call “Privilege!” when first declaring the attack. No one can interfere either for or against a Privileged Attack. The Bavarian Illuminati have the Special Ability to declare one attack per turn Privileged, at the cost of 5 MB payable from their Illuminati treasury. If that player wishes to use his Special Ability, he must declare the Privilege and pay the 5 MB when he first announces the attack. Privilege may be abolished by use of the Special card Deep Agent, or by discarding two Special cards (see p. 8). If the Privilege is abolished, it cannot be reinstated on that attack.

#### **4.11 Calling off an Attack**

After a player announces an attack, he can change his mind and call it off – until he puts some money down. Once he actually takes money from his treasury and puts it in the bank, the attack is committed. It must be played out, and it does count as an action. If the attacker spends no money, the attack is committed when another player spends money (either for or against him) or when the attacker rolls the dice.

#### **4.12 Free Actions**

Some things may be done during the “action” part of the turn without counting as “actions.” These include:

Dropping Groups

- removing a Group from your Power

Structure and returning it to the uncontrolled area. (Its puppets must also become uncontrolled.)

Aiding an attack

- using Transferable Power to assist another Group. This

counts as part of the attack being aided.

Giving away a Special card or money

- this may be done at any time, not just during your turn. Money may be transferred only between Illuminati treasuries when it goes to another player.

Using a Special card– follow the instructions on the card. (Exception: Using the Bribery card is a regular action.)

#### **4.13 Transferring Money**

A Group may, as an action, transfer any of its money to an adjacent Group – either its master, or a puppet. A player may make two money transfers as part of his turn (Sequence of Play, p. 2). But if necessary, he 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.

#### **4.14 Gifts and Trades**

Groups, special cards, and money may be transferred between players: traded, sold (that is, traded for money) or given away. Cash or special cards may be transferred any time (except when a privileged attack is under way). This does not count as an action. When cash is transferred, it must come from an Illuminati card and go to another one. Other Groups cannot give their money to another player, or receive money from another player.

#### **4.15 Transferring Groups**

Groups may only be transferred if it is the turn of one of the players involved. On your turn, you may give a Group away (even if you get nothing in return), sell or trade it, or trade something (cash, cards or Groups) 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!

You may only *give* a Group away with the permission of the player who receives it. When a Group is transferred to another player, its puppets (if any) must go with it, along with all treasuries involved. The player receiving the Group must immediately fit it, and its puppets, into his power structure, exactly as for moved or captured Groups – see above. If overlaps cannot be avoided, the player must eliminate them by choosing one or more overlapping card, new or old, to become uncontrolled.

#### 4.16 Special Cards

The *Special* Goal is another way a player can win. This is different for each player, representing a specific goal or aim of that particular Illuminati. A player wins if he meets his Special Goal at the end of any turn. All the Goals are listed on the back page, for easy reference. Each of these cards gives an advantage to the player who draws it. They may be kept face-down or shown, as the player wishes – but he must keep them spread so other players can see how many specials he has. Special cards may be traded, sold, or given away at any time; this is a free action. Each Special may be used only once. Some may be used at any time; others have restrictions, stated on the card. Playing a Special is not an action unless the card says it is. After a card is used, it is discarded.

#### 4.17 Eliminating a Player

A player is eliminated if, at any time after his third turn, he controls no Groups except his Illuminati. His money goes to the bank. *Exception:* If the Servants of Cthulhu destroy their own last Group, and in doing so, achieve their Special Goal (eight Groups destroyed), they are not destroyed themselves . . . they win!

#### 4.18 Throwing the Game

No player may simply “throw” the game to another by giving them enough Groups, money, etc. to let them win. A trade that lets *both* players win is perfectly legal. It is also legal to trade with another player at the beginning of your turn and *then* surprise everyone, including the person you traded with, by revealing a special card or pulling off an unexpected attack.

This prohibition requires a certain amount of interpretation and honor among players. The intent is just to keep any one player from, for whatever reason, giving away the game in one fell swoop. A losing player cannot necessarily just decide who will win. (On the other hand, by attacking someone, they may very well decide who *loses*.)

#### 4.19 Winning the Game

The game ends when, at the end of a turn (his own or someone else's) a player meets one of his Goals. If two or more players both meet their Goals at the same time, they share the victory, dividing the world between them.

The Basic Goal is the same for all players: to control a certain number of Groups. This number depends on the number of players at the beginning of the game. If a player leaves or is eliminated, the number of Groups required to win (see p. 16) does not change. The Special Goal is another way a player can win. This is different for each player, representing a specific goal or aim of that particular Illuminati. A player wins if he meets

his Special Goal at the end of any turn. All the Goals are listed on the back page, for easy reference.

#### **4.20 Cheating**

Some fiendish people think Illuminati is even more fun when nothing – not even the bank – is sacred. In this variant of the game, most forms of cheating are permitted.

Exceptions:

1. You may not tip over the table or disarrange opposing Power Structures.
  2. You may not bring in counterfeit money, or money from other sets.
  3. You may not cheat on the amount of money drawn from the bank during setup or the Income phase. (This would slow things down too much.)
- Anything else goes. Anyone caught in the act must undo that cheat. There is no other penalty.

Suggested methods for cheating include:

1. Accidentally misread the dice.
2. Steal from the bank (other than during the Income phase).
3. Lie about the amount of Power or Resistance your Groups have.
4. Stack the deck, or peek ahead.
5. If anyone leaves the table, anything goes!

#### **4.21 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.

#### 4.22 Negotiations

Deals can be made either openly or secretly. Some possible deals include:

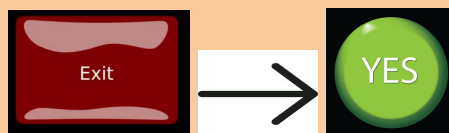
1. The player who controls the IRS agrees to forego another's taxes in exchange for a promise from that player not to attack him.
2. One player sees that another will achieve her Goal at the end of the turn if he does not interfere. He might agree not to interfere in exchange for a gift that will also satisfy his own Goals, thereby sharing the victory.
3. A player threatens to destroy one of your Groups. You think he can. You might try bribing him (in this case bribery is treated as a gift) to get him to attack someone else instead.
4. Two players agree to cooperate throughout the game so that they both achieve their Goals at the same time – of course, one may stab the other in the back!
5. A player offers money to anybody who will attack his particular foe.
6. Two or more players form a coalition to bring down a rival who is getting too near victory.

The possibilities are limited only by your own duplicity.

Remember, though, that money may be exchanged only between Illuminati treasuries.

#### 5.0 Exiting

To exit the game, click on the “exit” button in the right hand corner. A question will pop-up: “Do you want to exit the application”. Click on the Yes button on the bottom left to exit. Otherwise, click on the No Button to go back to playing the game.



#### 6.0 Credits

Many thanks to Team ARK. Thank you to Steve Jackson for the original Game manual which was used to construct this one. Many of the rules are the exact same to maintain the original intent of the game! Also, thank you to our shareholders, Yash and Professor Giacalone.

