

## INDEX

Basic Rules.....	2
Beginning the Game.....	2
Turn Sequence .....	2
“Any Time” Moves.....	3
Action Tokens .....	3
Illuminati Action Tokens .....	3
Power Structures .....	4
In Play vs. Just Played.....	4
The Cards .....	4
Discards .....	4
Plot Cards.....	4
Group Cards.....	5
Resource Cards .....	7
Attacks .....	7
Attack to Control.....	8
Automatic Failure .....	8
Alignments.....	8
Attributes .....	8
Aiding or Opposing Attacks ..	8
Global Power .....	8
Using Plots and Abilities .....	9
Resistance to Control .....	9
Resolving the Attack.....	9
Whoops!.....	10
Results of Attack to Control.	10
Attack to Destroy .....	10
Hidden Agents .....	10
Limits on Attacks .....	11
Privileged Attacks.....	11
Immunity .....	11
Secret Groups.....	11
Instant Attacks .....	11
Assassinations.....	12
Disasters.....	12
Devastation and Relief.....	12
Moving Groups .....	12
Gifts and Trades .....	12
Timing.....	13
Throwing Away Cards.....	13
Speed Play.....	13
Evil Schemes.....	13
New World Order Cards .....	13
Duplicate Cards.....	13
Links .....	14
Moving Links.....	14
Illegal Links .....	14
The Cards Remember... ..	15
Cancellations, Illegal Actions, & Other Surprises .....	15
The Endgame .....	15
Eliminating a Player.....	15
Winning the Game .....	16
Strategy .....	16
The Perfect Deck.....	17
Balanced Power Structures ...	17
Threats and Negotiation .....	17
Two-Player Rules .....	17
Meta-Rules.....	17
Glossary of Terms.....	18
Game Support .....	19
Rules Update .....	19
Cards Update.....	20

# ILLUMINATI

## New World Order™

Game Design  
by  
Steve Jackson

### World Domination Handbook Version 1.2 — January 2002

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Card back designs by Derek Percy, from a painting by David Martin.  
Graphic design by Derek Percy and Jeff Koke (cards), Monica Stephens (rules).  
Card illustrations by Dan Smith, Shea Ryan, and John Kovalic.  
UFOs design by Bill Barker.  
Additional card art by Rick Harris, Ruth Thompson and Gary Washington.  
Cards colored by Derek Percy, Jeff Koke and Rick Martin.

Playtesters and Rules Readers: Lots of people, but especially Mike Ford, Monica Stephens, Scott Haring, Jim McCoy, Jim Oldland, Lillian Butler, ORC, and the Online Illuminati...

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### The World Is Stranger Than You Think...

Everything that you read in the tabloids is true. The telephone company is controlled by the Moonies. The Congressional Wives have taken over the Pentagon. The Druids are casting spells to destroy the IRS. Hitler is still alive... or at least his brain is, in a jar... and you wouldn't believe where it's hidden. Mad scientists are building Orbital Mind Control Lasers... aimed at you!

You've always known it. Secret conspiracies are everywhere. They're out to get you — unless you get them first.

Now you are one of the Illuminati, the “secret masters” competing to take over the world. World leaders, multinational corporations, and entire nations are merely your pawns. The outcome is never certain until the final double-cross...

### What's in the Mysterious Little Box?

This is a game for 2 to 6 players. The *Illuminati: New World Order (INWO)* starter set includes this rulebook and two boxes of 55 cards. You can get Booster Packs and boxed sets of cards to add to your collection.

You'll need two 6-sided dice. Each player also needs about 15 “Action tokens” (glass pebbles are good) and a few pairs of distinctive markers for “links.” And, of course, the drive and cunning to walk over your friends in your quest for world domination.

### The World Is At Your Feet...

*INWO* can be played two ways:

*Head-to-head, with two players:* It's all in who builds the best deck, makes the best plan, and takes best advantage of circumstances. Go for the throat! A two-player game takes 30 minutes to an hour (see *Two-Player Rules*, p. 17).

*In a group, with three to six players:* Diplomacy, negotiation and guile are vital. And be ready to defend against all your foes when you get close to winning. Length of the game depends on how much time you spend negotiating before you attack; typically, the game takes 20-30 minutes per player.

### Object of the Game

The object of *Illuminati* is to control the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you will add other Groups to your Power Structure, and perhaps take Groups away from rival Power Structures. You can use Plot cards to advance your own position or harass your foes.

You may win by controlling enough Groups, or by fulfilling the special goal of your own Illuminati, or by meeting the objectives on a Goal card. Or, of course, by destroying all of your foes!

## BASIC RULES

### Beginning the Game

(1) Each player must have his own 45-card (including your Illuminati) *INWO* deck. The relative number of Plot cards (cards with a hand on the back) and Group cards (cards with a puppet on the back) in your deck is up to you; typically, a strong deck will have 12-20 Group cards and 24-32 Plot cards. Designing a strong deck, with cards that enhance each other's strengths and cover for each other's weaknesses, will help you win.

(2) Each player divides his cards into a Plot deck and a Group deck. The Plot deck will include Plots (cards with blue backgrounds or blue title text) and possibly extra Illuminati cards (cards with black backgrounds and four outgoing control arrows). The Group deck will include Groups (cards with red backgrounds or red title text) and usually Resources (cards with purple backgrounds or purple title text).

(3) Each player puts his starting Illuminati card on the table face down. Once everyone's Illuminati card is on the table, flip them face up. *Note:* In some games, more than one player has the same type of Illuminati... which means they represent different factions of the same conspiracy (see *Duplicate Cards*, p. 14).

(4) Each player shuffles his Plot deck and draws three Plot cards for his starting hand. You may look at your cards, but you cannot play any of them until the game actually begins. These are your first "hidden Plots."

(5) Each player selects one Group from his deck as a "lead" — the first puppet of his Illuminati. Each player puts his lead on the table face down. Once everyone has a card on the table, flip them face up. If two or more players chose the same lead Group, put the duplicates aside. Those players select new lead Groups that do not duplicate any that have already been chosen. Continue until everyone has a lead Group (or runs out of Groups). Each player puts his lead Group on one of his Illuminati control arrows (see *Control Arrows*, p. 6). You may not lead with a Resource — it must be a Group!

(6) Each player shuffles his Group deck and draws six Group cards (or the entire deck, whichever is less) for his starting hand. Any duplicates that were put aside in the previous step are shuffled back into the owner's deck *after* he draws his starting hand. From now on, you may not look at, or trade, any of your undrawn cards — just the ones in your hand.

(7) Each player rolls two dice. The one with the highest roll goes first.

*At the beginning of the game, you may not do anything to a rival who has not yet completed his first turn!* You may not interfere with their attacks or target them with any card (however, you may play cards that affect *all* players, such as New World Order cards. The abilities of your Groups and Resources (even ones that work all the

time at no cost) do not affect a rival who has not finished his first turn.

*Exception:* If someone attacks you during his first turn, you are free to respond against that player in any way you can.

### Turn Sequence

Each turn has the following steps:

#### Beginning of Turn

During this portion of your turn, you may only use Action tokens to buy Plot cards, to power Plots or special abilities that directly affect one of the Beginning of Turn phases listed below, or in response to some other Plot, special ability, or action. Plots and special abilities that do not require an Action token are not affected by this restriction.

(1) *Draw the top card from your Plot deck*, if you wish. At the same time, you may exchange Action tokens on your Groups for additional Plot card draws (see "*Any Time*" Moves, p. 3).

(2) *Draw the top card from your Group deck*, if you wish.

(3) *Make one automatic takeover*, if you wish. Choose any Group or Resource from your hand. You bring it into play automatically — no die roll is required.

If you choose a Group, place it so its incoming control arrow aligns with an outgoing control arrow in your Power Structure, without overlapping any other Group (see *Control Arrows*, p. 6). You may not duplicate a Group already in play unless a card specifically allows it.

If you choose a Resource, put it beside your Power Structure. You may not duplicate a Unique Resource already in play unless a card specifically allows it.

(4) *Place an Action token on each of your Groups* that doesn't already have one (see *Action Tokens*, p. 3). Some Resources (the ones that have the word "Action" at the bottom) also get Action tokens.

#### Main Phase

(5) *Attempt attacks or other Main Phase actions.* During the Main Phase of your turn, you may perform these actions as many times as you like (except the ones that say "once per turn"), in any order:

- *Attack to control or destroy a Group:* This uses an action from the attacking Group. (See *Attacks*, p. 7)

- *Move a Group to a different control arrow:* You may spend an action to move a Group during the Main Phase of your own turn. A Group can be moved to another player's Power Structure during the Main Phase of either player's turn, if both players agree and one of them pays the Action token cost. (See *Moving Groups*, p. 12)

- *Create or move links:* Some special abilities work with specific "linked" cards. (See *Links*, p. 14)

- *Give or trade away a Resource you have in play:* You may give a rival one of your Resources during the Main Phase of either of your turns, as long as you have

not used the Resource earlier in the turn. The Resource is then linked to the recipient's Illuminati; he can re-link it during the Main Phase of his turn. (See *Gifts and Trades*, p. 12)

- *Play a Resource*: Once per turn, you may spend an Illuminati action to bring a Resource from your hand into play.

- *Trade an Illuminati action for a Group card*: Once per turn, you may spend an Illuminati action to draw a Group card from your deck.

### **End of Turn**

(6) *Use Plots or special abilities* that happen “at the end of your turn” (such as the *Bermuda Triangle's* special ability).

(7) *Knock*. Rap on the table to alert the other players that you're finished. An evil laugh is appropriate here.

At this time, any player(s) (including the one who just knocked) who has achieved one of his Goals may declare victory. If someone declares victory, any player may use Plots or special abilities to thwart or secure the victory. Action tokens may be used to buy more Plot cards or to power Plots and special abilities. However, nobody can make an attack (it's not the Main Phase of anybody's turn) unless a Plot or special ability allows it.

If one player declares victory and is not thwarted, he wins! If two or more players declare victory and are not thwarted, they share a victory... unless they are factions of the same Illuminati (see *Winning the Game*, p. 16).

If no one wins, the current turn ends and the next player to the left starts his turn. Play continues counterclockwise until a player or coalition of players wins.

*Note*: If any Plot or special ability says that your turn ends “immediately,” skip the rest of the turn sequence — the current turn ends and the next player starts his turn. Yes, this means that no one can win during the turn that was cut short!

### **“Any Time” Moves**

You may do the following things during any part of your turn, or even during somebody else's turn, unless a rule or card text prevents it:

- *Trade Action tokens for Plot cards*: At any time, you may exchange one Action token from your Illuminati or two Action tokens from your other Groups for one Plot card drawn from your deck. This does not count as an “action” by the Group(s) that provide the tokens, and your rivals cannot use action-canceling Plots or abilities to prevent it.

- *Use a special ability of one of your Groups or Resources*: Some abilities can be used at any time; others are limited to certain times or circumstances. Read the card text to see how its special ability works, when you may use it, and what costs (actions, discards, etc) you must pay.

- *Play a Plot card*: As with special abilities, read the card text to see how the Plot works, when you may use it, and what costs you must pay.

- *Discard any card from your hand or return a Plot card to your deck*: You may voluntarily get rid of cards. If you have too many Plot cards (see *Limits on Plot Cards*, p. 5) or Goals (see *Winning the Game*, p. 16) in your hand, you must immediately get rid of the excess. (See *Discards*, p. 4 and *Returning Plots to Your Deck*, p. 5)

- *Give away or trade cards from your hand*: You can give gifts or make trades as part of your negotiation strategy. (See *Gifts and Trades*, p. 12)

- *Aid or oppose an attack*: Whenever a player (you or somebody else) makes an attack, you may aid or oppose it unless something prevents you from getting involved, such as *Privilege*. (See *Aiding or Opposing Attacks*, p. 8)

It's usually wise to avoid using up all your Plots and Action tokens during your turn, so you'll have some available to defend yourself or meddle with your rivals' plans. If you don't use up your Action tokens before your turn comes around again, you can trade them in for Plot cards just before you get new Action tokens (but keep in mind that you may be vulnerable to certain attacks, such as the *Giant Kudzu*...)

## **ACTION TOKENS**

Each of your Groups that has no Action token gets one at the beginning of your turn. Some Plots and special abilities allow a Group to get extra Action tokens, or to get another Action token even though it already has one.

Some Resources (the ones that say “Action” on the bottom) also get Action tokens. These Action tokens are replenished just like the ones on Groups (i.e. one for each of these Resources that doesn't already have one). Note that Action tokens from Resources cannot be exchanged for Plot cards.

A Group cannot get Action tokens if its Power is reduced to 0 (however, Groups that start with printed Power 0 get Action tokens normally).

A Group spends an Action token when it makes an attack or when it aids or opposes another Group's attack. In some cases, a Group or Resource spends an Action token when it uses a special ability or powers a Plot card — follow the instructions on the cards. Thus, a Group can only do one of these things each turn, unless it somehow gets an extra Action token.

You may remove an Action token from a Group or Resource you control, if for some reason you want to.

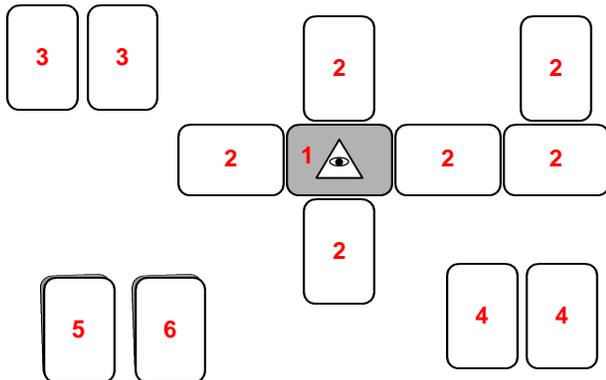
### **Illuminati Action Tokens**

The Action token(s) on your Illuminati are especially useful, even aside from their raw Power. Spend them wisely. There are some powerful Plots and special abilities that require an Illuminati action to use. During the Main Phase of your turn, an Illuminati action can

allow you to take over a Resource or draw an extra Group card.

## POWER STRUCTURES

As play develops, your holdings might look like this:



Your Illuminati card (1) is in front of you. Connected to it are the Groups that make up the rest of your Power Structure (2). Beside it are your Resources (3) and any exposed Plots, face up (4). Your Plot and Group decks (5, 6) are ready for your next draws. Your discards are off to the side, face up.

You will also be holding a hand of Group, Resource, and Plot cards. Some of the Plot cards may be “exposed” and face-up on the table in front of you.

Once a Group is in your Power Structure, it stays until something removes it. You may not simply discard it (for instance, you cannot dump Peaceful Groups to prevent *Shangri-La* from winning).

### In Play vs. Just Played

A Group or Resource is “in play” if it is controlled by a player. A Plot is “in play” if it is left on the table to mark an ongoing effect, such as a New World Order (p. 13), or is linked to some Group or Resource in play.

While a player attempts to control a Group from his hand, the Group he just played is not considered to be in play until he successfully takes control of it. Plots and special abilities that affect Groups “in play” do not affect Groups that were just played from the owner’s hand. However, other players may interfere in the owner’s attack to control the just-played Group (see *Aiding or Opposing Attacks*, p. 8).

Note that if the owner fails to control a Group played from his hand and discards it, that Group was never in play. Another copy of that Group card may be played later by any player.

## THE CARDS

There are three basic types of cards in *INWO*: Plots, Groups, and Resources. Illuminati are a special kind of Group.

Many cards allow exceptions to the usual rules! *The instructions on a card always take precedence over this rulebook, except for the Meta-Rules* (p. 17). See the

*Glossary* (p. 18) for a list of terms used in defining the effects of various cards.

### Discards

Discarded cards go face-up (unless a card says to discard cards face-down or without looking at them). Other players may have the ability to “scavenge” from your discards (including face-down ones).

When a card is discarded, it is permanently removed from play unless a Plot or special ability is immediately used to recover it.

You may discard any card in your hand at any time, except in the middle of a multiple-card draw or immediately after someone attempts to look at or steal your cards.

### Plot Cards

Plot cards represent Illuminated plots... the secret maneuvers and dirty tricks used in world domination.

When a Plot card is played, it is kept on the table for the duration of its effect and then discarded. For instance, Plot cards that affect an attack are discarded after the attack is resolved. Linked Plots (p. 14) and New World Order cards (p. 13) remain on the table indefinitely, unless something removes them from play.

Some Plots can be used at any time; others can only be used at certain times or in response to certain events. Some Plots work automatically; others require a die roll. Some require you to spend Action tokens or discard cards; others are free. Follow the directions on the card.

You may not play a Plot card immediately after someone attempts to look at or steal your Plot cards just to get it out of reach. However, you may play a Plot card to counter the attempt.

Unless the card says otherwise, all costs to play a Plot card must be provided by the player who used it.

### How to Get Plot Cards

At the beginning of your turn, you may draw a Plot card from the top of your deck. At any time, you may draw additional Plot cards by exchanging one Illuminati Action token or two Action tokens from other Groups for each Plot draw.

Some Plots and special abilities let you draw more cards, choose cards from out of your Plot deck, or steal cards from rivals. You are never required to draw cards, and there is no penalty for running out of cards in your deck.

### Types of Plots

Most Plots are one of a kind — read the card and follow the instructions. Some Plots fall into special families:

**+10 Plots:** A Plot which gives a Group a +10 Power or Resistance bonus may be used either to boost the Power of the Group’s action or to defend the Group against an attack. If used to boost an action, the +10 bonus lasts only until that action is resolved. If used for defense, the +10 bonus lasts until the end of the turn and

counts only for defense. In either case, the +10 bonus does not count for any Goal.

**Attribute Freeze:** An Attribute Freeze can be used to prevent all Groups with a certain attribute from acting (except to defend itself against an attack) for the rest of the turn, or to cancel a single action by a Group with that attribute.

**Paralyze:** A paralyzed Group cannot spend Action tokens and cannot use any special ability or linked Resource (even ones that normally work all the time at no cost). Control of a paralyzed Group does not count for any Goal. Puppets of a paralyzed Group are not affected; however, the paralyzed Group cannot be given any new puppets.

**Power Increase:** A Power-increasing Plot is linked to a Group of a certain type to increase its Power to the value stated on the card. They have no effect on a Group that already has Power greater than or equal to the stated value.

**Zap:** A Zap produces its effect on an entire Power Structure until it is removed. Any player may spend an Illuminati action at any time to remove all Zaps from one player (himself or somebody else).

### Hidden and Exposed Plots

When you draw a Plot card, it normally goes into your hand, hidden from your rivals. However, some Plots and special abilities cause Plot cards to become *exposed*. This reveals them to all your rivals, and also makes them vulnerable to certain Plots or special abilities that allow rivals to steal or discard them!

You may voluntarily expose your Plot cards, if for some reason you want to.

When one of your Plots is exposed, turn it face-up in front of you. It stays exposed until it's played, returned to your deck, stolen, discarded, or hidden again using a Plot or special ability.

You may show a hidden Plot to individual rivals, and then keep it hidden. They can tell others what they saw, of course. Or they can lie.

You must always show *how many* hidden Plots you have, if someone asks.

### Limits on Plot Cards

When it is not your turn, you may hold up to 5 Plot cards in your hand. Both hidden and exposed Plots count against your limit. Some cards increase this limit or let you hold Plot cards without counting them against this limit. If you have too many Plot cards in your hand, you must *immediately* get rid of the excess by playing them, giving or trading them away, discarding them, or returning them to your deck!

Note that some Plot cards stay on the table when played, as a marker for a continuing effect. After you've played them, they are no longer in your hand and do not count against your limit.

This limit applies only to Plot cards and only when it is not your turn. You may hold any number of Plot cards

during your turn, and you may hold any number of Group and Resource cards at any time.

### Returning Plots to Your Deck

You may return a Plot to your deck if you have too many in your hand (or if you just want to get it out of your hand). You can put it on the top, the bottom, or anywhere in the middle, depending on how soon you plan to draw it again!

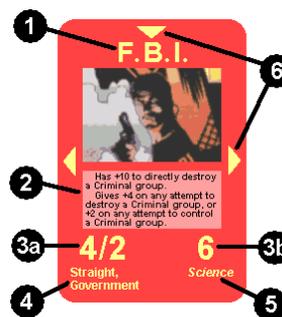
You may do this at any time, except in the middle of a multiple-card draw or immediately after someone uses a Plot or ability that lets them see or steal Plots from either your hand or your deck.

This applies only to Plot cards — you may not return Group or Resource cards to your deck.

### Group Cards

Groups are the cards that make up your Power Structure. Typically, a Group card represents the leadership of the group, or the secret cabal that controls it. For instance, the *Dentists* card does not represent all dentists... just the secret leaders of the dentists' conspiracy.

The Group's name (1) is at the top. The main text box (2) describes the Group and its special abilities. The large numbers near the bottom are its Power (3a) and Resistance (3b). At the bottom left are its Alignments (4), if any. At the bottom right are its Attributes (5), if any. At the edges are its control arrows (6).



### How to Get Group Cards

At the beginning of your turn, you may draw a Group card from the top of your deck. Once per turn during the Main Phase of your turn, you may spend an Action token from your Illuminati to draw a Group card.

Some Plots and special abilities let you draw more cards, choose cards from out of your Group deck, or steal cards from rivals. You are never required to draw cards, and there is no penalty for running out of cards in your deck.

### Bringing Groups Into Play

You may use your automatic takeover to take over a Group from your hand and put it into your Power Structure.

During the Main Phase of your turn, you may attack to control Groups from your hand (see *Attack to Control*, p. 8). If you succeed, you take over the target Group. You may do this several times each turn, as long as you have actions available.

Some Plots and special abilities allow you to take over a Group from your hand without having to attack or make a die roll.

Once a Group is in play, you may not bring another copy of the same Group into play unless some card specifically permits it! (Illuminati Groups are an exception; multiple copies of the same Illuminati can be in play as rival factions.)

### **Types of Groups**

There are four types of Groups:

**Illuminati:** These are the Secret Masters. Each player has only one Illuminati Group, at the center of his Power Structure. These are black and have a horizontal design, rather than vertical. The backs show a hand (like Plots) rather than a puppet like the other Groups. This lets you hide extra Illuminati cards in your Plot deck, if you wish. (See *Duplicate Cards*, p. 14 for one reason to do this.)

**Places:** These represent the cabal that controls that place's government. Places are vulnerable to Disasters (see p. 12).

**Personalities:** These represent key individuals with their loyal henchmen and tools. Personalities are vulnerable to Assassinations (see p. 12).

**Organizations:** Most Groups are Organizations, not particularly associated with any place or personality.

### **Alignment**

There are ten different alignments. They are shown at the bottom left of Group cards. Some Groups have one alignment, some have several, and a few have none. It is easier for a Group to *control* Groups with identical alignments, and to *destroy* those of opposite alignments.

Meanings of the alignments in **INWO**:

**Government:** An arm of any government; its opposite is *Corporate*.

**Corporate:** A business or coalition of businesses; 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; Joe Sixpack; its opposite is *Weird*.

**Weird:** Peculiar, offbeat, not like the neighbors; its opposite is *Straight*.

**Criminal:** Extorting money from citizens through force, fraud or threat, and/or committing notorious crimes. It has no opposite.

**Fanatic:** Holding to a limited system of beliefs in defiance of all others. Any two *Fanatic* Groups are considered "opposite" to each other.

**Changing Alignments:** Some cards can change the alignments of Groups, either temporarily or permanently. These changes last even after the Group is destroyed

(yes, sometimes it matters) — permanent changes are still permanent; temporary changes still expire after their usual duration.

A Group can never have two alignments that are opposite; if it is Violent, for instance, and something makes it Peaceful, it is no longer Violent. Likewise, a Group cannot have "double alignments." If it is Violent and something happens to make it Violent again, there is no further effect.

### **Attributes**

Certain "attributes," in italic, may appear at the bottom right of a Group card. These define which cards are affected by certain Plots or special abilities. For instance, *Computer* is an attribute. A card that affects "all *Computer* Groups" affects only those Groups with *Computer* in the lower right.

Attributes have no automatic effect on each other. For instance, a *Computer* Group has no special bonus or penalty to attack another *Computer* Group unless some Plot or special ability says it does.

### **Power**

A Group's Power is a measure of its ability to dominate other Groups. Some Groups have two Power numbers — for example, 7/4. The first number is regular Power, which is used when the Group makes a direct attack on any other Group, or aids or opposes an attack on a Group with the appropriate alignment (see *Attacks*, p. 7). The second number is Global Power, which can be used to aid or oppose attacks regardless of alignments (see *Global Power*, p. 8).

When something changes a Group's Power, the new Power is effective for all purposes unless a card specifies otherwise. Note that temporary Power bonuses (from +10 Plot cards, for instance) don't count toward Goals.

A Group with a printed Power of 0 gets Action tokens unless its card says otherwise, but if a Group's Power is reduced to 0, it loses its Action token(s) and cannot get more until its Power is increased above 0. Power can never be reduced below 0.

If a Group's Power or Resistance has a \*, read the instructions on the card!

### **Resistance**

This is the Group's ability to resist domination. High Resistance makes a Group harder to take over... and easier to defend, once you control it.

Illuminati Groups have no Resistance, because they cannot be attacked directly.

### **Control Arrows**

Illuminati cards have four outgoing control arrows. Each of these can be used to control one Group.

Other Groups have one incoming control arrow, and 0 to 3 outgoing control arrows. When you take over a Group, put its incoming arrow next to an outgoing arrow of its master.



It does not matter if a card is upside-down or sideways, as long as the arrows line up properly and no Group overlaps any other Group.

### **Special Abilities**

Every Group has a special ability. Follow the directions on the card.

Unless the card says otherwise, all costs to use a special ability must be provided by the owner of the Group.

If a Group is destroyed, its special abilities immediately stop working.

### **Resource Cards**

Resource cards represent Illuminated secrets... hidden knowledge, magic artifacts, ultra-tech devices and other tools of world domination.

All Resources are linked to your Illuminati by default unless they are linked to another Group (see *Links*, p. 14). If a Group is captured, its linked Resources go with it. If a Group is destroyed, its linked Resources are also destroyed.

Some Resources have the word “Action” at the bottom, to show that they get Action tokens. They follow the same Action token rules that Groups do, but their Action tokens cannot be traded for Plot cards.

### **How to Get Resource Cards**

Resource cards have the same back design as Groups, and are drawn from the Group deck (see *How to Get Group Cards*, p. 5).

### **Bringing Resources Into Play**

You may use your automatic takeover to play a Resource from your hand.

Once per turn during the Main Phase of your turn, you may spend an Illuminati action to play a Resource from your hand.

Some Plots and special abilities allow you to play a Resource from your hand.

Resources have no control arrows, and don't go into your Power Structure. They are placed beside it.

### **Types of Resources**

Some Resources fall into certain types (listed at the bottom of the card). This determines which Resources are affected by certain Plots and special abilities.

*Artifact*: A particularly unusual object, usually with a long and secret history.

*Gadget*: A bizarre device beyond the ken of normal technology.

*Magic*: An item of mystical power. Any attack which uses a Group, Plot, or Resource identified as *Magic* is considered to be a *Magic* attack (some targets are immune to *Magic* attacks, and others can only be affected by *Magic* attacks.)

*Unique*: A Unique Resource is a one-of-a-kind item. Once a Unique Resource is brought into play, no further copies of that Resource may be played. If a Unique

Resource is destroyed, no more copies of that Resource may be played.

### **Special Abilities**

Every Resource provides a special ability. Follow the directions on the card.

Unless the card says otherwise, all costs to use a special ability must be provided by the owner of the Resource.

If a Resource is destroyed, its special abilities immediately stop working.

If a Resource is linked to a Group, it provides its special ability to that Group. In that case, the special abilities provided by that Resource may be nullified by Plots or special abilities that target the linked Group.

## **ATTACKS**

In an attack, a Group spends an Action token to attempt to *control* or *destroy* another Group. The success of the attack is determined by rolling two dice.

Attacks are normally made during the Main Phase of your turn. However, some Plot cards and special abilities allow you to make an attack at any time (see *Instant Attacks*, p. 11).

Illuminati Groups can attack, but cannot be attacked! The only way to destroy Illuminati is to take away all the Groups they control.

There is no normal way to attack a Resource, but some Plot cards and special abilities can affect them.

### **Announcing an Attack**

You may either pick a Group from your own hand to attack, or attack a Group in someone else's Power Structure.

You must announce which Group is attacking, the type of attack, and the target. (*Example*: “The KKK will attack to control the *TV Preachers*.”)

Any Group may attack any other Group, regardless of alignment. Alignment determines which Groups can *aid* or *oppose* the attack, but not which Group can *start* the attack. However, it's easier to capture a Group if the attacker has matching alignments.

### **Calling Off an Attack**

After you announce an attack, you can change your mind and call it off — until you play a Plot card, play an “agents” card (see *Hidden Agents*, p. 10), or remove an Action token from a Group. At that point, your attack is committed. You must use whatever cards and actions you have committed. Once the attack is committed, any cards or tokens your rivals play are also committed, unless you let them take something back.

If rivals use cards or actions to interfere, but you call off your attack before it's committed, they get their cards or actions back.

If you call off an attack on a card from your hand, return it to your hand.

Note that if an attack *requires* a Plot card (see *Instant Attacks*, p. 11) then you cannot call it off, because you played the Plot card at the moment you declared the attack.

### ***No Duplicates in the Same Attack!***

A Group that has two or more Action tokens may not use more than one in the same attack unless it's defending itself.

No player may use duplicates of the same Plot card in a single attack, or to defend against a single attack, even if the duplicate Plot cards are used to help two different Groups.

If an action or Plot is canceled (see p. 15), then it is treated as if it never happened — you may replace it with a duplicate if you have one available.

### **Attack to Control**

This is an attempt to take over a Group from your own hand... or to steal a Group from a rival.

To make an Attack to Control, your attacking Group must spend an Action token and have at least one control arrow open (no puppet there, and no other Group in the space where a puppet would go). If a Group has no open control arrow, it cannot try to control another Group.

The strength of the attack is the attacker's Power minus the defender's Resistance. You must roll that number or less on two dice. So roll low!

If you attack a Group from your own hand, you must still roll to control it, and other players may try to interfere.

*Example:* If a Group with a Power of 6 attacks a Group with a Resistance of 2, the attack strength is 4. If the attacking Group has a Power of 10, the attack strength is 8 — a much easier number to roll at or below on two dice.

### ***Automatic Failure***

A roll of 11 or 12 always means the attack failed, no matter how high the strength of the attack was.

### ***Alignments***

The alignments of the attacking and defending Groups are very important. Identical alignments make control easier; opposed alignments make it harder.

If the attacking and defending Groups have any *identical* alignments, the attack strength gets a +4 *bonus* for each one. If they have any *opposite* alignments, the attack strength gets a -4 *penalty* for each one. (Remember, any two Fanatic Groups are opposite to each other!)

*Example:* A Weird Fanatic Group is trying to control a Straight Fanatic Group. There are two sets of opposite alignments, so the attack has a -8 penalty! Maybe this attack is a bad idea...

### ***Attributes***

These words (in italics, in the bottom right corner) are not the same as alignments. They don't affect an attack unless a card specifically says they do.

### ***Aiding or Opposing Attacks***

Groups other than the attacker can participate in an attack, either to aid (add the Group's Power to the attack) or oppose (add the Group's Power to the defense). The aiding or opposing Group must spend an Action token, but does not need to have an open control arrow.

The target of the attack may spend an Action token to oppose the attack. The Power of an action spent by a Group to defend itself is doubled. If the action's Power is *already* doubled, it is tripled instead; if it's already tripled, it is quadrupled instead; and so on. If the target has more than one token, it can spend them all, and each one gets the bonus!

The attacker and defender can have their other Groups aid or oppose the attack (usually, the attacker will want to aid and the defender will want to oppose... but you can do the opposite if for some reason you want to). Players other than the attacker and defender can *interfere* in the attack by aiding or opposing it — unless the attack is Privileged (see p. 11). Time for some wheeling and dealing!

Alignment is important for determining which Groups can aid or oppose an attack. A Group can *aid* an Attack to Control if it has at least one alignment *identical* to the target. A Group can *oppose* an Attack to Control (that is, defend the target) if it has at least one alignment *identical* to the target, or if it is the target's *master* or *puppet*. As noted above, the target may defend itself, and gets a bonus when doing so.

However, aiding and opposing Groups do not get alignment bonuses and penalties. Those apply only to the Group that is leading the attack.

*Example:* *Russia* (Power 4, Violent, Government) makes an attack to control *W.I.T.C.H.* (Resistance 6, Fanatic, Weird, Violent). This attack has a +4 bonus because the attacker and defender are both Violent. The attack strength is  $4 - 6 + 4$ , or 2... not likely to succeed.

However, the *Pentagon* (Power 6, Straight, Violent, Government), the *Semiconscious Liberation Army* (Power 1, Weird, Liberal, Violent, Criminal), and the *American Autoduel Association* (Power 1, Violent, Weird) aid the attack. This raises the strength of the attack to  $2 + 6 + 1 + 1$ , or 10.

The aiding Groups do not get bonuses or penalties for alignment. It does not matter that the *Pentagon* has an alignment opposed to *W.I.T.C.H.* (Straight vs. Weird) or that the *American Autoduel Association* and *Semiconscious Liberation Army* each have two matching alignments with *W.I.T.C.H.* (Violent, Weird). All that matters is that each aiding Group has at least one alignment in common with the target.

### ***Global Power***

Some Groups have a second Power number — Global Power. For instance, if a Group's power is 5/3, the 3 is its Global Power. This represents power that crosses all ideological boundaries... real power.

If a Group's alignments don't let it use its normal Power to aid or oppose an attack, it can still use its Global Power. Thus, Groups with Global Power are more flexible.

*Example:* The *Clone Arrangers* are a Violent Criminal Group with Power 6/2. It can aid or oppose an attack to control another Violent or Criminal Group with its 6 Power. It can aid or oppose an attack to control any other Group with its 2 Global Power.

Plots and special abilities that change a Group's Power do not affect its Global Power unless they specifically say so. A Group can never have Global Power higher than its regular Power — if its regular Power is decreased below its Global Power, its Global Power is temporarily decreased to equal its regular Power.

### Using Plots and Abilities in Attacks

Many Plots and special abilities provide attack and defense bonuses, or otherwise affect the progress of an attack. Some of them can only be used by the attacking or defending player; others can be used by any player who chooses to interfere in the attack. Read the cards.

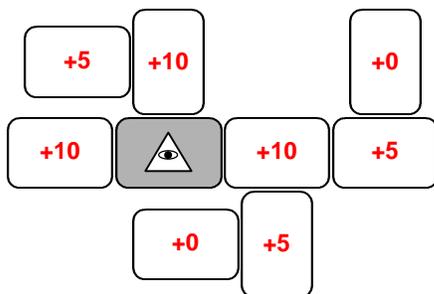
*Note:* An "any attempt" attack bonus applies when one of *your* Groups makes an attack, not when you help some other player in one of *his* attacks.

### Resistance to Control

Each Group (except *Illuminati*, which cannot be attacked) has a Resistance to control. Subtract this from the attacker's Power in any attack, as described above.

*Controlling Alignment:* A Group is more loyal if it agrees with its masters' ideals. A Group gets +4 to its Resistance for every alignment that is the same as that of its master (except *Fanatic* — remember, one *Fanatic* is the opposite of another *Fanatic*). Opposing alignments don't matter.

*Power Structure Position:* Groups already in play become harder to attack if they're near the center of the Power Structure. A Group that is directly controlled by the *Illuminati* gets a +10 defensive bonus! If it is one Group away, it gets a +5 defensive bonus. If it's farther away, it gets no bonus.



*Special Abilities:* Some Groups have special abilities (shown on the card) that help protect them against attacks.

*Opposing Power:* As explained above, the target, the target's master, the target's puppet(s), Groups with an

alignment identical to the target, and Groups with Global Power may oppose the attack.

### Resolving the Attack

The strength of an attack can go back and forth several times as players use actions, Plots, and special abilities — an attack is declared, the defender opposes it, the attacker aids it, a third player interferes to help the defender, a fourth player interferes to help the attacker, and so on... The final strength of the attack is not settled until no player is able or willing to do anything else to change it.

At that point, the attacker rolls two dice, and the attack succeeds if the roll is less than or equal to the attack strength. If the final attack strength is less than 2, the attack always fails — you don't even get to roll the dice (and thus can't use any Plots or special abilities to control the die roll).

*Note:* In all *INWO* calculations, changes to a specific value come first, then multiplication or division, then addition or subtraction.

Multipliers are not cumulative; use only the single largest multiplier and ignore the rest.

*Example:*

*Japan* (Power 6, Government, Peaceful) makes an attack to control the *B.A.T.F.* (Resistance 2, Government, Violent). The attacker uses two +10 Plots (*Martial Law* and *Martyrs*) to boost *Japan's* Power for the attack and spends actions from the *N.S.A.* (Power 5, Government) and *Canada* (Power 3, Peaceful, Liberal, Government) to aid the attack. The total Power behind the attack is  $6 + 10 + 10 + 5 + 3$ , or 34.

The *B.A.T.F.* is a puppet of the *Mafia* (Criminal, Violent), which is a puppet of the *Illuminati*. Thus, the *B.A.T.F.* has one alignment in common with its master (+4 bonus) and is one Group away from the *Illuminati* (+5 bonus). This gives it a defense of  $2 + 4 + 5$ , or 11.

The attack strength is  $34 - 11$ , or 23. The attacker and target are both Government (+4 bonus), but one is Peaceful and the other is Violent (-4 penalty). These effects cancel out, leaving the attack strength at 23.

The defender links the Plot card *Commitment* (which increases the target's Resistance to 8) to the *B.A.T.F.* and plays the New World Order card *Solidarity* (which doubles the Resistance of all Groups). The target's defense is now 25 (change Resistance to 8, double it, then add the +4 and +5 bonuses). The attack strength is now  $34 - 25$ , or 9.

The defender spends the *B.A.T.F.'s* action to oppose the attack. The *B.A.T.F.* has a Power of 3, and it gets doubled Power from the *Necronomicon* linked to it and +2 Power from the *Clipper Chip* the owner has in play. Because the action is being spent in self-defense, the doubling is increased to a tripling. The action has a Power of 11 (Power 3, triple it, add the +2 bonus). The attack strength is now  $9 - 11$ , or -2. The attacker will

not even roll the dice unless the attack strength is increased to at least 2.

A third player decides to interfere in favor of the attack, and uses the Plot card *Are We Having Fun Yet?* to cancel the *B.A.T.F.*'s action. This action is now used up without any effect, so the attack strength is back at 9.

A fourth player decides to interfere in favor of the defense, and opposes the attack with an action from the *Hackers* (Power 3/2, Weird, Fanatic). Since the *Hackers* don't have any alignments in common with the *B.A.T.F.*, they use their Global Power. The attack strength is now  $9 - 2$ , or 7.

The defender now spends an action from the *Wargamers* (Power 1, Weird), which is a puppet of the *B.A.T.F.* (and thus eligible to oppose the attack even though it has no common alignments or Global Power). The attack strength is now  $7 - 1$ , or 6.

Everybody agrees that they aren't going to do anything else to affect the attack strength, so the attacker rolls the dice. If he rolls 6 or less on two dice, the attack succeeds; if not, it fails.

### **Whoops!**

If you forget to declare a bonus during an attack, whether it's for attack or defense, you lose it. When the dice are rolled, it's over.

If you deliberately "forget" to declare a bonus and a rival points it out, you must include it. However, you can't be required to use a bonus that requires you to pay a cost (actions, discards, etc).

### **Results of an Attack to Control**

*If Your Attack Failed:* If the target belonged to another player, it stays where it was.

If it came from your own hand, you may try again if you have any actions left. However, if you have not succeeded by the end of your turn, your agents are revealed and eliminated — you must discard that Group card! (This is a reason to have two cards for the same Group... it can give you a second chance.)

*If Your Attack Succeeded:* The target is captured! Place it in your Power Structure with its incoming control arrow touching any outgoing control arrow of the Group that attacked it.

If the target controlled any puppets, they are also captured! When placed in your Power Structure, they should keep the same position, relative to their master, that they had originally. If that makes some cards overlap, you may rearrange any new cards that overlap, as long as each one keeps the same master. New Groups that still cannot fit must be discarded!

*Note:* A newly-captured Group does not get an Action token. Any tokens it had before the attack are removed. It cannot get an action that turn unless a card specifically gives one to a newly-captured Group. (However, Groups brought into play by automatic takeover do get an Action token on the same turn — automatic takeovers happen before Action token placement.)

### **Attack to Destroy**

You may also attack to destroy any Group in play except an Illuminati... even one of your own Groups. You may not destroy a Group from your hand — the target has to be in play. An Attack to Destroy works like an Attack to Control, except:

(1) Instead of rolling "Power minus Resistance," roll "Power minus Power." That is, the target defends with its Power rather than its Resistance. Its closeness to the Illuminati still counts for defense, unless you're destroying one of your own Groups. The target's common alignments with its master do not help — those increase Resistance, which is not used in this attack!

(2) You may try to destroy a Group in your own Power Structure. The target does not get a defense bonus for closeness to the Illuminati in this case. However, no Group may attack itself, or aid an attack on itself!

(3) Unlike Groups destroy each other more easily. The strength of an Attack to Destroy gets a +4 *bonus* for each *opposite* alignment, and a -4 *penalty* for each *identical* alignment.

(4) To *aid* an Attack to Destroy, a Group must have at least one alignment *opposite* to the target. To *oppose* an Attack to Destroy uses the same rules as opposing an Attack to Control. (That is, a Group may oppose if it has at least one alignment *identical* to the target, or if it is the target's *master* or *puppet*. The target may defend itself, and gets the same bonus as it does against an Attack to Control.)

A Group with Global Power may use it to aid or oppose regardless of alignments.

(5) A Group does not need an open control arrow to make an Attack to Destroy.

(6) If your attack succeeds, the target is permanently removed from play. Put the target Group card in your own personal "destroyed pile." Since many Goals depend on destroying Groups, you must keep track of which player destroyed each Group. If some Plot or special ability says that a destroyed Group no longer counts as destroyed, remove its card from the destroyed pile.

(7) A destroyed Group's puppets (and their puppets, etc) are not destroyed — they lose their Action tokens and go back to the hand of the player who controlled the destroyed Group.

### **Hidden Agents**

If a card in your hand duplicates a Group that someone already controls, it represents hidden agents within that Group. You may play your "agents" card any time the Group is attacked (either to control or to destroy).

Only one "agents" card can be used in any one attack. The owner of the real Group cannot play an "agents" card. Once used, the duplicate card is discarded, whether the attack succeeds or fails.

Playing an "agents" card to aid an attack gives it a +10 bonus. Playing an "agents" card to oppose an attack gives it a -6 penalty.

If a rival plays a Group card from his hand as an automatic takeover, your "agents" card won't help you... yet. The automatic takeover is not an attack.

However, if a rival tries an Attack to Control against a Group from his own hand, you can use an "agents" card to defend the Group, giving a -6 to his takeover attempt. On the other hand, it might be better to let him bring the Group into play... and use your agents to take it (and its puppets) away from him later!

## Limits on Attacks

### Privileged Attacks

An attacker may prevent rivals from interfering with an attack by declaring it *Privileged*, using a Plot card or special ability. The attacker must announce "Privilege!" when first declaring the attack.

No player other than the attacker and the defender can interfere in a Privileged Attack. If the attacker is trying to control a Group from his own hand, nobody else can interfere with that attack. No other player can use actions, Plots or special abilities on behalf of either side, even to cancel the attack. No other player can give or trade cards to either side until the attack is over.

However, anyone may use a Plot or special ability to negate the Privileged status of the attack, turning it into an ordinary free-for-all. If Privilege is negated, it cannot be regained on that attack.

After a Privileged Attack is over, other players may use Plots or special abilities that affect the die roll — this is not interfering with the attack itself.

### Immunity

Some special abilities make a Group immune to certain other Groups. Those Groups cannot attack the immune Group, cannot aid any attack on the immune Group, and cannot affect the immune Group with any special ability.

If your entire Power Structure is immune to something, all your Groups, all your Resources, your hand, your decks, and your discard pile are immune!

Immunity doesn't work the other way, however. If an attacker is immune to a certain Group, that Group can still defend against it or interfere with its attack.

Immunity does not protect against a Plot card, even if a Group to which you are immune provided an action to power it. (Plots are directed by the Illuminati themselves, not lowly pawns...)

You can never be immune to something you yourself control — for example, if you control a Group that is immune to *Magic* attacks, you cannot trigger the immunity by throwing one of your own *Magic* Resources into the attack.

*Example:* The *Discordian Society's* entire Power Structure is immune to Straight and Government Groups.

Another player controls the *IRS*, a Government Group that allows him to "tax" Plot cards from a rival's Plot deck. Because of *Discordia's* immunity, the *IRS* can't attack *Discordia's* Groups, can't aid attacks on them, and can't use its special ability against the *Discordian* player's Plot deck. However, when the *Discordian* player makes an attack (to control a Group from his hand, or against another player), the *IRS* can interfere normally.

### Secret Groups

Groups with the Attribute *Secret* are unknown to the public, or considered myths, or just not understood.

Most Groups cannot attack *Secret* Groups, aid or oppose attacks on *Secret* Groups, aid attacks made by *Secret* Groups, or use their special abilities to affect *Secret* Groups. Special abilities that provide attack bonuses, penalties, or immunities do not apply when a *Secret* Group attacks or is attacked. The exceptions are:

- Illuminati Groups and other *Secret* Groups interact with *Secret* Groups normally.
- Resources affect *Secret* Groups normally, unless the Resource is linked to a non-*Secret* Group.
- Some Groups have special abilities that specifically address *Secret* Groups. Follow the instructions on the card.
- A *Secret* Group's master and puppets may defend that *Secret* Group against attacks and use their special abilities to affect it. They may aid that *Secret* Group's attacks if they are otherwise eligible to do so (i.e. they have the required alignments or Global Power).
- Plots may affect *Secret* Groups, even if an action from a non-*Secret* Group is used to power the Plot — again, Plots are ultimately directed by the Illuminati themselves...

### Instant Attacks

Some cards allow a special Attack to Destroy, called an *Instant Attack*. Examples include *Assassinations* and (most) *Disasters*.

An attack launched by playing a Plot card can be made at any time (unless the card says otherwise) — it is not limited to the Main Phase of your turn! For instance, you may use an Assassination or Disaster to thwart a rival's victory attempt by taking out one of his Groups...

The strength of an Instant Attack is the Power of the attack minus the Power of the target Group *at the moment the attack is declared*. The target gets its usual defense bonus for closeness to its Illuminati (see *Resistance to Control*, p. 9) unless the target's owner launched the Instant Attack. Other modifiers to attack or defense do not apply unless they specifically mention Instant Attacks, Assassinations, or Disasters (however, a Plot or ability that completely *forbids* an attack will also prevent an Instant Attack).

Groups cannot spend actions to make, aid, or oppose Instant Attacks unless a card specifically permits it. When a Group *is* allowed to use its action in an Instant

Attack, cards that affect the Power of that action (such as +10 Plots) may be used with the action.

Instant Attacks may not be combined unless a card specifically permits it.

The target of an Instant Attack may not spend any Action tokens, even to defend itself, until the attack is resolved.

An Instant Attack may be canceled by certain Plots and special abilities — in that case, the Instant attack never happened!

*Example:*

A *Car Bomb* (Power 8) is launched against *Gordo Remora*. Gordo was linked to *Self-Esteem* before the attack (which gives him a Power of 6), and is one Group away from his Illuminati (+5 bonus), for a total defense of 11. However, the *Car Bomb* allows one Violent or Criminal Group to add its Power — the attacker spends the *Mafia's* action (Power 6) with *New Blood* (+10 bonus for a Violent Group) to add 16 Power to his attack, for a total of 24. The strength of the attack is 24 – 11, or 13. It looks bad for Gordo...

Gordo's owner has *Political Correctness* (all Liberal Groups get +3 Power) and *Benefit Concert* (+10 bonus for a Liberal Group) in his hand. Unfortunately, neither of them help — they're too late to affect Gordo's Power at the moment of the *Car Bomb* attack, and neither one specifically mentions Instant Attacks or Assassinations. Fortunately, he also has a *Hoax*, which he uses to cancel the *Car Bomb*.

### **Assassinations**

An *Assassination* allows an Instant Attack to Destroy a Personality.

A Personality destroyed by an Assassination is killed, and may only be saved or returned to play by cards that specifically say that they restore killed or assassinated Personalities. A normal Attack to Destroy can strip a Personality of power and influence, but not kill it; a Personality destroyed by a normal attack can be returned to play the same way as any other destroyed Group.

### **Disasters**

A *Disaster* allows an attack (usually, but not always, an Instant) to destroy a Place.

Disasters can cause *Devastation* — see below. Some Disasters can completely destroy their targets, if the die roll on the attack is good enough.

The target of a Disaster always loses one Action token, if it had any, as soon as the Disaster card is played. It gets the Action token back if the Disaster is canceled (because the canceled Disaster never happened).

### **Devastation and Relief**

When a target is Devastated, put a special marker on it. Remove its Action token(s), if it has any left, and those of its puppets, their puppets, and so on down the line. These Groups cannot get Action tokens and do not

count toward victory while the Place remains Devastated.

You may move a Group out from under the Devastated Place (see *Moving Groups*, p. 12) to free it from these effects. You may move a Group to an arm of your Power Structure afflicted by Devastation, if you really want to, but the moved Group will then lose any Action tokens and cease to count toward victory.

While a Place is Devastated, its Power is halved (round down) against any Attack to Destroy. Being Devastated again, while already Devastated, has no further effect.

*Relief* restores a Devastated Place to normal. The Place (and its puppets, and their puppets, etc.) will once again count toward victory and be able to get Action tokens.

To give Relief, spend actions with a total Power three times the *printed* Power of the Devastated Place. These actions can be spent at any time by one or more players, as long as they are all spent at the same time.

## **MOVING GROUPS**

During the Main Phase of your turn, you may change your Power Structure by moving your Groups. You may move any Group you control to any open control arrow on any Group in play. Any puppets of the Group being moved, and their puppets, and so on, move with it, each keeping the same position relative to its master.

Moving a Group costs one Action token. This may be from the Group being moved, or its former master, or its new master, or your Illuminati! It's your choice.

You may give a Group to another player, if both players agree, during the Main Phase of either player's turn. This also costs an action (from the Group, its old master, its new master, or either player's Illuminati).

Groups in your Power Structure may never overlap. If moving a Group would cause some of its puppets (or their puppets, etc.) to overlap, any of them may be moved to different control arrows, as long as each keeps the same master. Any Group that cannot be prevented from overlapping is lost. It and its puppets go back to the hand of the player who controlled it before the move.

## **GIFTS AND TRADES**

Cards in your hand, including exposed Plots, may be traded or given away at any time, except immediately after an attempt to look at or steal from your hand or in the middle of a multiple-card draw. You may not give or trade cards to a participant in a Privileged Attack (p. 11).

Cards from your hand must go into the hand of the player who gets them.

You may not give away undrawn cards from your decks!

Cards in your Power Structure may be moved to another player's Power Structure (see *Moving Groups*, p. 12).

You may give away a Resource if you haven't used it yet during the turn. The Resource is linked to the

recipient's Illuminati; he may relink it during the Main Phase of his turn.

A trade is just an exchange of gifts. If two players agree to a trade, the deal is binding if they make the exchange immediately. A deal is not binding if it involves a promise of something in the future.

*Example:* If you say, "If you give me the *Boy Sprouts* now, I'll give you a Plot card," and the other player gives you the *Boy Sprouts*, you must give him a Plot. But if you say, "If you give me the *Boy Sprouts* now, I'll give you a Plot card next turn," and he hands them over, you can break your promise next turn if you want!

## TIMING

In general, cards take effect in the order they are played. Later cards modify earlier ones.

For instance, it could happen that a player announces an attack with Group A; then a rival uses Resource B to change Group A in a way that makes the attack impossible; then another rival plays Plot C to destroy Resource B, so that Group A's attack continues.

Thus, you can use a Plot or special ability to make a rival's just-announced action unsuccessful, or even illegal (see *Cancellations, Illegal Actions, and Other Surprises*, p. 15). But you can never announce a play that is illegal at the moment it is made, even if the play (if allowed) would render itself legal.

*Example:* The *Discordian Society* is immune to all Government Groups. The Discordian player uses his Illuminati action to power a Plot that changes the *Nuclear Power Companies'* alignment from Corporate to Government. Can the NPCs use their special ability to cancel that action, preserving their Corporate status? No! The moment they became Government, they became unable to use their special ability on Discordia — they can't "step back in time" and make themselves eligible to cancel the Discordian action.

If an action is canceled, its effects are also canceled. (*Example:* If a Disaster is canceled, the target gets its lost Action token back.) You can't cancel an action after its effects have become irreversible. (*Example:* If someone looks at your hand, it's too late to cancel the Plot or ability that let him do it — he'll still know what he saw.)

### Throwing Away Cards

If a rival uses a card or special ability to look at or steal your cards, you may not protect any of your cards by playing them, discarding them, giving or trading them away, or returning them to your deck. But if you have a Plot or special ability to counteract the Plot or special ability that gave him access to your cards, you may use it. That's all you can do about it.

### Speed Play

A player may not "speed-play" to pre-empt his rivals' reactions. You can't announce an attack, for instance, and instantly roll the dice. You must give other players a chance to react to your play. There is no one type of card

that "trumps" other types and can be speed-played. Be courteous.

The only time that speed of play matters is when cards doing the same thing (or mutually exclusive things) are played at the same time — for instance, if two players both play *Vultures* to grab the same card. In that case, the first one played is the one that works. If they're really simultaneous, roll two dice. The high roll wins... and Plots and special abilities that affect die rolls may be used!

Note that saying you might play a card, or making a threat, is not the same as playing the card. For instance, if A plays an Instant Attack, it's too late for B to respond by boosting the Power of the target. But if A *threatens* to play an Instant Attack, B may pre-emptively play a card that boosts the Power of the target. When in doubt, B should ask "Are you doing it, or just threatening?" A can then put up or shut up.

## EVIL SCHEMES

### New World Order Cards

New World Order cards are a special kind of Plot card. They can be played at any time except during an Instant or Privileged Attack. When a NWO card is played, it goes to the center of the table and affects all players.

A NWO card represents a basic shift in the world power balance. For instance, in 1985, Communism was a fundamental force. A decade later, it was on the fringes — a new world order arose!

If there is any potential ambiguity in the effect of a combination of NWO cards, assess the NWO cards one at a time in the order they were played.

Once a NWO is played, it stays in force until removed in one of two ways:

- Using a Plot or special ability that negates it, or
- Playing another NWO card of the same color. There are three colors: red, blue and yellow. Only one NWO card of each color can be in play. If a NWO card is in play, and another one of the same color is played, the earlier one is discarded. Thus, there can never be more than three NWO cards in effect at once!

A card can be played to replace an identical NWO. The new card would then be the last NWO played, which might make a difference in assessing the effect of NWO combinations...

### Duplicate Cards

Because this is a trading card game, duplicates of any cards — even multiple duplicates — can appear. The effect of a duplicate depends on the type of card:

#### Duplicate Plot Cards

Duplicate Plot cards may be played freely, except that no player may use duplicate Plot cards in the same action or attack.

If your Plot card is canceled (see *Cancellations, Illegal Actions, and Other Surprises*, p. 15), you may play another copy — the first one never happened.

### **Duplicate Illuminati Cards**

More than one player may choose to be the same Illuminati — factions of the same conspiracy. They are mortal foes!

You have a +5 bonus on any attack against a Group owned by another faction of same Illuminati you are. If you destroy another faction of the same Illuminati (by stealing or destroying their last Group) you get all their Resources.

Two factions of the same Illuminati cannot share a victory. (*Exception:* If *Shangri-La's* Special Goal of 30 Peaceful Power in play is met, all *Shangri-La* players share the victory).

You may also put Illuminati cards in your Plots deck. If you draw a Plot that duplicates a rival Illuminati, you can play it at any time, at the cost of discarding your top undrawn Plot and Group cards.

The duplicate Illuminati card goes with your Resources, but it is not a Resource. It is an agent within the enemy Illuminati Group. It gives you a +3 attack or defense bonus against that Illuminati's entire Power Structure... and if more than one rival is playing a faction of that Illuminati, then you get this bonus against all of them!

You may only have one agent for each type of Illuminati. You can't have an agent for the Illuminati you're playing, even if a rival is playing another faction of your Illuminati.

### **Duplicate Group Cards**

If you have a card that duplicates a Group controlled by a rival, you can use it as an "agents" card to aid or oppose an attack against that Group (see *Hidden Agents*, p. 10). You cannot play your own copy, because the Group it represents is already in play!

If you have a card that duplicates a Group that was previously in play, but is now destroyed, you may not play it unless a Plot or special ability returns that Group to play.

*Exception:* If some card specifically allows multiple copies of a particular Group to be in play, you may play that Group normally even if it is already in play or has been destroyed. If multiple copies of a Group are in play, each is treated independently — changes to one copy do not affect others.

If you have a duplicate of a Group card that was discarded but was never actually in play, you may play it normally. Note that this includes Group cards that were discarded after the owner played them from his hand and failed to control them — an extra copy of a key Group in your deck can be good insurance against a bad roll.

### **Duplicate Resource Cards**

If a Resource is Unique, only one can be in play. Whoever plays it first, has it. If that Resource is destroyed, no one else may play another copy unless a Plot or special ability returns it to play.

If you have a hidden (inside *Warehouse 23*) Unique Resource in play, you must show it as soon as someone tries to play a duplicate. If you fail to do this, your rival has the Resource and you don't (discard your copy if it is ever exposed).

If a Resource is not Unique, any number may be in play. Each is treated independently — changes to one copy do not affect others.

### **Links**

A link is a connection between two cards. You may link two cards in play that you control during the Main Phase of your turn. To mark the link, put identical tokens (ones that look different from your Action tokens) on both. Examples of linked cards include:

- A Personality linked to a Place, to show he's staying there (if either the Personality or the Place card specifies some benefit from the link).
- A Resource linked to some Group other than your Illuminati. This means the Resource belongs to that Group. (By default, any Resource not linked to some other Group is linked to the owner's Illuminati.)
- A Plot that changes the abilities of one specific Group, linked to that Group to show that the change is in effect.

### **Moving Links**

When a Plot is linked to a Group, the link is permanent. Some Resources specify that they are permanently linked to a Group. In either case, the link cannot be changed unless a Plot or special ability specifically says so!

Other links are temporary, and may be changed. You may move temporary links during the Main Phase of your turn.

Each temporary link may be moved once per turn. If a linked card provides a benefit (extra Action token, extra card draw, etc.), it may not be re-linked or given away after it gives its benefit that turn.

If you give a Resource to another player, it is linked to his Illuminati; he may link it to another Group during the Main Phase of his turn.

### **Illegal Links**

A link is illegal if it violates one of the rules in this book or if it contradicts the text on one of the linked cards.

If a link to a Plot or Resource becomes temporarily illegal, the Plot or Resource is not lost, but it has no effect until its link becomes legal again.

If a link to a Plot becomes permanently illegal, the Plot is discarded. *Example:* If you capture a Group linked to a *Monopoly* and you already control another Group linked to a *Monopoly*, you must immediately discard one of the two *Monopoly* cards (the card says that you may have only one copy in play).

If a link to a Resource becomes permanently illegal, the Resource remains in play. If the link was permanent,

the link becomes inactive but remains in place and will become active again if it somehow becomes legal again. If the link was not permanent, the owner may re-link the Resource during the Main Phase of his turn.

*Examples:*

- A Peaceful Group has been linked to the *Nobel Peace Prize*, raising its Power to 6. The *Gay Activists* reverse its alignment, making it Violent (and no longer Peaceful) until the end of the turn. This is a temporary alignment change; the *Nobel Peace Prize* remains linked, but has no effect until the Group is Peaceful again.

- A Straight Group is linked to *Grassroots Support*, increasing its Power to 6. A rival uses *Jake Day* to make it permanently Weird (and no longer Straight). The link to is now permanently illegal, so *Grassroots Support* is discarded.

- A Group is linked to *Straighten Up*, making it Straight. A rival uses *Jake Day* to make it Weird (and no longer Straight). These are mutually exclusive, so according to the *Meta-Rules* (p. 17) the later one (*Jake Day*) takes precedence. However, the link to *Straighten Up* does not actually violate any rule or card text — *Straighten Up* remains linked, and will reassert itself if *Jake Day* is somehow removed.

### **The Cards Remember...**

If a Group is moved to another player's Power Structure, its linked cards go with it. If a Group is discarded, or returned to the owner's hand, the link becomes temporarily illegal — it will be activated again if the Group returns to play.

In general, cards "remember" any changes in their status, until something explicitly changes them back. A Devastated Group does not get Relief just by going back into its owner's hand. If the *Vampires* successfully attack to control a Personality, it remains a vampire forever.

*Exception:* If a Group is *destroyed*, the slate is wiped clean. It will have only its printed values if it somehow returns to play.

These things will rarely happen often enough to cause arguments, but keep notes if necessary!

### **Cancellations, Illegal Actions, & Other Surprises**

Some cards can cancel a Plot, special ability, or action while it is underway. The window of opportunity is after the attempt is announced, but before the dice are rolled or the effect is resolved. If a Plot, special ability, or action is canceled, it has no effect (except to discard the cards and actions spent on it), and is treated as if it never happened. (This means that if a "once per turn" or "once per game" card is canceled, you can try again if you can pay the cost again!)

Many Plots and special abilities can work only with a Group of a certain alignment, attribute, power level, etc. Other cards can change a Group's alignment, etc. This

can lead to interesting situations... for instance, when one player announces an action, and a rival changes an alignment to make that action illegal or take away a bonus.

If an action is used to "power" a Plot or special ability, and the action is canceled or made illegal, the Plot or special ability fails — all action(s) or other costs spent to power it are lost.

*Exception:* If several actions are used together to power a Plot or special ability and one of them is canceled or made illegal, another action may be immediately substituted to replace the lost action.

If a Plot or special ability is canceled or made illegal, any action(s) or other costs spent to power it are lost.

If a Plot becomes illegal before its effect is resolved, the Plot card returns to the owner's hand and is exposed.

If an attacking Group's action is canceled or made illegal, the attack does not happen. Plots used to help the attacking Group are discarded, and the attacking Group's Action token is spent. Any Groups that aided or opposed the attack get their Action tokens back. Plots used to help the aiding or opposing Groups return to their owners' hands and are exposed. "Agents" cards that duplicate the target Group return to their owner's hand.

If the action of a Group aiding or opposing an attack is canceled, the attack goes on, even if it is now doomed to failure. Plots used to help the Group whose action was canceled are discarded.

*Examples:*

- A Straight Group attacks to control another Straight Group (+4 bonus). Before the dice are rolled, the *Orbital Mind Control Lasers* reverse the alignment of the target, making it Weird (-4 penalty). The attack continues, even if it has no hope of success. Heh, heh, heh.

- A Violent Group makes an attack, using the *Terrorist Nuke* Plot (+10 bonus for a Violent Group). Before the dice are rolled, a rival plays *Kinder and Gentler* to make the attacker Peaceful. It is now ineligible to use the *Terrorist Nuke*. The *Terrorist Nuke* returns to its owner's hand and is exposed.

- A Violent Group attacks to destroy *Vatican City*, using a *Terrorist Nuke*. A Liberal Group aids the attack, using a *Benefit Concert* (+10 bonus for a Liberal Group). The *Orbital Mind Control Lasers* strike again, making the attacker Peaceful. The attack is now illegal — *Vatican City* makes its owner's entire Power Structure immune to Peaceful Groups. The attacker's Action token is spent, and the *Terrorist Nuke* it used is discarded. The aiding Group gets its Action token back, and the *Benefit Concert* it used is exposed but not lost.

## **THE ENDGAME**

### **Eliminating a Player**

A player is eliminated if, at any time after his third complete turn, his Illuminati has no puppets. His hand,

his decks, and any Resources he controlled all vanish from play. If a player leaves the game, the effect is as though he had been eliminated.

*Exceptions:* If the *Servants of Cthulhu* have destroyed 7 Groups, and then destroy their own last puppet as their 8th victim, they are not eliminated... instead, *they win* at the end of the turn!

If you eliminate a player who was using the same Illuminati that you are, you get his Resources.

## Winning the Game

If you eliminate all your rivals, you win!

Otherwise, the game ends when, at the end of a turn (his own or someone else's), a player meets one of his Goals. The other players get a chance to use Plots and special abilities to take him down; if they all admit that they can't stop him, he wins.

No one can win during the first round. The first time anyone can claim a victory is at the end of the first player's second turn.

If two or more players both meet their Goals at the same time, they share the victory, dividing the world between them.

*Exception:* Players who are playing the same Illuminati (except *Shangri-La* using its Special Goal) cannot share a victory. If they meet their Goals at the same time, neither wins. The game continues unless some other player also met his Goals at the same time (in which case that player wins).

You can meet your Goals three ways:

- *Basic Goal:* This is the same for all players. Control a certain number of Groups, including your Illuminati. The standard Basic Goal is 12 Groups for a game with two or three players, 11 Groups for a game with four players, or 10 Groups for a game with five or more players. This number may be increased or decreased by mutual agreement before beginning the game; the higher the Basic Goal, the longer the game is likely to take.

- *Special Goal:* This is different for each kind of Illuminati. Some Special Goals modify the Basic Goal. Other Special Goals are self-contained.

- *Goal Cards:* These are a type of Plot card — any time a foe has even one hidden Plot, it might be a secret Goal! As with Special Goals, some Goal cards modify the Basic Goal, and others are self-contained.

If a Goal card in your hand lets you declare victory at the end of a turn, show the card. Your rivals cannot steal, cancel, or otherwise affect the Goal card during the victory attempt — it is not “played,” just shown to prove that you had it in your hand. If your victory attempt fails, the Goal card is returned to your hand, *exposed*.

Until you declare victory, a Goal card in your hand is just like any other Plot card — rivals may be able to look at it, steal it, expose it, or discard it. If it's exposed, you can still win with it... but your rivals know about it, and can target it with anything that affects exposed Plots.

No player may have more than one Goal card in his hand, unless some Plot or special ability specifically allows it. If you draw an excess Goal card, you must *immediately* discard one or return one to your deck. When you win, you must show all your Plots, to prove that you had no excess Goal cards! If a player's Plots are exposed at any time and he has too many Goal cards, he's out of the game.

## Counting Groups Double

Some Special Goals and Goal cards allow certain Groups to count double toward the Basic Goal. No Group can ever count more than double (even if it fits two different Goals), and *no player may count more than three Groups double*.

## Changing Groups to Meet Goals

If you change a Group's abilities, the changes may count for Goals. It depends on whether the change is permanent (no built-in time limit) or temporary (lasts for a predetermined time and then expires, such as a change “until the end of the turn”).

Permanent changes always count for Goals. For instance, if you play a card that turns a Group permanently Peaceful, it now counts as Peaceful for all Goals!

Temporary Power changes and Power bonuses limited to specific purposes (e.g. only to make attacks) *do not* count for Goals.

Temporary Alignment changes (such as the *Orbital Mind Control Lasers* effect) *do* count for Goals. And if the change in Alignment causes a change in Power (because of a New World Order, for instance), that change in Power also counts for Goals. But these changes only count while they're in effect! They are good only for a victory declared at the end of *that turn*. For instance, if the *Orbital Mind Control Lasers* make a Group Liberal, it only counts as Liberal for that turn... even if it is destroyed while Liberal, it does not count that way after the turn is over (it won't be remembered as Liberal when the winners write the history books).

## STRATEGY

Conspiring for a shared victory may seem easier than grabbing the whole pie. But be careful who you trust.

When someone leaves the room, conspire against him. There is always a way to make your position a little bit better and his a little bit worse.

Negotiate with everyone. Your foes are less likely to attack you if they think you might help them win.

To avoid being attacked, you should look strong enough to defend yourself, but not so strong that you are a threat.

Watch your rivals constantly; keep track of how close they are to their Goals. The more Plots they have, the more likely they are to play some fiendish trick and win in one turn. Don't count on others to warn you of danger... they may have made a private deal!

## The Perfect Deck

Half the victory comes before the game starts — when you choose the cards for your deck, and decide how you'll use them. World domination should never be left to chance.

Pick cards that work well together... to defend each other, aid each other's strengths, work toward your own goal and smash your foes.

A very aggressive deck works well in a two-player game. Multi-player games call for more defensive cards, and a careful buildup of power — if you grow too fast and overextend yourself, your rivals may form an alliance to bring you down. Either way, you want a few key high-Power Groups, some Groups and Resources with useful special abilities, and some Plot cards that work with them. Bring a variety of cards, so you can choose the ones you need to frustrate your rivals' plans.

The best decks have a theme. A deck can be built around an Illuminati card, or an alignment (or two), or an attribute (or two), or a Goal card, or even a particular strategy.

But there is no such thing as the perfect deck. Any deck can be beaten... by a good player who knows what's in it. So vary your deck and your strategies! If you lead with the *Mafia* every time, your rivals will bring *Mafia* cards of their own, and take it away from you. Switch cards between games, or use the same cards in a different way. Don't be predictable!

And don't depend on the cards to win for you. A good player with a weak deck can beat a careless player with a strong deck.

## Balanced Power Structures

If a Group controls many puppets, you must protect it — losing such a key Group really hurts. If all of your Groups branch from one Illuminati control arrow, you can be wiped out in one attack!

If one of your rivals makes this mistake, you can win by taking several Groups in one attack!

## Threats and Negotiation

Any agreement between players, secret or otherwise, is permitted, if it does not actually violate the rules. In particular, you can always try to change an opponent's mind, by promises, bribes or threats, about an action that he plans or announces.

Deals can be made either openly or secretly. The possibilities are limited only by your own duplicity.

## TWO-PLAYER RULES

Two-player games — especially in tournament play — can lend themselves to quick-kill strategies or “degenerate” decks that would be easy to counter in a multi-player game.

The following rules are official for two-player tournament games, and suggested for all two-player games:

- Never set the Basic Goal to less than 12 Groups.

- Neither player may attack the other until each has taken a full turn; Player 2 can't jump instantly on Player 1.

- A player who takes an automatic takeover during Phase 3 of his turn loses one of the Illuminati action tokens he would normally get during Phase 4 of that turn.

## META-RULES

*These Meta-Rules take precedence even over what's printed on the cards.*

- Keep track of which cards are your property. When someone takes a card you own, make a note, so you can get it back at the end of the game! Or put one of your own tokens on the card. Or use a sticky-note.

- Whenever someone steals a card from your hand, deck, etc., you may look to see which card they are taking.

- When you use a duplicate card to capture a Group from someone else, put your own copy in your Power Structure and let them keep theirs.

- If two Plots conflict, the last one played is the one that rules. If card B is played to nullify card A, and then card C is immediately played to nullify card B, then card A is once again effective.

- When several cards modify Power or Resistance, changes to a specific value come first, then effects that multiply or divide, and then effects that add or subtract. For instance, if *Grassroots Support* (increases Power to 6) and *The Big Prawn* (doubles Power) are linked to *England*, and the NWO card *Law and Order* (gives all Straight Groups +2 Power) is in play, first change *England's* Power to 6, then double it to 12, and then add the +2. Its final Power is 14.

- You may never combine two multiplying cards — apply only the single highest multiplier. For instance, if *New York* (Power 7) is linked to *Cyborg Soldiers* (doubles Power), and *Good Polls* (triples Power and Resistance for defense) is used to defend it against an Attack to Destroy, *New York* resists the attack with a Power of 21 (Power 7, tripled by *Good Polls*, ignore *Cyborg Soldiers*).

Note that an action spent in self-defense gets an extra multiple. For instance, if *New York* in this example spends an Action token to defend itself, the action's Power would be 28 (Power 7, quadrupled instead of tripled), and its total defense would be 21 + 28, or 49.

- If a card specifically says something cannot happen to it, this takes precedence over a card that normally has that effect. *Exception:* if Card A mentions Card B by name, then A's ability takes precedence over any defense or immunity B may have.

- Impossible die rolls cannot happen. For instance, the *Suicide Squad* calls for the player to roll one die, which gives a result from 1 to 6. Anything that would increase

the result to more than 6 increases it to 6; anything that would decrease the result to less than 1 decreases it to 1.

- Illuminati Groups never have alignments or attributes. They can never be destroyed, except by losing all their puppets.

- Groups in your Power Structure may never overlap.

## GLOSSARY OF TERMS

“Any attempt” abilities give your whole Power Structure a bonus on some type of attack. Any such attack by any of your Groups receives the bonus. Your “any attempt” bonus doesn’t help an attack made by another player, even if you aid the attack.

*Example:* The *Cycle Gangs* give +2 on any Attack to Destroy. If you control the *Cycle Gangs*, any attempt by one of your Groups to destroy another Group will get a +2 bonus, whether the *Cycle Gangs* participate in the attack or not. You gain this ability the moment that you take over the *Cycle Gangs*, and lose it as soon as you lose them.

*Note:* Attack bonuses don’t affect Instant Attacks unless they specifically say they do.

*Any Time:* You may do this during any phase of any player’s turn. However, you still may not interfere with a Privileged Attack, use Action tokens (other than the uses specifically allowed) during the “Beginning of Turn” segment of your turn, or use a card simply to keep someone else from looking at it or stealing it.

*Assassinated or Killed:* A Personality destroyed by an Assassination is killed. Some Plots and special abilities can restore a killed Personality to play or make a Personality immune to being killed. Cards that refer to “killed” or “Assassinated” Personalities do not work against other forms of destruction unless they specifically say they do.

*Automatic Failure:* This lets you wreck another player’s attack after he commits actions and Plot cards and rolls the dice. The attack fails, and all the actions and cards are gone. Life is cruel.

*Cancel:* Some cards can cancel a Plot, special ability, or action while it is underway (after it is announced, but before the dice are rolled or the effect is resolved). A canceled action is treated as if it never happened.

“Cancel” does not mean “remove an Action token before it is used.” That is an entirely different ability.

See *Cancellations, Illegal Actions, and Other Surprises* (p. 15) for more detail.

*Decks:* All your undrawn Plot and Group cards. You may not look at them!

*Defense* is opposing an attack on one of your Groups. A bonus that only counts for “defense” can only be used to oppose an attack on *your* Power Structure, not to interfere in favor of somebody else’s defense.

*Note:* A Group’s action spent to defend *itself* gets a Power bonus. This does not apply when a Group spends

an action to defend another Group, even in the same Power Structure.

*Direct attacks* are those made by the Group itself.

*Example:* The *Hackers* have a +4 for direct control of any *Computer* Group. This means you get a +4 bonus when the *Hackers* make an attack to control a *Computer* Group. If some other Group attacks a *Computer* Group, this +4 bonus does not apply even if the *Hackers* aid the attack.

If a Group has two bonuses listed for the same circumstances, one “any attempt” bonus and one “direct attack” bonus, they are not cumulative.

*Example:* *Finland* has +6 for direct control of a *Computer* Group and gives +2 to any attempt to control a *Computer* Group. When *Finland* attacks to control a *Computer* Group, its bonus is +6, not +8.

*Note:* Attack bonuses don’t affect Instant Attacks unless they specifically say they do.

*Discard:* Discarded cards are placed in the owner’s discard pile, face-up (unless a card specifically says to discard face-down or without looking).

Cards may be discarded from a player’s hand to pay the cost of a Plot or special ability. When a cost requires a discard, discard from your hand unless the card says to discard from your deck.

*Draw and Choose:* “Draw” means take the top card from the deck. “Choose” means look through the deck and take any card you want!

*Free Action or Free Move:* A “free action” or “free move” Plot or special ability may be used at no cost — you don’t have to spend an action, discard cards, etc.

*Hand:* The Plot, Group, and Resource cards that you have drawn. You can look at them at any time. They are not considered “in play.”

*Immunity:* If Group A is immune to Group B, then Group B cannot attack Group A, aid attacks on Group A, or affect Group A with its special abilities. If your entire Power Structure is immune to a certain Group, then all your Groups are immune, and that Group cannot use any special ability to affect your Resources, hand, decks, or discards.

*In Play and Just Played:* Groups and Resources are “in play” while a player controls them. A Plot is “in play” while it remains on the table to mark its effect.

A Group that was “just played” from someone’s hand is not in play until he makes a successful attack to control it. As soon as he controls it, it is in play; if he discards it without ever controlling it, it was never in play.

*Interference* is participation in an attack by players other than the attacker and defender. If a player is unable to interfere in an attack (usually because it has been made Privileged), he cannot use any Plot, action, or special ability to affect that attack (though he may be able to affect the die roll after the attack is over).

*Master and Puppet:* If Group A controls Group B directly, then A is the master and B is the puppet.

*Paralyzed:* A paralyzed Group cannot spend Action tokens and cannot use any special ability or linked Resource (even ones that would normally be usable at no cost). Control of a paralyzed Group does not count for any Goal. Puppets of a paralyzed Group are not affected; however, the paralyzed Group cannot get any new puppets.

*Permanent Change:* Any change to a Group's Power, Global Power, Resistance, attributes or alignments that does not have a specific built-in time limit. Changes made by New World Order cards, for instance, are permanent. Note that "permanent" changes can be reversed by another Plot or special ability!

*Power Structure:* Your Illuminati, plus all the Groups that it controls, both directly and through its puppets.

*Printed Power:* The Power of a Group prior to any modifications (other than those that specifically refer to Printed Power). If there is an \* printed in the Power section of the card, then the relevant instructions apply to printed Power.

*Shuffle:* After you look through a deck to choose a card, you must shuffle it, and any other player may cut.

*Special Ability:* A useful capability of a Group or Resource described in its card text. Special abilities may or may not require a cost to use, and may be canceled.

*Note:* Sometimes, a Group or Resource will have instruction text that *limits* its usefulness. These instructions cannot be nullified or canceled!

Anything that is generally beneficial to the owner of the card is a special ability. Anything that is generally harmful to the owner is an instruction. If canceling something (like the roll for *OPEC's* Power) would leave a gaping ambiguity, then it's an instruction.

*Temporary Change:* Any change to a Group's Power, Global Power, Resistance, attributes or alignments that has a specific built-in time limit, such as "for the next action," or "until the end of the turn."

*Turn:* When a card says it does something "each turn," that means each time its owner takes a turn! Bonuses are granted at the appropriate turn phase; for example, extra Action tokens come when you get your usual Action tokens.

## GAME SUPPORT

We will answer questions about this game if they're sent, along with a stamped, self-addressed envelope, to: INWO Questions, Steve Jackson Games, PO Box 18957, Austin, TX 78760. We cannot answer questions by phone.

For a current errata sheet and card list, giving rarities, send a SASE to the address above.

### On the Net

Steve Jackson Games' online magazine Pyramid ([www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/)) features a range of articles

about games (not just the ones Steve Jackson Games publishes), including *INWO*.

The Steve Jackson Games Web page ([www.sjgames.com](http://www.sjgames.com)) has an *INWO* section ([www.sjgames.com/inwo](http://www.sjgames.com/inwo)), which includes a Frequently Asked Questions (FAQ) file and Errata to clarify some of the mysteries of the Secret Masters.

You can subscribe to the *INWO* e-mail list, by sending e-mail to [inwo-list-request@lists.io.com](mailto:inwo-list-request@lists.io.com) (to get each message as it goes out) or [inwo-digest-request@lists.io.com](mailto:inwo-digest-request@lists.io.com) (to get batches of messages every day or so). Reading and posting questions to the e-mail list is a good way to get answers not (yet) found in the FAQ.

The German *INWO* Cabal has set up their own steadily growing newsletter to get connected. Send e-mail to [illuminati-online@birgermeister.de](mailto:illuminati-online@birgermeister.de) to be informed about German *INWO* activities on a regular basis.

Marc Sherman runs an *INWO* ratings page and tournament calendar at [www.projectile.ca/inwo/ratings/](http://www.projectile.ca/inwo/ratings/)

## RULES UPDATE

### Changes Since WDHv1.1

The *Turn Sequence* now puts victory declaration after knocking (because that's how everybody knows that the turn is ending). (p. 3)

*Actions spent in self-defense* now work a bit differently. (p. 8)

*Immunity* has been expanded from a Glossary entry to a section of the rulebook. (p. 11)

The standard *Basic Goal* has been set at 12 for 2-3 players, 11 for 4 players, and 10 for 5+ players. (p. 16)

*Two-Player Rules* have been changed; now, players in a two-player game may make automatic takeovers at the cost of foregoing one of the Illuminati Action tokens they would normally get on that turn. This avoids the need to re-tune decks with several *Secret* or high-Resistance Groups for games with no automatic takeover phase. (p. 17)

### Changes Since WDHv1.0

*Automatic takeover* is now explicitly optional. An Illuminati action can be used for a Resource takeover. (p. 2)

Beginning the game is clarified as regards attacking players who haven't had their first turn. Also, the "lead puppet" rule is expanded. (p. 2)

Cancellation of actions is clarified. (p. 15)

*Die rolls* changed by cards are modified to the closest legal number. (p. 17)

*Discards* are always face up. (p. 4)

*Dropping Groups* from your Power Structure is no longer allowed. (p. 4)

*Elimination of players* happens only after the third turn. (p. 15)

*Goals and Winning rules* have been added. No player can win during the first round. No more than three Groups can count double for victory. Goal cards can't be canceled during a victory attempt; if you are caught with excess Goal cards, you lose. (p. 16)

*Immunity* is defined at greater length. (p. 11)

*Links* have been clarified. (p. 14)

*Memory of Cards* is a new rules section. (p. 15)

*New World Order cards* take effect in the order played. (p. 13)

*Permanent and Temporary changes* are defined in the *Glossary*. (p. 18)

*Relief* requires three times a Place's printed Power. (p. 12)

*Secret Group rules* have been reworded for clarity. (p. 11)

*Timing* has been described in greater detail. (p. 13)

*Two-player rules* have been added. (p. 17)

## Cards Update

### Unlimited Edition

The following changes have been made to Limited Edition cards in the Unlimited Edition. All Limited Edition cards should be treated as if they had the Unlimited Edition text.

*China* explicitly gets its +20 defense against Disasters.

*Clipper Chip* is limited to one per player.

*Combined Disasters* requires that both Disasters must be eligible to strike the target Place.

*Eliza* is limited to one per Group.

The *Gnomes of Zurich* have a +4 bonus to control *Bank Groups* only (not *Bank* and *Corporate Groups*).

*Orbit One* can be affected by a *Nuclear Disaster*, but not an *Earthquake*.

*The Oregon Crud* has a Power of 24, and destroys on a roll that succeeds by 10 or more.

*Political Correctness* affects *Conservative Groups* with a Power of 0 or 1.

*Reload* (and similar cards that give extra tokens to Groups of a specific alignment or attribute) now require an *Illuminati* action and reload only 5 Power's worth of tokens, or any one Group of any Power. (*Exception: Full Moon* requires an *Illuminati* action, but still reloads all your *Fanatic Groups*.) The rules now make it explicit that you cannot "reload" a group on the turn it is captured.

*Seize the Time* requires an *Illuminati* action, and cannot be used on your first turn. It does not give the *Illuminati* any new *Action* tokens, and you cannot draw cards or play any *Plots* during your extra turn.

*Shangri-La* explicitly gets its +5 to defend against *Instant Attacks*.

*Upheaval!* requires an *Illuminati* action, and cannot be used on your first turn.

*Video Games* gives +1 *Power* to all your *other* (i.e. not itself) *Computer Groups*.

*Volcano* has a *Power* of 18, and destroys on a roll that succeeds by 2 or more.

*Voodoo Economics* requires an *Illuminati* action, and can be used only once per game by each player.

*Weather Satellite* now gives a +10 (not a +8), to *Tornado*, *Hurricane*, and *Rain of Frogs* (not *Tidal Wave*).

### Other Card Errata

Some other clarifications and changes to cards have been made since the release of the Unlimited Edition and the *Assassins* expansion:

+10 *Plot Cards* (such as *Albino Alligators*) never count more than once for any given action or defense (even if a Group uses several *Action* tokens).

*Alien Abduction* requires an action from the *UFOs* or a *Space Group* to use the "automatic takeover of a *Personality*" option.

*Alternate Goals* may be either held in your hand or played in front of you. If you play it, it does not count against your hand limit.

*A.M.A.* may aid or oppose any attack made by, or against, any *Science Group* (and gives its +5 bonus when doing so).

*Antitrust Legislation* has been extensively reworked. It now reads:

When this card is played, each player may move his Groups before it goes into effect, at the cost of discarding one *Plot* card for each move or three *Plot* cards for a complete reorganization. These discards may come from hand or deck.

While this *NWO* is in effect, *Corporate Groups* that control or are controlled by other *Corporate Groups* lose their *Action* tokens and cannot get new ones or use their special abilities.

This card replaces any *Yellow NWO* card in play.

*Blinded by Science* requires at least six *Science Groups* having a total *Power* of 30 or more.

*Comet Hail- "Bob"* can be used only once per game by each player.

*Flesh-Eating Bacteria* requires a *Science* action to return to your hand after destroying the target.

*Go Fish* cannot be used on a player who has been forced to reveal a hidden *Plot* or has received a *Plot* card from a rival. This restriction expires at the end of that player's next turn.

*Oil Spill* allows you to put an *Action* token on all *Green Groups* in play after a successful attack (even one that only *Devastates* its target), but each player can only do this once per game.

*Upheaval!* causes Groups to be discarded — they do not count as destroyed for any purpose.