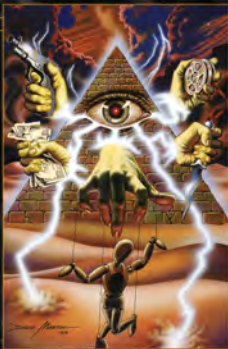


ILLUMINATI

THE GAME OF CONSPIRACY

DELUXE

EDITION



STEVE JACKSON GAMES

The classic game of conspiracy and world conquest . . .

ILLUMINATI

The telephone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. Evil geniuses are building Orbital Mind Control Lasers . . . aimed at YOU!

This is a tense but tongue-in-cheek game about world conquest - not by guns and missiles, but by stealth and guile. Each player becomes one of the Illuminati, the "secret masters" trying to control the world! Build your power and wealth, taking control of groups like the FBI, the Federal Reserve, the Nuclear Power Companies, the Orbital Mind Control Lasers, the Semiconscious Liberation Army, the Post Office . . . yes, even the Post Office is part of the Conspiracy!

No play is too devious, no stratagem too low, as you scheme your way to world power. The outcome is never certain until the final double-cross!



Game Design by Steve Jackson

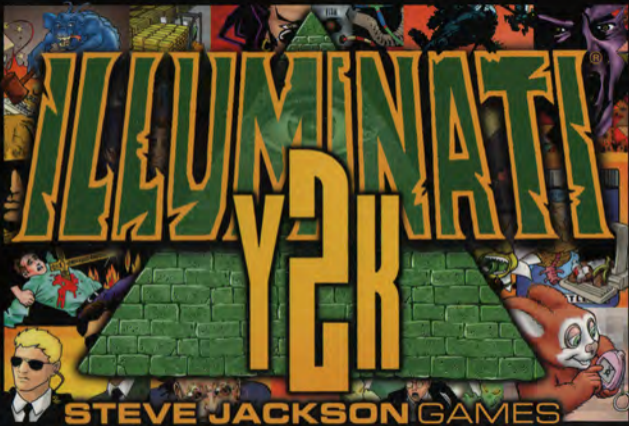


STEVE JACKSON GAMES

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ILLUMINATI Y2K

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JACKSON
GAMES
1325



ILLUMINATI Y2K

STEVE JACKSON GAMES
www.sjgames.com

Game Design by Steve Jackson
Illustrated by John Grigni, Robi Mookerjee, Shea Ryan, and Dan Smith
www.sjgames.com/illuminati/y2k

Even though the Y2K bug failed to knock civilization into a new stone age, it did inspire this expansion for *Illuminati* – inflicting another layer of weirdness on the already terminally weird. Add the Alien Abductors, Cattle Mutilators, Gamers, and 73 other groups to your power structure. Twenty-six Special cards and two *Illuminati* groups – Shangri-La and SubGenius – further the frenzy.

Illuminati Y2K delivers even more ways to beef up your *Illuminati* and its puppets. Use High Fashion to channel megabucks to Discordia, or Computer Dating Services to add extra cards to the Network's hand. Play Red Scare, May Day, or Political Correctness to generate additional income or pump up Resistance, but only for one Alignment. Add your favorite organization, urban legend, or personality with the six blank Group cards. Plus: Ninjas!

This is not a stand-alone game;
you'll need *Deluxe Illuminati* to play.

STEVE JACKSON GAMES

ISBN 978-1-55634-374-2



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\$17.95 SJG 1325

Printed in China

ILLUMINATI Y2K

STEVE JACKSON GAMES
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WJG-73

ILLUMINATI

BAVARIAN FIRE DRILL™

STEVE JACKSON GAMES



STEVE
JACKSON
GAMES

1394

ILLUMINATI™
BAVARIAN FIRE DRILL™

Game Design by Steve Jackson
Illustrated by Alex Fernandez, Rick Harris, John Kovalic, Craig Hyland,
Shen Ryan, Dan Smith, and Howard Taylor

BAVARIAN FIRE DRILL

ILLUMINATI

Bavarian Fire Drill is the long-awaited expansion for *Illuminati*. 110 new cards let you control new and terrifying groups like Bloggers and Intelligent Design. Will you use Embedded Reporters to destroy the Webcams, or will you be defeated by Bird Flu? Fans of the mega-hit *INWO* will recall the Deprogrammers and Science Alarmists, as well as more of the best groups from the top-selling conspiracy CCG.

Bavarian Fire Drill also introduces . . . Artifacts! Magical, technological, or just strange, they give their owners an unfair advantage in the struggle for world domination. Hitler's Brain is just the beginning . . .

This is a supplement for *Illuminati*. It is not a stand-alone game. Buy it now. Fnord.



STEVE
JACKSON
GAMES

ISBN 978-1-55634-751-1



9 781556 347511

51795

\$17.95 SJG 1384

Printed in USA

BAVARIAN FIRE DRILL

ILLUMINATI

ILLUMINATI
BAVARIAN FIRE DRILL

STEVE
JACKSON
GAMES
1384



Day Care Centers



Power: 1
Resistance: 2
Income: 1

Peaceful

Enormous Toy Stores



Power: 1
Resistance: 3
Income: 3

Straight

Otaku



Power: 0
Resistance: 3
Income: 2

Weird
Peaceful
Fanatic

The Network

Turns over *two* cards at beginning of turn.



POWER
7/7

INCOME
9

Computer Espionage

Play this card at any time to either count the money on any one group card OR examine all of one player's special cards.



Bloggers

The group that controls the Bloggers gets +10 to defend itself against any attack.



Power: 0/2

Resistance: 6

Income: 0

Peaceful

Computer Dating Services

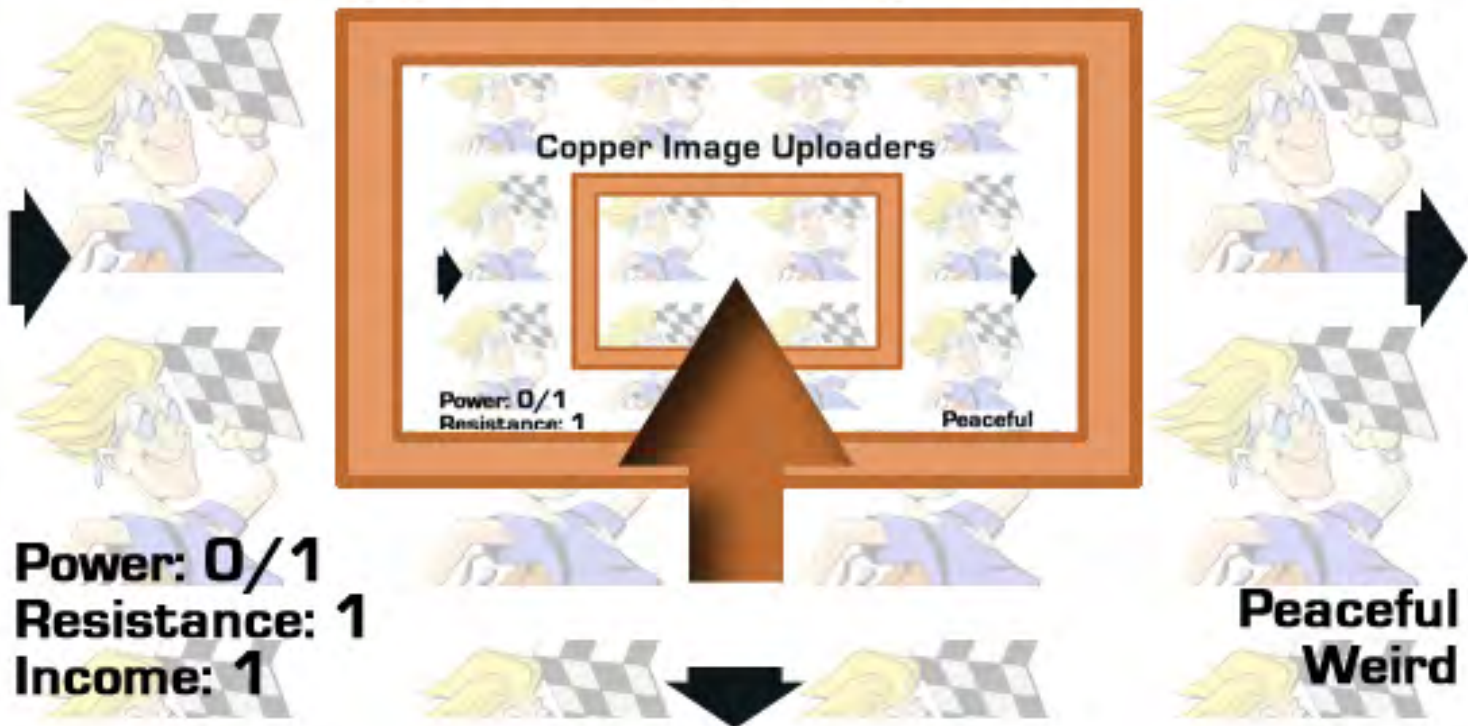
The Network may draw one extra card per turn
if it controls this group.



Resistance: 2
Income: 2

Peaceful

Copper Image Uploaders



Gamers



Power: 1
Resistance: 5
Income: 1

Fanatic
Weird



Hackers

+3 on *any attempt to neutralize any group.*



Power: 1/1
Resistance: 4
Income: 2

**Weird
Fanatic**



Microstuff



Power: 6/3
Resistance: 8
Income: 5

Straight
Conservative
Criminal

Nigerian Scams



Power: 1

Resistance: 3

Income: 3

**Violent
Criminal**

Open Gnoonia



Power: 0/4
Resistance: 6
Income: 1

Weird
Liberal
Fanatic

Screen Savers




copy
cut
paste
delete
undo



Power: 0
Resistance: 2
Income: 2

Weird
Peaceful



Silicon Valley



Power: 3/3
Resistance: 4
Income: 5



Straight

Spammers

The Network gets +2 income if it controls this group.



Resistance: 3
Income: 3

Criminal

Video Games

+3 for *direct control* of Convenience Stores.



Power: 2

Resistance: 3

Income: 7

Virtual Pets

+2 on *any attempt* to control another group.



Resistance: 5
Income: 2

Web Designers

+4 for direct control of WWW.



Power: 3

Resistance: 3

Income: 3

Liberal

Webcams

If the Webcams and the Bloggers are in the same Power Structure, each gets +1 Income.



Power: 1
Resistance: 3
Income: 3

↑
WWW



Power: 3/3
Resistance: 7
Income: 2



Apophenia

The seeing of connections in meaningless or unconnected data.

Play this card at any time to add 10 to any attack against a Weird group.



Atrocity Rumors

Play this card at any time to add 10 to any attack against a Peaceful group.



Deep Agent

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



Hidden Connection

Play this card at any time that you acquire, or move, a group. You may place the group on a side of another card where there is no arrow. If the puppet group is moved again, the "virtual" arrow on the master is lost.



Murphy's Law

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 12.



Murphy's Law

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 12.



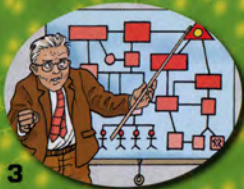
Unmasked

Play this card on your turn. Pick any one Illuminati card which is not currently in play, and substitute it for your current Illuminati. You are now the new Illuminati for all purposes. This counts as an action.



Conspiracy Theorists

Bavaria may draw one extra card per turn if it controls this group.



Resistance: **3**

Income: **3**


Weird
Fanatic

Paranooids

All your groups have +2 to their defense against any attack.



Power: 0/1
Resistance: 8
Income: 1



The Man who knew Everything

+6 when trying to control

"There is only one mathematical Axiom"

Power: 3
Resistance: 3
Income: 0

Peaceful
Conservative
Communist
Straight
Weird

Nonviolent Resistance

Play this card at any time to add 10 to any attack against a Violent group.



Tree Huggers



Power: 2
Resistance: 3
Income: 1

Liberal
Weird

Eco-Guerrillas



Resistance: 6
Income: 1

Liberal
Violent
Weird

Flower Power

Play this card at any time to give all of your Peaceful groups extra income equal to **TWICE** their normal income.

Or play this card at any time to add **10** to defend any Peaceful group against attack.



Boy Sprouts



Resistance: 3
Income: 1

Straight
Peaceful

Dolphins



Power: 1/1
Resistance: 4
Income: 0

Peaceful

E.P.A.



Power: 3
Resistance: 3
Income: 3

**Liberal
Government**

Green Party



Power: 4/3
Resistance: 5
Income: 5

Fanatic
Liberal

Invasive Species



Power: 0/1
Resistance: 5
Income: 1

Communist
Criminal

↑
Kudzu Planters



Power: 2/2
Resistance: 6
Income: 1

Communist
Weird ←

PATE



Power: 2
Resistance: 2
Income: 5

Violent
Liberal
Criminal
Fanatic



Pave the Earth!

Cthulhu may draw one extra card per turn
if it controls this group.

Power: 1
Resistance: 4
Income: 1

Violent
Weird
Fanatic

Recyclers

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



Power: 2
Resistance: 2
Income: 3

Liberal

Home Schoolers



Power: 1
Resistance: 5
Income: 1

**Straight
Conservative**

Museums

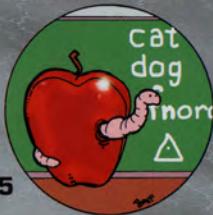
+4 on any attempt to control an Artifact.



Power: 2
Resistance: 5
Income: 3

Peaceful

Parent/Teacher Agglomeration



Resistance: 5
Income: 1

Peaceful
Conservative
Straight

School Boards



Power: 3
Resistance: 8
Income: 1

**Straight
Conservative
Government**

Universities



Power: 4/3
Resistance: 8
Income: 2

Liberal

Baristas

+4 to *any attack* against Coffee Shops.



Power: **1/2**
Resistance: **6**
Income: **1**

Weird

Coffee Shops



Resistance: 3

Income: 3

Liberal

Convenience Stores



Power: 1
Resistance: 4
Income: 3

Straight

Fast Food Chains



Power: 2
Resistance: 4
Income: 3

Straight

Fiendish Fluoridators



Power: 3
Resistance: 5
Income: 1

**Communist
Fanatic**

Frankenfoods

This group takes on all the alignments of its master for all purposes, including victory conditions.



Power: 2

Resistance: 4

Income: 3

Health Food Stores

+2 on *any attempt* to control Anti-Nuclear Activists.



Power: 1
Resistance: 3
Income: 2

Liberal

Low-Carb Diets



Power: 0

Resistance: 4

Income: 4

Nutrition Nazis

+5 to *any attempt* to destroy Convenience Stores, Fast Food Chains, or Health Food Stores.



Power: 0

Resistance: 5

Income: 1

Government
Fanatic

Obsessive Tea Drinkers



Power: 1
Resistance: 2
Income: 2

Straight

Soft Drinks



Power: 3

Resistance: 5

Income: 3

Straight

Sushi Bars



Power: 1
Resistance: 5
Income: 1

Weird
Peaceful

↑
BATF



Power: 4/1
Resistance: 2
Income: 2

Violent
Government
Fanatic

←

↓

Border Patrol



Power: 1
Resistance: 1
Income: 1

**Peaceful
Government**

↑
C.I.A.



Power: 6/4
Resistance: 5
Income: 0

Government
Violent

↑
F.B.I.



Power: 4/2
Resistance: 6
Income: 0

←
**Government
Straight**





FEMA

**When FEMA makes or aids an attack,
that attack automatically fails on a roll of 9 or more.**



**Power: 4/3
Resistance: 4
Income: 3**

**Government
Criminal**



Homeland Security



Power: 7/2
Resistance: 1
Income: 4

Straight
Violent
Conservative
Government



I.R.S.

Owning player may tax each opponent 2MB on his own income phase. Tax may come from any group. If a player has no money, he owes no tax.



Power: 5/3
Resistance: 5
Income: see above



**Criminal
Government**



KGB

+2 on *any attempt* to destroy any group.



Power: 2/2
Resistance: 6
Income: 0

Communist
Violent

Patent and Trademark Office

+4 on *any attempt* to control an Artifact.



Power: 2/2
Resistance: 3
Income: 2

**Conservative
Government**

Post Office



Power: 4/3

Resistance: 3

Income: *negative* 1

Government

Secret Service



Power: 2
Resistance: 3
Income: 0

**Straight
Government**

The Men In Black



Power: 0/2
Resistance: 6
Income: 1

Criminal
Weird

TSA



Power: 4/2
Resistance: 0
Income: 3

Weird
Conservative
Government

Cat Burglar

+10 to any attempt to control an Artifact owned by a rival.

Or play at any time except during an attack to take control of an uncontrolled Artifact.



Crackdown on Crime

Play this card at any time to add 10 to any attack against a Criminal group.



Death To All Fanatics

Play this card at any time to add 10 to any attack against a Fanatic group.



Mob Influence

Play this card at any time to give all of your Criminal groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Criminal group against attack.



Prohibition

Play this card at any time to add 10MB to the treasury of any Criminal group.



Reign of Terror

Play this card at any time to add 10MB to the treasury of any Violent group.



Actuaries

On your turn, you may look at the amount of money on any one group except an Illuminati.



Power: 2
Resistance: 4
Income: 4

**Straight
Conservative**

Cycle Gangs

+2 on *any attempt* to destroy any group.



Resistance: 4

Income: 0

**Violent
Weird**

Gun Lobby

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



Power: 1
Resistance: *
Income: 1

Conservative
Violent

International Cocaine Smugglers

+4 on *any attempt* to control Punk Rockers, Cycle Gangs, or Hollywood.



Power: 3
Resistance: 5
Income: 5

Criminal

↑
Lawyers



←

Power: 4/4
Resistance: 1
Income: 6

→

Criminal

↓

Local Police Departments



Resistance: 4
Income: 1

Conservative
Straight
Violent

Supreme Court



Power: 4/4
Resistance: 6
Income: 1

Peaceful
Government
Liberal

The Mafia

+3 for *direct control* of any Criminal group.



Power: 7
Resistance: 7
Income: 6

Criminal
Violent

Urban Gangs

+2 on *any attempt* to destroy any group.



Power: 1
Resistance: 2
Income: 1

Violent
Criminal

Yakuza

+2 on *any attempt* to control any Criminal group.



Power: 5/3
Resistance: 6
Income: 3

Violent
Conservative
Criminal

Zero Tolerance

+3 to *any attempt* to control School Boards or TSA.



Power: 0
Resistance: 3
Income: 2

**Conservative
Fanatic**

Kinder and Gentler

Play this card at any time to add 10MB to the treasury of any Peaceful group.

SECURITY
QUIET PLEASE



Political Correctness

Play this card at any time to give all your Liberal groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Liberal group against attack.



Feminists

+3 on *any attempt* to control any Liberal group.



Power: **2**

Resistance: **2**

Income: **1**

Liberal

Gay Activists



Power: 2

Resistance: 3

Income: 2

**Liberal
Weird**

Girlie Magazines



Power: 2
Resistance: 2
Income: 3

Liberal

High Fashion

Discordia gets +2 income if it controls this group.



Power: 1
Resistance: 1
Income: 4

Peaceful
Weird

Intellectuals



Resistance: 3
Income: 1

Weird
Fanatic

Pod People



Power: 1
Resistance: 3
Income: 1

**Liberal
Communist**

Public Art

Bavaria gets +2 income if it controls this group.



Resistance: 2
Income: 1

Liberal
Weird

Yuppies



Power: 1/1
Resistance: 4
Income: 5

Conservative

Media Campaign

Play this card at any time to revive a group from the "dead" pile. It becomes uncontrolled. (If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!)



Weapons of Mass Distraction

Play this card at
any time to add
10 to any attack
against a Liberal
group.



↑
Big Media



←

Power: 4/3
Resistance: 6
Income: 3

→

**Liberal
Straight**

↓

Embedded Media

Treat this group as **Conservative** if it attempts to attack a **Conservative** group.



Power: 2/2
Resistance: 4
Income: 1

Violent
Liberal

Subliminals

Play this card during any attack to add 10 to the **Power** or **Resistance** of either the attacker or the defender.



Madison Avenue

+5 on *any attempt* to control Big Media or Empty Vee.

YOU NEED
MORE

STUFF

Power: 3/3
Resistance: 3
Income: 2



Chain Letters

Zurich gets +2 income if it controls this group.



Power: 0/1
Resistance: 1
Income: 3

**Criminal
Conservative**

↑
Comic Books



Power: 1
Resistance: 1
Income: 2

Weird
Violent

Copy Shops



Power: 1
Resistance: 3
Income: 4

Peaceful



Junk Mail

+4 on *any attempt* to control the **Post Office**.



Power: 1
Resistance: 3
Income: 2

Criminal





Tabloids

+3 for *direct control of Convenience Stores.*



Power: 2
Resistance: 3
Income: 3

conspiracy. But even
never know who is
strings.

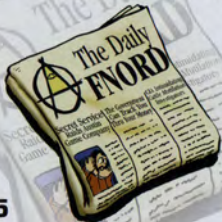
* Everything
ite. Everything
true. The world
place.
Hull Eric! All



The publish
minati, Stev
fiction, but

Weird

Underground Newspapers



Power: 1/1
Resistance: 5
Income: 0

Communist
Liberal

Fox News Channel



Power: 1
Resistance: 4
Income: 2

**Conservative
Fanatic**

Ninety Minutes

Ninety Minutes has +10 resistance to Straight or Government groups.



Power: 2
Resistance: 1
Income: 2

Liberal

Federal Communications Commission



Power: 3
Resistance: 3
Income: 1

**Straight
Conservative
Government**

Hollywood



Power: 2
Resistance: 0
Income: 5

Liberal

Paparazzi

+2 on *any attempt* to destroy another group.



Resistance: 1
Income: 1

**Criminal
Fanatic**

Shock Jocks

The Church of the SubGenius may draw one extra card per turn if it controls this group.



Power: 1

Resistance: 5

Income: 1

Weird

Video Stores



Resistance: 4

Income: 2

Big Medicine



Power: 3
Resistance: 4
Income: 6

Peaceful
Conservative

Centers for Disease Control

+5 on *any attempt* to destroy Bird Flu.



Power: 2/2
Resistance: 2
Income: 1

**Peaceful
Liberal
Government**

Genetic Engineers



Power: 3
Resistance: 3
Income: 2

Fanatic

Stem Cell Researchers

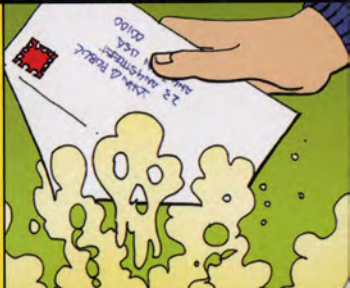


Power: 2
Resistance: 4
Income: 2

Straight
Peaceful
Liberal

Anthrax

Play this card,
at any time to
add 10 to any
attack against
a **Government**
group.



Bird Flu

+2 on *any attempt* to destroy any group.



Power: **0/1**

Resistance: **4**

Income: **0**

Communist

Flesh-Eating Bacteria



**+2 to any attempt
to destroy any group.**

Artifact

Resistance: 4

Communist

Psychiatrists



Resistance: 6
Income: 2

Weird

Distorted Psychiatrists



Power: 3
Resistance: 3
Income: 6

Dentists



Power: 1
Resistance: 2
Income: 1

Straight

Drug Companies



Power: 4/4
Resistance: 3
Income: 6

Conservative

Tobacco & Liquor Companies



Power: 4
Resistance: 3
Income: 3

Straight

Euthanasia Advocates

This group cannot be destroyed,
but any attack to destroy its master gets a +2.



Power: 0
Resistance: 4
Income: 1

Weird
Liberal
Fanatic

Exterminators

+2 on *any attempt* to neutralize another group.



Resistance: 4

Income: 1

Violent

Morticians



Resistance: 4
Income: 1

Straight
Peaceful





Red Cross

Shangri-La gets +2 income if it controls this group.



Power: 2

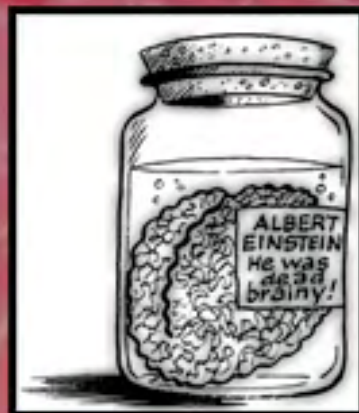
Resistance: 4

Income: 1

**Peaceful
Liberal**



Brain Preservers



Power: 3/1
Resistance: 1
Income: 2

Violent
Weird

Arms Smugglers

Cthulhu gets +2 income if it controls this group.



Power: 2
Resistance: 6
Income: 3

Violent
Communist

Black Helicopters

+2 on *any attempt* to neutralize another group.



Power: **0/2**

Resistance: **6**

Income: **1**

Communist

Blivit



Once per turn, you may spend your Illuminati action to discard *all* uncontrolled Groups and draw an equal number of cards. Any Special cards you draw become yours. The Groups that you draw become the new uncontrolled area.

Artifact

Resistance: 4

Defense Contractors



Power: 5
Resistance: 6
Income: 4

Conservative
Straight

Military Academies



Power: 2
Resistance: 6
Income: 2

Straight
Government
Fanatic



Militia

+6 on *any attempt* to destroy any Communist group.



Power: 2

Resistance: 4

Income: 2

Violent
Conservative

Minutemen

No Government group can control,
or aid an attempt to control, the Minutemen.



Power: 1
Resistance: 6
Income: 1

Violent

NATO

+3 on *any attempt* to destroy any Communist group.



Power: **6/3**

Resistance: **3**

Income: **4**

**Violent
Conservative**

↑
Pentagon



←

Power: 6
Resistance: 6
Income: 2

→

Government
Violent
Straight

↓

Survivalists

+2 Resistance to all owner's other groups.



Resistance: 6
Income: 2

Conservative
Violent
Fanatic

Warehouse 23



Power: 0/3

Resistance: 6

Income: 5

Government
Weird



The Gnomes of Zurich

May move money freely at end of turn.



POWER
7/7



INCOME
12



I.M.F.



Power: 4
Resistance: 2
Income: 7



Apathy

Play this card during an attack. Except for the Illuminati themselves, no group may use its transferable power during this attack; any non-Illuminati uses of transferable power already announced do not count. Players who want to add more money to the attack, or use cards, may do so.



Bailout

Play this card at any time that it is **NOT** your turn. Each of your groups collects income. Exceptions: the Post Office does not pay, and the IRS does not tax.



Family Values

Play this card at any time to give all of your Straight groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Straight group against attack.



Market Manipulation



Play this card during your income phase to double all your groups' incomes, for that turn only.

This card does not allow the I.R.S. to collect twice, or require the Post Office to pay twice.

Swiss Bank Account

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



Tax Reform


Play this card at any time to add 10MB to the treasury of any Government group.



White Collar Crime



Play this card at any time to reorganize all your money freely — that is, any amount(s) may be moved between any groups. You also get an extra 5MB which may be placed anywhere.



All-Martz



Power: 5/4
Resistance: 7
Income: 6

Straight

Bar Codes

Zurich may draw one extra card per turn if it controls this group.



Power: 0/2
Resistance: 3
Income: 1

Communist

Credit Card Companies



Power: 4
Resistance: 5
Income: 4

Straight

Diamond Mines



Power: 1
Resistance: 5
Income: 5

Conservative

Door-To-Door Salesmen

The Church of the SubGenius gets +2 income if it controls this group.



Resistance: **2**
Income: **1**

Communist



Federal Reserve

When it transfers money, that money can go to *any* group in the same **Power Structure**.



Power: 5/3
Resistance: 7
Income: 6

Government

Fort Knox

Gets 1 MB during the income phase
of *each* player's turn.



Power: 2
Resistance: 8
Income: 1

Government

Loan Sharks



Power: 5
Resistance: 5
Income: 6

Criminal
Violent

Midas Mill



Gold to fuel the schemes of the Illuminati! The Midas Mill has an Income of 3, which is placed directly on the controlling Illuminati.

Artifact

Resistance: 7

Income: 3

Office Temps

Spend 10 MB from this group or your Illuminati,
and get one extra action for that turn.



Resistance: 2

Income: 1

Offshore Banks

Owner may make one extra money transfer each turn.



Power: **2/2**
Resistance: **2**
Income: **4**

Criminal

Online Auctions



Power: 2
Resistance: 2
Income: 5

Straight
Peaceful

Private Launch Companies



Power: 3
Resistance: 5
Income: 3

Straight
Liberal

Savings and Loans



Power: 2
Resistance: 3
Income: 4

**Criminal
Straight**

State Lotteries



Power: 1
Resistance: 3
Income: 3

Government
Criminal

Wall Street



Power: 5
Resistance: 3
Income: 3

Straight
Conservative

Subliminals

Play this card during any attack to add 10 to the Power or Resistance of either the attacker or the defender.





Electric Guitar Monks

Power: 3/1
Resistance: 4
Income: 1

Empty Vee



Power: 3
Resistance: 3
Income: 4

Punk Rockers



Resistance: 4

Income: 1

Weird

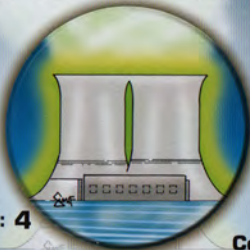
Recording Industry



Resistance: 1
Income: 3

Liberal

Nuclear Power Companies



Power: 4

Resistance: 4

Income: 3

Conservative




Anti-Nuclear Activists

+2 on any attempt to destroy Nuclear Power Companies.



Power: 2
Resistance: 5
Income: 1

Liberal



Shangri-La

+6 on *any attempt* to control Peaceful groups.
+4 defense against any attack to destroy.



POWER
7/7



INCOME
8



Backfire

Play at any time to move any Artifact to the uncontrolled area. If an attack was in progress, that Artifact has no effect.



Full Moon

Play this card at any time to give all of your Fanatic groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Fanatic group against attack.



Gremlins

Play at the beginning of any other player's turn, before he takes any actions. That player loses one action for the turn (so, unless he plays a card of his own, he gets only one action).



Secrets Man Was Not Meant to Know

Play this card when any other special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.



Secrets Man Was Not Meant To Know



Play this card when any other Special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.

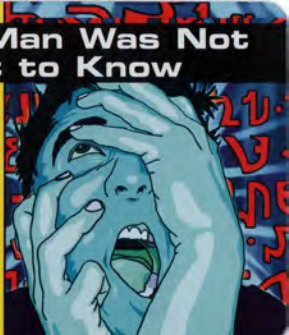
Secrets Man Was Not Meant to Know

Play this card when any other special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.



Secrets Man Was Not Meant to Know

Play this card when any other special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.



Crystal Skull



**Add 2 to the Power
(and Transferrable Power)
of your Illuminati.**

Artifact

Resistance: 7

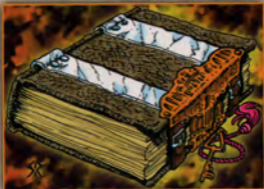
H.P. Lovecraft Zealots



Power: 3
Resistance: 7
Income: 0

Weird

Necronomicon



All Fanatic groups are treated as the same alignment for the purpose of any attack you make. Fanatic gets +4 to control or neutralize Fanatic but -4 to destroy it.

Artifact

Resistance: 4

Pale People in Black

The Assassins get +2 income
if they control this group.



Resistance: 1
Income: 2

Liberal
Weird

Talisman of Ahrimanes



On your turn only, you may pay
3MB from your Illuminati and
move any uncontrolled group
to the discard stack.
It does not count as destroyed.

Artifact

Resistance: **4**

Telephone Psychics



Resistance: 4
Income: 3

Peaceful
Criminal

The Ghoul Channel



Power: 1

Resistance: 2

Income: 3

**Violent
Liberal**

The Great Pyramid

Your Artifacts cannot be stolen, neutralized,
or destroyed.



Power: 2/2
Resistance: 4
Income: 1

Vampires

The Assassins may draw one extra card per turn if they control this group.



Power: 0/2
Resistance: 5
Income: 2

Weird

↑
W.I.T.C.H.



Power: 3/2
Resistance: 6
Income: 1

Fanatic
Violent
Weird

↑

Multinational Oil Companies



→

Power: 6
Resistance: 4
Income: 8

↓

↑
OPEC



Power: 5
Resistance: 8
Income: 8

Conservative

May Day

Play this card at any time to give all of your Communist groups extra income equal to **TWICE** their normal income.

Or play this card at any time to add 10 to defend any Communist group against attack.



Red Scare

Play this card at any time to give all of your Conservative groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Conservative group against attack.



Velvet Revolution

**Play this card
at any time to
add 10 to any
attack against a
Communist group.**



Bobbleheads



Power: 0
Resistance: 3
Income: 1

Weird
Communist



CFL-AIO

STRIKE!

Power: 6
Resistance: 5
Income: 3

Liberal



International Communist Conspiracy

+3 on *any attempt* to control any Communist group.



Power: 7
Resistance: 8
Income: 6



Communist

Kommie Kids Klub



Power: 0

Resistance: 3

Income: 1

**Liberal
Communist**

Liberation Theology



Power: 3/2
Resistance: 3
Income: 3

Violent
Liberal
Communist

Hitler's Brain



When a group is destroyed by any player, you may immediately spend 1MB from your Illuminati and move the group to the uncontrolled area. It still counts as a "destroyed" group for the player who destroyed it, and may be destroyed again.

Artifact

Resistance: 6

Violent

South American Nazis



Power: 4

Resistance: 6

Income: 2

**Conservative
Violent**

Power to the People!

Play this card at any time to add 10MB to the treasury of any Communist group.



Rioting

Play this card at any time to give all of your Violent groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Violent group against attack.



Antiwar Activists



Resistance: **3**
Income: **1**

Peaceful
Liberal

Principia Discordia



All your Weird groups
with **Power** of at least **1**
get **+2 Power**.

Artifact

Resistance: 3

Weird

Riot Starters



Power: 5/3
Resistance: 4
Income: 0

Communist
Violent
Fanatic

Semiconscious Liberation Army

+1 on *any attempt* to destroy any group.



Resistance: 8
Income: 0

Criminal
Violent
Liberal
Weird
Communist

Society for Creative Anarchism



Resistance: 4
Income: 1

Violent
Weird

Suicide Bombers

+2 to *any attempt* to destroy another group.

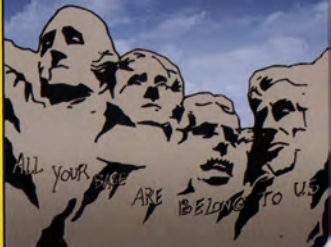


Power: 0
Resistance: 3
Income: 0

**Violent
Criminal
Fanatic**

All Your Base

**Play this card
at any time to
add 10MB to
the treasury of
any Weird group.**



Democrats



Power: 5
Resistance: 4
Income: 3

Liberal

Libertarians



Power: 1
Resistance: 4
Income: 1

Fanatic

Republicans



Power: 4

Resistance: 4

Income: 4

Conservative

Assassination

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 2.



Assassination

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 2.



Backlash

Play this card at any time to add 10 to any attack against a Conservative group.



Bribery



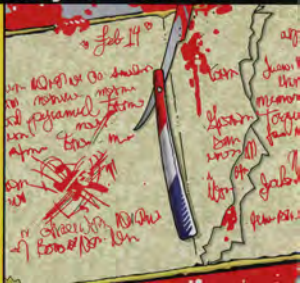
Play this card during your turn to automatically take control of any one uncontrolled group.

Playing this card counts as an action.

Emergency Powers

Play this card at the beginning of your turn. You get no income (the Post Office must still pay), but you get **TWO** extra actions on this turn.

Remember, no individual group except the **UFOs** may act more than once during one turn.



I Lied

Play this card when you have aided an attack, before the dice are rolled, to get back all the money you contributed to the attack. When you plan to use this card, make sure other players can verify how much money you contributed, to avoid arguments.



Interference



You may interfere with one privileged attack. No other players may interfere.

Interference



You may interfere with one privileged attack. No other players may interfere.

Nationalization

Play this card at any time to give all of your Government groups extra income equal to their normal income.

Or play this card at any time to add 10 to defend any Government group against attack.



Reorganization

Play this card at any time except during an attack. You may reorganize your groups freely.



Senate Investigating Committee



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

Slush Fund



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

Whispering Campaign

You may attempt to destroy a single group with Power 0. Roll attacking power vs. defending resistance, but a successful attack *destroys* the target.

Playing this card is not an action, but the attack itself *is* an action.



Chinese Campaign Donors

Treat this group as Government when it attempts to control a Government group.



Power: 3
Resistance: 2
Income: 3

Communist

Congressional Wives



Power: 1
Resistance: 4
Income: 1

Conservative
Straight

Political Betting Conspiracy



Resistance: 2
Income: 7

Government
Conservative
Straight
Fanatic

Pollsters



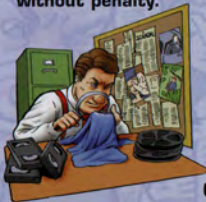
Power: 0/2
Resistance: 4
Income: 2

Special Persecutor

+3 on *any attempt* to destroy another group.

May attempt to destroy another Government group without penalty.

Power: 2/2
Resistance: 4
Income: 2



Fanatic
Government

The United Nations



Power: 1
Resistance: 3
Income: 3

Liberal



Triliberal Commission



Power: 5
Resistance: 6
Income: 3

Liberal
Straight



Ark of the Covenant



Draw one extra card each turn.

Artifact

Resistance: 5

Church of Violentology



Power: 2
Resistance: 6
Income: 3

Violent
Criminal
Fanatic

Deprogrammers

+4 to any attempt to destroy a Weird or Fanatic group (+8 if it's both). Discordia's puppets are *not* immune to direct attacks from the Deprogrammers.



Power: 1
Resistance: 4
Income: 2

Straight
Violent

Church of Elvis

+5 for direct control of Elvis Impersonators,
or vice versa.



Power: 1
Resistance: 3
Income: 2

Weird

Elvis Impersonators

Discordia may draw one extra card per turn if it controls this group.



Power: 1

Resistance: 1

Income: 1

Weird



Moonies



Power: 2

Resistance: 4

Income: 3

**Peaceful
Fanatic**

Nephews of God



Resistance: 4
Income: 2

**Conservative
Fanatic**

Worshippers of the end of days



Power: 2

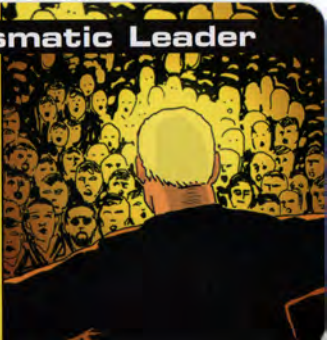
Resistance: 3

Income: 1

**Conservative
Fanatic**

Charismatic Leader

Play this card at any time to add 10MB to the treasury of any Fanatic group.



Dollars for Decency


Play this card at any time to add 10MB to the treasury of any Straight group.






Intelligent Design

+4 to any attempt to control School Boards.



Power: 1
Resistance: 6
Income: 3



Straight
Conservative
Fanatic

Moral Minority



Power: 2
Resistance: 1
Income: 2

Conservative
Straight
Fanatic

Soulburner



Any time a rival takes control of any of your Groups, you may immediately take the top discarded Special.

Artifact

Resistance: 5

TV Preachers

+3 for *direct control* of the Moral Minority.



Power: 3

Resistance: 6

Income: 4

**Straight
Fanatic**



Christmas

Power: 2
Resistance: 4
Income: 5

Peaceful

Spear of Longinus



You have **+4** on *any attempt* to control, neutralize, or destroy any Fanatic group.

Artifact

Resistance: 3

The Holy Grail

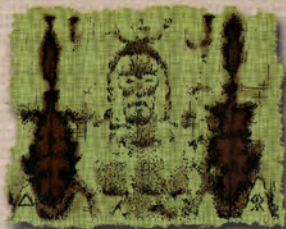


**Add 2 to the Power
(and Transferrable Power)
of your Illuminati.**

Artifact

Resistance: 7

Shroud of Turin



**All your groups have +2 defense
against any attack to control.**

Artifact

Resistance: 4

Conservative



The Bavarian Illuminati

May make one privileged attack each turn
at a cost of 5MB.



POWER
10/10



INCOME
9





Church of the SubGenius

Gets 10 MB from the bank for each of its groups
which is captured, neutralized, or destroyed.




POWER
6/6



INCOME
9





The Discordian Society

+4 on *any attempt* to control Weird groups;
immune to any attacks from
Government or Straight groups.



POWER
8/8

INCOME
8

The Servants of Cthulhu

+2 on *any attempt* to destroy any group.



POWER
9/9

INCOME
7

The Society of Assassins

+4 on *any attempt* to neutralize any group.



POWER
8/8

INCOME
8

Ninjas

Play this card at any time except during an attack to put any one uncontrolled group in the discard pile. It does not count as destroyed.



Druids



Power: 2/1
Resistance: 4
Income: 1

Conservative
Weird

Fraternal Orders



Power: 3
Resistance: 5
Income: 2

Conservative

KKK



Power: 2
Resistance: 5
Income: 1

Conservative
Violent



↑

Reformed Church of Satan



Power: **2**
Resistance: **4**
Income: **1**

◀

**Weird
Fanatic**

↓



Rosicrucians

+6 on any attempt to control an Artifact.



Power: 2/2
Resistance: 4
Income: 1

Science Fiction Fans

+2 on *any attempt* to control any Weird group.



Resistance: 5

Income: 1

Weird

S.M.O.F.

+5 for *direct control* of S.F. Fans.

+2 for *direct control* of Trekkies.



Power: 1

Resistance: 1

Income: 0

Weird

Trekkies



Resistance: 4
Income: 3

**Weird
Fanatic**

The algorithm that provides the
n-th digit of Pi



Resistance: 0
Income: 9

Weird

The Bermuda Triangle

May reorganize groups freely at end of turn.



POWER
8/8

INCOME
9

Animal Testing Labs



Power: 1
Resistance: 4
Income: 2

Straight

Evil Geniuses for a Better Tomorrow

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

Power: 0/2
Resistance: 6
Income: 3



Violent
Weird

Nanotech Companies



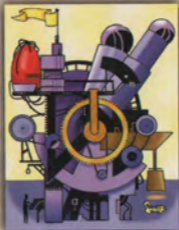
Power: 2
Resistance: 4
Income: 4

Only one mathematical axiom exists

1 \Leftrightarrow ∇

Power: 4
Resistance: 9
Income: 1

Perpetual Motion Machine



On your turn, you may discard *any* card (Group or Special) and get an extra action. Discarded Groups, and any groups they controlled, go to the uncontrolled area.

Artifact

Resistance: 4

Robot Sea Monsters



Resistance: 6
Income: 2

Violent
Communist

Science Alarmists

+2 on *any attempt* to neutralize
any Government group.



Power: 1
Resistance: 1
Income: 1

Liberal

Nuke Them From Orbit

Play at any time to destroy any Artifact; place it in the discard pile. If an attack was in progress, that Artifact has no effect.



Crop Circles

Shangri-La may draw one extra card per turn if it controls this group.



Resistance: **4**
Income: **0**

Peaceful
Weird

Hubble Space Telescope



It sees all. You may abolish the privilege on any attack by spending your *next* turn's Illuminati attack. You may not do this more than once per round unless you get more than one Illuminati attack per turn. Note that you still get two actions next turn . . . you just can't use your Illuminati for one of them.

Artifact

Resistance: 5

Government

L-4 Society

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



Power: 1
Resistance: 2
Income: 0


Weird

NASA





Power: 2
Resistance: 4
Income: 1

Government



Orbital Mind Control Lasers

On his turn, owner can add, remove, or *reverse* an alignment of any one other group in play; change lasts for that turn only.



Power: 4/2
Resistance: 5
Income: 0



Communist

Space Station



Power: 2/2
Resistance: 5
Income: 2

Government

Extreme Sports



Power: 2

Resistance: 4

Income: 3

Violent

Professional Sports



Power: 2
Resistance: 4
Income: 3

**Violent
Fanatic**

Theme Parks

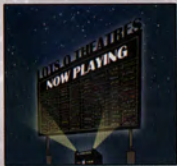


Power: 1
Resistance: 2
Income: 3

Straight

Ultramegahyperplexes

+5 for direct control of Hollywood, or vice versa.



Power: 1
Resistance: 4
Income: 3

Cellular Phones

+4 on *any attack* on the Phone Company,
and vice versa.



Power: 3/1
Resistance: 4
Income: 3

Offshore Call Centers



Power: 0/2
Resistance: 3
Income: 3

Straight
Peaceful



Phone Phreaks

+3 on *any attempt* to control,
neutralize, or destroy the Phone Company.



Power: 0/1
Resistance: 1
Income: 1

Criminal
Liberal

The Phone Company



Power: 5/2
Resistance: 6
Income: 3

Voice Mail

Voice Mail counts as Weird
if controlled by a Weird group.



Power: 0/2
Resistance: 3
Income: 1

Celebrity Spokesman

Play this card at any time to add 10MB to the treasury of any Liberal group.



Telethon

Play this card at any time to add 10MB to the treasury of any Conservative group.



Kiddie TV



Power: 1/1
Resistance: 4
Income: 1

Peaceful
Liberal

Reality Shows



Power: 1
Resistance: 1
Income: 6

Weird
Conservative

Soap Operas



Resistance: **2**

Income: **3**

Liberal

Saturday Morning Cartoons



Power: 1
Resistance: 4
Income: 3

Violent

Time Warp

Play this card during your turn to allow you one extra action on that turn.

Remember, no individual group except the UFOs may act more than once during the turn.



Time Warp

Play this card during your turn to allow you one extra action on that turn.

Remember, no individual group except the UFOs may act more than once during the turn.



SWITZ
MAY

Time Warp

Play this card during your turn to allow you one extra action on that turn.

Remember, no individual group except the UFOs may act more than once during one turn.



Time Warp

Play this card during your turn to allow you one extra action on that turn.

Remember, no individual group except the UFOs may act more than once during the turn.



SPACE OUTSIDE WORMHOLE

Time Travellers

LIGHT RAY

MOUTH

NEGATIVE ENERGY

THROAT

Resistance: 9
Income: 0

Peaceful



Airlines

Bermuda gets +2 income if it controls this group.



Power: 1
Resistance: 3
Income: 1

Straight

American Autoduel Association



Power: 1
Resistance: 5
Income: 1

**Violent
Weird**

Fnord Motor Company



Power: 2
Resistance: 4
Income: 2

Peaceful

Overnight Delivery Services

Owner may make one extra money transfer each turn.



Power: 3/2
Resistance: 2
Income: 4

Peaceful

Roadside Exhibits



Power: 0
Resistance: 3
Income: 1

Weird

The UFOs

Illuminati group may participate in
two attacks per turn.



POWER
6/6

[twice per turn]

INCOME
8



Alien Abductors

The UFOs get +2 income if they control this group.



Power: 2
Resistance: 5
Income: 1

Criminal
Weird



Cattle Mutilators

The UFOs may draw one extra card per turn if they control this group.



Power: 1
Resistance: 6
Income: 1

Criminal
Weird

Clone Arrangers

+3 on *any attempt* to destroy any group.



Power: 6/2
Resistance: 6
Income: 1

Violent
Communist
Criminal

Reptoids



Power: 4/3
Resistance: 7
Income: 2

Weird
Violent
Criminal

↑
California



→
Power: 5
Resistance: 4
Income: 5

Liberal
Weird
Government
↓

Las Vegas



Power: 2

Resistance: 1

Income: 7

Criminal

New York



Power: 7
Resistance: 8
Income: 3

**Violent
Criminal
Government**

↑
Texas




▶

Power: 6
Resistance: 6
Income: 4


▶

Violent
Conservative
Government




Chemtrails

Once per turn, owner can remove an alignment of any other Group in play; change lasts for that turn only.



Power: 5/3
Resistance: 6
Income: 1



El Niño

+2 on *any attempt* to destroy another group.



Resistance: 4
Income: 1

Communist

Global warming conspirators



Power: 3
Resistance: 3
Income: 2

**Criminal
Straight**

Weathermen

Bermuda may draw one extra card per turn if it controls this group.



Power: 1
Resistance: 3
Income: 1

Freaking the Mundanes

Play this card at any time to give all of your **Weird** groups extra income equal to **TWICE** their normal income.

Or play this card at any time to add **10** to defend any **Weird** group against attack.



Talk Like a Pirate Day

Play this card at any time to add 10 to any attack against a Straight group.



Center for Weird Studies



Power: 3/1
Resistance: 4
Income: 2

Weird

Flat Earthers



Power: 1
Resistance: 2
Income: 1

**Weird
Conservative**

Furries



Power: 0
Resistance: 2
Income: 2

Weird
Peaceful

Goldfish Fanciers



Resistance: 4
Income: 1

**Peaceful
Fanatic**

LARPer



Power: 1
Resistance: 3
Income: 1

**Weird
Fanatic**

Screaming Meme



**+4 to any attempt
to neutralize any group.**

Artifact

Resistance: 5