

ALIGNMENTS

Government opposes Communist.
Liberal opposes Conservative.
Peaceful opposes Violent.
Straight opposes Weird.
Criminal has no opposite alignment.
Fanatic opposes all other Fanatic.

SEQUENCE OF PLAY

Play goes *counter-clockwise* around the table.

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

ACTIONS

Regular Actions:

- Attack a Group
 - Control, neutralize or destroy
- Transfer money
- Move a Group
- Give a Group away

Free Actions:

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

Passing:

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

ATTACKS

Attack to Control.

1. Defending Group's Resistance is subtracted from attacking Group's Power, including any Transferable Power from other Groups aiding in the attack.
2. Only members of attacker's own Power Structure can aid the attack.
3. Modify this number for attacker or defender's special powers, for money spent by both sides, and for other factors shown below.
4. Using two dice, attacker must roll this number or less.
 - **A roll of 11 or 12 is an automatic failure.**

Same Alignment	+4
Opposite Alignment	-4
Each Megabuck spent by Attacker	+1
Each Megabuck spent by defending Group	-2
Each Megabuck spent by defending Illuminati	-1
Each Megabuck spent by other players to Interfere	-1
Each Megabuck spent by other players to Assist	+1
Defending Group is attached directly to Illuminati	-10
Defending Group is 1 Group away from Illuminati	-5
Defending Group is 2 Groups away from Illuminati	-2

Attack to Neutralize

As above, except:

- Attacker receives a +6 bonus.

Attack to Destroy

As above except:

- Roll "Power minus Power," instead of "Power minus Resistance."
- +4 for opposite alignment; -4 for identical alignment
- Attacking Group does not need an open control arrow.

Regular Victory Conditions

Groups to be controlled, *including Illuminati*

2 or 3 players	13
4 players	12
5 players	10
6 players	9
7 to 8 players	8

Illuminati Group

Special Victory Conditions

Bavarian Illuminati	Control Groups with a total power of 35 or more (including their own Power of 10).
Bermuda Triangle	Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.
Discordian Society	Control 5 Weird Groups.
Gnomes of Zurich	Collect 150 megabucks (in the whole Power Structure's treasuries).
The Network	Control Groups with a total Transferable Power of 25 (including their own 7).
Servants of Cthulhu	Destroy 8 Groups. (Eliminated Illuminati count!!)
Shangri-La	Control 5 Peaceful groups.
Society of Assassins	Control 6 Violent Groups.
Church of the SubGenius	Its regular victory condition is 1 less than all other Illuminati. For example, if the regular winning condition is to control 10 groups, SubGenius only needs 9.
UFOs	At the beginning of the game, after players choose their Illuminati, the UFO player picks one of the seven Special Goals listed above. He writes it down, keeping it secret from the other players.

Any two Special cards may be turned in to abolish a privileged attack. By discarding two Specials after someone declares privilege, you may negate that privilege; once an attack loses its privilege it may not get it back. The same player must discard the two Special cards. Remember that you can't exchange or give away Specials after privilege has been declared.