

## Atlantis

POWER  
7/7



You may expose two plots each turn, as a free move.

SPECIAL GOAL

Control of groups with a total global power of 35, including your own, reduces your basic goal by 3.

## SERVANTS OF CTHULHU

POWER  
9/9



You have a +4 on any attempt to destroy, even with Disasters and Assassinations. Draw a Plot card whenever you destroy a group!

SPECIAL GOAL

For every group you destroy, reduce by 1 the number of groups you need to control in order to win. You may also count rival Illuminati which you destroy by removing their last group. If you destroy 8 groups, you win, regardless of how many you control!

# DELUXE



# INWNO

STEVE JACKSON GAMES

## The Discordian Society

POWER  
7/7



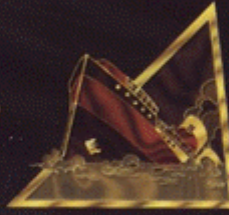
You have a +4 on any attempt to control Weird groups. Your power structure is immune to attacks from Government or Straight groups, and to all special abilities of these groups.

### SPECIAL GOAL

Any Weird group with a Power of 3 or more counts double toward your total number of groups controlled.

## BERMUDA TRIANGLE

POWER  
8/8



You may reorganize your groups freely at the end of your turn.

### SPECIAL GOAL

Control a total Power of at least 35, counting Bermuda's own Power, and at least one group of each alignment. A group with more than one alignment counts for all its alignments.

## UFOs

POWER  
6/6  
•TWICE•



The UFOs have two actions per turn — they get two tokens! These may not be used in the same attack.

### SPECIAL GOAL

The UFOs can have up to 3 different Goal cards in play, and win with any of them.

## The Network

POWER  
8/8



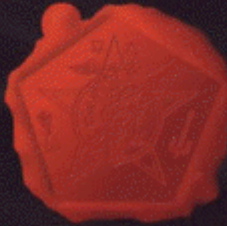
You start your turn by drawing two Plot cards, rather than one.

### SPECIAL GOAL

Any Computer group with a Power of 3 or more counts double toward your total number of groups controlled.

## Adepts of Hermes

POWER  
7/7



If you fail an Attack to Control against a Group from your own hand, you do not lose the group . . . just return the card to your hand. The Adepts of Hermes have a +6 on any attempt to control or destroy a Magic group.

### SPECIAL GOAL

Each Magic Resource you control counts as one group toward the Basic Goal.

## SHANGRI-LA

POWER  
7/7



Any group in your Power Structure has an extra +5 to defend against any attack, even *Instants*. You cannot destroy any groups except Violent ones and rival *Illuminati*.

### SPECIAL GOAL

Have Peaceful groups with a total Power of 30 in play, regardless of who controls them! If this happens, all Shangri-La players share the victory.

## Gnomes of Zurich

POWER  
9/9



You may hold 6 Plot cards in your hand, rather than the usual 5. You have a +4 on any attempt to control any Bank.

### SPECIAL GOAL

Any Corporate group or Bank with a Power of 4 or more counts double toward your total number of groups controlled.

## Bavarian Illuminati

POWER  
10/10



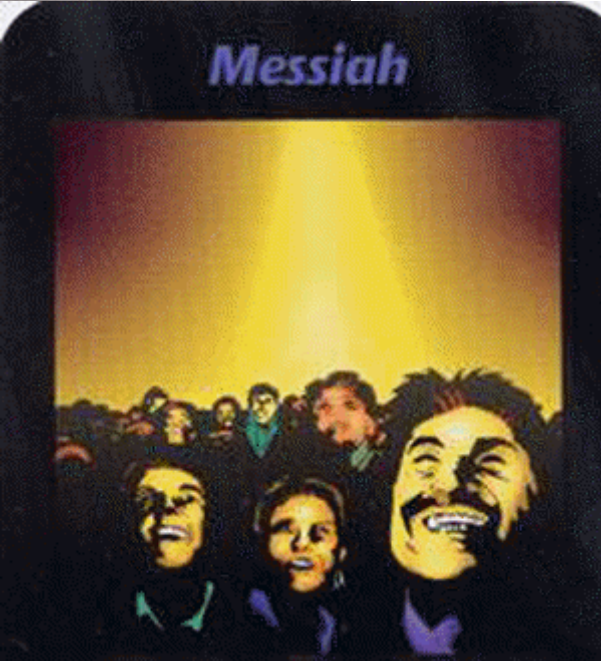
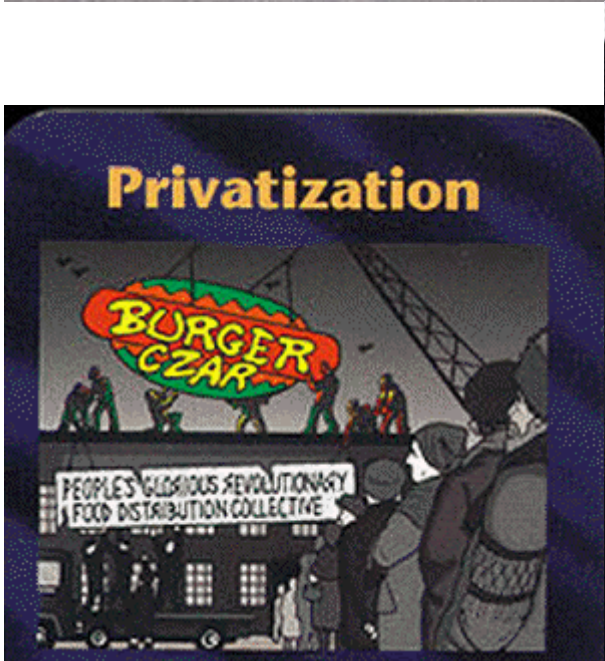
Each turn, you may declare one of your attacks privileged.

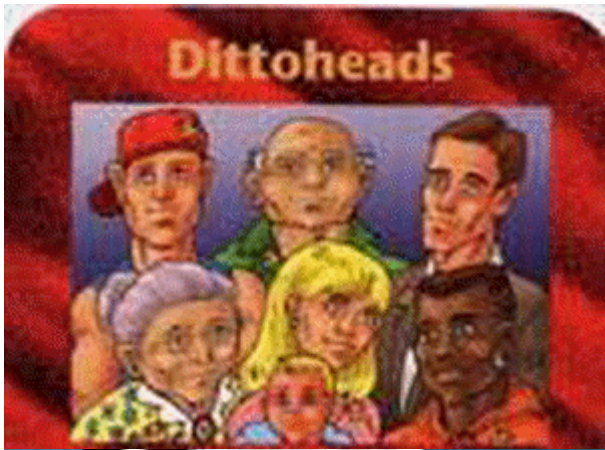
### SPECIAL GOAL

Control a total Power of 50 or more, counting Bavaria's own Power.

# ILLUMINATI®

THE GAME OF CONSPIRACY





## Eternal Salvation or Triple Your Money Back



Two, count 'em, TWO paradises for \$30 . . . one while you're alive, lasting as long as you want, and one when you decide to die! No other religion offers a better deal!

Offer good through July 4, 1998. Some restrictions apply. Void where prohibited by law. Close cover before striking. Please recycle. Slightly higher in Canada.

Play this card at any time. Draw enough new Plots to fill your hand out to 5. You may only play this card once per game. It requires an action from one SubGenius group.

*Requires SubGenius Action*

## SUMMIT



No Nation group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Nation action, that action is canceled.

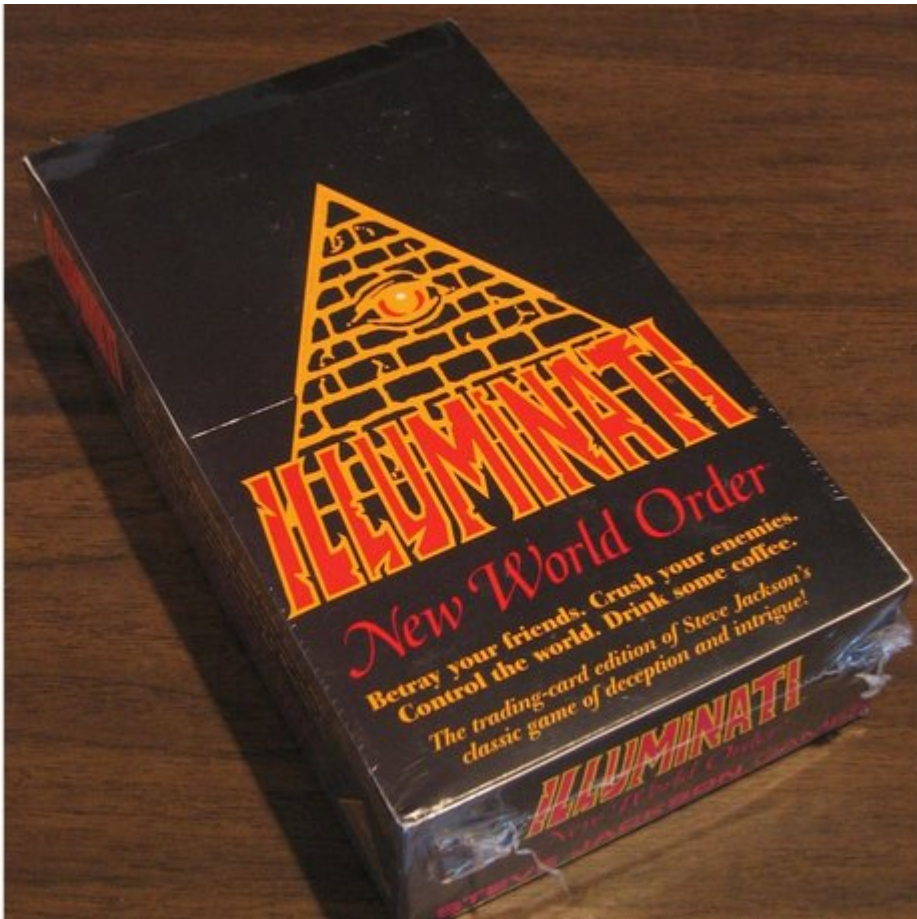
This card requires an Illuminati or Nation action.

## Religious Reich

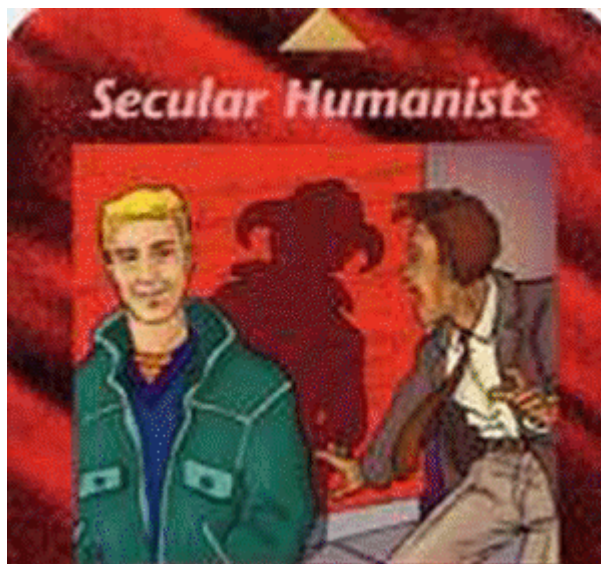
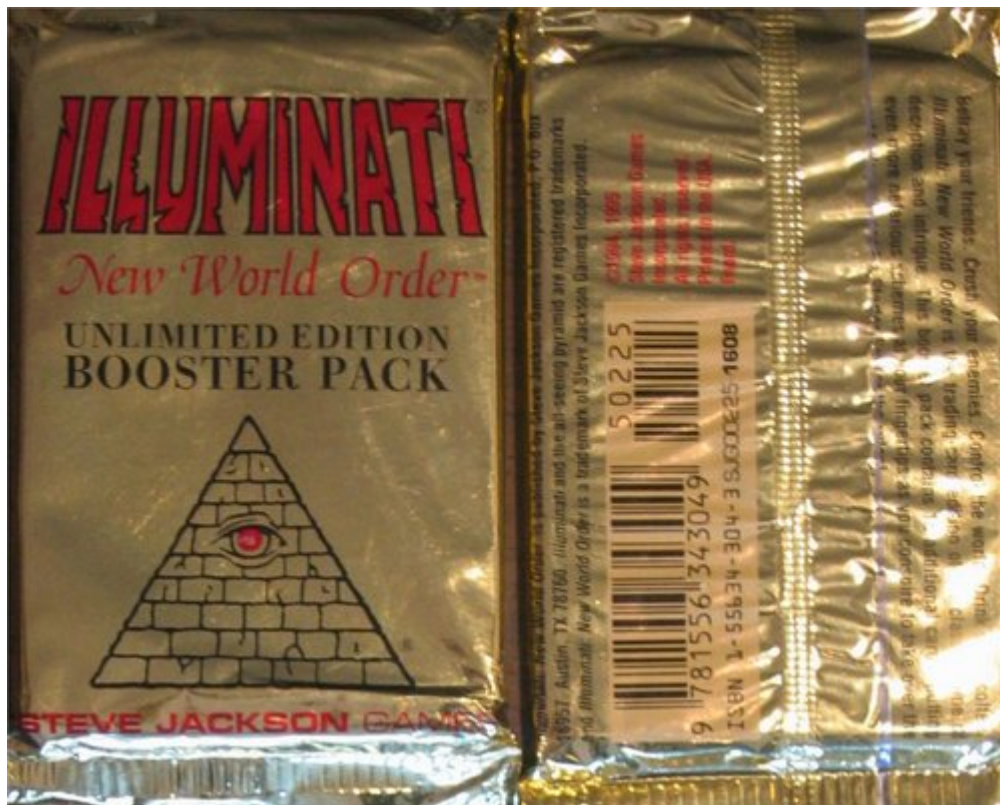


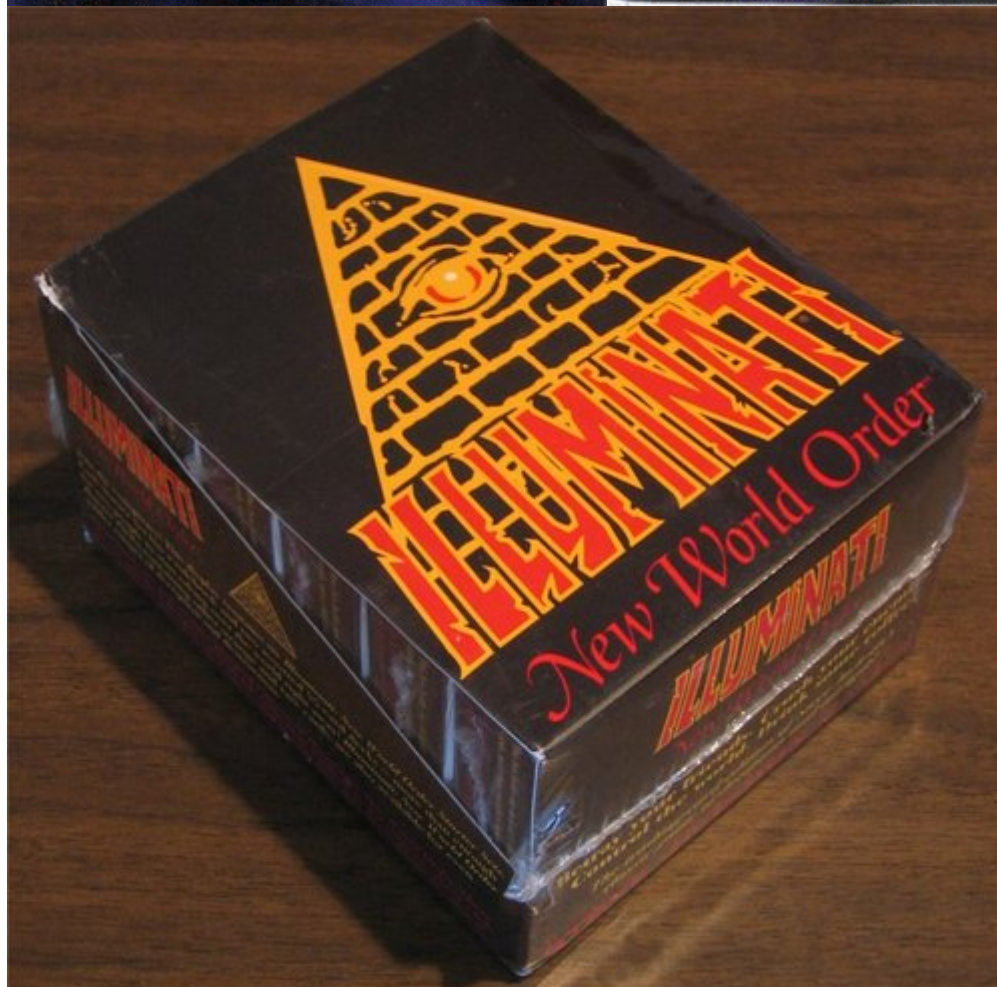
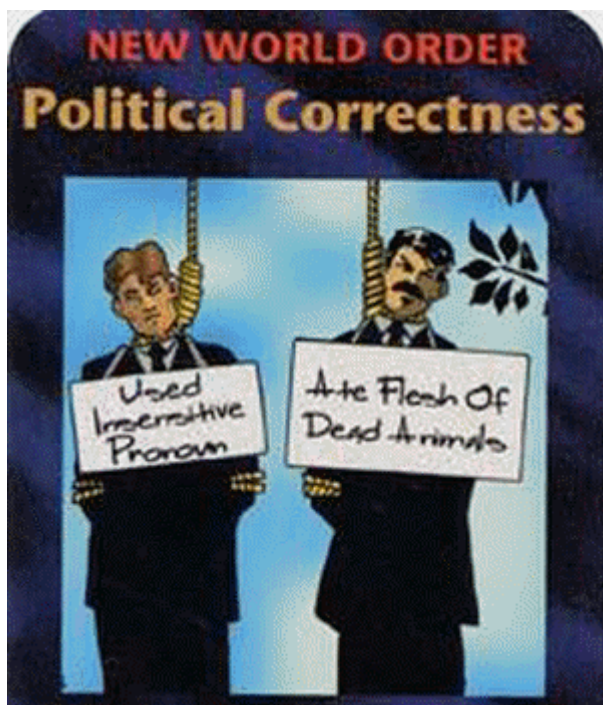
## Enough is Enough



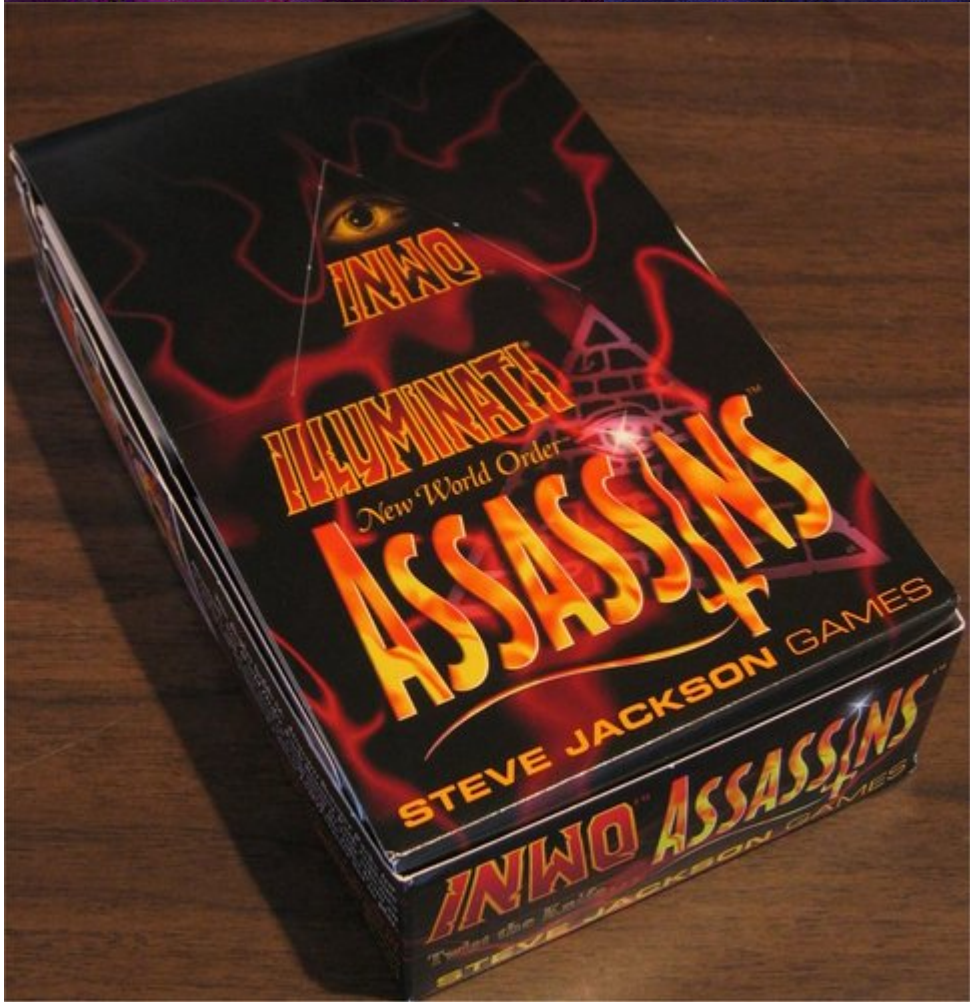
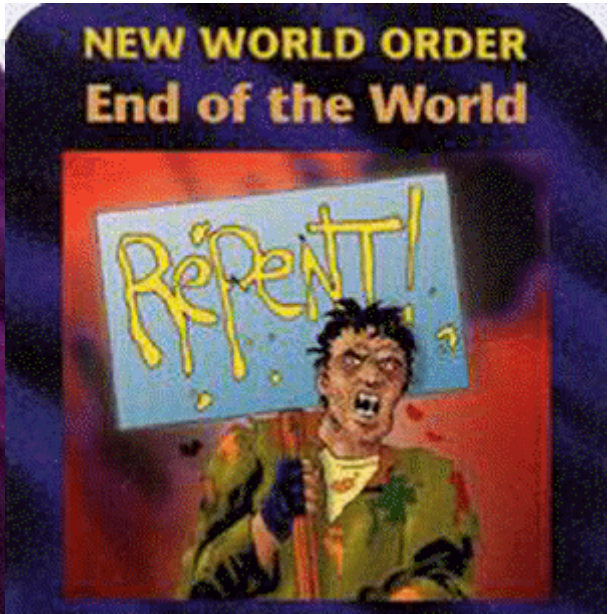
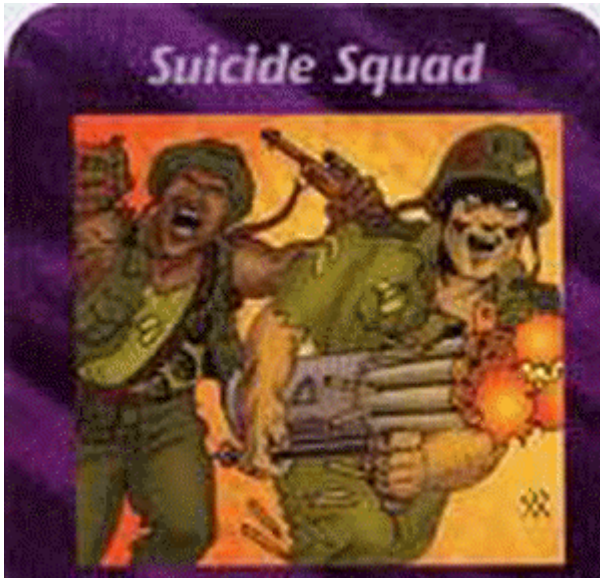


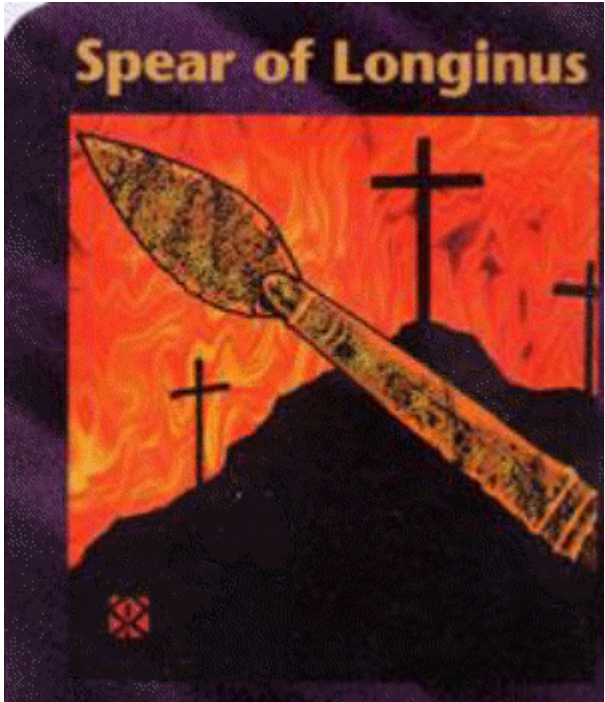
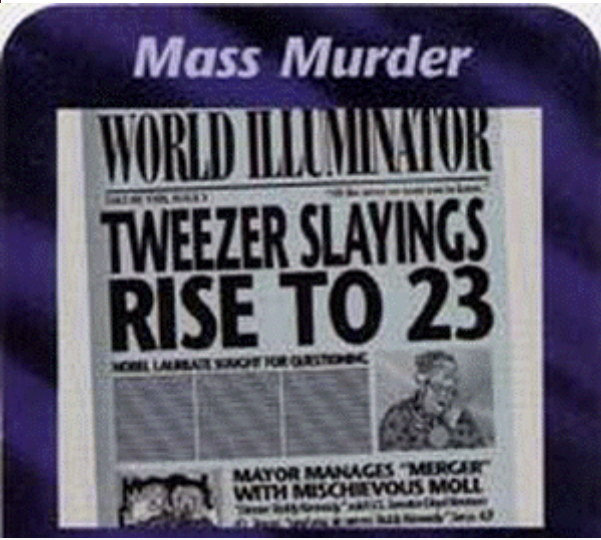
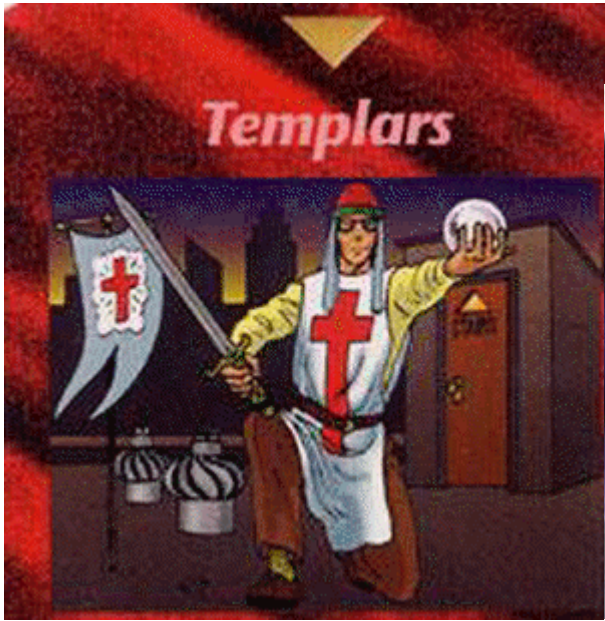
**INWQ** **ONE WITH EVERYTHING**



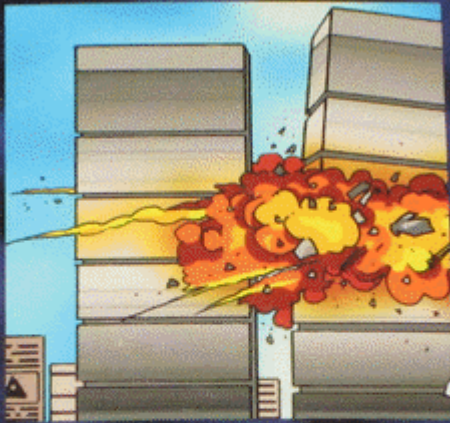








## Terrorist Nuke



Play this card at any time to give +10 Power or Resistance (your choice) to any Violent group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Infobahn



Play this card at any time to give +10 Power or Resistance (your choice) to any Computer group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Flesh-Eating Bacteria



*Disaster!* This is an Attack to Destroy any Place. It does not require an action. Its Power is 20.

This is not an Instant attack. Any Science group can aid the target Place. The Center for Disease Control has triple power to aid the target Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 8, the target is destroyed, and this card returns to the hand of the fiend who played it.

*Disaster!*

## Tape Runs Out . . .



"... When the Rapture comes, I'll make 'em wait! They'll never clean my cage! Now give me some more of..."

*(Tape runs out.)*

Good try. Too bad something went wrong.


This card may be played immediately after *any* other Plot is played, for any purpose. That card is canceled. Both cards are discarded.

Use of this card requires either an action from your Illuminati, or three other Plot discards.

*Requires Illuminati Action or Discards*

Place

## Israel




Gives +8 on any attempt to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.

**3/13**      **RESI8NCE**

**Violent, Government**      **Coastal, Nation**

Persönlichkeit

## Talkmaster



«Ich bin ein sehr guter Koch. Und putzen und aufräumen kann ich auch ...»


Aufgrund seiner Toleranz und seiner offenen Art ist er der beste Talkmaster.

+6 auf die direkte Kontrolle einer beliebigen Persönlichkeit.

**MAINT**      **WIDER 2**

**Liberal**      **Medien**

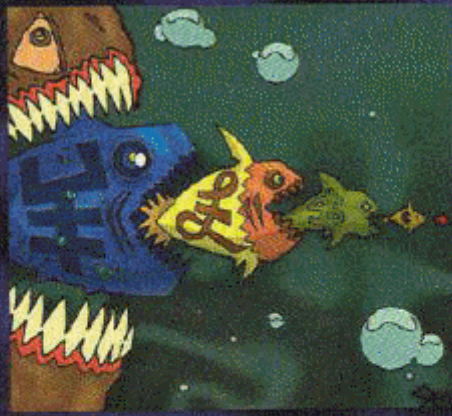
## Secret Master



Everything in the world is controlled by a small evil group to which, unfortunately, no one we know belongs.

Link this card to one Personality who is directly controlled by your Illuminati. That person is now a member of the Illuminati. He cannot be captured at all, or destroyed except by Assassination or by the direct attack of another Illuminati. And he has an extra +20 against an Assassination. However, he loses all alignments and attributes.

## Bank Merger



Place an Action token on any one Bank group, or on two or more Bank groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

*Requires Illuminati Action*

## Albino Alligators



Play this card at any time to give +10 Power or Resistance (your choice) to any Weird group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Persönlichkeit

## Genschman



Genschman ist liberal, wenn er sich so fühlt. Er hat nur dann die Gesinnung liberal, wenn der Spieler dies möchte.

Er erhält einen +2 Bonus zur Unterstützung einer beliebigen Nation bei der Verteidigung gegen einen beliebigen Angriff.

**3/3**

**WIDE 3**

**Liberal (manchmal),  
Bürgerlich**

## NATO



Gives +4 to any attempt to control any Nation.  
Can interfere in any attack made by or against a Nation.

Its Power counts triple when giving Aid!

**3/2**

**RESISTANCE 3**

**Violent**

## Goldfish Fanciers



We're sorry, but we're not even permitted to hear at what the Secret Knowledge is about goldfish.

Your entire power structure is completely immune to attacks from Fanatic groups. No, we're really not going to explain why.

**POWER 1**

**RESISTANCE 4**

**Fanatic, Peaceful**

## Air Magic



Play this card to help protect a Place against any Disaster, except Earthquake or Volcano. The Power of the Place is *tripled* for this one defense.

Playing this card is an action for a Magic group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.

*Requires Magic Action or Discard*

## Power Corrupts



Play this card at any time. It requires action(s) by Criminal group(s) with a total Power equal to the Resistance of the target group. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Criminal. Keep this card, with a link to the target.

*Requires Action*

## New Federal Budget



Place an Action token on *any one* Government group, or on two or more Government groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

*Requires Illuminati Action*

## NEW WORLD ORDER

### Energy Crisis



*A crippling energy shortage affects power blocs worldwide...*

Reduce the Power of all Corporate groups by 2.  
Reduce Power and Resistance of all Green groups by 1.

This card replaces any Blue NWO card in play.

## Macht des Geldes



Diese Karte kann jederzeit ausgespielt werden. Dazu wird eine Aktion der Illuminati oder die Aktion(en) krimineller Gruppen, deren gesamte Macht dem Widerstand der Zielgruppe entspricht, benötigt. Bei gegnerischen Gruppen muß die Position innerhalb der Machtstruktur berücksichtigt werden.

Die Zielgruppe wird permanent kriminell. Diese Karte wird mit der Zielgruppe verbunden.

Aktion

## Pyramid Marketing Schemes



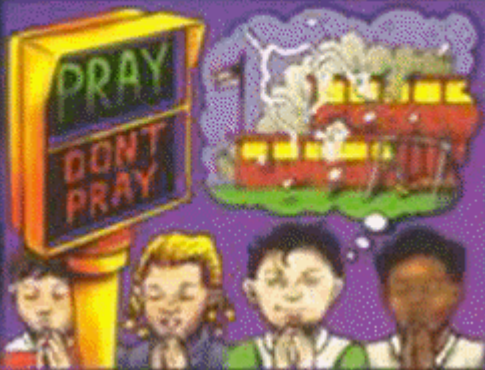
"Sell your people to buy, buy, buy!"  
This group gets +1 Power and +2 Resistance for each Family group in your Power Structure.

POW 1

RES 2

Straight

## School Prayer



On the count of three, we'll all target everything else we were doing and run around blessing. Ready? One, two, ...

No Church, Liberal or Conservative group, no matter who owns it, may use its Action taking(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Church action, that action is canceled.

This card requires an Illuminati, Church, Liberal or Conservative action. Almost anybody can start the fun ...

Attribute  
Freeze!

Requires Illuminati, Church,  
Liberal or Conservative Action

Persönlichkeit

## Showmaster



Seine Show zu besuchen ist immer ein Glücksspiel.  
Die Aktion dieser Gruppe kann eingesetzt werden, um die Macht einer Persönlichkeit zu verändern. Hierzu ist die Zustimmung des Besitzers erforderlich.

Es wird mit 1W gewürfelt. Bei 1-3 wird die aufgedruckte Macht der Persönlichkeit auf 1 gesenkt. Bei 4-6 wird sie permanent verdoppelt.

Jede Persönlichkeit darf die Show nur ein einziges Mal besuchen.

MA 1

WIDE 1

Bürgerlich,  
Konservativ

## March on Washington



Play this card along with a Plot card that requires an action or actions. This card substitutes for any one action of a Power of 6 or less, from any Alignment or Attribute, though not an Illuminati action. However, you must discard the top undrawn Plot card from your own deck.  
You may March On Washington only once per turn.

*Requires Discard*

## ISOLATIONISM



The target Illuminati cannot take over Nation groups. An Illuminati action is required to play this Zap.  
Play on a rival Illuminati at any time except during a privileged attack.  
A Zap stays on it's victim until it's removed.  
Spending an Illuminati action, at any time, will remove all Zaps from any one player.

## Sucked Dry and Cast Aside!



## Hat Trick



Play this card immediately after you use a Plot card. Discard this card instead, and put the other Plot card back into your hand.  
Using this card requires an action from a group with a Power of at least 3.

*Requires Action*



## Epidemic



*Disaster!* This is an Attack to Destroy any Place. It does not require an action. Its Power is 14.  
This is *not* an Instant attack; other groups can interfere normally.  
If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy the target.

*Disaster!*

## WAR CRIMES TRIALS



"But he started it!"

Only playable when NWO: World War Three is in play. Discard NWO: World War Three. The player who played that card must remove all action tokens from his Nations and expose the Plot cards in his hand.

## NEW WORLD ORDER A Thousand Points of Light



*We'll have to put something in the water.*  
Paranoia is reduced, and good feelings increase to a thoroughly unnatural extent. Opposed alignments no longer give the standard +4 bonus to destroy or the -4 penalty to control.  
This card replaces any Blue NWO card in play.

## Orbital Mind Control Lasers



By using the Lasers' action, you may add, remove, or reverse an alignment of any group in play. You may do this at any time except during a privileged attack. The change lasts only for the rest of the current player's turn.

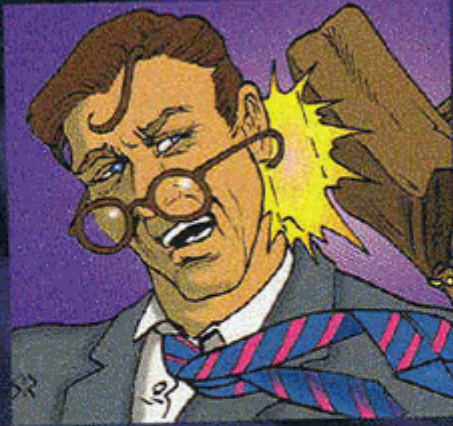
*Unique Gadget*

**ACTION**

## Market Manipulation



## Mothers' March



Play this card when any Attack to Destroy is successful. The attacker must try the roll again immediately, at a -4 penalty. No player may do anything else to change the strength of the re-rolled attack. Use of this card requires an action by any group with a Power of at least 3.

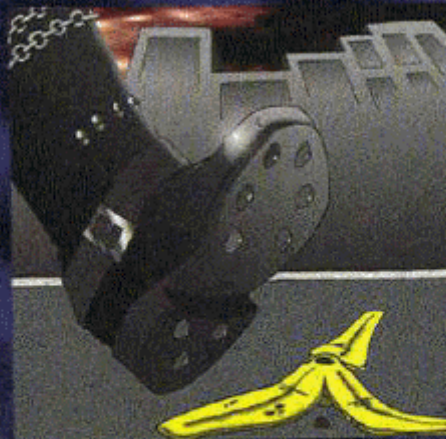
*Requires Action*

## FOREIGN AID



*"Don't spend it all in one place..."*  
Place an Action token on any one Nation group, or on two or more Nations whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.  
This card may be played at any time. It requires an action from your Illuminati.

## Murphy's Law



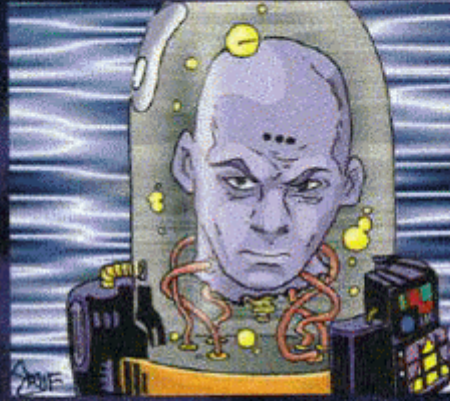
*Everything that can go wrong, will.*  
Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 12.  
This requires *all* Action tokens currently on your Illuminati (a minimum of 1!).

*Requires All Illuminati Actions*

## NEW WORLD ORDER Gun Control



## Head in a Jar

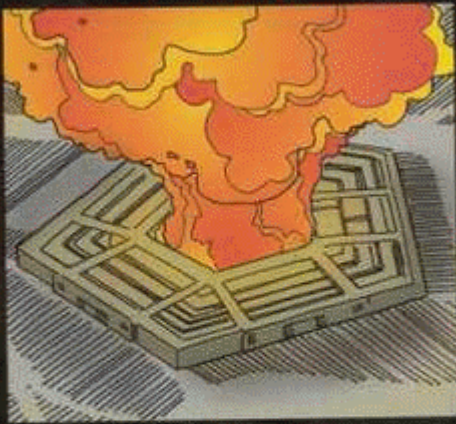


Play this card when one of your Personalities is killed. It takes precedence over any enemy attempt to capture or permanently eliminate the destroyed card.

Link this card to the Personality. It remains in play, but can never control any group that it didn't control before it went in the jar. It gets a +10 to defend against any further Assassinations. It can Attack to Destroy, or aid attacks with its Power, but it's doing all its business by telephone . . .

Place

## Pentagon



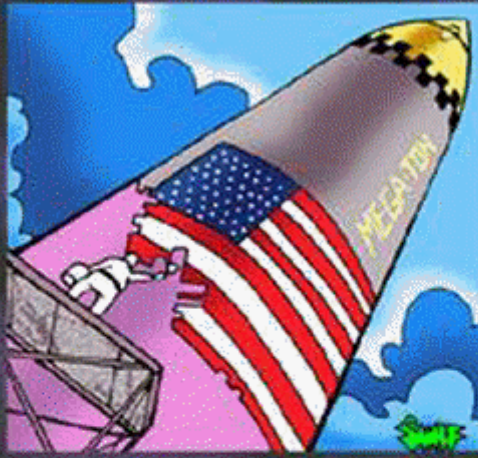
Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

POW<sup>6</sup>ER

RESI<sup>6</sup>NCE

Straight, Violent,  
Government

## NUCLEAR CAPABILITY



*"We've had Top Men working around the clock..."*

This card may be played at any time, and counts as the action for the group it affects. The Increased Power takes affect immediately.

The Power for one Nation group is increased to 6. Link this card to your chosen Nation. No player may have more than one Nuclear Capability in play.

## NEW WORLD ORDER *Fear and Loathing*



Paranoia increases worldwide. Identical alignments now give +8 on any attempt to control, and -8 on any attempt to destroy. The reverse is true for opposed alignments.  
This card replaces any Blue NWO card in play.

## Counterspell



*Suddenly the candles flared brilliantly, and the servants scattered. Too late! The altar exploded, and the roof began to sag . . .*

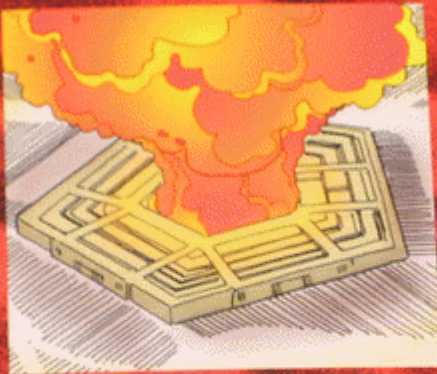
Play this card when any Magic Resource is used to attack you or help an attack on you, in any way. You must use either the action of a Magic group or your Illuminati.

That Resource is destroyed! Discard the card.

*Requires Magic or Illuminati Action*

Place

## Pentagon



Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

POWER

RESISTANCE

Straight, Violent,  
Government

## Revolution!



*The rebels are in the hills! They have outside support! They have photocopiers!*

Play this card with any attack, either to destroy or control, against a Nation. It gives a +10 bonus to the attack, or a +20 bonus against a Dictatorship. Playing this card requires an action by a group other than those actually attacking the Nation.

*Requires Action*

## Volltreffer



Diese Karte kann jederzeit ausgespielt werden, um Macht oder Widerstand einer eigenen kriminellen Gruppe um 10 zu erhöhen.

Bei einer Aktion eingesetzt muß die Karte bereits bei deren Ankündigung ausgespielt werden. Sie wirkt sich dann nur auf diese Aktion aus. Zur Verteidigung eingesetzt wirkt sich die Karte bis zum Ende der Runde aus. Die Wertänderung hilft nicht beim Erfüllen von Siegbedingungen.

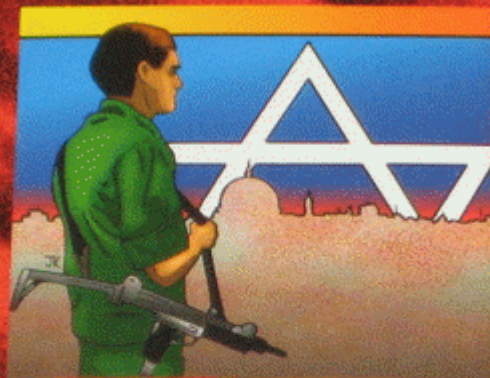
## Combined Disasters



You may combine two *Disasters* on the same Place, as long as both are eligible to be used on it. Play both of the *Disaster* cards, as well. Pick one *Disaster* to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other *Disaster*.

Place

## Israel



Gives +8 on any attempt to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. That negates the privilege.

**3/3**

Violent,  
Government

RES **8**

Coastal,  
Nation

Place

## Illuminati University



Where do you go to learn the Things Man Was Not Meant To Know? Good old IOU!

You must pay "tuition" as long as you control IOU. At the end of each turn, you must discard one Plot or Group from your hand or the top of your deck, or discard IOU and return its puppets to your hand. But IOU, and its master, and its puppets, are all completely immune to *Disasters* and to Straight and Government groups.

And don't ask what the O stands for.

POW **2**

Weird

RES **6**

Science, Magic

## Pulitzer Prize



Play this card at any time to give +10 Power or Resistance (your choice) to any Media group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## NEW WORLD ORDER

### Bigger Business



Increase the Power of all Corporate groups by 2.  
Increase the Power of all Conservative groups by 2.  
Increase the Power of all Conservative Corporate groups by 3.  
This card replaces any Yellow NWO card in play.

## Flower Power



Place an Action token on any one Peaceful group, or on two or more Peaceful groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

*Requires Illuminati Action*

## Hidden Influence



The group of your choice now has Global Power equal to its regular Power. Link this card to the group.

This requires an action from your Illuminati. It may be played at any time.

*Requires Illuminati Action*

## No Beer!



*We're out of WHAT?*

*Disaster!* This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16 normally. Against Australia, Germany or Texas, its Power is 24. Against France and Italy its Power is only 8. By spending their action, the Liquor Companies can either halve this attack's Power or double it!

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy its target.

*Disaster!*

## Foiled!



You may force any rival to discard one exposed Goal card.

This card may be used at any time, but requires an action from a Media group.

*Requires Media Action*

## Privileged Attack



Play this card when you make any attack. That attack is now *Privileged*; no one except you and the target player (if any) can aid either side. Your Illuminati, or a Secret group, must participate in the attack or spend an Action token.

*May Require Action*

## Ketchup is a Vegetable



*Infiltrating government positions, your agents have deliberately announced stupid policies, undermining public trust.*

Play this card along with any Attack to Destroy any Government group. The attack becomes *Privileged*, and you get a +5 bonus.

Organization

# Church of Middle America



*They'll never get it, even when the saucers are flying overhead.*

Any SubGenius group that controls the Church gets +2 to its Power (and Global Power, if it already has Global Power), just out of sheer glee.

**3** **0** **1**

**RESI** **4** **NCE**

**Straight, Peaceful, Conservative**

**Church**

# Nice Idea. It's Mine Now.

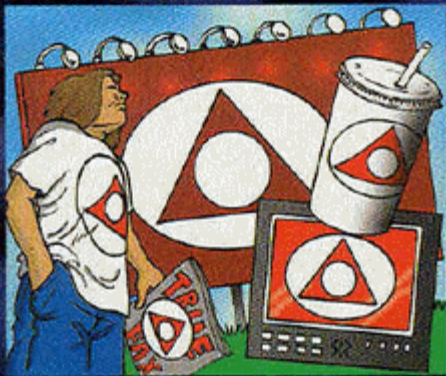


This card may be used on any rival who has an exposed Goal card. It may be used only on your turn, and requires an action from your Illuminati group.

Take his Goal card and put it in front of you, exposed. It's yours now.

*Requires Illuminati Action*

# Media Blitz



Use this card when you play, from your hand, a card which duplicates a Group that has already been destroyed. You must spend an action by a Media group. You may now play that Group card as though it had never been destroyed.

The original Group no longer counts as "destroyed" for the goals of whoever destroyed it!

This card cannot help a Personality who was Assassinated.

*Requires Media Action*

Personality

# Bjørnë



*"I luff you all, hō, hō!"*

Beloved by children, detested by adults, the Viking dinosaur has a +4 for direct control of any Media group. Bjørnë gets one extra Action token for every Media group he controls directly!

However, anyone who destroys or kills Bjørnë can immediately draw a Plot card as the thanks of a grateful world, plus one extra Plot card for every point of Bjørnë's Power at the time.

**PO** **1** **ER**

**RESI** **4** **NCE**

**Peaceful**

**Media**



## Secrets Man Was Not Meant to Know



This card may be played immediately after any other Plot card is played, for any purpose. That card has no effect. Both cards are discarded.

To use this card, you must either spend all Action tokens on your Illuminati (minimum of 11), or discard your top two undrawn Plot cards without looking at them!

*Requires Discards or All Illuminati Actions*

## The Thule Group



Hitler's wizards are still alive. In fact, some of them are getting younger . . .

You may spend this group's action at any time to let you discard any number of Groups from your hand. You may then use the *printed* Power of those Groups as Power or Resistance bonuses for any attack or defense, even an Instant . . . ignoring alignments and attributes.

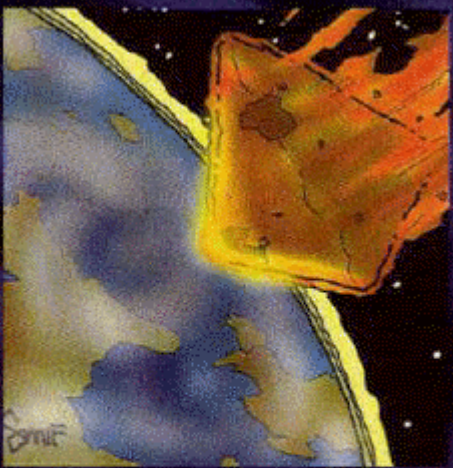
If Hitler's Brain is linked to this group, they cannot be captured or destroyed.

**POWER**

**RESISTANCE**

*Secret, Magic*

## Meteor Strike



*Disaster!* This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!

*Disaster!*

## Sniper



*Assassination!* This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Government group may use its action for this attack, and add its own Power.

*Assassination!*

## Fußballprofis



Korporative Marionetten der Fußballprofis erhalten zusätzlich das Attribut Medien.

**MA2IT** **WIDE4**

Korporativ

Medien

## Poison



**Assassination!** This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Criminal or Magic group may use its action for this attack, and add its own Power. This card is only Magic if used by a Magic group.

**Assassination!**

## Nationalization



Play this card at any time. It requires action(s) by Government group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Corporate. If it is controlled by a rival, add bonuses for its closeness to the Illuminati. Alternatively, one Illuminati action will do the job. The target group becomes permanently Government. If it was Corporate, that alignment is lost. Keep this card, with a link to the target.

**Requires Action**


## The Irish Flu



Put this card on top of any Personality in play. The victim loses its Action token and cannot get another one this turn. Killing the victim gets rid of the Flu. Otherwise, at the beginning of the next turn, the victim becomes *immune*, and its owner passes the Flu to any non-immune Personality in play. The Flu moves each turn, until every Personality in play is immune; then it is discarded. Use markers to show who is immune. The Center for Disease Control makes its whole Power Structure immune to the Flu.

Note that there are many strains of the Flu. A Personality who has suffered through one Flu card is not immune to the Flu from another card!

## Bribery



*"Perhaps this will change your mind..."*

Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 2. If it was an attack, it succeeds only if the attack had a net Power of at least 2; attacks with a lower Power cannot succeed.

This requires all Action tokens currently on your Illuminati (a minimum of 1).

*Requires All Illuminati Actions*

Persönlichkeit

## Helmut Kohl



+3 auf jeden Versuch beliebige regierungstreue Gruppen zu kontrollieren, die Teil von Deutschland sind.  
 +8 auf die direkte Kontrolle einer beliebigen regierungstreuen Gruppe.

Jedesmal, wenn Helmut's Gesinnungen gefragt sind, wird mit 1W gefürfelt: Bei 1-3 ist er bürgerlich. Bei 4-6 ist er es nicht.

**M4IT**      **WIDER 2**

**Konservativ, Regierungstreu, Bürgerlich (manchmal)**

## Emergency Powers



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.


The Power for one Government group is increased to 6. Link this card to your chosen Government group.

No player may have more than one Emergency Powers in play.

*Requires Action*

## GOAL

### Kill for Peace



Destroy Violent groups, and control Peaceful groups, in any of the following combinations:

- Destroy 2 Violent, control 6 Peaceful
- Destroy 3 Violent, control 5 Peaceful
- Destroy 4 Violent, control 4 Peaceful
- Destroy 5 Violent, control 3 Peaceful
- Destroy 6 Violent, control 1 Peaceful

This Goal cannot be combined with other Goals in any way.

## I Lied



"A lie is an abomination unto the Lord and a very present help in time of trouble."

— Adlai Stevenson

Play this card immediately after you agree to sell or trade something . . . groups, Plot cards, whatever.

You don't have to keep your side of the deal, but the other party does.

## Reorganization



You may completely reorganize your entire Power Structure.

You may play this card at any time during your own turn. It requires an action from your Illuminati.

*Requires Illuminati Action*

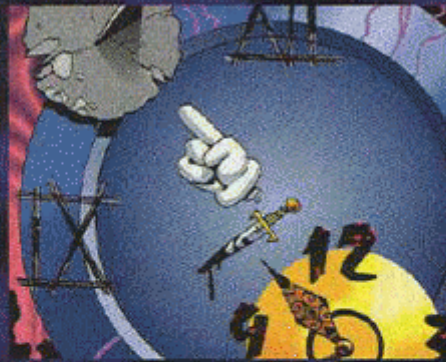
## Strange Bedfellows



Play this card at any time. Pick one group that you control, and reverse any or all of its alignments. This effect lasts for only one action. It may also be used during the Action token placement phase; if so, its effect lasts only during that phase.

Alignments changed by this card do not count toward any Goal.

## Seize the Time!



Play this card at the beginning of any other player's turn. It becomes your turn instead. After your turn is over, the turn passes back to the player whose turn you interrupted (unless someone won).

During your special turn, all your groups except your Illuminati get Action tokens, but you may not draw any cards for any reason, or play any Plot card.

You must spend your Illuminati action to use this card. No player may use this card more than once in a game! This card may not be used until each player has finished his first turn.

*Requires Illuminati Action*

## Atomic Monster



*Disaster!* This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 16 against a *Huge Place*, 20 against any other Place, but 24 against Japan or California.

If the attack succeeds, the target is *Disastoted!* If it succeeds by more than 6, the target is destroyed.

Or play at any time to give +10 to any attack to destroy the Robot Sea Monsters or the Nuclear Power Companies!

*Disaster!*

## Hallucinations



You control a powerful telepath. Unfortunately, she's totally insane . . . but she can act once per turn, to project her madness into the mind of any Personality and cancel *their* action, or to give +3 on any attempt to destroy them.

**ACTION**

## Drug Companies



*We'll have to put something in the water to make them forget this . . .*

The Drug Companies may attack to permanently remove one alignment from any group in play. Roll exactly as for an Attack to Control, with a +10 bonus, but if it succeeds, the only result is the loss of whichever alignment the attacker chooses. Indicate this in whatever illuminated manner you choose; a solid-gold engraved plaque is good, but so is a sticky note.

**30/13**

**RESIS3NCE**

Corporate

Science

## Weather Satellite



Real weather satellites don't just report the weather. They change it.

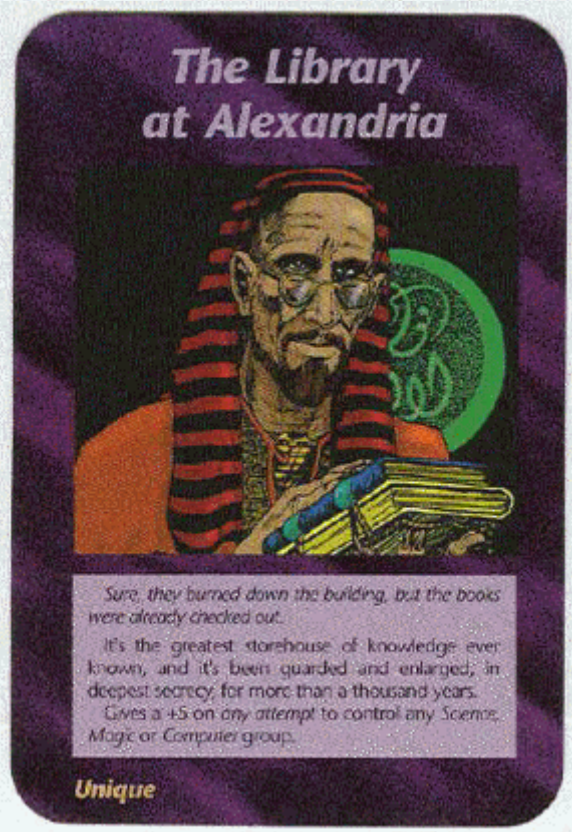
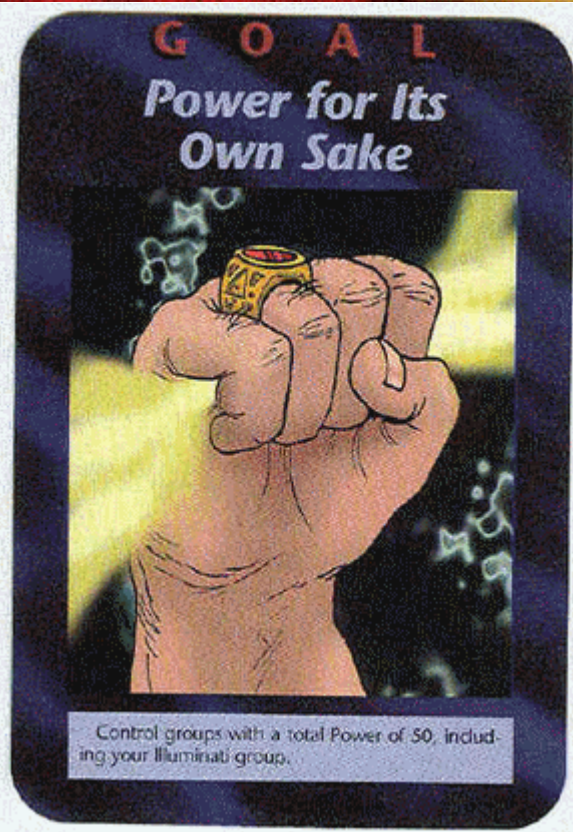
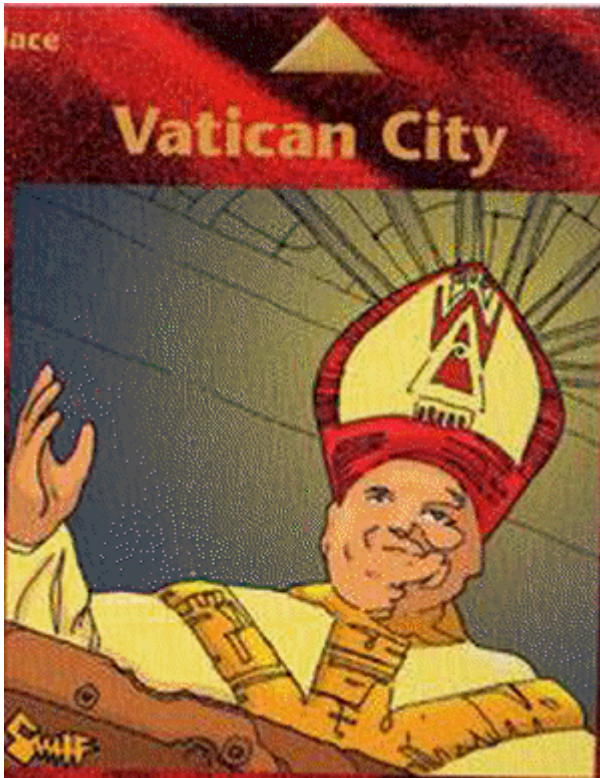
You may increase by 10, or decrease by 4, the power of any Hurricane, Rain of Frogs, or Tornado. You may increase by 4, or decrease by 2, the power of any other Attack to Destroy (including *Disasters*) against any Place except Space ones.

The Satellite gets two Action tokens, but may not use them in the same attack.

Gadget

**ACTION**

**ACTION**



## Rewriting History



Any one alignment of any *destroyed* group may be retroactively added, removed, or reversed. This can affect any Goal which involves destroying a certain number of groups of some alignment!

Play this card at any time. It requires an action by your Illuminati, or actions by *Media* groups with a total Power of at least 8.

*Requires Media or Illuminati Action*

## Earthquake



*Disaster!* This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 12 against a *Huge* Place, 16 against any other Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is destroyed!

*Disaster!*

## Manta-Fahrer



Sie sind so dumm, daß sie alles glauben, was die Werbung zeigt.

Wird eine Aktion der Illuminati oder die Aktion(en) von Mediengruppen mit einer gesamten Macht von 6 oder mehr eingesetzt, erhalten die Manta-Fahrer eine beliebige *zusätzliche* Gesinnung. Diese darf jedoch nicht gegensätzlich zu einer bereits vorhandenen Gesinnung sein.

MA1HT

WIDE4

Fanatisch

## Benefit Concert



Play this card at any time to give +10 Power or Resistance (your choice) to any Liberal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Resistance is Useless!



For the rest of the current turn, the target group's Resistance is 0. The target also gets no Resistance bonus from its master's alignments or special abilities. But proximity to its ruling Illuminati still gives the normal +5 or +10.

This card must be played by a Media group, and counts as that group's action.

*Requires Media Action*

## Mercenaries



This small, elite corps specializes in covert wet work and things that go BOOM . . .

Can act once per turn, giving +4 to any Attempt to Destroy, or +1 to any Attempt to Control.

**ACTION**

## Alternate Goals



You may possess two Goal cards, and win with either one!

You cannot combine the goals from the two cards in any way.

## Bodyguard



Play this card after any type of Assassination. It becomes an automatic failure.

Then link this card permanently to the card it protected. That Personality now has an extra +6 against any Attempt to Destroy, including further Assassinations. If the Personality is killed or destroyed, the Bodyguard is lost.



## Cyborg Soldiers



Link this card to any violent group. The Power of that group is *doubled*. If that group is destroyed, the Cyborg Soldiers are also lost.

**Gadget**

## GOAL The Hand of Madness



Destroy Peaceful groups, and control Violent groups, in any of the following combinations:

- Destroy 2 Peaceful, control 6 Violent
- Destroy 3 Peaceful, control 5 Violent
- Destroy 4 Peaceful, control 4 Violent
- Destroy 5 Peaceful, control 3 Violent
- Destroy 6 Peaceful, control 1 Violent

This Goal cannot be combined with other Goals in any way.

## Burschenschaften



Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um eine Karte vom eigenen Gruppenstapel zu ziehen.

Die Burschenschaften zählen als zwei konservative Gruppen für das Erfüllen von Siegbedingungen.

MIT 3

WIDES 5

**Konservativ**

## Democrats



*For every reaction, there is an equal and opposite government program.*

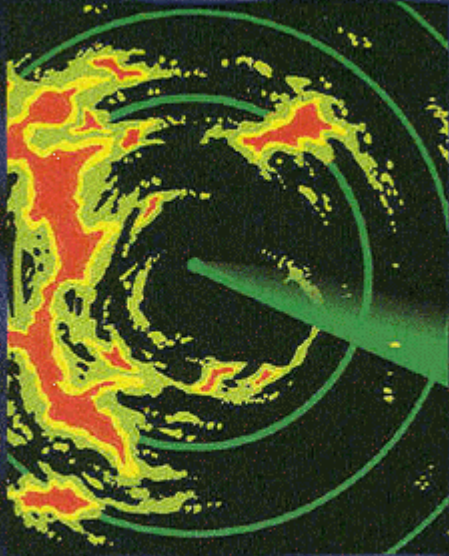
The Democrats have an extra +4 for *direct control* of any Government group that is not a Nation.

6/5

RESIST 4

**Liberal**

## Early Warning



Play this card, as a free move, after any *Disaster* is played. It gives the target +10 to defend against that one *Disaster*.

Place

## Center for Disease Control



As its action, the CDC can supply *Relief* to one *Devastated* location each turn. If the CDC makes a *direct* attack to destroy a *Place*, it can use biological warfare and get a +15 (!!) to its attack. If the attack *fails*, the CDC is automatically destroyed by the owner of the *Place* that it attacked.

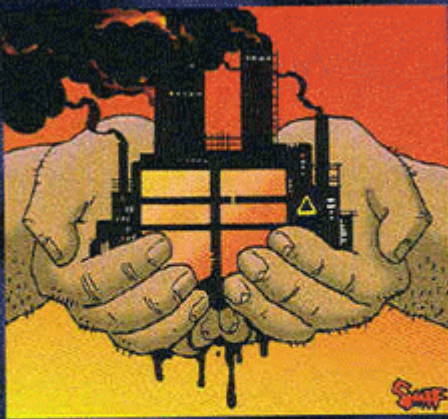
POWER 1

RESISTANCE 2

Peaceful,  
Government

Science

## Monopoly



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Corporate group is increased to 6. Link this card to your chosen Corporate group. No player may have more than one *Monopoly* in play.

Requires Action

Persönlichkeit

## Der große Magier



+2 auf jeden Versuch beliebige magische Gruppen zu kontrollieren.

+10 auf die direkte Kontrolle einer beliebigen magischen Gruppe.

1/1

WIDER 2

Friedlich

Magie

## Car Bomb



**Assassination!** This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Violent or Criminal group may use its action for this attack, and add its own Power.

*Assassination!*

## Rain of Frogs



**Disaster!** This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 10 against a Place of any size, plus 4 for each Frog God the target player has in play.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is completely destroyed!

*Disaster!*

## GOAL Population Reduction



"Too many people making too many problems, and not enough love to go 'round..."  
— Genesis

Destruction of up to three *Huge Places* counts as two groups each toward your Basic Goal (or as two destroyed groups each for Cthulhu), but you may not count any other destroyed groups toward that goal. (And remember, no matter what, you can only count three cards double toward your Basic Goal.)

However, if you can destroy five *Huge Places* without recourse to World War III, you may claim victory on that basis alone!

## Freaking the Mundanes



Place an Action token on any one *Weird* group, or on two or more *Weird* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

*Requires Illuminati Action*

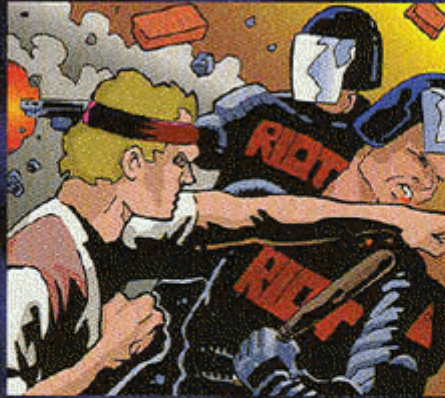
## Ark of the Covenant



Write down the name of one of your groups and put it under this card. If that group is destroyed, reveal the note. The group that destroyed it is also destroyed, unless it was an Illuminati. In that case, its owner must choose one group to lose. The destroyed enemy group counts for your Goals, and you may put the name of another group in the Ark. You may change the name in the Ark during your turn only.

**Unique Magic Artifact**

## Upheaval!



Worldwide riots continue for a third week, with no sign of abatement.

Each player must choose one group from his Power Structure and discard it. These do not count as "destroyed" for anyone's victory conditions.

This card may be played at any time, but only after all players have completed their first turns. It requires an action by your Illuminati.

**Requires Illuminati Action**

## Xanadu



Is it a place, or does it exist only in virtual reality? No one knows. Xanadu is the ultimate vacation spot, where all desires are fulfilled. Once one of your servants has visited Xanadu, he'll be loyal forever, just for the chance to go back.

If a card duplicating one of your Groups is played, it gives no bonus to an attempt to Control or Destroy your group.

**Unique**

## Clone



This card permits you to play, from your hand, a Personality which duplicates one who has been Assassinated. You may attempt to control that Personality normally. If you control the Clone Arrangers, you automatically control the new card.

The original Personality no longer counts as "destroyed" for the goals of whoever killed it.

## Dictatorship



Play this card during your turn, on any *Nation* which you control. This is an action for that *Nation* or its master.

The target is now a *Dictatorship*. It gets +2 Power. It becomes *Violent*, if it was not already.

Link this card to the *Nation*.

*Requires Action*

## Air Magic



Play this card to help protect a *Place* against any *Disaster*, except *Earthquake* or *Volcano*. The Power of the *Place* is *tripled* for this one defense.

Playing this card is an action for a *Magic* group. Alternatively, you may "sacrifice" the top *Plot* card from your deck, to power this card. Discard it without looking at it.

*Requires Magic Action or Discard*

## Spontaneous Combustion



**Assassination!** This is an Instant Attack to Destroy any *Personality*, at any time. It does not require an action. Its Power is 10, or 15 if the target is *Magic*.

A single *Magic* group may use its action for this attack, and add its own Power.

*Assassination!*

## Reload!



Place an *Action* token on any one *Violent* group, or on two or more *Violent* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting *Action* tokens.

This card may be played at any time. It requires an action from your *Illuminati*.

*Requires Illuminati Action*

## Botched Contact



Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand, and pick another card for automatic takeover that turn.

Playing this card requires an action from one of your groups.

*Requires Action*

## GOAL

### Let Them Eat Cake!



Destroy Liberal groups, and control Conservative groups, in any of the following combinations:

Destroy 2 Liberal, control 6 Conservative

Destroy 3 Liberal, control 5 Conservative

Destroy 4 Liberal, control 4 Conservative

Destroy 5 Liberal, control 3 Conservative

Destroy 6 Liberal, control 1 Conservative

This Goal cannot be combined with other Goals in any way.

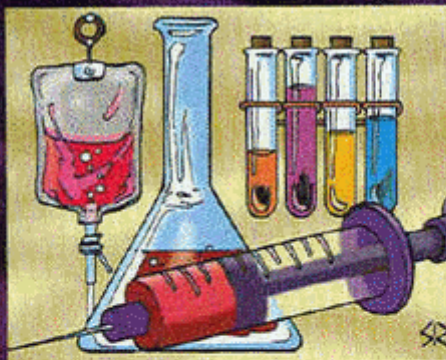
## Go Fish!



Ask any rival for a specific Plot. He must show you all his hidden Plots, give you all instances of the Plot you named, and discard two undrawn Plots for each one. But if he has none of the Plot you named, all *your* Plots are exposed.

Anyone who has received a Plot card from a rival or has been forced to show a rival any non-exposed Plot in his hand or deck is immune to Go Fish until the end of his next turn.

## Immortality Serum



*"By the way, if you join us, you can live forever. Interested?"*

This card may be used for one Personality. Keep it unlinked until it is used. The link remains if the Personality is captured from you.

You may use it to take control of any just-played Personality, including one from another player's hand! No die roll is required. Link the card to that Personality. Now *nothing* can kill that Personality, including destruction of a Place he's linked to. He also has +5 against ordinary attacks to destroy.

You may also link it to a Personality you control.

## Giant Kudzu



*Disaster!* This is an Attack to Destroy any Place. It does not require an action. Its Power is 30 against a Coastal Place, 24 against any other Place.

This is not an Instant attack; any group can use its action to aid the victim (but not the Kudzu).

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target Place is completely destroyed!

*Disaster!*

Ort

## Frankfurt



Die Macht aller anderen kriminellen Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

MAZIT 7 WIDE 8

Gewalttätig, Kriminell,  
Regierungstreu

## New Blood



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Violent group is increased to 6. Link this card to your chosen Violent group.

No player may have more than one New Blood in play.

*Requires Action*

## Assertiveness Training



Play this card at any time. It requires action(s) by Violent group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Peaceful. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target becomes permanently Violent. If it was Peaceful, that alignment is lost. Keep this card, with a link to the target.

*Requires Action*

## Gremlins



*Gremlins do not exist!*

This card can be used to remove the Action token from any *Computer* group, or to cancel its action if the action was a use of its Power.

Alternatively, play this card to force a rival to put one *Gadget Resource* back in his hand.

## Death Mask



Whoever wears it can see a slightly different world through its staring eyeholes... and when the mask is removed, the different world is the true one.

Link the Death Mask to any *Magic* group. That group can now use its action to enter any attack after the dice are rolled (if it could have entered normally, that is). If its Power is enough to change the result, that's what happens...

**Unique Magic Artifact**

## Deep Agent



You may totally negate the privilege of a privileged attack. The attack continues, but the privilege may not be reinstated!

Playing this card is a free move, but interference itself is an action for each group that interferes.

## Savings & Loan Scam



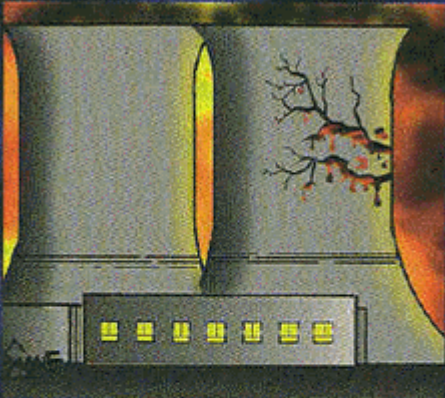
Play this card at any time. Using this card is an action for one group.

Discard this card and draw three *Plot* cards from your deck.

**Requires Action**



## Nuclear Accident



**Disaster!** This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 14 against a Huge Place, 18 against any other Place.

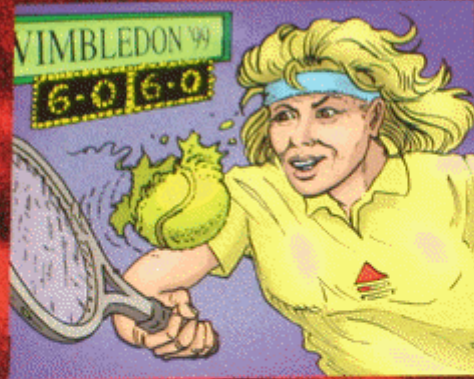
If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!

The Nuclear Power Companies lose their action token when this card is played on any Place.

*Disaster!*

Persönlichkeit

## Tennis-Star



+4 auf die gesamte Machtstruktur zur Verteidigung gegen beliebige Angriffe an denen Mediengruppen beteiligt sind.

+10 zur Verteidigung gegen beliebige Angriffe, die von Mediengruppen ausgeführt werden.

MA1HT

WIDE4

Bürgerlich,  
Liberal

## Gang War

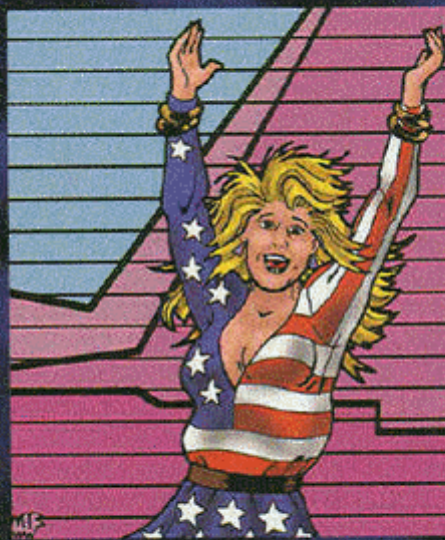


Place an Action token on any one *Criminal* group, or on two or more *Criminal* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your *Illuminati*.

*Requires Illuminati Action*

## Good Polls



Play this card at any time. Until the beginning of your next turn, the Power and Resistance for all your groups of any chosen alignment is *tripled*, for defense only.

## Militia

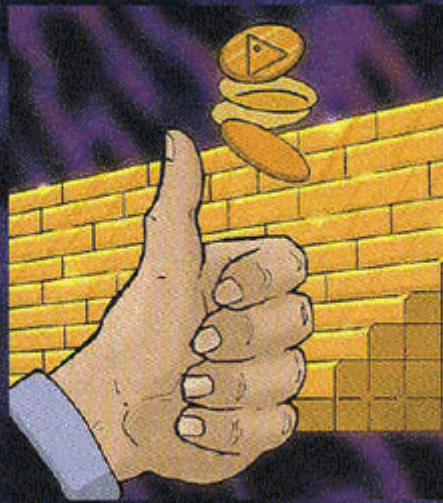


Every time the Militia makes or aids a successful Attack to Destroy, its printed Power is increased by 1. Participation in a failed Attack to Destroy reduces its Power by 1, but never to less than 1. (Use one or more 6-sided dice on the Militia to keep track of their Power.)

**POW**ER **RESI**STANCE

Violent,  
Conservative, Fanatic

## Currency Speculation



Use this card at any time. The Power or Resistance of any one of your Bank groups is tripled for its next action or defense.

## The Internet Worm



*All the data... it's lost! Lost!*

Pick one of your rivals to suffer your wrath. The top three undrawn cards in his Plot deck are discarded. No one may look at them.

Play this card at any time. It requires an action by your Illuminati, or by Computer group(s) with a total Power of 3 or more.

Requires Computer or Illuminati Action

## Federal Reserve



Gives a +6 on any attack against any Bank, and a +2 on any attack against any Nation or Corporate group.

**50/13** **RESI**STANCE

Government

Bank

## Miracle Diet Plan



*Over 2,000,000 copies sold! Get yours today!*  
This card may be played at any time except during an attack, and counts as an action for a Media group.  
Triple the Power of the next action of any one Science group you now control.  
And remove the Action token(s) from any rival group (except an Illuminati), as the weird chemicals in your diet pills turn their minds to jelly...

*Requires Media Action*

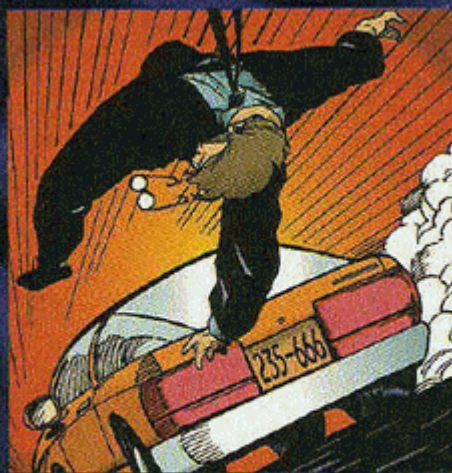
## Censorship



*This isn't a freedom-of-speech issue. This is a decency issue. We're closing you down.*

This card may be played by any Straight, Conservative or Government group which makes (or aids) an attack against a Media group. It gives an extra +15 Power to that attack and makes it Privileged.

## Hit and Run



*Assassination!* This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Fanatic group may use its action for this attack, and add its own Power.

*Assassination!*

## GOAL Power to the People

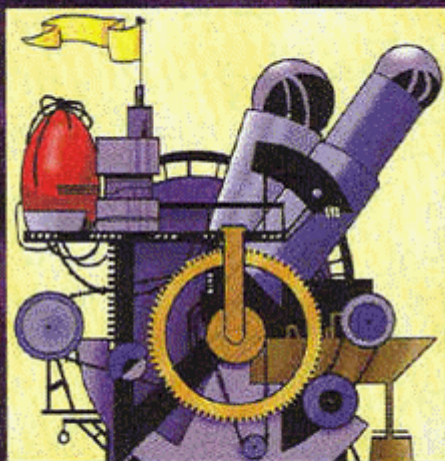


Destroy Conservative groups, and control Liberal groups, in any of the following combinations:

- Destroy 2 Conservative, control 6 Liberal
- Destroy 3 Conservative, control 5 Liberal
- Destroy 4 Conservative, control 4 Liberal
- Destroy 5 Conservative, control 3 Liberal
- Destroy 6 Conservative, control 1 Liberal

This Goal cannot be combined with other Goals in any way.

## Perpetual Motion Machine



*It works. It really works. And 27 scientists have gone mad, so far, trying to build another one.*

The group linked to this device gets one extra Action token at the beginning of each turn.

**Unique Artifact Gadget**

## Commitment

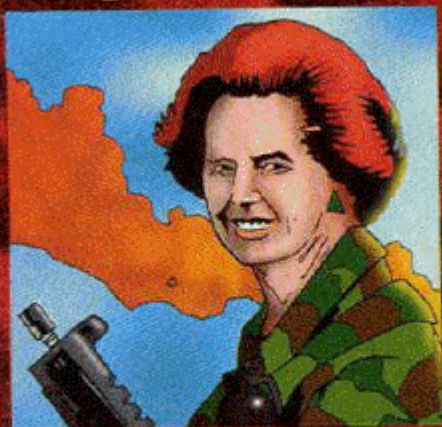


The Resistance for any one group is increased to 8. Link this card to your chosen group.

Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

Personality

## Margaret Thatcher



Gives +10 on any attempt to control England.

POWER

RESISTANCE

**Straight, Conservative,  
Government**

## Scandal



You may play this card at any time except during an attack. It requires an action by a Media group with Power of 2 or more.

Choose a rival, and remove all Action tokens from his Groups of any one alignment. The alignment must be shared by the Media group that uses the card.

**Requires Media Action**

## Local Police Departments



Gives +4 to any attempt to destroy a Criminal group.  
This group's master gets +1 Power and +3 Resistance.  
This group cannot be destroyed.

**POW**ER

**RESI**STANCE

**Straight, Violent, Conservative**

## Soulburner



Whenever a rival captures one of your groups, you may immediately draw a Plot card from his deck, or expose all his hidden Plots. If a rival destroys one of your groups, you may take two Plot cards from his deck, or expose all his hidden Plots and force him to discard a Plot of your choice.

**Unique Magic Gadget**

## Tax Breaks

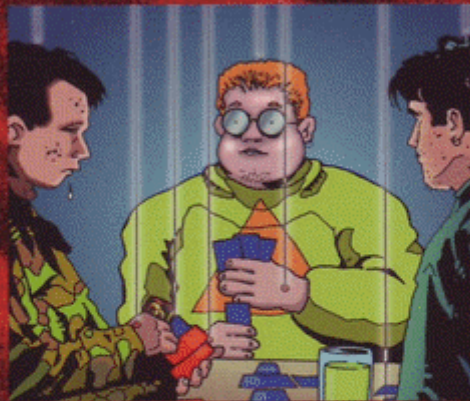


Place an Action token on any one Corporate group, or on two or more Corporate groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time; it requires an action from your Illuminati.

**Requires Illuminati Action**

## CONspiracy



Es gibt immer jemanden, der Dich kontrolliert!

Die Macht aller anderen verrückten Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

**2**/**2**

**WIDE****3**

**Fanatisch, Verrückt**

## The Meek Shall Inherit



"Be wary of strong drink. It can make you shoot at tax collectors and miss."

— Lazarus Long

The target Illuminati cannot take over Violent groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

**Zap!**

**Requires Illuminati Action**

## Warehouse 23



When you first play this card, you may look through your hand or deck and choose one *Artifact* or *Gadget Resource*, as a free automatic takeover.

Whenever you take over a new *Resource*, you may choose to hide it under this card. You can't use hidden *Resources* until you expose them, and once exposed they must stay exposed, but you can expose one at any time and (if its powers allow it) use it immediately. Your rivals cannot look at or affect the cards inside Warehouse 23 except by capturing or destroying it. If it is captured or destroyed, its cards go with it.

**Unique**

## Frankfurter Börse



Wenn die Börse einen Angriff ausführt oder unterstützt, darf sie korporative Gruppen wie regierungstreue oder regierungstreue wie korporative behandeln.

Der Widerstand aller Marionetten der Frankfurter Börse steigt um 10.

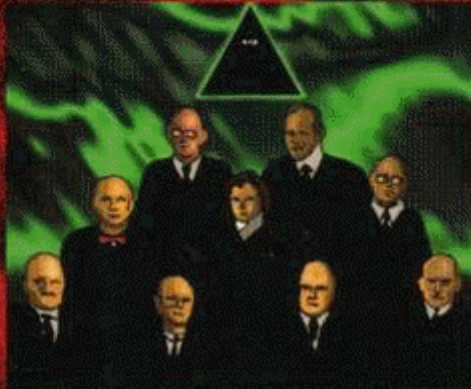
**M4**

**WIDE3**

**Korporativ**

**Bank**

## Supreme Court



By using its action, the Supreme Court can cancel one action of any other Government group. (Yes, this includes Government groups outside the U.S. Don't ask. You don't want to know.)

**3/3**

**RES6**

**Peaceful,  
Government**

## Sozialdemokraten



+4 auf die direkte Kontrolle regierungstreuer Gruppen, die nicht gleichzeitig Nationen sind.

6/5 RES 4

Liberal

## Teflon Coating



Play this card when a Personality is attacked and enemy Media groups are involved. All Media attacks announced so far are canceled, and no other Media groups may aid the attackers.

## The Great Pyramid



The keepers of the Pyramid have a limited power to foresee the future. You must always show you the first Pick Card they show on each turn. You may not make notes about what they show you! The Pyramid is immune to Tornados and Hurricanes.

2/2 RES 4

Magic

## Earth Magic



Play this card to help protect a Place against a Disaster. Using this card lets any Magic groups in play use their Action tokens to oppose the attack.

# GOAL

## Cast Out False Prophets!



A heretic is someone who shares *ALMOST* all your beliefs. Kill him.

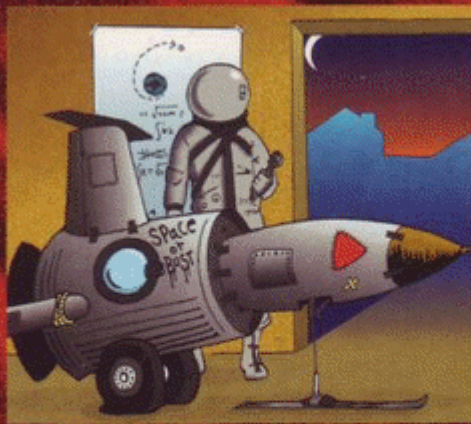
## Vultures



Capitalizing on the disorder caused by a rival's attack, you subvert key personnel. Soon you will make your own move...

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it. Place the discarded Group card in your own hand!

## L-4 Society



Gives +4 to any attempt to control or destroy any Science or Space group, or +8 for direct control of any Space group.

PO1ER

RESIS2

Weird

Space, Science

## Mutual Betrayal



Play this card at any time. This card requires an action by one group.

Pick one rival. You may look at all of his hidden Plot cards. After looking, you may expose any or all of them, as long as you also expose an equal number of your own Plots.

Requires Action



## Rosicrucians



The true Rosicrucians do not advertise, and their powers are recondite indeed. . .

When you are entitled to draw a Plot card, you have 30 seconds to look through your deck and pick the card you want. This is an action for the Rosicrucians. You must shuffle the deck afterward.

10/1

RESISTANCE 4

Secret, Magic

## Feminists



The Feminists give an extra +3 on any attempt to control a Liberal group or destroy a Conservative one.

By using the Feminists' action, you can randomly draw one Group from the hand of any rival: if the group is Liberal, it goes into your hand. Otherwise, give it back. . .

POWER 2

RESISTANCE 2

Liberal

## Offshore Banks



This group is immune to any Attack to Destroy by Government, Corporate or Criminal groups!

The Offshore Banks are used to reorganizing phony corporations . . . often twice a day. You may move any group you control to any other legal position in your Power Structure once per turn, on your turn, as a free move.

2/1/2

RESISTANCE 2

Criminal

Bank

## Kredithaie



»Es ist Mittwoch. Wo bleiben die Mäuse?«

Die Macht der Kredithaie steigt für jede andere kriminelle Gruppe innerhalb der eigenen Machtstruktur um 1.

M3

WIDE 5

Gewalttätig,  
Kriminell

## Midas Mill



Gold! Gold from sea water! Gold to fuel the plots of the Illuminati!

The Power and Global Power of your Illuminati are both increased by 2. Or link the Mill to any Coastal group, and give it Global Power equal to its regular Power.

**Unique Gadget Artifact**

## Backlash



This card may be played at any time. It requires an action by some group with at least one alignment in common with the target, other than Fanatic!

Any one change in the target's alignment, Power, or Resistance due to a Plot card is undone and returns to its original value. Remove the link, and discard that Plot card. This does not affect changes made by a NWO card.

**Requires Action**

## And STAY Dead!



Play this card immediately after any Group has been destroyed or discarded by any player. It requires an action from a Magic group.

The destroyed group is gone forever - no card or special ability can revive it.

**Requires Magic Action**

## Liquor Companies



With its huge advertising budget, this group gets a +4 on any direct attempt to control a Media group.

This group may use its action, at any time a rival is entitled to draw a card, to prevent him from making that draw. Only a single card-draw may be blocked per action.

POW 3

RESIS 1

**Corporate**

## Go, Lemmings, Go!



Play this card whenever a rival discards Plots or Groups, from either his hand or his deck, in order to power a Plot card or a group's special ability.

If he discarded one card, he must discard two more of the same type. If he discarded more than one, he must discard as many again of the same type or types.

If the original discards were from his hand, the extras must be from his hand; if he does not have enough, he must make up the difference from his deck. If the original discards were from his deck, the extras must be from his deck; he does not have to discard from his hand, even if his deck runs out!

He gets no benefit of any kind for the extra discards.

## I.R.S.



At the beginning of your turn, you may "tax" any one rival for the top Plot card from his deck - he may look at it before giving it to you. This is not an action for the IRS.

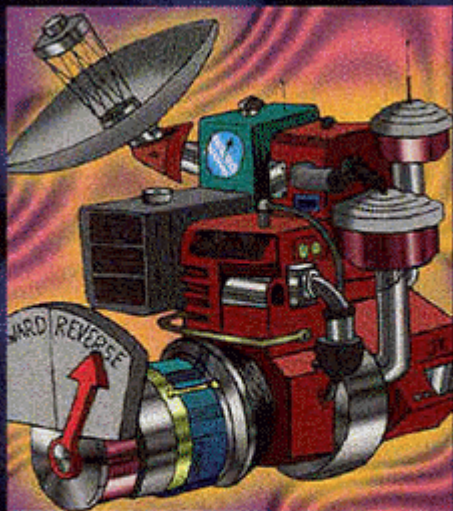
5/13

RESIS 5

Criminal,  
Government

Bank

## Deasil Engine



Play this card at any time to make any Gadget Resource run backwards, destroying itself. Its owner must discard it. (But if anyone plays another Deasil Engine immediately, they cancel out!) Neither use counts as an action.

## Annual Convention



*"Tragically, the organization's yearly meeting was in the path of the destruction..."*

Play this card immediately after a Place has been destroyed or Devastated. It is an Instant Attack to Destroy any Organization in play. The Power of the attack is 12 if the affected Place was completely destroyed, or 9 if it was merely devastated. Groups capable of Magic or Weird Science can interfere either for or against the attack. Other groups cannot aid either side.

## Let's Get Organized



Play this card during your turn, on any Group card that has fewer than three outgoing control arrows. This is an action for that group or its master. You must control the target.

The target group gains an extra control arrow, on either the end or the side of the card. Place this card underneath it, with an arrow showing, to provide the new arrow.

Duplicates of this card may not be used on the same group.

Requires Action

## Zuviendienstleistende



»Sei vorsichtig Opa! Das Rad könnte locker sein ...«

Die Aktion dieser Gruppe kann eingesetzt werden, um die Macht einer beliebigen konservativen Gruppe um 3 zu senken, oder um die Macht einer beliebigen liberalen Gruppe um 3 zu erhöhen. Die Wirkung hält bis zum Beginn des nächsten eigenen Zuges an.

MA<sup>2</sup>IT

WIDE<sup>3</sup>IT

Liberal,  
Fanatisch

Grün

Place

## Orbit One



Each Science group directly controlled by Orbit One lets you draw one extra Plot card per turn. Orbit One is not affected by any Disaster cards except Nuclear Accident and Meteor.

PO<sup>2</sup>ER

RESI<sup>5</sup>ANCE

Space, Science,  
Computer

## The Weird Turn Pro



"When the going gets weird, the weird turn pro."

— Dr. Hunter S. Thompson

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Weird group is increased to 4. Link this card to your chosen Weird group.

No player may have more than one The Weird Turn Pro in play.

Requires Action

## Eliza



*Is it really alive, or does it just think it is?*

Eliza can be linked to any Computer group, or to the Network. That group gets an extra Action token each turn! But if that extra action ever results in a roll of 11 or 12, Eliza has crashed. Discard this card - and expose all your hidden Plot cards.

No group may have more than one Eliza.

**Gadget**

## Read My Lips



*A public figure appears on national TV and talks his way out of everything!*

Play this card after a successful Attack to Control or Destroy any of your Personalities, except for an Assassination. The attack becomes a failure.

## Time Warp



*Let's try that again, shall we?*

Play this card immediately after any successful die roll by any other player. That player must roll again! However, they also get to draw a Group card.

## Agent in Place



Play this card at any time. This card requires an action by one group with a Power of 4 or more.

Pick one rival. You may look at all his hidden Plot cards, and pick one for him to discard!

**Requires Action**

## Principia Discordia



*The original manuscript.*

Each Weird group in your Power Structure increases its Resistance by 1 for every Weird group you control. So, if there are a total of 5 Weird groups in your Power Structure, each one gets +5 to its Resistance.

**Unique Artifact**

## Gun Lobby



Resistance is 3 normally. Against any Liberal, Weird or Communist group, resistance is 10!

Any time a Conservative or Violent group in your Power Structure is attacked – whether it succeeds or fails – you may draw a Plot Card as soon as the attack is over, if you still control the Gun Lobby.

**POWER**

**RESISTANCE**

**Violent,  
Conservative**

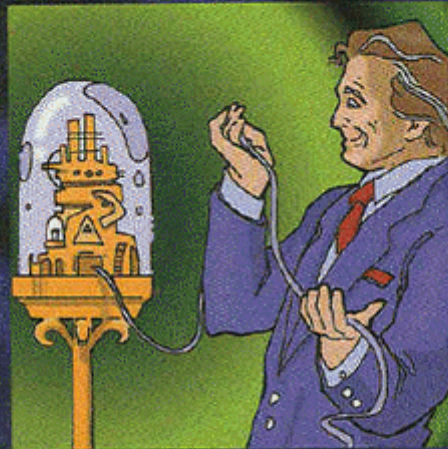
## Book of Kells



This powerful grimoire increases the regular and Global Power of the owning Illuminati by 1. Or, if linked to a Magic group, it gives that group an extra Action token each turn. The group can make no Attack to Destroy on any turn it gets an extra token!

**Unique Magic Artifact**

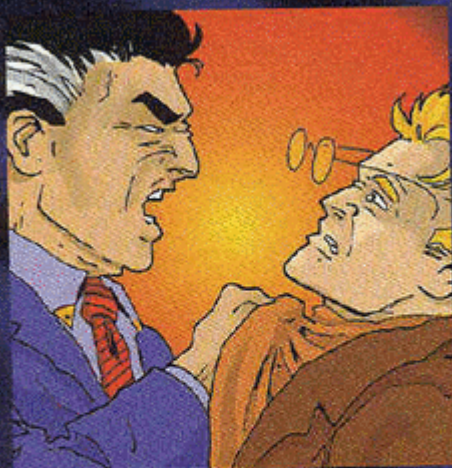
## Stock Split



Play this card at any time to give +10 Power or Resistance (your choice) to any Corporate group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Power Grab



Play this card on your turn, immediately after your automatic takeover. You may make another automatic takeover of any Group or Resource. Your turn ends immediately, you get new Action tokens, but you may do nothing else.

*Ends Turn*

## Spasm of Violence



By playing this card, you may combine two Assassinations on the same target! You must play both of the Assassination cards, as well. Pick one of the Assassinations to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other Assassination.

## Never Surrender



Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

The Resistance for one Fanatic group is increased to 12. Link this card to your chosen Fanatic group.

## Celebrity Spokesman



Play this card at any time except during an attack. Link any Personality you control to any Organization that is not Secret or Government, and has no opposed alignments.

The Power of the Personality is increased to 4. The bonus is lost if either card is captured or destroyed.

## Counter-Revolution



Use this card when you play, from your hand, a Nation which duplicates a group that has already been destroyed. This also requires action(s) by your Illuminati, or by Government groups with a combined Power of at least 10. You may now play that Nation as though it had never been destroyed. The original Nation no longer counts as "destroyed" for the goals of whoever destroyed it!

Requires Government or Illuminati Action

## Fundie Money



Play this card at any time. It requires action(s) by Conservative group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Liberal. If it is controlled by a rival, add bonuses for its closeness to the Illuminati. Alternatively, one Illuminati action will do the job. The target group becomes permanently Conservative. If it was Liberal, that alignment is lost. Keep this card, with a link to the target.

Requires Action

Personality

## Ronald Reagan



His Teflon coating completely immunizes him from any attack by (or aided by) the Media. And if he attacks, or helps in an attack, no Media group may join on the other side after he becomes involved.

POW<sup>2</sup>

RESIS<sup>1</sup>ANCE

Straight,  
Conservative

Media

## GOAL Criminal Overlords



"The law, in its majestic equality, forbids the rich as well as the poor to sleep under bridges, to beg in the streets, and to steal bread."

— Anatole France

Any group that is both Violent and Criminal counts double toward your total number of groups controlled.



## Citizenship Award



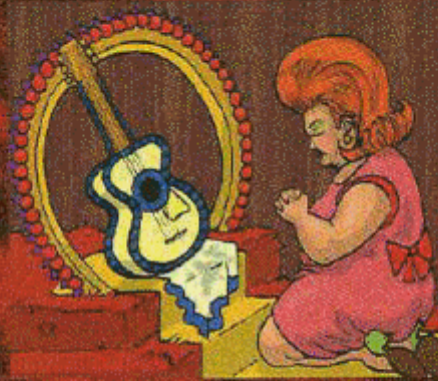
This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Conservative group is increased to 6. Link this card to your chosen Conservative group.

No player may have more than one Citizenship Award in play.

*Requires Action*

## Church of Elvis



*He isn't dead! I saw him last week at the gas station! Praise Elvis!*

Power of this group becomes 4 if Elvis is in play, or 8 if you control him.

**POWER**

**RESISTANCE**

Peaceful, Weird

Church

## The Second Bullet



Play this card immediately after you fail a roll to destroy. If any of your own groups still have Action tokens and were eligible to participate in the attack, you may spend their action(s) to add enough Power to make the attack succeed.

## Interference



You may interfere with a privileged attack, on either side. No other players may interfere unless they use other Plot cards or special abilities.

Playing this card is a free move, but interference itself is an action for each group that interferes.

Place

## Germany



Germany can save its actions. It gets an Action token each turn, even if some are already on it – and it can use its tokens together in one attack.

Gives a +2 to any attack to control a Science group.

POW 4

RESISTANCE 3

Conservative, Government

Huge, Coastal, Nation

Ort

## Mallorca



Der beliebteste Urlaubsort des deutschen Durchschnittsbürgers.

Korporative Gruppen, die diesen Ort kontrollieren, erhalten jede Runde eine zusätzliche Aktion.

MAINT 1

WIDER 2

Korporativ

Küste

## Multinational Oil Companies



In a game with more than two players, when this group makes or aids an attack, you may designate one rival who cannot interfere. You may wait until that person tries to interfere before you say NO, but you cannot then change your mind.

6/4

RESISTANCE 4

Corporate

## GOAL

### Up Against the Wall



Destroy Government groups, and control Violent groups, in any of the following combinations:

- Destroy 2 Government, control 6 Violent
- Destroy 3 Government, control 5 Violent
- Destroy 4 Government, control 4 Violent
- Destroy 5 Government, control 3 Violent
- Destroy 6 Government, control 1 Violent

This Goal cannot be combined with other Goals in any way.

## Media Connections

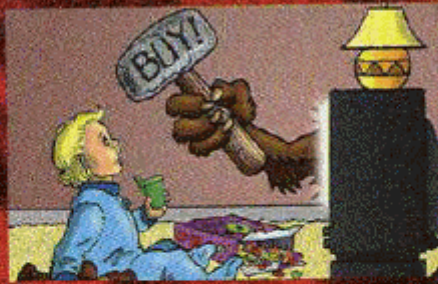


The group of your choice becomes a *Media* group, if it was not already one, with Global Power equal to its regular Power. Link this card to the group.

This requires action(s) from *Media* group(s) with a total Power of 6 or more. It may be played at any time.

*Requires Media Action*

## Saturday Morning Cartoons



Gives +2 to *any* attempt to control any *Violent* group.

The Cartoons also have the power to make other groups *violent*. (You knew it, didn't you?) Any puppet of the Cartoons becomes *Violent*. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

10/VE1

RES4NCE

*Violent*

*Media*

## Swiss Bank Account



Play this card at any time to give +10 Power to your Illuminati for a single *direct* attack. This cannot be used for *Global Power*.

## Tidal Wave



*Disaster!* This is an *Instant Attack* to *Destroy* any *Coastal Place*. It does not require an action. Its Power is 20 against a *Huge Place*, 24 against any other *Place*.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is *destroyed*!

*Disaster!*

## Rogue Boomer



The commander of a nuclear missile sub is on your payroll. . .  
Gives +5 to any attempt to control any Nation, through intimidation. Or can be used once to give a -10 to any attempt to destroy any Place – or to aid any Disaster! – but must then be discarded.

## Libertarians



If the Libertarians are involved in an attack to take control of any group away from a Government group, *double* the total Power of the attack.  
If the Libertarians ever take control of a Nation, or a Government card representing a U.S. State, their Power becomes equal to that of the Nation or State.

10/1

RESI4NCE

Fanatic

Place

## Moonbase



Moonbase is not affected by any Disaster cards except Earthquake and Meteor. Moonbase gives a +4 on any attempt to control or destroy any Space group. If a Personality is linked to Moonbase, any Assassination attempt against that Personality is at -6. However, if Moonbase is destroyed, all Personalities there are killed.

PO3ER

RESI6NCE

Space, Science,  
Computer

## Dollars for Decency



Place an Action token on any one Straight group, or on two or more Straight groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

## 18½-Minute Gap



Play this card immediately after someone else plays a Plot card.

That card is canceled, but not discarded. Instead, add it to your own hand!

You must spend *all* the Action tokens now on your Illuminati (minimum 15), and discard the top undrawn card from both your Plots and Groups decks.

*Requires Discards and All Illuminati Actions*

Personality

## Elvis



*It was him! It was him!*

Elvis has the power to distract any Media group by making a brief public appearance. By using his action, Elvis can cancel any action taken by any Media group! Elvis also has +6 for direct control of the Church of Elvis.

*"Elvis has left the building..."*

10/1

RESI4NCE

Personality

## Al Gore



Has +8 for direct control of any Green group.

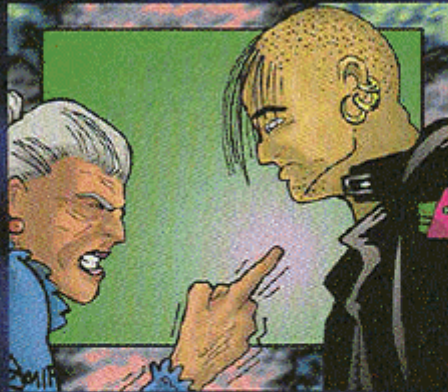
10/1

RESI4NCE

Liberal,  
Government

Computer,  
Green

## Straighten Up



Play this card at any time. It requires action(s) by Straight group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Weird. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Straight. If it was Weird, that alignment is lost. Keep this card, with a link to the target.

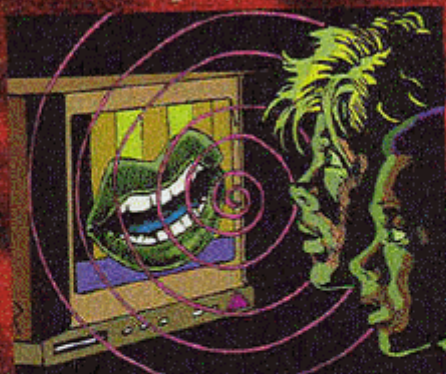
*Requires Action*

## Faction Fight



Played along with a duplicate card for any Group controlled by one of your rivals, this gives an extra +5 bonus to the attack, and makes that attack Privileged!  
Using this card is not an action, but the attack is.

## Empty Vee



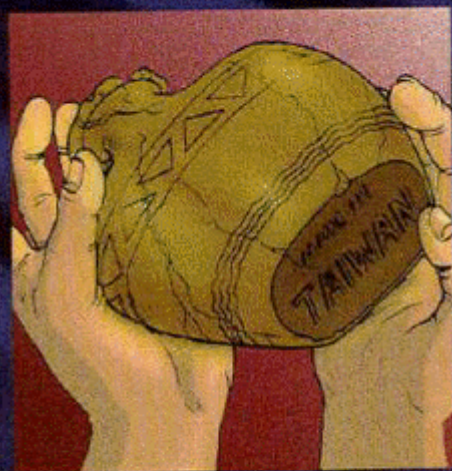
This group, and all other Media groups in your Power Structure, are totally immune to attacks from Straight groups.  
Each Personality you control gets +1 to its own Power.

30/12

RESISTANCE

Media

## Forgery



"Right. You have been deceived by a clever duplicate... but we have the real thing!"

This card lets you make an automatic takeover of a Resource card from your hand, duplicating any Unique Resource already in play.

Your Resource is the real one. The owner of the other one must discard it.

## Kinder and Gentler



Play this card at any time. It requires action(s) by Peaceful group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Violent. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Peaceful. If it was Violent, that alignment is lost. Keep this card, with a link to the target.

Requires Action

## Bimbo at Eleven



This card gives +5 on an Attack to Destroy any male Personality. The attack must come from a Media group. The attack becomes Privileged except for Media groups - any Media group can interfere on either side!

If the attack succeeds, the target is considered permanently disgraced and out of public life. Thus, he cannot be returned to play by any means!

Personality

## Count Dracula



Dracula has +10 on any direct attempt to control the Vampires.

The Count cannot be destroyed unless a Magic group or card is used. But if destroyed, he is permanently dead - nothing can bring him back.

No Magic Artifact linked to the Count can ever be lost by him or taken away by any means... but if he dies, that Artifact is lost forever.

POWER

RESISTANCE

Violent

Magic

## NEW WORLD ORDER Chicken in Every Pot



World trade is thriving. Everybody is rich and happy. Increase the Power of all Banks and all Coastal Places by 2. Decrease the Power of all Violent groups by 1. This card replaces any Blue NWO card in play.

## Unmasked!



"There is a secret of our cabal that even you of the Twelfth Circle have not known... until now..."

Play this card at any time, along with an Illuminati card from your hand. The new card becomes your Illuminati group, changing your powers and goals! The old card is discarded.

If you already had an Agents card for the new Illuminati type, that card is lost.

## Fraternal Orders



You think they look silly with their hats and their motor scooters. If you knew what those hats really meant, you'd never laugh at anything, ever again.

By spending this group's action, you may draw another Group card at any time.

PO3ER

RESIS5NCE

Conservative

## The Holy Grail



Write down the name of a Place and put it under this card. This is the secret location of the Holy Grail. You may not change it. If the Grail's site is destroyed or Devastated by an attack, reveal the note. The attack becomes an automatic failure. The Grail continues to protect that Place.

If the Grail's site is captured, the Grail vanishes. Discard this card.

Unique Magic Artifact

## NEW WORLD ORDER Solidarity



"We must all hang together, or assuredly we shall all hang separately."

— Benjamin Franklin, at the signing of the Declaration of Independence

Double the Resistance of all groups.

This card replaces any Red NWO card in play.

## Wach- und Schießgesellschaften



Der Widerstand dieser Gruppe steigt bei der Verteidigung gegen liberale, verrückte oder kommunistische Gruppen auf 10!

Wenn eine eigene konservative oder gewalttätige Gruppe angegriffen wird, darf der Besitzer der Wach- und Schießgesellschaften, unabhängig vom Ausgang der Aktion, einen neuen Komplott ziehen, wenn die Wach- und Schießgesellschaften noch von ihm kontrolliert wird.

MA1HT

WID3\*

Gewalttätig,  
Konservativ



## NEW WORLD ORDER

### Tax Reform



*In other words, "tax increase." No government ever took its hand out of your pocket unless it had hold of your wallet.*

The IRS can now tax one Plot card from each player, at the beginning of its own turn, taking the top card from their decks.

The IRS gets a +10 to all defenses while this card is in effect.

This card replaces any Red NWO card in play.

### Clipper Chip

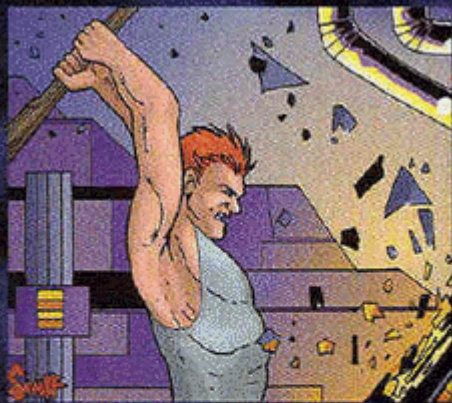


All Government groups in your Power Structure gain the ability to listen in on phone conversations worldwide. Only for legitimate law enforcement, of course.

Increase the Power of all your Government groups by 2. You are also totally immune to the Phone Phreaks.

If you ever have no Government groups, you must discard this Resource. No player may have more than one Clipper Chip in play at a time.

### Sabotage

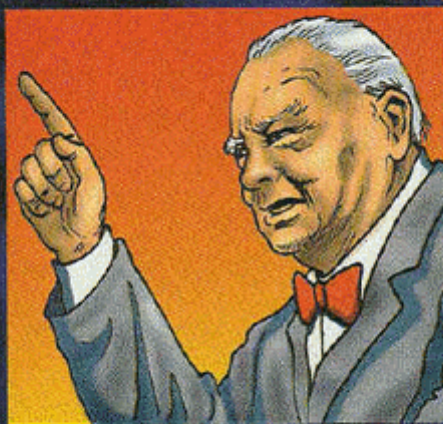


Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand. He cannot make an automatic takeover that turn.

Playing this card requires action(s) from either your Illuminati, or group(s) with total Power of 6 or more — at least one of which shares an alignment with the Group that your rival is trying to control.

*Requires Action*

### Blood, Toil, Tears and Sweat



Discard any one New World Order card now in play.

This requires the action(s) of Media groups with a combined Power of at least 4.

This card may be played at any time.

*Requires Media Action*

Place

## Silicon Valley



Gives +4 to any attempt to control a Computer group.  
On your turn, you can use Silicon Valley's action to draw an extra Plot card.

**3** **POWER**

**RESISTANCE**

Computer,  
Science, Coastal

## Nobel Peace Prize



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.  
The Power for one Peaceful group is increased to 6. Link this card to your chosen Peaceful group.  
No player may have more than one Nobel Peace Prize in play.

Requires Action

## Fast Food Chains



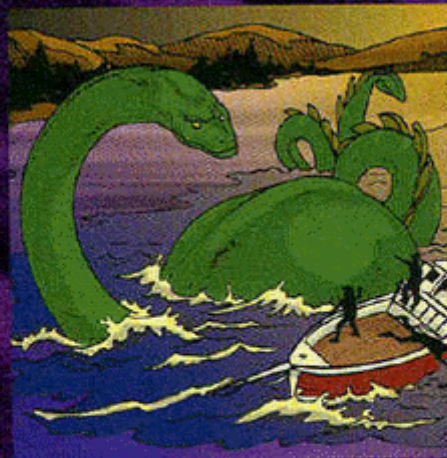
Would you like fries with that?  
Gives +6 on any attempt to destroy a Green group.  
Would you like fries with that?  
Nobody has any idea what's in those secret recipes. And when they find out, they forget again. The owner of this card can automatically hide two exposed Plots on his turn; no action is required.  
Order the fries, earthling!

**2** **POWER**

**RESISTANCE**

Straight,  
Corporate

## Loch Ness Monster



"I saw it! It was there! Call the papers! Call the National Guard! Sell my stocks!"

By using Nessie's action, you can cancel the action of any Coastal Place, or add +4 to any attempt to destroy a Coastal Place, or add +4 to the power of a Disaster aimed at such a place.

Unique

**ACTION**

## Whispering Campaign



This card requires an Action from a Media group. It gives +15 in any Attack to Destroy a Personality, or +10 in any Attack to Destroy any other Group. It cannot be used with Assassinations or Disasters.

If a Whispering Campaign succeeds against a Personality, he is considered destroyed, but not dead – just permanently out of public life. Thus, he cannot be returned to play by any means!

Requires Media Action

## Tobacco Companies



The Tobacco Companies have a +8, not the normal +4, for direct control of any Government group! Any Green group gets a +4 to destroy the Tobacco Companies.

PO4ER

RESIS3NCE

Straight, Corporate

Place

## Japan



Japan has a +6 for direct control of any Science or Computer group.

6/4

RESIS8NCE

Peaceful, Government

Computer, Coastal, Nation

## GOAL Blinded by Science



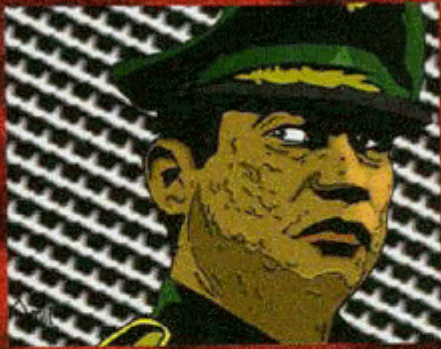
"If we knew what we were doing, it wouldn't be research."

Control six Science groups.

This Goal cannot be combined with other Goals in any way.

Personality

## Manuel Noriega



Noriega's master can "borrow" any of his alignments, even to the extent of reversing its own alignments, though only for purposes of making or aiding an attack.

Gives +6 to any attempt to control International Cocaine Smugglers.

PO<sup>1</sup>WER

RESIS<sup>2</sup>TANCE

Violent, Criminal, Government

Personality

## Media Sensation



Write in any name from today's headlines . . . Any number of Media Sensations may be in play, as long as the names are different and don't duplicate any regular Personality card.

Destroying a Media Sensation does not count toward any Goal — they come and go too fast.

PO<sup>1</sup>WER

RESIS<sup>1</sup>TANCE

Media

## Backfire



*"Mason jars are hermetically sealed. Don't you SEE? It was in front of us all along! And now it's too late . . ."*

The tides of magic are stirred by strange forces. No Magic group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Magic action, that action is canceled. This card requires an Illuminati or Magic action.

Attribute Freeze!

Requires Illuminati or Magic Action

## Trading Card Games



You control all trading card games, including this one. Therefore, at any time during your turn, you may take any other Group card from your hand, discard this card, and substitute the new card in its place in your Power Structure. No die roll is required.

PO<sup>1</sup>WER

RESIS<sup>2</sup>TANCE

Weird

## Harmonica Virgins



Play this card at any time to give +10 Power or Resistance (your choice) to any *Magic* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Hackers



The Hackers have a +4 for *direct* control of any *Computer* group. They give a +2 to any attempt to destroy or control any *Computer* group.

30/12

Weird, Fanatic

RESI 4 NCE

Computer

# INWQ

## ONE WITH EVERYTHING



### ILLUMINATI

New World Order

## ONE WITH EVERYTHING

FACTORY SET

BY STEVE JACKSON GAMES

## N.S.A.



*No Such Agency! It doesn't exist, just ask them.*

Once per turn, on your turn, you can look at the three cards on the top or the bottom (your choice) of any player's Plots deck at the moment you ask. This does not count as an action.

You may do the same thing, at any time, by using the NSA's action.

**5/2**

**RESIS4NCE**

Government

Secret, Computer

## NEW WORLD ORDER

### World War Three



Any Nation making a *direct* Attack to Destroy against another Nation has tripled power.

If it succeeds, the attacking Nation gets a Plot card and another Action token immediately! If it fails, the attacker is destroyed, and counts toward victory conditions of the *defending* player.

This card replaces any Yellow NWO card in play.

## Cable TV



*500 channels and nothing's on...*

Add 1 to this group's regular and global Power for each Personality in your Power Structure.

**3/2**

**RESIS2NCE**

Corporate

Media

## Jake Day

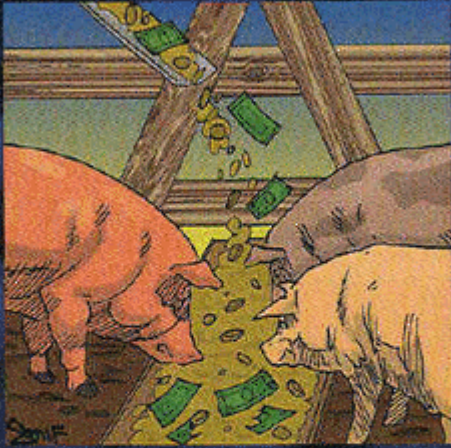


Play this card at any time. It requires action(s) by 'Weird' group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Straight. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job. The target group becomes permanently Weird. If it was Straight, that alignment is lost. Keep this card, with a link to the target.

Requires Action

## Slush Fund



Play this card at any time to give +10 Power or Resistance (your choice) to any Conservative group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

## Ninjas



Gives a +4 on any Assassination attempt, and a +2 on any non-Instant Attack to Destroy. Any attempt to destroy the Ninjas is at a -10 penalty, and any failed attempt to control or destroy them gives them an Action token.

POWER

RESISTANCE

Violent

Magic

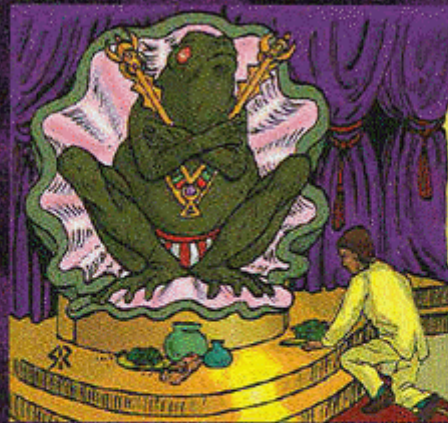
## NEW WORLD ORDER Antitrust Legislation



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 which 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.

## The Frog God



*The idols are both frightening and silly, and no one knows why the Masters keep them around...*

You may interfere with a privileged attack, on either side. No other players may interfere unless they use other special cards.

Interference is an action for each group that interferes, and use of this card is an action for the Frog God.

Magic Artifact

ACTION

## Hidden City



Control of the Hidden City gives your Illuminati +2 to their Power and Global Power.  
The Hidden City may be attacked using any Disaster card; it is not *Huge* or *Coastal*. It can be defended, in all ways, as though it were a Place with a Power of 10. It cannot be *Devastated*. If it is destroyed, another Hidden City may be played by any player.

**Unique**

## Junk Mail



*Did you ever wonder what sort of sinister messages might be hidden in that book-club advertisement? No? Good. Don't think about it.*

This group may attack any Secret group directly, or aid or oppose any attack on a Secret group. Gives a +6 to any attempt to take control of a Secret group.

**10/1**

**RESISTANCE**

**Corporate,  
Criminal**

**Media**

## OPEC



As oil prices vary, OPEC's power also varies. When the card is first controlled, and again each time your turn begins, roll 2 dice, *subtracting 2 from the total*, to set its power for that turn. (That is the Power of its Action token, even if you use it later.) If you also control either Texas or the Multinational Oil Companies, OPEC gets +1 power for each.

**POWER**

**RESISTANCE**

**Conservative**

## Brauereien



Aufgrund ihres enormen Werbebudgets bewirkt diese Gruppe +4 auf direkte Kontrollangriffe gegen beliebige Mediengruppen.

Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um einen Gegenspieler daran zu hindern, eine Karte zu ziehen. Es kann pro Runde nur dem Ziehen einer Karte auf diese Weise entgegengewirkt werden.

**M3IT**

**WIDER**

**Korporativ**



## Logic Bomb



Pick one rival. You may look at all his hidden Plot cards, and choose one to take for yourself . . . but you must expose that card.

Play this card at any time. It requires an action by one group with a Power of 6 or more.

*Requires Action*

## Self-Esteem



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Liberal group is increased to 6. Link this card to your chosen Liberal group.

No player may have more than one Self-Esteem in play.

*Requires Action*

## Self-Esteem



This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Liberal group is increased to 6. Link this card to your chosen Liberal group.

No player may have more than one Self-Esteem in play.

*Requires Action*

## An Offer You Can't Refuse



Play this card at the beginning of your turn. You may draw two extra Plot cards . . . not from your deck, but from the deck of a rival! Or you may take one card each from two rivals' Plot decks. To do this, you must give up your chance to draw any Group cards this turn.

*Draw No Group Cards This Turn*

## Loan Sharks



"It's Wednesday. Where's my six grand?"

The Loan Sharks get +1 Power for every other Criminal group in your Power Structure.

POW<sup>3</sup>ER RESIS<sup>5</sup>TANCE

Violent, Criminal

## The Big Score



Play this card at any time to give +10 Power or Resistance (your choice) to any Criminal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Personality

## Prince Charles



Prince Charles, and his master, and his puppets, are all immune to Privileged attacks. Also, any group, regardless of alignment, can aid the Prince if he is attacked.

However, all Media groups have doubled Power for any attack against Prince Charles.

POW<sup>2</sup>ER RESIS<sup>5</sup>TANCE

Conservative

Green

## Professional Sports



Gives +4 on any attempt to control any Straight group.

Link this card to any one Personality you control, to give them +3 Power as a worldwide sports commentator . . .

POW<sup>2</sup>ER RESIS<sup>4</sup>TANCE

Violent, Fanatic

## Exposed!



Watch them scatter like cockroaches: ...  
Play this card at any time. It requires the action of any *Media* group with a Power of 4 or more. One *Secret* group is now exposed. Unless this card is immediately countered, that group permanently loses its *Secret* status!

*Requires Media Action*

## Comet Hail-Bob



It's that flaming *YIELD* sign from the heavens, telling you the last days are near.  
Play this card immediately after a rival takes control of a group from his hand or the uncontrolled area. That Group went a little overboard in their newfound adoration, and... well, they're no longer with us. They are destroyed, but this destruction does not count toward any Goal. This requires an action from your *Illuminati* or two *Church* Groups. No player may use this card more than once in a game.

*Requires Illuminati or Church Actions*

## Chain Letter



"You make 500 copies, and in three weeks you own *Monaco!*"

Play this card at any time except during a privileged attack, placing it over any *Straight* group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its *Straight* alignment or spend an action from its master or any *Illuminati*.

Playing this card requires an *Illuminati* action, or *Weird* action(s) of Power equal to the target's current Resistance.

*Requires Illuminati or Weird Action(s)*

## Voodoo Economics



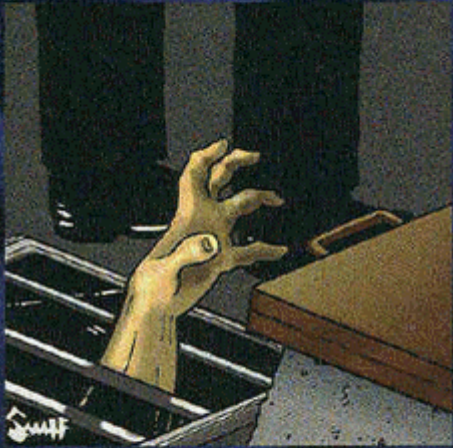
Play this card during your own turn, just after you place Action tokens. You must spend your *Illuminati* action. Discard up to ten Plot Cards from the top of your deck, removing them permanently from play. For each one you discard, you may place one extra Action token on one of your own Groups, except your *Illuminati*. No Group may get more than one extra Action token from this card.

No player may use this card more than once in a game.

*Requires Illuminati Action and Discard*



## Stealing the Plans

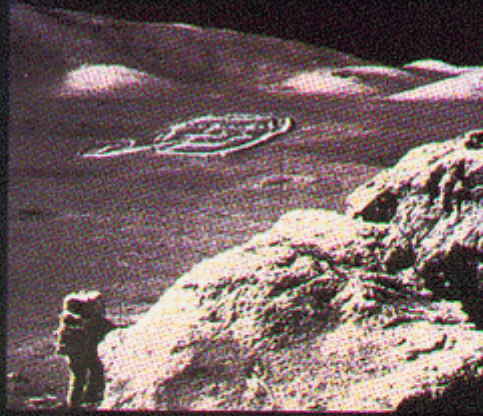


Play this card immediately after someone else discards a Plot card, whether or not they actually used it.

Take the Plot card just discarded, and add it to your own hand. This costs an action from a group with Power of 3 or more.

Requires Action

## Miraculous Manifestation

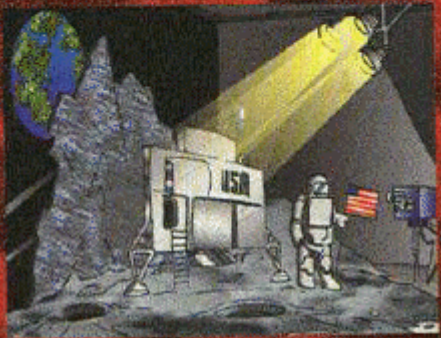


The face of "Bob" is seen on a tortilla in Plano, Texas. A flock of endangered whooping cranes flies into the World Trade Center, and the broken windows spell out DOBBS. A Senator resigns, saying he "needs more Slack." Truly, the world is ripe for the Word of "Bob"!

Play this card at any time. Each player must draw a Group and add it to the uncontrolled area.

In standard INWO, he must draw a Group, show it to you and add it to his own hand.

## NASA



Gives +4 to any attempt to control any Space group.

NASA can give its Action token to any other Government group you control, as long as that group currently has no token. It may do this at any time except during an attack.

PO<sup>2</sup>ER

Government

RESI<sup>4</sup>NCE

Space

Place

## Hollywood



"Behind the phony tinsel of Hollywood lies the real tinsel."  
— Oscar Levant

The Power of Hollywood (both regular and Global) is increased by 2 for each Media Personality in your Power Structure.

30<sup>1</sup>/E<sup>3</sup>

Liberal

RESI<sup>0</sup>NCE

Media

## Madison Avenue



"It is morally wrong to allow suckers to keep their money."

—Canada Bill Jones

Has +10 for direct control of any Media group, or gives +2 on any attempt to control or destroy any Media group.

**3/13**

**RESISTANCE**

Corporate

Media

Place

## New York



No matter what your scam, somebody in the Big Apple does it better. The Power of each of your other Criminal groups is increased by 1.

**POWER**

**RESISTANCE**

Violent, Criminal,  
Government

Coastal

## Save the Whales



Play this card at any time to give +10 Power or Resistance (your choice) to any Green group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

Personality

## Saddam Hussein



By making a few speeches, Saddam can infuriate any government, totally distracting them from what they were doing. Thus, by using his action, Saddam can cancel one action of any Government group.

**POWER**

**RESISTANCE**

Violent,  
Government

## Christdemokraten



+5 auf die direkte Kontrolle einer beliebigen regierungstreuen Gruppe. Dies gilt nicht für regierungstreue Nationen.

**5/4** **WIDE 4**

Konservativ

## Bank of England



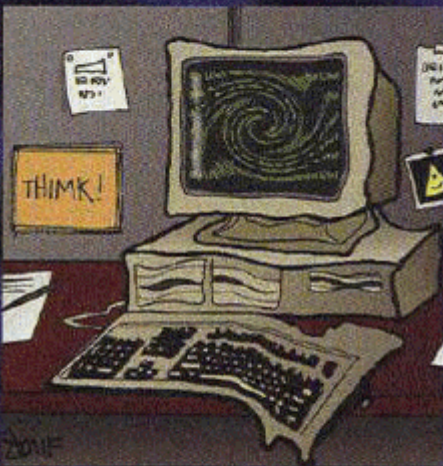
You may exchange this group's action for two Plot cards, at any time.

**POW 3** **RESI 6** **NCE**

Straight,  
Government

Bank

## Computer Virus



Play this card immediately after any die-roll (by any player). You may change the result of that die roll, retroactively, by 2... in either direction.

This requires an action from any Science, Space or Computer group.

Requires Science, Space or Computer Action

## Fnord Motor Company



"Carriages without horses shall go / and accidents fill the world with woe."

—Mother Shipton (1488-1561)

Everybody subsidizes Detroit. As its action, this group can let you re-roll any failed attack by another group in your Power Structure. But you must also discard one Plot card.

**POW 2** **RESI 4** **NCE**

Peaceful,  
Corporate

## Don't Touch That Dial



Play this card at any time a Media group is attacked *unsuccessfully*. The attacker's turn ends immediately.  
An action from any Media group is required to play this card.

*Requires Media Action*

## NEW WORLD ORDER

### Don't Forget to Smash the State



*Distrust of government is at an all-time high, and society is crumbling.*

Reduce the Power of all Government groups by 3.  
Reduce the Power of all Straight non-Government groups by 2.  
This card replaces any Yellow NWO card in play.

Place

## Israel



Gives +8 on any attempt to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.

**3/3**

RESI**8**NCE

Violent,  
Government

Coastal,  
Nation

## Republicans



*"If the Republicans will stop telling lies about the Democrats, we will stop telling the truth about them."*  
— Adlai Stevenson

The Republicans have an extra +5 for direct control of any Government group that is not a Nation.

**5/4**

RESI**4**

Conservative



## International Weather Organization



All Places you control get a +6 to defend against any Disaster . . . but any Disaster you visit upon a rival, except in Space, has +4 Power.

**PO1**WER

RESIS**2**NCE

Straight,  
Liberal

Computer,  
Science

## Video Games



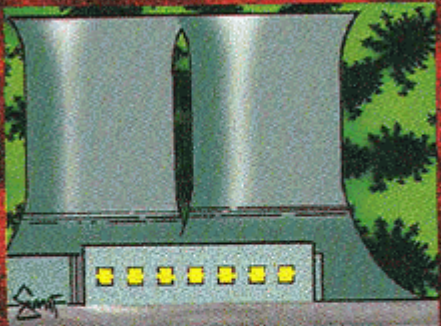
Gives +3 on any attempt to control Convenience Stores or any Computer group.  
Gives +1 Power to all your other Computer groups!

**PO2**WER

RESIS**3**NCE

Computer

## Nuclear Power Companies



They're warping reality in those reactors. It's unnatural, I tell you . . .  
As its action, this group can cancel the action of any other group, even an Illuminati group.

**PO4**WER

RESIS**4**NCE

Conservative,  
Corporate

Science

## Recording Industry



Increase the Power of all your Media Personalities by 2, and all your other Personalities by 1.

**PO2**WER

RESIS**1**NCE

Corporate

Media

Personality

## Princess Di



All your other Liberal groups get +1 Power. Princess Di, and her puppets, are immune to attack by your rivals' Peaceful or Liberal groups . . . except for Media.

POW<sup>ER</sup> 2

RESIS<sup>TANCE</sup> 5

Straight,  
Peaceful, Liberal

## Underground Newspapers



Whenever this group helps to destroy a Corporate, Straight or Government group, draw an extra Plot card.

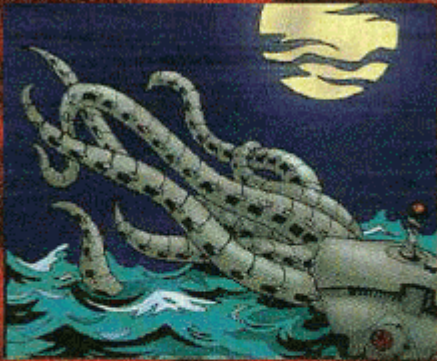
POW<sup>ER</sup> 10/1

RESIS<sup>TANCE</sup> 5

Liberal

Media, Green

## Robot Sea Monsters



Gives +4 to any attempt to destroy any Corporate or Government group, or any Coastal Place, including with a Disaster . . . except in Space. Has +10 to any direct attempt to destroy Japan or California.

POW<sup>ER</sup> 10/1

RESIS<sup>TANCE</sup> 6

Violent

Secret, Science,  
Computer

Personality

## Bill Clinton



Bill Clinton gives a +3 on any attempt to control any Government group that is part of the US. He has a +8 for direct control of any Government group. Any time Clinton's alignments matter, roll a die. On a 1-3, he's liberal at the moment. On a 4-6, he's not.

POW<sup>ER</sup> 4

RESIS<sup>TANCE</sup> 2

Straight, Liberal (sometimes),  
Government

Place

# Canada



Canada has a +10 for direct control of any Green group.

PO3ER

RESI4NCE

Peaceful, Liberal, Government

Huge, Green, Coastal, Nation

# Fiendish Fluoridators



Gives +5 to any attempt to destroy a Straight or Conservative group. When you do destroy one, draw a Plot card!

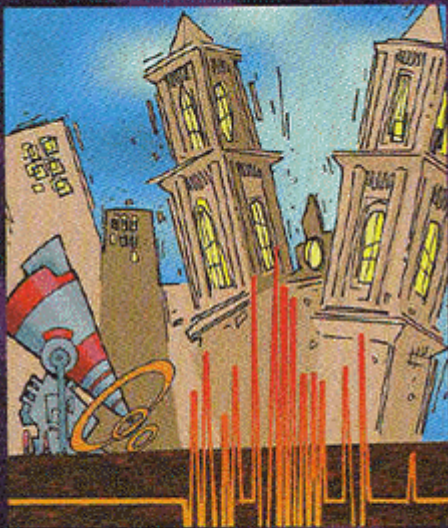
PO3ER

RESI5NCE

Fanatic

Secret, Science, Communist

# Earthquake Projector



This device can act once per turn. It can increase the Power of any Attack to Destroy a Place, or of any Disaster card, by 2.

Gadget

ACTION

Place

# England



Though England's power is reduced today, her influence is still felt everywhere. England gets two action tokens every turn.

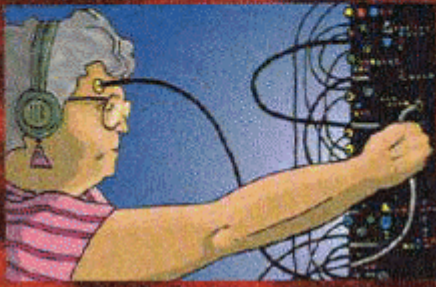
2/1/2

RESI6NCE

Government

Huge, Coastal, Nation

## Phone Company



The Phone Company is capable of highly sophisticated traffic analysis on all calls, and can access any computer connected to the Net. During your turn, you may draw any two hidden Plot cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Phone Company may use its action to draw any two hidden Plot cards randomly from the hand of a rival and expose them!

5/3

RESI 6 NCE

Corporate

Science,  
Computer

## B.A.T.F.



Has +8 on any direct attack to destroy any Fanatic group. Gives +6 for any attempt to control or destroy the Gun Lobby, the Tobacco Companies, or the Liquor Companies.

PO 3 ER

RESI 2 NCE

Violent,  
Government

Place

## Brazil



The natural resources of Brazil give one extra Action token each turn to the group that controls it, if that group is Corporate.

PO 3 ER

RESI 3 NCE

Government

Huge, Coastal,  
Nation

## Bundesverfassungsgericht



Der Besitzer dieser Gruppe kann ihre Aktion einsetzen, um die Aktion einer anderen regierungstreuen Gruppe rückgängig zu machen. (Regierungstreue Gruppen, die nicht aus Deutschland kommen, sind damit natürlich auch gemeint.)

3/3

WID 6

Regierungstreu,  
Friedlich

## Post Office



Of course they read the mail. During your turn, you may draw any two Group cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Post Office may use its action to draw any two Group cards randomly from the hand of a rival and show them to all players!

**4/3**

RESI**3**NCE

Government

Computer

Place

## California



All your Media groups have +1 Power.

PO**5**ER

RESI**4**NCE

Weird, Liberal,  
Government

Coastal, Huge,  
Green

## CFL-AIO



Although the CFL-AIO is Corporate, it can call a strike against any other Corporation. It gets a +10 for a direct Attack to Destroy any Corporate group, rather than the normal -4. It gives a +4 for any attempt to destroy such a group.

PO**6**ER

RESI**5**NCE

Liberal,  
Corporate

## C.I.A.



The CIA gets a +4 bonus, rather than the normal -4 penalty, to destroy any other Government group. When the CIA attempts to destroy a Personality, it may choose to make it an Assassination. The attack becomes *Instant*, and if it succeeds, the target is dead.

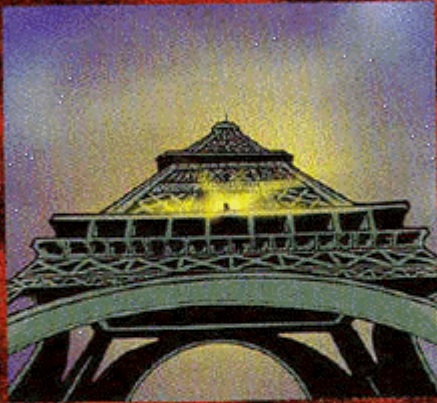
**6/4**

RESI**5**NCE

Violent,  
Government

Place

## France



France has always loved liberal causes. France's Power can be used to defend any Liberal group you control, as a free move.

POW3ER

RESIS5NCE

Liberal,  
Government

Huge, Coastal,  
Nation

## Punk Rockers



If this group uses its Power in an attack (on either side), no Weird or Liberal groups may aid the target in any way. (The attacker or defender may still be Weird or Liberal; this is not affected.)

POW1ER

RESIS4NCE

Weird

Media

Place

## Las Vegas



You control the house. By spending Vegas' action, you may bet from 1 to 3 Plot Cards with any other player. Roll two dice. On a 6 or less, they win, and draw from your deck. On a 7 or more, you win, and you draw from their deck.

POW2ER

RESIS1NCE

Corporate

## Boy Sprouts



Whenever the Boy Sprouts help to bring Relief to any Devastated location, you may draw a Plot card. For purposes of bringing Relief, they have a Power of 12.

POW12\*

RESIS3NCE

Straight, Peaceful

## Trekkies



Any Media group gets a +1 on any attack to control the Trekkies. However, the Trekkies also get a +4 on any direct attack to control any Media group.

PO1ER

RESI4NCE

Peaceful,  
Weird, Fanatic

## Bait and Switch



The target Illuminati cannot take over Corporate groups.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

Zap!

Requires Illuminati Action

## Eco-Guerrillas



Has +6 on direct attacks to destroy Corporate groups.

Increases Resistance of all your groups by 2, against any attack made by (or aided by) a Corporate group.

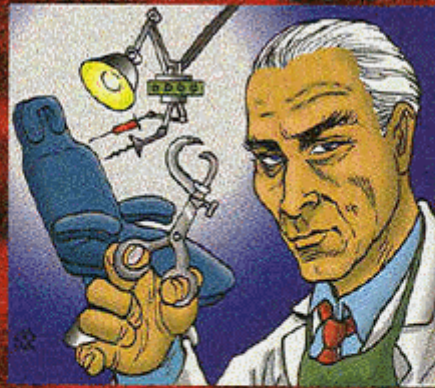
PO1ER

RESI6NCE

Violent, Liberal

Green

## Dentists



"You're not doing anything this week, Senator. Those wisdom teeth have to come out right now."

By using their own action, the Dentists can cancel the Action(s) of any Personality.

PO1ER

RESI2NCE

Straight

## Bigfoot



Bigfoot has the power to distract any *Media* group by showing himself in public. By using his action, Bigfoot can cancel any action taken by any *Media* group.

Bigfoot also gives you a +3 on any attempt to control a *Green* group.

Unique

ACTION

## MI-5



The British intelligence agencies have been hiding things in plain sight since the First World War... at least...

As this group's action, you may negate one attempt to expose any or all of your Plot cards.

Or you may turn all your exposed Plot cards face-down again.

20/1

RESISTANCE

Straight,  
Government

## Comic Books



If the *Comic Books* attack to control a *Weird* group, or help the attack, the target's printed Resistance becomes 0 against that attack, and it gets no Resistance bonus for the *Weirdness* of its own master.

10/1

RESISTANCE

Weird, Violent

Media

## E.F.F.



Has +4 for *direct* control of any *Computer* group. If the *E.F.F.* helps to defend a *Computer* group against attack, the total Power spent by all defending groups is doubled.

20/1

RESISTANCE

Liberal

Computer



# United Nations



Gives +6 on any attempt to control any Nation.  
Its Power counts x5 when giving Relief.

PO1ER

RESI3NCE

Liberal

## World Control in One Big Box

*They're all around us. Secret conspiracies are everywhere.*

The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS!

Two to six players compete to grab control of various groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.

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## Science Fiction Fans



Gives +2 to any attempt to control or destroy any Computer group. Gives its master +6 to any such attempt.

Gives +2 to any attempt to control any Weird group.

POW1ER

RESIS3NCE

Weird

Place

## Hawaii



The traditional vacation spot for the world's middle class, Hawaii gives one extra Action token each turn to the group that controls it, if that group is Corporate.

POW1ER

RESIS2NCE

Corporate

Coastal

Place

## Dinosaur Park



Dinosaur Park can use its action to increase the Power of any Disaster by 4... as dangerous dinosaurs "accidentally" escape from their shipping containers amidst the chaos.

This group and its master may aid or oppose any attack on any Corporate or Science group.

POW1ER

RESIS3NCE

Corporate

Science

## Cattle Mutilators



Their weird rituals foretell the future... and more. By using this card's action, you can expose all hidden Plot cards belonging to any one rival.

POW2ER

RESIS6NCE

Criminal,  
Weird

Secret,  
Magic

## Red Cross



The Red Cross gives your whole Power Structure a -6 to resist any Disaster. The group that directly controls the Red Cross automatically gets Relief at the end of the turn it is Devastated.

As its action, the Red Cross can also bring Relief to one Devastated Place.

The Red Cross has such a good reputation that any attempt to destroy it suffers a -15 penalty.

POWER 2

RESISTANCE 4

Peaceful

## Girlie Magazines



Has +5 for direct control of any Straight group. But they don't look at the pictures, they just read the articles. Honest!

POWER 2/1

RESISTANCE 2

Liberal

Media

## Oil Spill



**Disaster!** This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 14 against a Huge Place, 18 against any other. If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 6, the target is destroyed. You may place an extra Action token on every Green Group in play immediately after this attack succeeds. No player may do this more than once per game. Alternatively, this card may be played to add +10 to any attack against OPEC or the Multinational Oil Companies.

Disaster!

## S.M.O.F.



Gives +2 to any attempt to control any Weird group. Has an extra +4 for direct control of SF Fans, Trekkies, Wargamers, Comic Books or Trading Card Games!

Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

POWER 1

RESISTANCE 1

Weird

## The Big Prawn



*But HOW is it attracting the tourists? Don't ask . . .*

The Big Prawn is the ultimate tourist attraction. It doubles the Power of the Coastal Place it is linked to. It cannot be stolen or moved in any way once linked. You may also permanently add, subtract or reverse any one alignment of the Place at the moment the Big Prawn is linked.

If the Big Prawn is destroyed, it cannot be rebuilt. The local economy will collapse and the host Place is Devastated. If the host Place is devastated or destroyed, the Big Prawn is destroyed.

**Unique Gadget**

## Druids



The Druids may aid or oppose any attack made by, or against, any Magic group, even if it is Secret. Place a link between this group and any chosen Place. That Place has an effective +8 Power against Disasters. But if that Place is destroyed, the Druids are destroyed, too, and count as a destroyed group for the attacker.

**2/1**

**RESI4NCE**

*Magic, Green*

## Secret Service



*"The guards wrestled the assassin to the ground, just a second too late . . ."*

Gives +10 to any attempt to destroy any Government Personality, including by Assassination. Has the normal -4 for a direct attack to destroy Government groups other than Personalities.

**PO2ER**

**RESI3NCE**

**Violent, Government**

## Personality

## Gordo Remora



*"Next up on Gordo: People who believe in conspiracies! Are they nuts, or just too stupid to live? You decide!"*

He mobilizes hate and fear against fringe groups . . . anything for a ratings point! Gordo gets a +10 bonus if he makes a direct attack to destroy a Weird group.

**PO1ER**

**RESI0NCE**

**Liberal**

**Media**

## Alien Abduction



This card requires *UFO* or *Space* action. Play this card on any Personality at any time. Until the end of the current turn, that Personality has *no alignments at all*. Furthermore, it cannot get any alignments until the end of the current turn, for any reason! Alternatively, play this card on a Personality in your hand (or in the uncontrolled area) to take control of them automatically.

*Requires UFO or Space Action*

## Intellectuals



"I didn't understand that. It must be true."  
A *Media* group which controls the Intellectuals cannot be captured, or destroyed except by a *Disaster* or *Assassination*, and its own *Power* is increased by 1.

**PO1**ER

RESI**3**NCE

Weird, Fanatic

Place

## Italy



Italy loves artists, rebels and madmen. Italy's *Power* can be used to defend any *Weird* group you control, as a *free move*... no *Action* token required.

**PO3**ER

RESI**6**NCE

Liberal,  
Government

Coastal,  
Nation

## I.R.S.



At the beginning of your turn, you may "tax" any one rival for the top *Plot* card from his deck - he may look at it before giving it to you. This is *not* an action for the IRS.

**50/13**

RESI**5**NCE

Criminal,  
Government

Bank

## A.M.A.



The A.M.A. has +5 for a direct attack on any Science group, or gives a +5 bonus when it uses its Power to aid any Science group against an attempt to control or destroy.

**PO3ER**

**RESI4NCE**

Peaceful,  
Conservative

Science

## Telephone Psychics



"Call 1-900-SUCKERS right now and talk to your Psychic Buddy!"

+6 for direct control of either Ronald or Nancy Reagan, for the Tabloids, or for any Media group with a Power of 1 or 2.

**PO2ER**

**RESI4NCE**

Peaceful,  
Criminal

## Voudonistas



Has +8 on any direct Attack to Destroy a Personality, or +4 on a direct Assassination. Plot cards or other special defenses against Assassinations are worthless against this attack unless they mention Magic.

**10VE1**

**RESI6NCE**

Violent

Magic

## The Bronze Head



Its first recorded owner was Roger Bacon. He said it foretold the future. It does that and much more...

If you play a Group card from your own hand, and fail in your attempt to take it over, the card is not discarded. Return it to your hand.

Unique Magic Artifact

## Subliminals



Their secret mind-altering messages are hidden everywhere. The number of *Media* groups you control is added to the Power and Global Power of the Subliminals.

**2/2**

**RESISTANCE 4**

*Secret*

## Personality

## Jimmy Hoffa



Hoffa has the power to paralyze any Corporate group by threatening a strike. By using his action, he can cancel any action taken by any Corporate group.  
+6 for direct control of the CFL-A/O.

**POWER 2**

**RESISTANCE 3**

*Criminal*

## Joggers



No one ever suspects a harmless jogger... This group gives a +2 on any Assassination attempt. This group may not be destroyed.

**POWER 1**

**RESISTANCE 2**

*Green*

## Savings and Loans



Gives +3 to any attempt to control any Corporate or Government group or Bank.

The S&Ls have the power to make money vanish. By spending their action, they can cancel the action of any Bank, Corporate or Government group.

**POWER 2**

**RESISTANCE 3**

*Straight, Criminal*

*Bank*



## Paranoids



The Paranoids give your whole Power Structure a +2 to defend against any attack or Assassination (but not against Disasters). They're the only ones, except for the Secret Masters themselves, who really understand what is going on . . .

However, this group gets no Action tokens and can do nothing, unless something gives it Power! And it cannot be destroyed unless it has Power.

POW<sup>ER</sup>

RESI<sup>ST</sup>ANCE

## TV Preachers



Instead of the normal penalty for one Fanatic group controlling another, the TV Preachers have a net +6 to take direct control of any Straight Fanatic group. Any group they control gets an extra +5 Resistance.

30/13

RESI<sup>ST</sup>ANCE

Straight,  
Fanatic

Media,  
Church

## Phone Phreaks



Gives +6 on any attempt to control or destroy any Computer group.

By using this group's action, you may move any group belonging to any player - except puppets of rival Illuminati groups - to any other control arrow in their same Power Structure, at any time except during an attack.

10/1

RESI<sup>ST</sup>ANCE

Liberal, Criminal

Science, Computer

## Big Media



Gives +4 to any attempt to control or destroy other Media. May aid or oppose any attack made by, or against, any other Media group.

4/4

RESI<sup>ST</sup>ANCE

Straight,  
Liberal

Media

## Survivalists



This group gives your whole power structure a +3 to resist any *Disaster*. The master of the Survivalists, and any puppets it has, automatically get *Relief* the turn after any *Devastation*. This is a free move.

PO1ER

RESI3NCE

Conservative,  
Violent, Fanatic

## Pollsters



"We'll tell you what you think!"

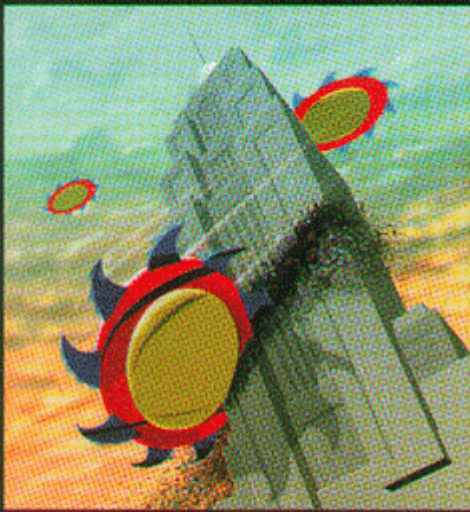
If the Pollsters are involved in an attack, you may ignore any bonuses or penalties for the alignments of the attacker and defender, if they work against you. Of course, those bonuses or penalties which help you will still count.

2/2

RESI4NCE

Media

## Yacatisma



Space Bikers from Hell, coming from Orion on their INTERSTELLAR CHOPPERS. Their bad vibes alone have already started tilting the Earth off its axis . . .

Play this card at any time except during an attack. Pick two hidden Plots randomly from a rival's hand. He must discard them. This requires an action from a SubGenius group.

Requires SubGenius Action

Personality

## Hillary Clinton



Gives +2 to any attempt to control Bill Clinton, Congressional Wives, or Democrats. +6 to take direct control of any of these groups.

PO2ER

RESI4NCE

Liberal

## Shroud of Turin



*The one in the museum is a fake. The real one is far away, the center of nightly rituals ...*

Whenever you draw a Plot or Group card, you may look at the top card in the deck ... and, if you don't want it, take the bottom card instead, without looking at it.

**Unique Magic Artifact**

## Elders of Zion



An ancient and subtle brotherhood, the Elders know well the art of conspiracy. They can reorganize your entire Power Structure. This must take place on your turn, and requires their action and an action from your Illuminati.

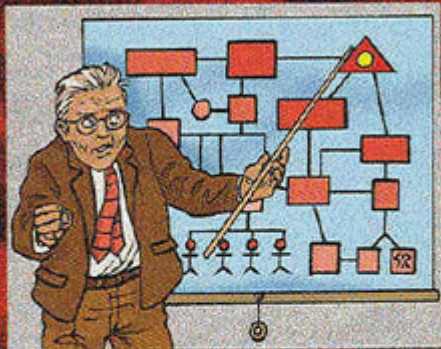
**POWER**

**RESISTANCE**

Fanatic

Secret

## Conspiracy Theorists



*This powerless and much-mocked group is prized by the Illuminati, because their wild ravings often contain useful ideas!*

While you control this group, you may have one extra Plot card in your hand at all times.

**POWER**

**RESISTANCE**

Weird

## Congressional Wives



The Congressional Wives have a +10 to take direct control of any Government group.

**POWER**

**RESISTANCE**

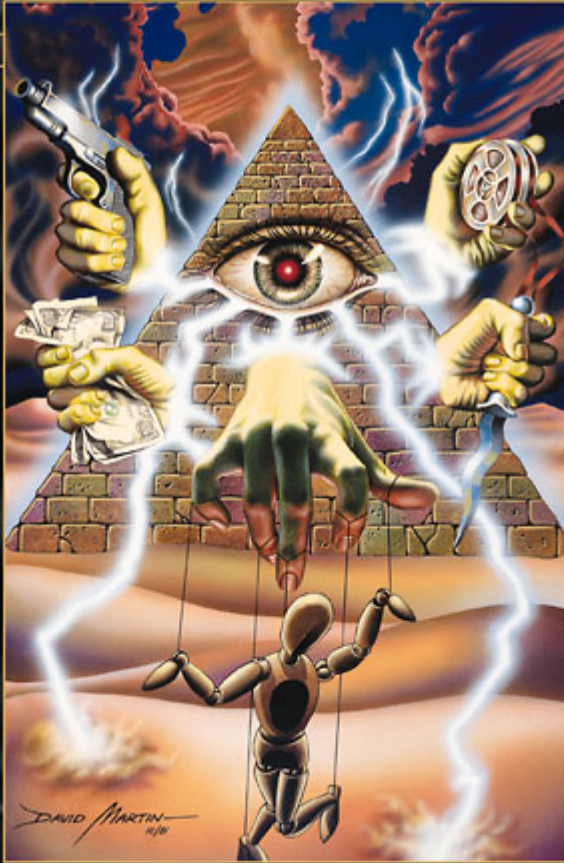
Straight,  
Conservative

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# Wall Street



Wall Street always has the option to treat any Corporate group as though it were Government, or vice versa, when Wall Street makes or aids an attack. This does not affect other groups' participation in the attack.

Any puppet of Wall Street has an extra +10 Resistance.

PC4

RESIS3

Corporate

Bank



CHX 1010

CHX 1010

# ILLUMINATI

*New World Order*

*World  
Domination  
Kit*

 **CHESSEX**

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Gaming Stones made in USA, assembled in USA.*



## Nephews of God



*Want a flower, man? It's free. How about a pamphlet? Can you spare a dollar? Have a nice day, man!*

The leaders of this group hide inhuman cleverness behind a mask of slack-jawed imbecility. Each turn, roll 2 dice before you draw any cards. If you roll a 6 or less, you may draw one extra card from either of your decks.

POW1ER

RESI4NCE

Conservative,  
Fanatic

## Sweeping Reforms



Discard all New World Order cards now in play. This requires the action(s) of Media groups with a combined Power of at least 6. These groups may belong to more than one player! This card may be played at any time.

Requires Media Action

## S.M.O.F.



Gives +2 to any attempt to control any Weird group. Has an extra +4 for direct control of SF Fans, Trekkies, Wargamers, Comic Books or Trading Card Games!

Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

POW1ER

RESI1NCE

Weird