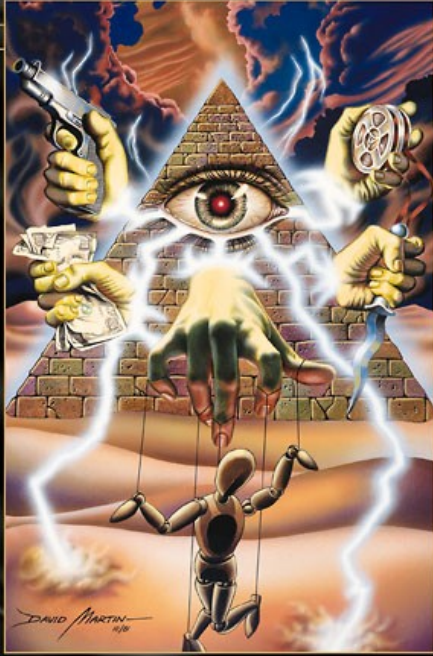


# ILLUMINATI

THE GAME OF CONSPIRACY

DELUXE

EDITION



STEVE JACKSON GAMES

## 18½-Minute Gap



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

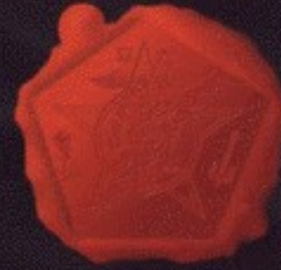
That card is canceled, but not discarded. Instead, add it to your own hand!

You must spend all the Action tokens now on your Illuminati (minimum 1), and discard the top undrawn card from both your Plots and Groups decks.

*Requires Discards and All Illuminati Actions*

## 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.

## 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.

## 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*



## 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*

Personality

## Al Gore



Has +8 for direct control of any Green group.

10/1

RESI4

Liberal  
Government

Computer  
Green

## 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*

## 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.



## 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*

## 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.

PO<sup>3</sup>ER

RESI<sup>4</sup>NCE

Peaceful,  
Conservative

Science

## 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.

## 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*



## 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*

## 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.

## 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.

## 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*



## 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*

## 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 *Devastated!* 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!*

## Atlantis



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

POWER  
7/7

SPECIAL  
GOAL

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

## 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*



## 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*

## 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*

## 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*

## Bank of England



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

PO3ER

RESI6NCE

Straight,  
Government

Bank



## 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<sup>3</sup>ER

RESIS<sup>2</sup>TANCE

Violent,  
Government

## 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.

## Bavarian Illuminati

POWER  
10/10

SPECIAL  
GOAL

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

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






## BERMUDA TRIANGLE

**POWER**  
**8/8**


**SPECIAL GOAL**



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

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.

## 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**

## Big Media



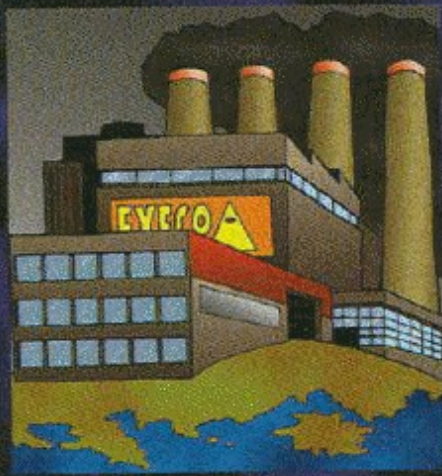
Gives +1 to any attempt to control or destroy other *Media*. May aid or oppose any attack made by, or against, any other *Media* group.

**4/4** **RESISTANCE 6**

**Straight, Liberal** *Media*

## 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.



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.

PC 4

RESIS 2

Straight, Liberal (sometimes),  
Government

## 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

## Bjørnē



"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. Bjørnē gets one extra Action token for every Media group he controls directly!

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

PO1ER

RESI4NCE

Peaceful

Media

## 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.



## 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*

## 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.



## 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*

## 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*



## 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.

POW 1\*

RESIS 3 NCE

Straight, Peaceful

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.

POW 3

RESIS 3 NCE

Government

Huge, Coastal,  
Nation



## 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*

## 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.

**30/12**

**RESISTANCE**

Corporate

Media

Place

## California



All your Media groups have +1 Power.

**POWER**

**RESISTANCE**


Weird, Liberal,  
Government

Coastal, Huge,  
Green



Place

## Canada




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

**PO3ER**      **RESI4NCE**

Peaceful, Liberal, Government      Huge, Green, Coastal, Nation

## GOAL

### Cast Out False Prophets!



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


## 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!*

## Cattle Mutilators



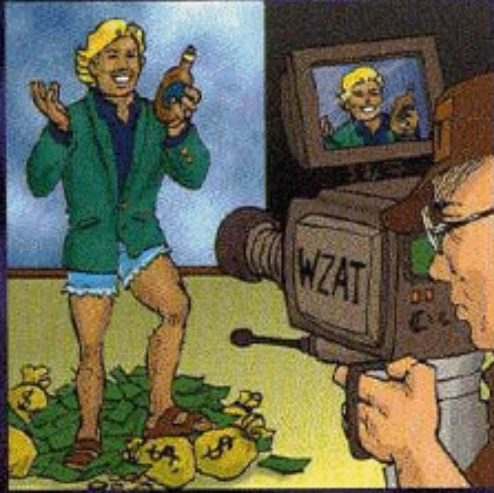
Their weird rituals foretell the future . . . and more.  
By using this card's action, you can expose all hidden Plot cards belonging to any one rival.

**PO2ER**      **RESI6NCE**

Criminal, Weird      Secret, Magic



## 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.

## 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.



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.

POW<sup>1</sup>ER

RESIS<sup>2</sup>TANCE

Peaceful,  
Government

Science

## 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.

POW<sup>6</sup>ER

RESIS<sup>5</sup>TANCE

Liberal,  
Corporate



## 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)**

## 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.



## 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**

Peaceful, Weird

**RESISTANCE**

Church

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.

**3/1**

Straight, Peaceful,  
Conservative

**RESISTANCE**

Church



## 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

RESIST 5

Violent  
Government

## 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*



## 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.

## 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.



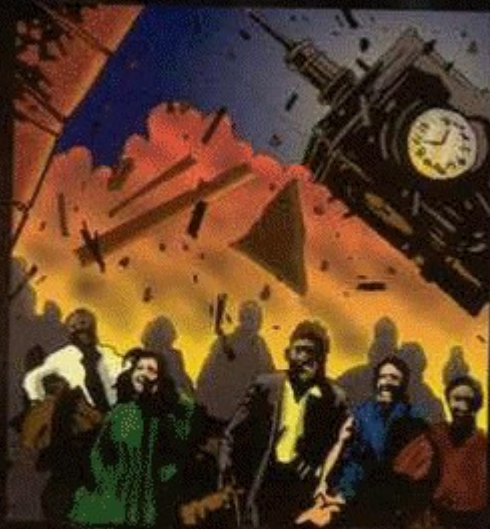
## Cold Fusion



Play this card at any time to give +10 Power or Resistance (your choice) to any Science 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.

## 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*.



## 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*

## 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/VE1**

**RESISTANCE**

**Weird, Violent**

**Media**



## 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.

## Computer Security



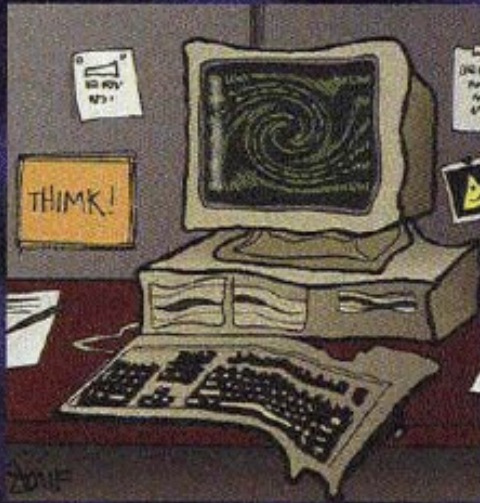
This card completely negates any Plot card that concerns Computers or is used on a Computer group. It may be played at any time, as long as it is used immediately after the other card is played.

Using this card costs an action from the Network or any Computer group.

*Requires Network or Computer Action*



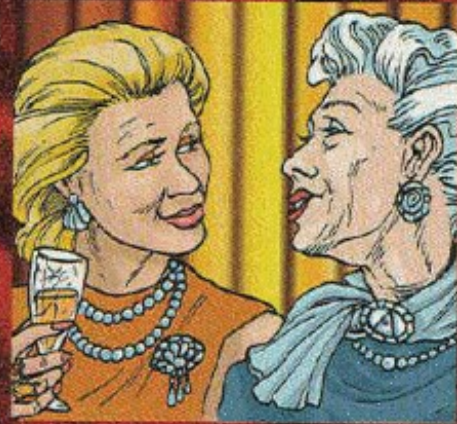
## Computer Virus



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*

## Congressional Wives



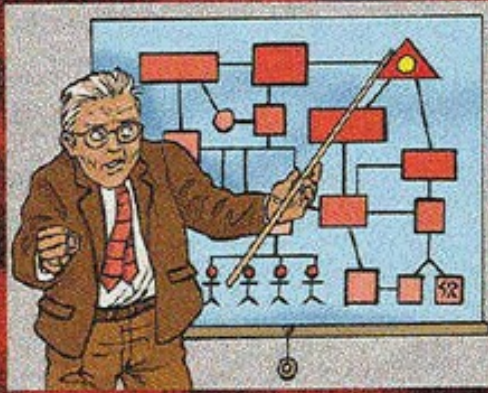
The Congressional Wives have a +10 to take direct control of any Government group.

PO<sup>1</sup>ER

RESI<sup>4</sup>NCE

Straight,  
Conservative

## 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.

POW 0

RESI 6

Weird

## 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



## Convenience Stores



There's one on every corner . . . a worldwide network of informers. Any group card you play as an "agents" card gets an extra +5 for either attack or defense. If anyone *else* plays an "agents" card, you may give them the +5 at no cost.

The Convenience Stores have no effect on the power of duplicate Illuminati cards.

This group has +10 against any Attack to Destroy.

POWER

RESISTANCE

Corporate

## Corruption



*"The black market in relief supplies is growing daily . . ."*

Play this card after *Relief* has come to a *Devastated* area. Corrupt local officials steal the supplies, and no new relief may be attempted for that area until after the next turn of the person playing this card.

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.

PO2ER

RESIS7ANCE

Violent

Magic

## 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*



## 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**

## Cover of Darkness



*The schedule was tight, but they made the switch with minutes to spare. Their van was several blocks away when the red glow grew behind them and the screaming started. Their precious target was safe.*

Play this card immediately after a Gadget or Artifact Resource has been destroyed or discarded. It's not destroyed after all . . . you get it!

## Cover-Up



Play this card at any time a *Secret* group has been successfully attacked. That attack becomes a failure. It requires an action from another *Secret* group or your *Illuminati*.

Alternatively, you can use this card to nullify an *Exposed!* card, pulling the group back into hiding, if it is played immediately. This is a free move.

*May Require Secret or Illuminati Action*

## 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.



## Crop Circles



*The ritual runes, each hundreds of yards across, appeared in a single night, focusing their power on the ley lines all across England . . .*

Play this card when you are entitled to draw either Plot or Group cards. You have 30 seconds to look through one deck and choose as many cards as you are currently entitled to draw. You must reshuffle the deck afterward. This costs an action from a Magic group.

*Requires Magic Action*

## Crystal Skull

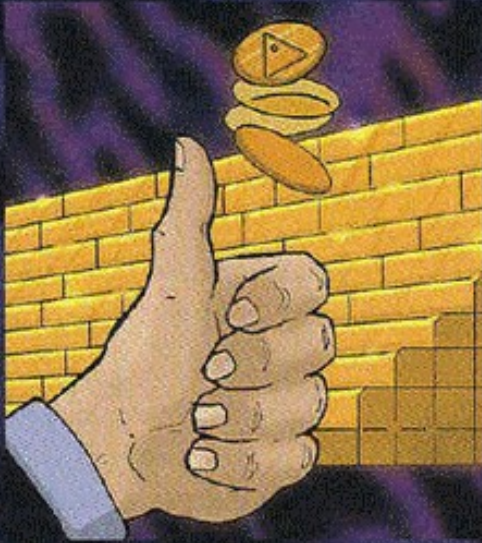


*This ancient South American artifact was created by a technology no one can duplicate today . . .*

Whenever you draw a Plot card, you may look at the top three cards in your deck and pick the one you want. You may move either or both of the other two to the bottom of the deck, if you choose.

*Unique Magic Artifact*

## 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.

## 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**

## Cycle Gangs



"Hordes of bikers are rampaging and looting, adding to the destruction . . ."  
Gives a +2 on any attempt to destroy another group, or a +4 to any Disaster you play (except in Space).

**PO1ER** **RES4ANCE**  
Violent, Weird



Personality

## Dan Quayle



"P-O-T-A-T... Aw, come on, guys, let's go golfing."

Nobody could be this dumb . . . could they? Danny has the power to distract any *Media* group by making an incredibly stupid public remark. By using his action, he can cancel any action taken by any *Media* group.

PO<sup>1</sup>WER

RESIS<sup>1</sup>TANCE

Straight,  
Conservative

## 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.

## 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**

**PLS 4**

**Liberal**



## 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

RESISTANCE

Straight

## Dictatorship

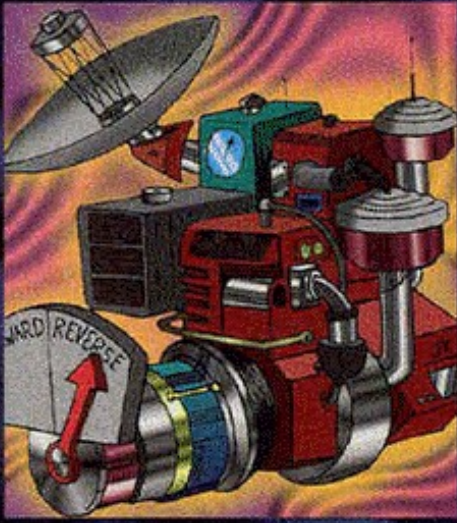


Play this card during your turn, on any Nation which you control. This is an action for that Nation or its master.

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

## 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.

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.

POW 1

RES 3

Corporate

Science



## Dittoheads



This group may only be controlled by a Personality. Place it on any side of its master's card, even if there is no Control Arrow there. The master gets +2 Power, and his Resistance is tripled!

Any number of Dittoheads may be in play, but no Personality can control more than one. A Dittohead card may not be used as an "agents" card.

This card always has the same alignments as its Personality, plus "Fanatic." If the Personality is already Fanatic, the fanaticism of the Dittoheads is considered the same alignment for all purposes.

POW1ER

RESI4NCE

Fanatic\*

## 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*

## 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.

## 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*



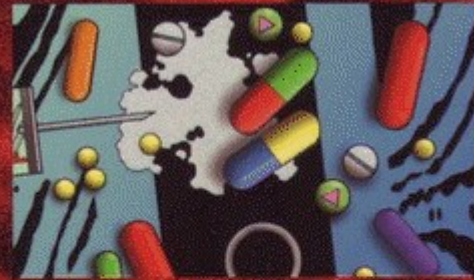
## Double-Cross



Play this card at any time a rival uses a Plot card to look at your hidden Plot cards.

Your opponent loses the card which let him spy on you, and any actions that powered it. He does not get to look at (or steal) any of your cards after all!

## 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

## Druids



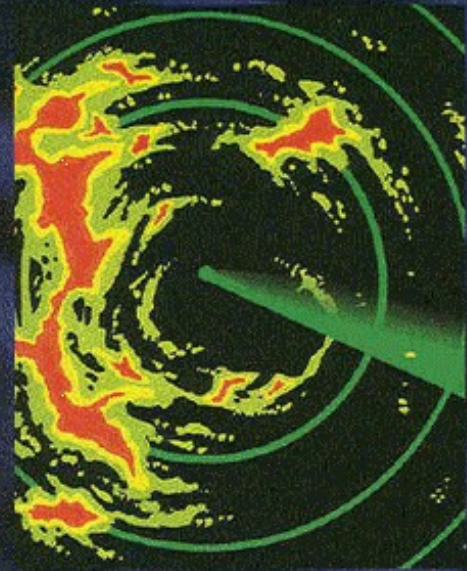
The Druids may aid or oppose any attack made by, or against, any *Magic* group, even if it is *Secret*. Place a link between this group and any chosen *Place*. That *Place* has an effective +8 Power against *Disasters*. But if that *Place* is destroyed, the Druids are destroyed, too, and count as a destroyed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

2/1

RESI4NCE

*Magic, Green*

## 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*.

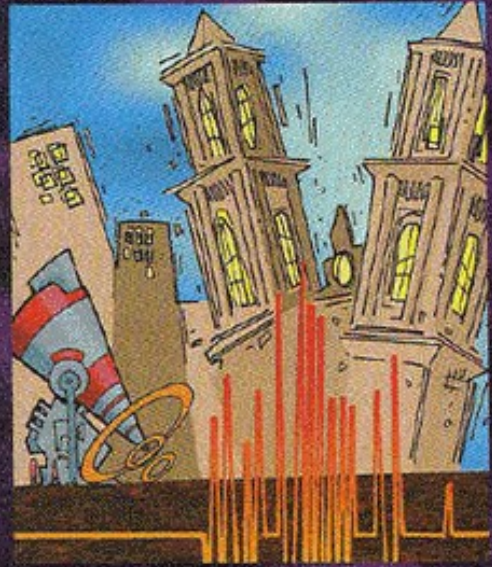


## Earth Magic



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.

## 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**

## 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!*

## 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.

**10/11**

**Violent, Liberal**

**RESI6NCE**

**Green**



## 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.

2/1

Liberal

RESIS3NCE

Computer

## 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.

PO2ER

Fanatic

RESIS7ANCE

Secret

## 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**

## 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..."*

**10/11**

**RESI4NCE**



## 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*

## Empty Vee



This group, and all other Media groups in your Power Structure, are totally immune to attacks from Straight groups.

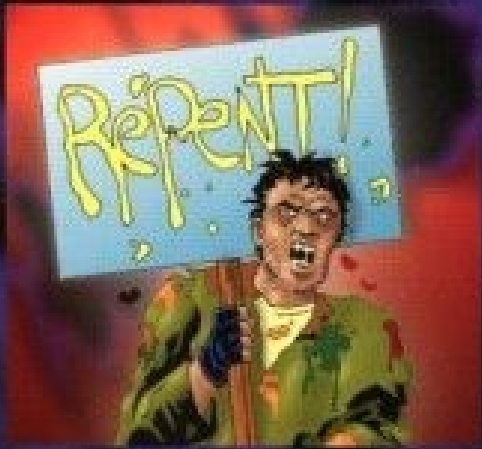
Each Personality you control gets +1 to its own Power.

**30/12**

**RESISTANCE**

Media

## NEW WORLD ORDER End of the World



*The end of the world is at hand! The millennium is coming. Real Soon Now! Repent! Stock off! Play card games!*

All Church or Fanatic groups get +2 Power, Fanatic Churches get +3. All Corporate and Government groups lose credibility, and their Power is reduced by 2.

This card replaces any Yellow NWO card in play.

B-Original-Art

## 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.



Place

## England



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

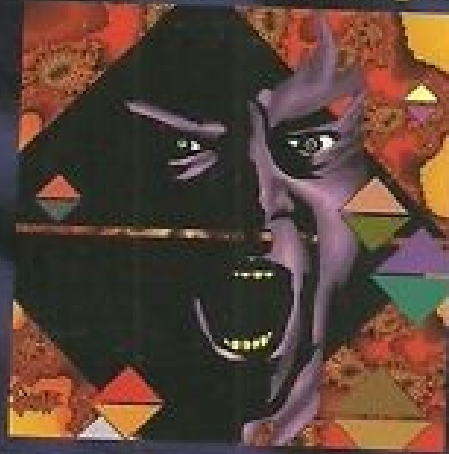
**2/1/2**

RESI**6**NC

Government

Huge, Coastal,  
Nation

## Enough is Enough



*At any time, at any place, our snipes can drop you. Have a nice day.*

Play this card on your own turn, before drawing any Plots. You may remove all Zap, Paralysis or Attribute Freeze cards that are affecting your Power Structure. However, preoccupied with your house-cleaning, you may draw no Plots this turn.

*Draw No Plot Cards This Turn*

## 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!*

## 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*



## Evil Geniuses for a Better Tomorrow



As this group's action, you may automatically take over any Gadget Resource from your hand. You must then link it to the Evil Geniuses. Resources linked to them cannot be unlinked . . . they are lost or captured if the Evil Geniuses are!

**2/2**

**RESI 6**

**Violent, Weird**

*Science*

greenangelx

## 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*

## 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.

## F.B.I.



Has +10 to *directly* destroy a Criminal group.  
Gives +4 on *any attempt* to destroy a Criminal group, or +2 on *any attempt* to control a Criminal group.

**4/2**

**RES 6**

**Straight,  
Government**

Science

## 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!*

**POW 2**

**RES 4**

**Straight,  
Corporate**



## 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.

## Federal Reserve



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

5/3

RESISTANCE

Government

Bank

## Feminists



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

By using the Feminists' actions, 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

RESISTANCE

Liberal

## Fiendish Fluoridators



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

PO3ER

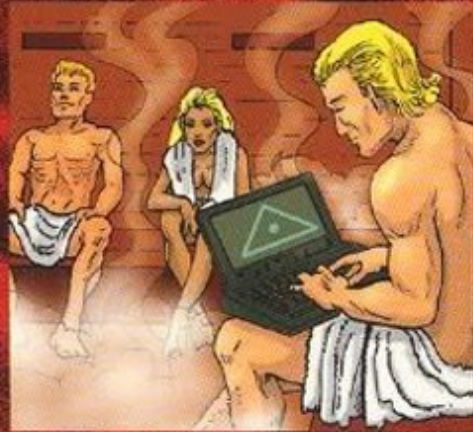
RESIS5NCE

Fanatic

Secret, Science,  
Communist

Place

## Finland



Finland has a +6 for direct control of any Computer group, and gives a +2 to any attempt to control a Computer group.

PO2ER

RESIS5NCE

Liberal,  
Government

Computer, Coastal,  
Nation



# The First Thing We Do, Let's Kill All The Lawyers



Gives a +20 to any Attack to Destroy the Lawyers.

The player using this card must say solemnly, "Of course, many lawyers are very nice people, and they are vital to the protection of our freedoms." Try to keep a straight face.

greenangelx

# Flat Earthers



People laugh, but the Flat Earthers *know something*. For their action, you may roll 2 dice. If your roll is equal to or less than the number of *Places* you control, the Flat Earthers' weird alternate geology has led them to a gold strike, and you may draw as many Plot cards as the number you rolled.

PO<sup>1</sup>ER

RESIS<sup>2</sup>ANCE

Weird,  
Conservative

## 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!*

## 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*



## Flying Saucer



This vehicle was found buried in a cornfield in Idaho. It will take a small number of people anywhere in the world, undetectably, within an hour.

Linked to a *Personality*, the Flying Saucer gives him +10 against any *Attack to Destroy* or *Assassination*. It is captured or destroyed if he is.

Left unlinked, as property of the Illuminati, the Flying Saucer lets you make one extra automatic takeover each turn. This may only be used for a *Resource*. If you make this extra takeover, you must discard your top undrawn Plot card in exchange.

**Unique Gadget Artifact**

## 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.

PO<sup>2</sup>ER

RESI<sup>4</sup>NCE

Peaceful,  
Corporate





## 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.

## 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.



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.

**PO3ER**      **RESI5NCE**

Liberal, Government      Huge, Coastal, Nation

## 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*

## 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**      **RESI5NCE**

Conservative

## Fred Birch Society



The Fred Birch Society, spiritual leaders of right-wingers everywhere, counts as two Conservative groups for any Illuminated goal, though not for the Basic Goal.

**PO1ER**      **RESI4NCE**

Conservative, Straight



## Full Moon



Place an Action token on each of your Fanatic groups, whether it has one or not, and any other Fanatic group in play that you want to benefit!

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

This card does not benefit groups which are suffering from any effect that prevents them from getting Action tokens.

*Requires Illuminati Action*

## 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*

## Fundie Money

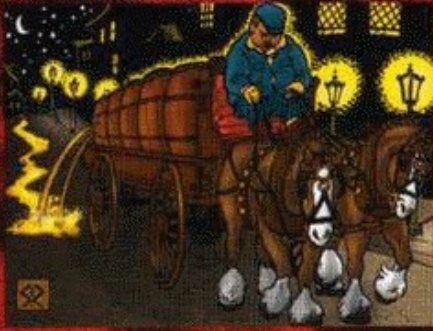


Play this card at any time. It requires action(s) by Conservative group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Liberal. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

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*

## 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.

**M3**

**WID1**

Korporativ

## 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**

**WID6**

Regierungstreu,  
Friedlich



## 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.

MA 3

WIDE 5

Konservativ

## Christdemokraten



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

5/4

WIDE 4

Konservativ

Persönlichkeit

## Der große Magier



+2 auf jeden Versuch beliebige magische Gruppen zu kontrollieren.  
+10 auf die direkte Kontrolle einer beliebigen magischen Gruppe.

**1/1**

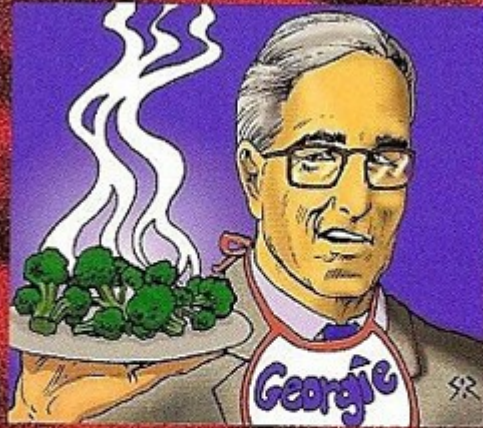
**WIDER 2**

Friedlich

Magie

Personality

## George Bush



George Bush is conservative – when he feels like it. He is treated as Conservative if and only if you, the Illuminati pulling his strings, want him to be Conservative . . .

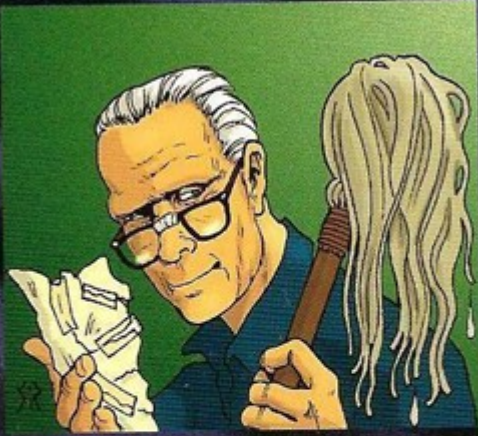
**POW 2**

**RESIS 3**

Straight,  
Conservative (sometimes)



## George the Janitor



"Boss? Their dumpster was full. I got as much as I could . . ."

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

Pick a rival. That rival must now pick one of his hidden Plot cards. Now you decide (without looking) whether he must expose that card, or expose all his other hidden Plots.

*Requires Action*

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.

PO4ER

RESIS3NCE

Conservative,  
Government

Huge, Coastal,  
Nation

Ort

## Frankfurt



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

MA7HT

WID8

Gewalttätig, Kriminell,  
Regierungstreu

## 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.

**M4IT**

**WIDE3**

Korporativ

Bank

## Fußballprofis



Korporative Marionetten der Fußballprofis erhalten zusätzlich das Attribut Medien.

**M2IT**

**WIDE4**

Korporativ

Medien



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**

**WIDER 3**

**Liberal (manchmal),  
Bürgerlich**

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.

**M4**

**WIDER 2**

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

## 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!*

## 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!*



## 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!

2/1

RESIS 2 NCE

Liberal

Media

## Kredithaie



»Es ist Mittwoch. Wo bleiben die Mäuse?«

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

M 3 IT

WIDE 5

Gewalttätig,  
Kriminell

## 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*

Ort

## Mallorca



Der beliebteste Urlaubsort des deutschen Durchschnittsbürgers.

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

MA1HT

WID2

Korporativ

Küste



## 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

## 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.

## 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.

## 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.

## GOAL

### Fratricide



*Remember: Defeat is worse than death, because you have to live with defeat.*

**Destroy two other Illuminati groups!**

To destroy an Illuminati, you must remove its last puppet. You may do this yourself, or you may help someone else to do it. Any kind of help counts . . . adding Power to an attack, or using a Plot card or special ability.

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



## Goldfish Fanciers



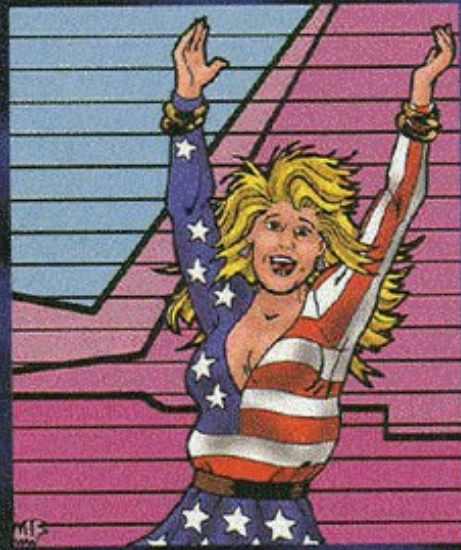
We're sorry, but we're not even permitted to hint at what the Secret Knowledge is about goldfish. Your entire power structure is completely immune to attacks from Fanatic groups. No, we're really not going to explain why.

**PO1**ER

RESI**4**NCE

Fanatic, Peaceful

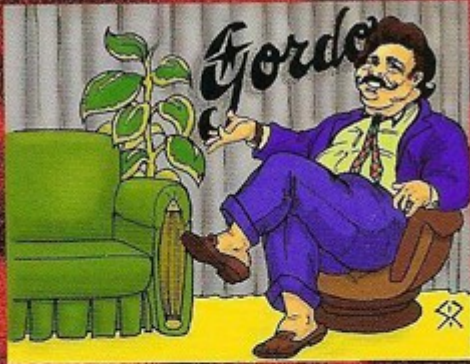
## Good Polls



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.

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.

**POWER**

**RESISTANCE**

Liberal

Media

## Grassroots Support



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 Straight group is increased to 6. Link this card to your chosen Straight group.

No player may have more than one Grassroots Support in play.

*Requires Action*



## Gremlins



*Gremlins do not eat.*

This card can be used to remove the Action taken 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.

## Sozialdemokraten



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

6/5 WIDER 4

Liberal

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 HT WIDER 1 HT

Bürgerlich,  
Konservativ

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.

MA1HT

WIDE2A

Liberal

Medien

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

WIDE4A

Bürgerlich,  
Liberal



## NEW WORLD ORDER

### Gun Control



Increase the Power of all Violent Government groups by 3.  
Increase the Power of all Criminal groups by 1.  
This card replaces any Red NWO card in play.

### 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.

PO1VER

RES3\*ANCE

Violent,  
Conservative

## 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.

## 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.

MA 1

WID 3\*

Gewalttätig,  
Konservativ



## Zuvieldienstleistende



«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>CHT

WID<sup>3</sup>E

Liberal,  
Fanatisch

Grün

## 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

RESI<sup>4</sup>NCE

Weird, Fanatic

Computer

# GOAL

## Hail Eris!



*Are they really Discordians? Who knows?*  
Any Weird group with a power of 3 or more counts double toward your total number of groups controlled.

# 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**



## Hammer of Thor



This mystic artifact can act once per turn.  
Its action can be used to increase the Power of any Government or Violent group by 2, either to make any attack or to defend against an Attack to Destroy.

**Unique Magic  
Artifact**

**ACTION**

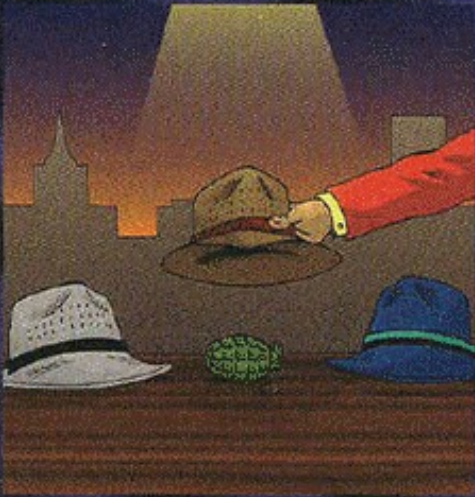
## Harmonica Virgins



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.

## 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*

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.

PO1ER

RESI2NCE

Corporate

Coastal



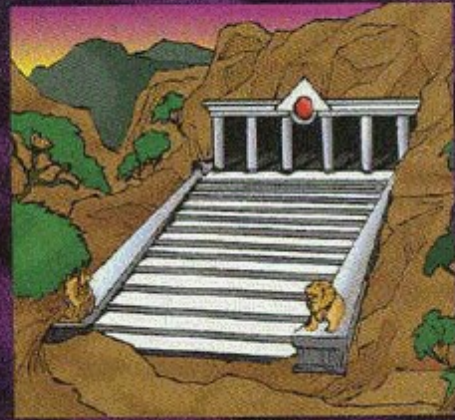
## Head in a Jar



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 . . .

## 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**

## 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*

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



## Hit and Run

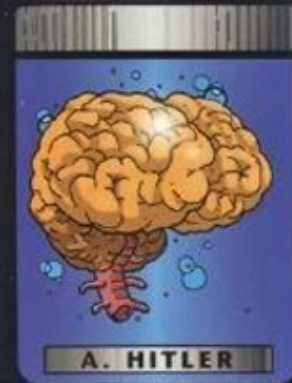


*Assassination!* This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

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

*Assassination!*

## Hitler's Brain



*"No, it's not exactly alive. But it's not dead. And we can feel its dreams . . ."*

Was he illuminated himself? You're not cleared for that. But the evil brain lies plotting, twisting the souls around it . . .

Draw an extra Plot card, or hide all your exposed Plots, any time you destroy a group. You may not take control of any Peaceful group while you have Hitler's Brain.

*Unique Artifact*

# Hoax



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.

Use of this card requires action(s) by group(s) with a total power of at least 6. You must also discard your own top undrawn Plot card.

*Requires Action and Discard*

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.

30/13

Liberal

RESOANCE

Media



## Hurricane



*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.

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

*Disaster!*

## I Lied



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

— Aelia 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.

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.*

**POW2ER**

Weird

**RES6ANCE**

Science, Magic

Personality

## Imelda Marcos



*"Can we stop at the shoe store?"*

Wonder where all that gold went? Whenever Imelda uses her Power against a Government group or Bank, you may choose to roll 1 die. If the result is 1 through 5, her Power for the attack is 5. On a 6, she is destroyed, and counts as a destroyed group for the target of the attack.

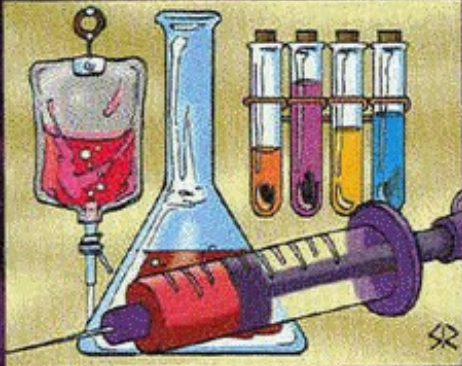
**POW1\*ER**

Criminal

**RESIS1ANCE**



## 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.

## Impostor



This card permits you to play, from your hand, a Personality which duplicates one who has been Assassinated. You must also spend an action from one group with an alignment in common with the Personality. You automatically control the new card.

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

*Requires Action*

## 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.

## 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.

PO1ER

RESIS3NCE

Weird, Fanatic



## 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.

## International Cocaine Smugglers



Gives +4 on any attempt to control the following groups, or any of their puppets: Punk Rockers, Cycle Gangs, Urban Gangs, Hollywood, Manuel Noriega.

Feel free to extend this bonus to any *Personality* that all players can agree on . . .

PO<sup>3</sup>ER

RESIS<sup>5</sup>NCE

Violent,  
Criminal

## International Communist Conspiracy



+3 on any attempt to control any Communist group, or any puppet of a Communist group. The International Communist Conspiracy also has a +4, rather than a -4, for direct control of any Fanatic Communist group.

**PO3ER**

**RESIS3**

Fanatic

Communist

## 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.

**PO1ER**

**RESIS2**

Straight,  
Liberal

Computer,  
Science



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.

5/3

RESIST 5

Criminal,  
Government

Bank

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.

5/3

RESIST 5

Criminal,  
Government

Bank

## 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.

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**

**RESI 8**

**Violent,  
Government**

**Coastal,  
Nation**



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.

**30/3**      **RESI8NCE**

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

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.

**30/3**      **RESI8NCE**

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

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.

PO3ER

RESI6NCE

Liberal,  
Government

Coastal,  
Nation

## 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



Place

# Japan




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

**6/4** RESI**8**NCE

Peaceful, Government Computer, Coastal, Nation.

# Jihad



Play this card at any time to give +10 Power or Resistance (your choice) to any Fanatic 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

## 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.

POW<sup>2</sup>ER

RESIS<sup>3</sup>NCE

Criminal

## Joggers



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

POW<sup>1</sup>ER

RESIS<sup>2</sup>NCE

Green



## 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.

**10/11**

**RESISTANCE**

Corporate,  
Criminal

Media

## Just Say No



Play this card at any time to give +10 Power or Resistance (your choice) to any Straight 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.

## 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.

## 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.



## 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*

## Kredithaie



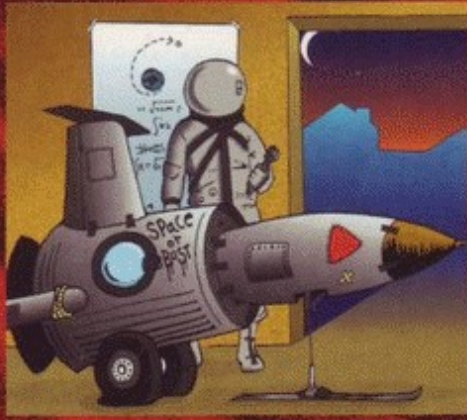
*»Es ist Mittwoch. Wo bleiben die Mäuse?«*

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

**M3** **WIDE 5**

**Gewalttätig,  
Kriminell**

## 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

## 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



## 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.

PO<sup>1</sup>WER

RESIS<sup>2</sup>TANCE

Weird

Space, Science

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.

PO<sup>2</sup>WER

RESIS<sup>1</sup>TANCE

Corporate

## NEW WORLD ORDER

### Law and Order



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

## Lawyers



Any group in your Power Structure gets a +4 defense bonus against any attack made or aided by a Government or Corporate group.  
You do not have to pay taxes to the IRS.

4/13

RESISTANCE

Criminal



# 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.

## 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**

## Liberal Agenda



Play this card at any time. It requires action(s) by Liberal group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Conservative. 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 Liberal. If it was Conservative, that alignment is lost. Keep this card, with a link to the target.

*Requires Action*

## 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/VE1**

**RESI4NCE**

**Fanatic**



## 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

RESIST 1

Corporate

## 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 3

RESIST 5

Violent, Criminal

## 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.

PO1ER

RESI4NCE

**Straight, Violent,  
Conservative**

## 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**



## 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*

## 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, .

**3/3**

Corporate

**RESISTANCE**

Media

## The Mafia



Has a +4, rather than the normal -4, to *destroy* any Criminal group directly. Also gives its owner a +2 on *any attempt* to control or destroy any Criminal group.

PO<sup>6</sup>ER

RESIS<sup>7</sup>TANCE

Criminal,  
Violent

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>ER

RESIS<sup>2</sup>TANCE

Violent, Criminal,  
Government



## 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*

Personality

## Margaret Thatcher



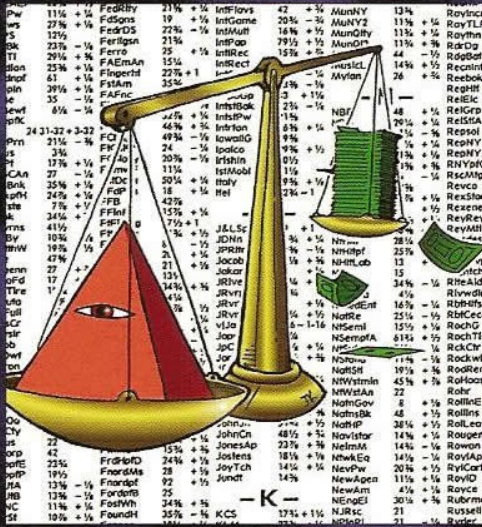
Gives +10 on any attempt to control England.

PO1ER

RESI6NCE

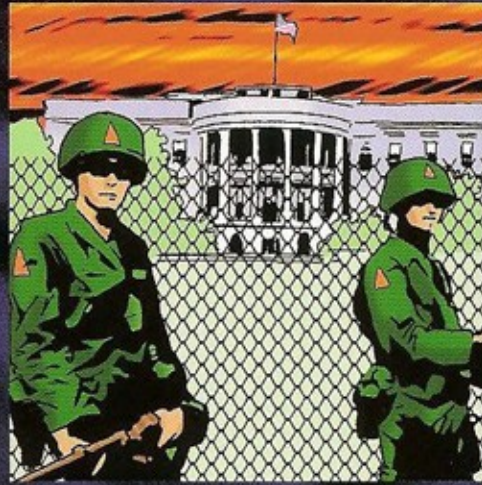
**Straight, Conservative,  
Government**

# Market Manipulation



This card may be used at any time. Remove the Action tokens from any one Corporate group (if you choose) and any or all Bank groups. This does not count as an action.

# Martial Law



Play this card at any time to give +10 Power or Resistance (your choice) to any Government 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.



## Martyrs



Play this card at any time to give +10 Power or Resistance (your choice) to any Peaceful 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.

## Mass Murder



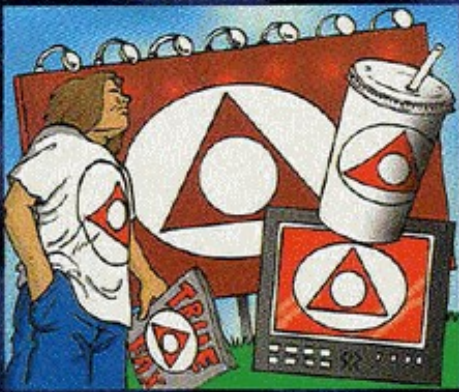
*A shocking news story distracts all media, and by the time it runs its course, the public has forgotten all about ... what WAS that issue, anyway?*

Remove all Action tokens from any or all Media groups in play (your choice), and cancel any just-taken actions by Media groups.

Play this card at any time. It requires an action by your Illuminati, or by Media group(s) with a Power of 5.

*Requires Media or 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*

## 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*



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.

PO1ER

RESI1ANCE

Media

## The Men in Black



Gives a +4 to destroy, but only if their Power is used either to make or aid the attack. If that attack succeeds, the target is *permanently* removed from play; nothing can bring it back.

PO2ER

RESI6ANCE

Criminal,  
Weird

Secret

## 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**

## Messiah



Play this card at any time except during an attack. Link it to any Personality you control. That person is hailed as the Messiah by millions worldwide!

The new Messiah's Power and Resistance are both increased by 4, *plus* 2 more for every Church you control at any given time . . .

Only one Messiah can be in play at a time.



## 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!*

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.

2/1

RESIS 5 NCE

Straight,  
Government

## 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**

## 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.)

**PO1**WER

RESI**6**NCE

**Violent,  
Conservative, Fanatic**



## Miracle Diet Plan



*Over 2,000,000 copies sold! Get yours today!*

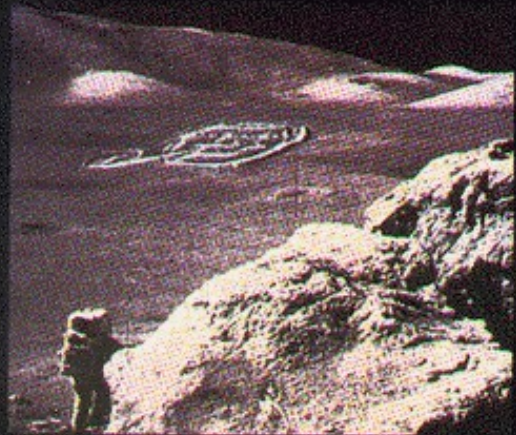
This card may be played at any time except during an attack, and counts as an action for a Media group.

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*

## 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.

## Mistaken Identity



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

Through the kind of coincidence that seems to happen around the Illuminati, an innocent bystander meets a weird and messy death, while the target goes happily about his business . . .

greenangelx

## Mob Influence



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

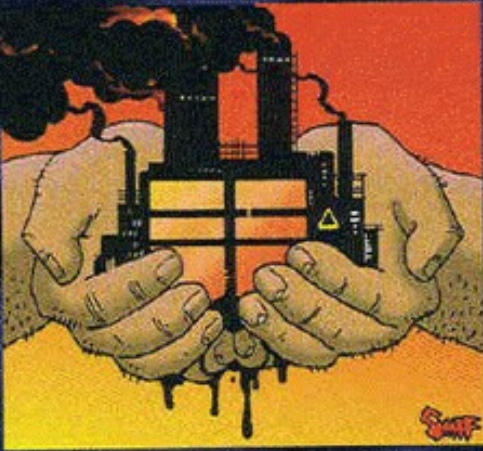
The Power for one Criminal group is increased to 6. Link this card to your chosen Criminal group.

No player may have more than one Mob Influence in play.

*Requires Action*



## 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*

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*

## Moonies



They're harmless, they're annoying, and they're watching every airport in the world *right now* . . . As their action, the Moonies can interfere in any privileged attack, regardless of alignments, making that attack no longer privileged.

**2** / **2**

RESI**4**NCE

Peaceful,  
Fanatic

## Moral Minority



The power of the Moral Minority is increased by 1 for every other Straight group in your power structure.

POW**2**ER

RESI**1**NCE

Conservative,  
Straight, Fanatic



## 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*

## Multinational Oil Companies



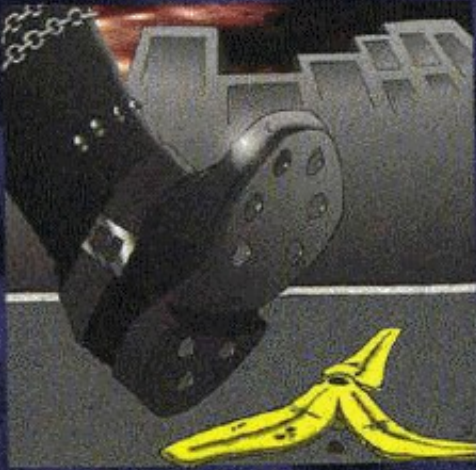
In a game with more than two players, when this group makes or aids an attack, you may designate one rival who cannot interfere. You may wait until that person tries to interfere before you say NO, but you cannot then change your mind.

**6/4**

**RESI4NCE**

**Corporate**

## 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 15).

**Requires All Illuminati Actions**

## 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**



Personality

## Nancy Reagan



Nancy has +10 for *direct control* of Ronald Reagan.

**PO2ER**

**RESI6NCE**

**Straight,  
Conservative**

*Media*

## 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.

**PO2ER**

**RESI4NCE**

**Government**

*Space*

## 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*

## 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 Relief.

**3 1/2**

RESIS**3** NCE

**Violent**



## 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

## 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.

## ***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***

## ***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***



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*

## 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*

▲

## 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.

PO1ER
RESIS7ANCE

Violent
Magic

▲

## No Beer!



**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!*



## 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*

## 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.

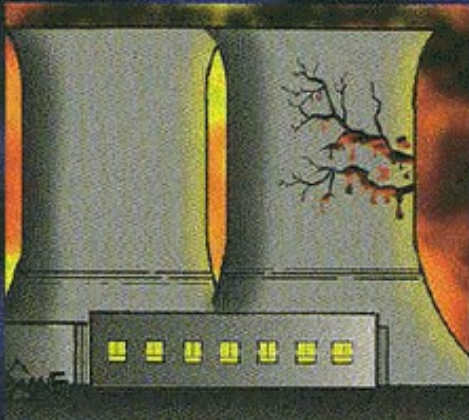
**5/12**

Government

RESI**4**NCE

Secret, Computer

## 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!*

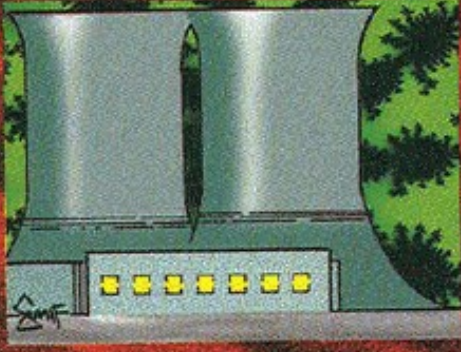
## NUCLEAR CAPABILITY



*"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.



## 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.

**PO4ER**

**RESI4NCE**

Conservative,  
Corporate

Science

## 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.

**20/12**

**RESI2NCE**

Criminal

Bank

## 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!*

## 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

RESI4NCE

Conservative



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.

POW 2

RES 5

Space, Science,  
Computer

## 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

## 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.

POWER

RESISTANCE

## Payoff



Play this card immediately when a rival plays a duplicate card for any Group you control.

You have bought the loyalty of the dissident faction that your rival was courting. He must discard his duplicate Group card.



Place

## Pentagon



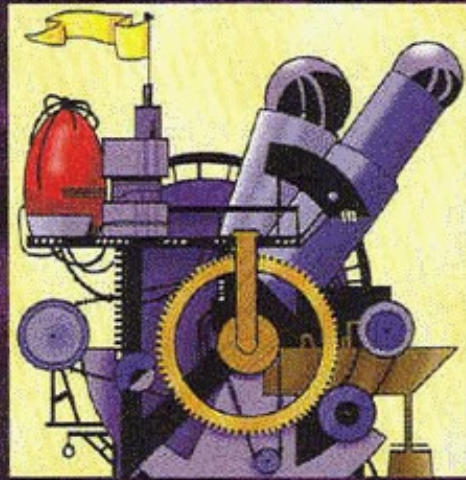
Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

POW

RESISTANCE

Straight, Violent,  
Government

## Perpetual Motion Machine

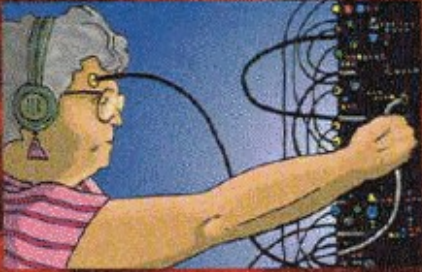


*It works. It really works. And 27 scientists have gone mad, so far, trying to build another one.*

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

**Unique Artifact Gadget**

## 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

RESISTANCE 6

Corporate

Science,  
Computer

## 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.

1/1

RESISTANCE 1

Liberal, Criminal

Science, Computer



## Poison

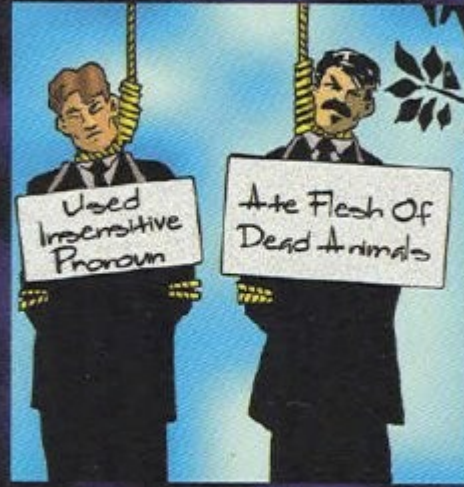


*Assassination!* This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

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!*

## NEW WORLD ORDER Political Correctness



Good thoughts are now required.

Increase the Power of all Liberal groups by 3.  
All Conservative groups with a Power of 0 or 1 become Criminal as well.  
This card replaces any Red NWO card in play.

## 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.

2/12

RESI4NCE

Media

## 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!



## 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!

4/13

RESISTANCE

Government

Computer

## 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

**G O A L**  
**Power for Its  
Own Sake**



Control groups with a total Power of 50, including your Illuminati group.

**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*



# 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.

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.

POWER

RESISTANCE

Conservative

Green

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.

POWER 2

RESISTANCE 5

Straight,  
Peaceful, Liberal

## 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



## Privatization



Play this card at any time. It requires action(s) by Corporate group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Government. 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 Corporate. If it was Government, that alignment is lost (and if it was a Dictatorship, it is no longer). Keep this card, with a link to the target.

*Requires 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*

## 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 . . .

**POW2ER**

**RESI4NCE**

**Violent, Fanatic**

## 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.



## 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.)

PO1ER

RESI4NCE

Weird

Media

## Purge



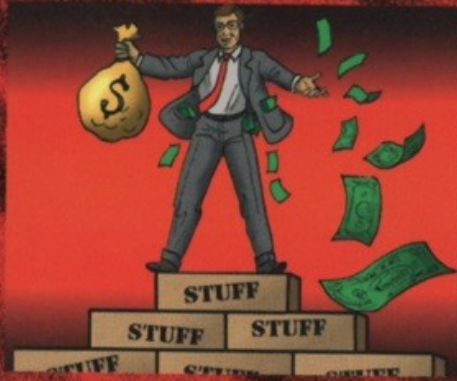
This card may be played at any time during your turn, as an action for the group that uses it. It can be used in two ways:

Used by your Illuminati, it destroys all Agent cards currently in play which duplicate your own Illuminati group.

Used by another group, it reduces the group's Power and Global Power by 1, but makes it permanently immune to duplicate Group cards played by rivals. Link this card to the group.

*Requires Action*

## Pyramid Marketing Schemes



"Tell your people to buy, buy, buy!"

This group gets +1 Power and +2 Resistance for each Fanatic group in your Power Structure.

PO1ER

RESIS2

Straight

## 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 6, the target is completely destroyed!

*Disaster!*



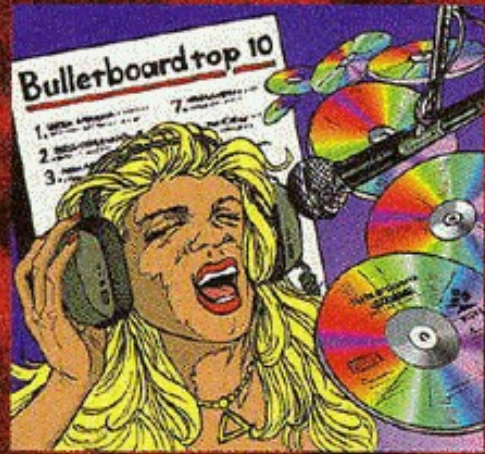
## Read My Lips



*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.

## Recording Industry



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

PO2ER

RESIS1ANCE

Corporate

Media

## 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.

POW<sup>2</sup>ER

RESI<sup>4</sup>NCE

Peaceful

## Reformed Church of Satan

**BINGO EVERY FRIDAY!**



The very existence of this church infuriates Straights. While you control it, no Straight group can attack, or help attack, any part of your power structure *except* this group! They can attack only to destroy, not to control . . . and it has a +8 against any attack by Straights.

POW<sup>2</sup>ER

RESI<sup>4</sup>NCE

Weird, Fanatic

Magic, Church



## Religious Reich



This group can interfere in any privileged attack made by, or with the help of, any Straight or Conservative group. If it does so, that attack is no longer privileged.

**3/1**

**RESISTANCE**

**Straight,  
Conservative**

**Church**

## 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**

## 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*

## 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



## 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*

## 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 *Notion*. 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 *Notion*.

*Requires 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*

## 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.

10/1

RESI6NCE

Violent

Secret, Science,  
Computer



## 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.

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>ER

RESIS<sup>1</sup>TANCE

Straight,  
Conservative

Media

## 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.

**10VE1**

**RESI4NCE**

*Secret, Magic*

Personality

## Ross Perot

**WHY I'M RICH AND YOU'RE NOT.**



Any group controlled by Perot immediately becomes Straight and Conservative, losing any Weird or Liberal alignments it had. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

**POW2R**

**RESI6**

**Straight,  
Conservative**



Place

## Russia



Russia has a +4 for *direct control* of any Communist group, and gives a +2 for *any attempt* to control or destroy a Communist group. However, any Communist group gets a +4 for *direct control* of Russia!

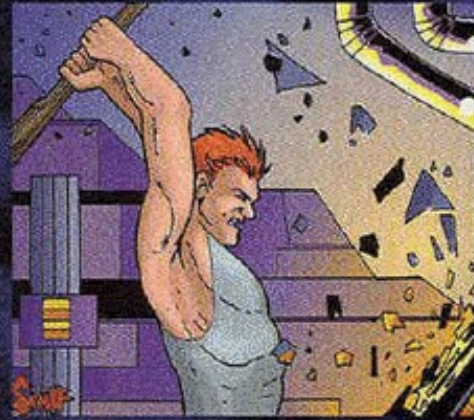
POW 4

RESISTANCE 5

Violent,  
Government

Huge, Coastal,  
Nation

## 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

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 2

RESISTANCE 4

Violent,  
Government

## 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.

10/1

RESISTANCE 4

Violent

Media



## 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.

## 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*

## 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

RESISTANCE

Straight  
Criminal

Bank

## Scandal



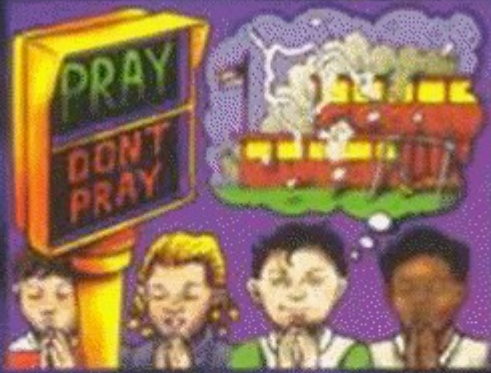
You may play this card at any time except during an attack. It requires an action by a *Media* group with Power of 2 or more.

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*



## School Prayer



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

No Church, Liberal or Conservative groups, 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 Church action, that action is canceled.

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

**Attribute**  
**Freeze!**

**Requires Illuminati, Church,  
Liberal or Conservative Action**

## 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.

**PO1****VER**

**RESI5****NCE**

**Weird**

## 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.

## 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.

POW2

RES3

Violent,  
Government



## 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 1!), or discard your top two undrawn Plot cards without looking at them!

*Requires Discards or All Illuminati Actions*

## Secular Humanists



While you control this group, all Straight or Conservative groups will be so distracted that any attacks they make against your *other* groups will be at -3 Power.

PO2ER

RESIS5NCE

Liberal

## 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*

## 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*



## Semiconscious Liberation Army



Gives +3 on any attempt to destroy any group.

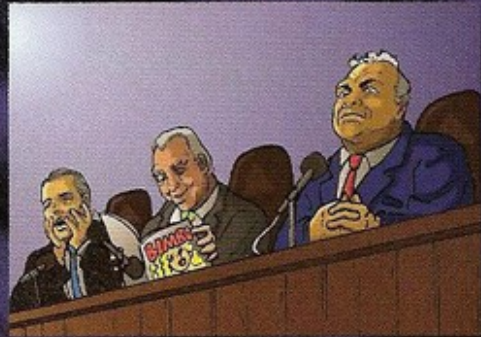
POWER  
1

RESISTANCE  
8

Weird, Liberal,  
Violent, Criminal

Communist

## Senate Investigating Committee



Play this card at the beginning of any other player's turn. He may draw cards and place Action tokens, but can do nothing else.

This card requires the action of a Government group with a Power of at least 5. It cannot affect the Discordians!

No player can be hit by more than one Senate Investigating Committee in a single game . . . If someone tries a second time, the card has no effect and is discarded.

Requires Government Action

## 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!

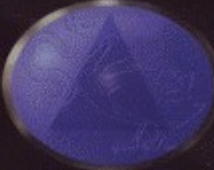
**SHANGRI-LA**

**POWER**  
**7/7**

**SPECIAL GOAL**


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.

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.



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.

**3/2**      **RESISTANCE 3**

Computer,  
Science, Coastal

**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**



## 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.

## 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!

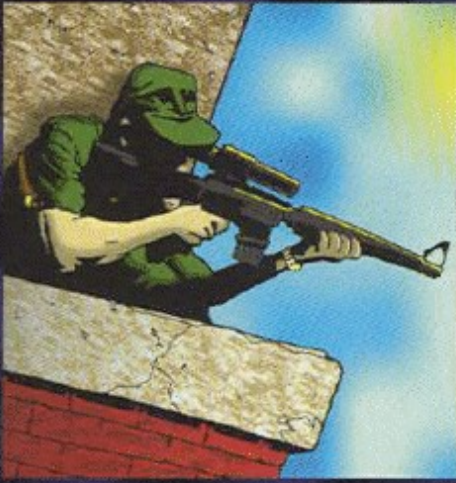
Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

PO1ER

RESIS1ANCE

Weird

## 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!*

## Society for Creative Anarchism



Gives +4 to *any attempt* to destroy any Straight group.

By using this group's action, you may force a rival to discard the top card from his Groups deck.

**PO1ER**

**RESI4NE**

**Violent, Weird**



## 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.

## 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**

## 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.

## Spear of Longinus



This artifact, both sacred and cursed, can be used as often as you wish! It can give +1 to any Attack to Destroy (by any player), or to any *Disaster*. Any attack aided by the Spear is considered *Magic*, and magical defenses may help against it.

**Unique Magic Artifact**

## 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!**



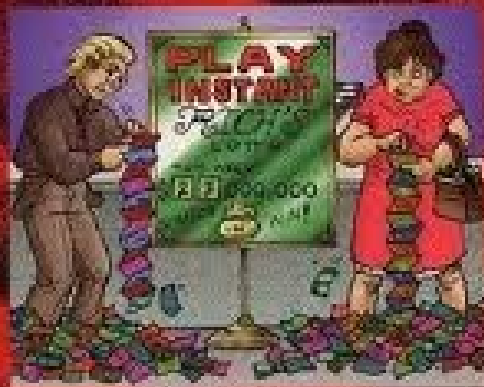
## The Stars are Right



Play this card on your turn. You may spend your Illuminati action, or the action(s) of Magic groups with a Power of at least 4, to make an automatic takeover of any Resource from your hand.

*Requires Magic or Illuminati Action*

## State Lotteries



It's a tax on stupidity, and the money rolls in...

Pay your money and take your chances. By spending this group's action, you may return all your Groups or Plots to the appropriate deck, reshuffle, and draw one *Action* card from your returned. You may do this at any time.

POWER

RESISTANCE

Government

## Stealing the Plans

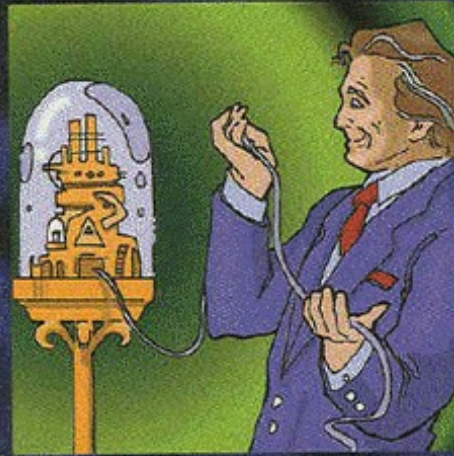


Play this card immediately after someone else discards a Plot card, whether or not they actually used it.

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*

## Stock Split



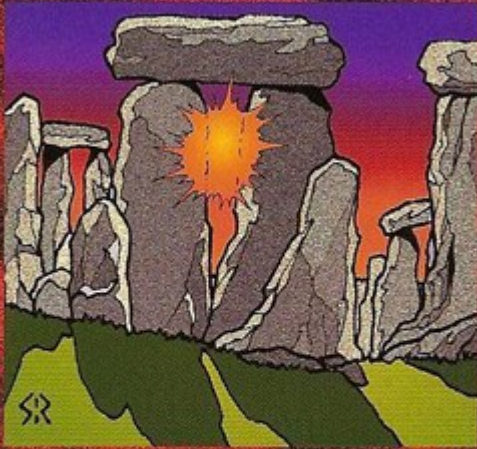
Play this card at any time to give +10 Power or Resistance (your choice) to any Corporate group you control.

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.



Place

## Stonehenge



If Stonehenge is in your Power Structure, you are immune to all Magic groups, Magic Plots or Magic Resources.

**3/3**

RESI**4**

Magic

## 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*

## 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.

## 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

RESI4NCE

Secret



## Sucked Dry and Cast Aside!



Multiply the Power of one of your groups, except the Illuminati, by 4 . . . for one action only. It is then considered destroyed, but does *not* count toward any Goal.

## Suicide Squad



Can be used to destroy any Resource belonging to a rival. May be used at any time except during a privileged attack. Roll one die:

- 1: Target is destroyed. Suicide Squad survives and may be used again.
- 2-5: Target and Suicide Squad are both destroyed.
- 6: Suicide Squad fails and is destroyed. Target survives.

Discard any card that is destroyed.

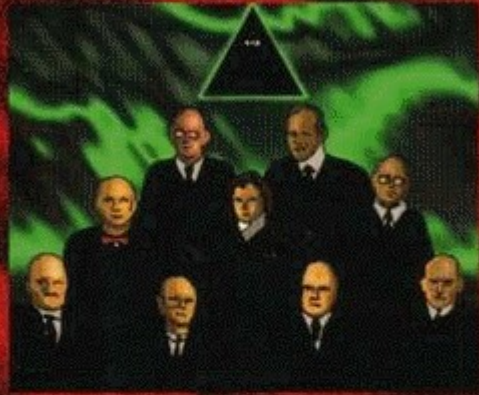
## SUMMIT



No Nation group, no matter who owns it, may use it's 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.

## 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**

**PSY 6**

**Peaceful,  
Government**



## Survivalists



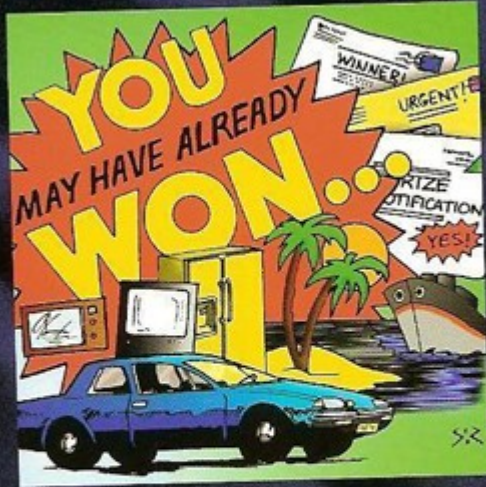
This group gives your whole power structure a +3 to resist any *Disaster*. The master of the Survivalists, and any puppets it has, automatically get *Relief* the turn after any *Devastation*. This is a free move.

PO1ER

RESIS3NCE

Conservative,  
Violent, Fanatic

## Sweepstakes Prize



*You may already be a winner . . .*

One of your Personalities has become unbelievably rich. Link this card to them. They now have a permanent +4 bonus on any direct Attack to Control they make.

No player may have more than one Sweepstakes Prize in play.

## 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*



# 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*.

Place

# Switzerland



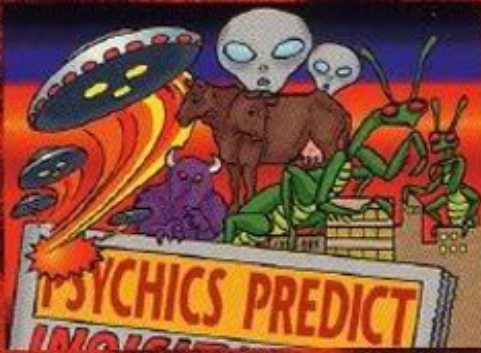
The Gnomes of Zurich have a +15 for *direct control* of Switzerland, and can never destroy it. Any other Illuminati that controls Switzerland gets a +2 to any *attempt* to attack the Gnomes for any purpose!

**PO1ER**  
Conservative,  
Government

**RESI6NCE**  
Nation



## Tabloids



*Psychics Reveal Jackie's Diet Plan From Heaven!*

The Tabloids can attack any *Secret* group – and if they do, its *Secret* status is lost for that attack, and any other groups can help attack or defend, regardless of alignment.

Gives +3 for any attempt to control Convenience Stores.

2/2

RESIS 3 NCE

Weird

Media

## Talisman of Ahrimanes



This card may be played only 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 +2 against any further attack to destroy . . . or +10 against any further *Assassination*. If the Personality is killed anyway, the Talisman is lost.

No more than one Talisman of Ahrimanes can be in play at one time.

## 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*

## Tax Breaks



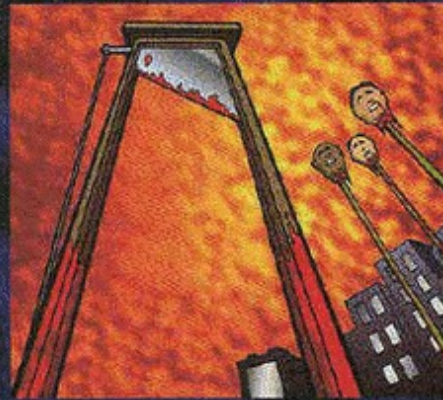
Place an Action token on any one Corporate group, or on two or more Corporate groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

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

*Requires Illuminati Action*

## 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.



# 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.

# 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.

**POWER** **RESISTANCE**  
Peaceful, Criminal

## Templars



No, they weren't wiped out in 1312. They've been growing in power, and wealth, and strange knowledge ...

By using this group's action, you may force any rival to discard one exposed Plot card of your choice.

PO3ER

Conservative

RESI6NCE

Secret, Magic

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.

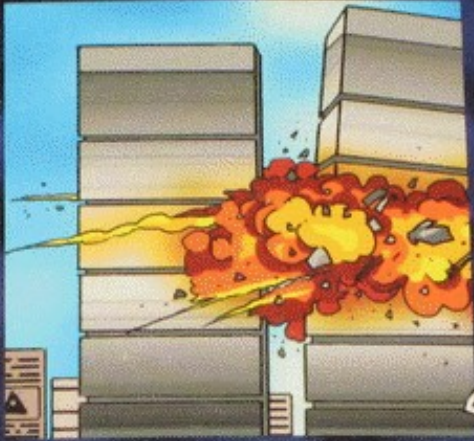
MA1HT

Bürgerlich,  
Liberal

WIDE4



## 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.

Place

## Texas



You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're **counting** on that.

You may place one Plot card (except a Goal) under Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

POWER

RESISTANCE

Violent,  
Conservative  
Government

Huge,  
Coastal

Place

## Texas



*You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're counting on that.*

You may place one Plot card (except a Goal) under Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

**POWER 6**

**RESI 6**

**Violent,  
Conservative  
Government**

*Huge,  
Coastal*

## 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**



## 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.

## 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**

# GOAL

## The Corporate Masters



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

## 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**

## The Discalilian 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.



Place

## The Great Pyramid



The keepers of the Pyramid have a limited power to foresee the future. Your rivals must always show you the first Plot card they draw on each turn. You may *not* make notes about what they show you!

The Pyramid is immune to Tornadoes and Hurricanes.

**2/2**

RESI**4**

Magic

## 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

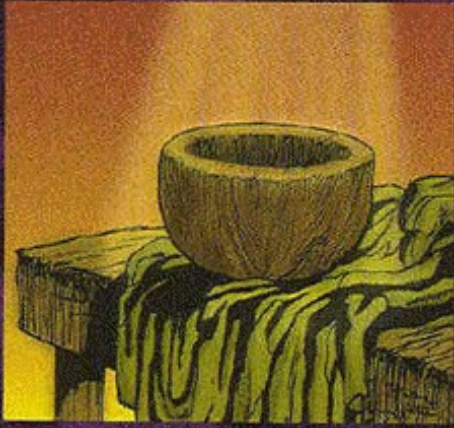
Destroy 4 Peaceful, control 4 Violent

Destroy 5 Peaceful, control 3 Violent

Destroy 6 Peaceful, control 1 Violent

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

## 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**

## 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**



## 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!

## The Library at Alexandria



*Sure, they burned down the building, but the books were already checked out.*

It's the greatest storehouse of knowledge ever known, and it's been guarded and enlarged, in deepest secrecy, for more than a thousand years.

Gives a +5 on *any attempt* to control any *Sciences, Magic or Computer* groups.

**Unique**

## 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**

## The Oregon Crud



*Disaster!* This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 24.

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

*Disaster!*

## 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.



## 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.

## 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*

## 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*

## 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!*



## 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.

## 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

## Tornado

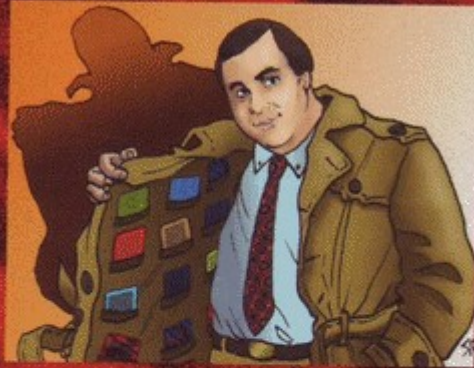


*Disaster!* This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 12.

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

*Disaster!*

## 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.

PO1ER

RESIS2

Weird



## Trekkies



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

POWER 1

RESISTANCE 4

Peaceful,  
Weird, Fanatic

## Triliberal Commission



The Triliberal Commission, loaded with leading liberals and loyal leftist lackeys, counts as two Liberal groups for any Illuminated goal, though not for the Basic Goal.

POWER 5

RESISTANCE 6

Straight,  
Liberal

## 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.

**3/13**

RESISTANCE **6**

Straight,  
Fanatic

Media,  
Church

## Underground Newspapers



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

**10/1**

RESISTANCE **5**

Liberal

Media, Green

## 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.



## United Nations



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

PO1ER

RESIS3NCE

Liberal

## Unlucky 13



Play this card on a rival at the very beginning of his turn. He can draw no Plot cards, for any reason, until after his current turn ends. This requires an action from a *Magic* group.

Requires Magic Action

greenangelx

## 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.

## 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

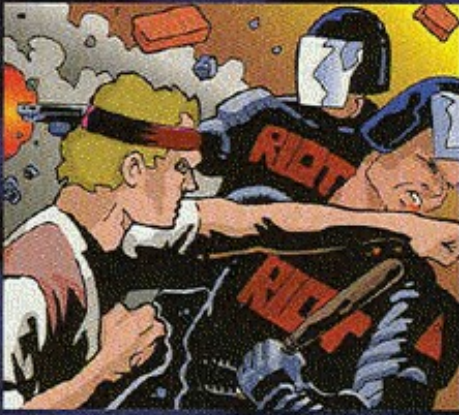
Destroy 5 Government, control 3 Violent

Destroy 6 Government, control 1 Violent

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



## Upheaval!



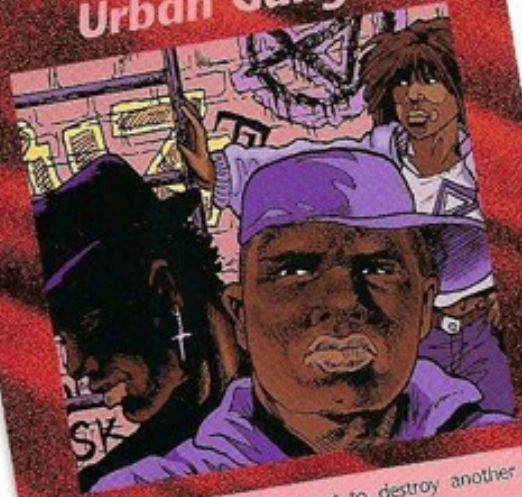
*Worldwide riots continue for a third week, with no sign of abatement.*

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*

## Urban Gangs



Gives +2 on any attempt to destroy another group, including Assassinations.

**POT1**  
Violent

**RESIS2**

# Vampires



+4 on any *direct* attack to control a Personality. If the attack succeeds, that Personality becomes a Vampire, and cannot be killed except by a *Magic* group or card (no matter who controls him at the time). But if a Vampire is killed, he is *permanently* dead – *nothing* can bring him back.

POW 2

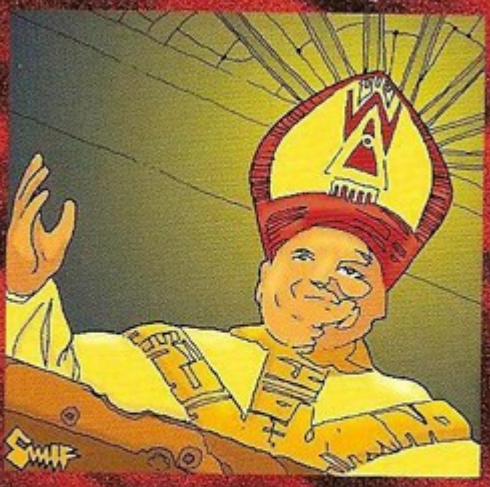
RES 5

Weird

Secret, Magic

Place

# Vatican City



Your whole power structure is immune to attacks from Peaceful groups.

4/4

RES 6

Peaceful, Conservative

Church, Nation



## Video Games



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

POW 2

RES 3

Computer

## Volcano



*Disaster!* This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 18.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 2, the target is completely destroyed!

*Disaster!*

## 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.

## Volunteer Aid



Gives one Place a +6 to defend against any *Disaster*. If the Place is still devastated by the *Disaster*, it automatically gets *Relief* at the beginning of its owner's next turn. Playing this card is a free move.



## 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*

## 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.

**10/1**

**RESI6NCE**

**Violent**

**Magic**

## 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!

## 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**



## 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
RES 3

CorporateBank

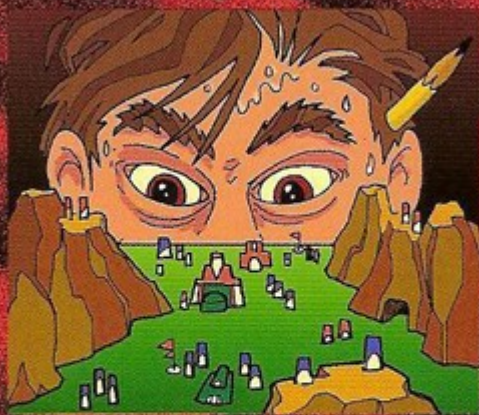
## WAR CRIMES TRIALS



**"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.

## Wargamers



Gives +2 on any attempt to control or destroy any Computer group.

By using their action, the Wargamers can send any one exposed Plot to the bottom of its owner's Plots deck.

POW 1

RES 5

Weird

Computer

## 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



## The Weak Link



*The enemy treasure was well guarded . . . so you studied the keepers and found one with a fatal weakness . . .*

A Resource Artifact or Gadget owned by a rival is destroyed. Discard its card.

Play this card at any time except during a privileged attack. It requires an action by your Illuminati, or Science, Magic or Computer groups with a combined Power of at least 6.

**Requires Science, Magic,  
Computer, or Illuminati Action**

## 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**

## 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*

## W.I.T.C.H.



The Women's International Terrorist Conspiracy from Hell can use its action to change any die roll by 1, *after it's rolled . . .* or 2, if any Magic group was involved.

**3/1/2**

**RES 6**

**Fanatic, Weird,  
Violent**

*Magic*

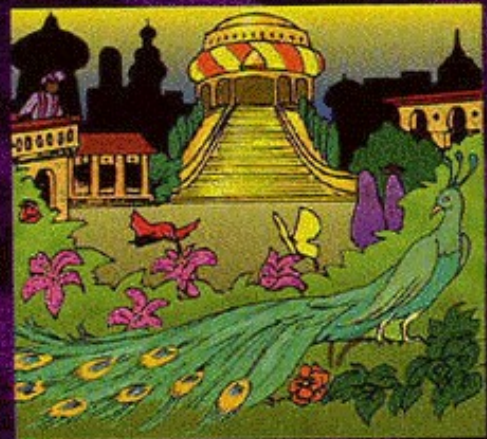


## NEW WORLD ORDER World War Three



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.

## 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**

## 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.

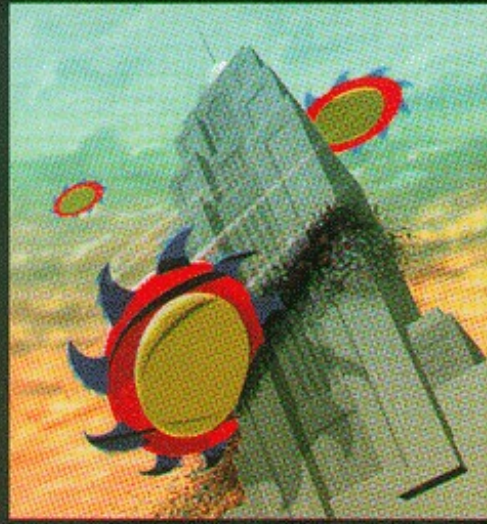
MA 2

WIDE 3

Liberal,  
Fanatisch

Grün

## 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



## 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*

## Charismatic Leader



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 Fanatic group is increased to 6.  
Link this card to your chosen Fanatic group.  
No player may have more than one Charismatic Leader in play.

*Requires 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.

## NEW WORLD ORDER Political Correctness



*Good thoughts are now required.*

Increase the Power of all Liberal groups by 3.  
All Conservative groups with a Power of only 1 become *Criminal* as well.