

Alignments

Corporate	is the opposite of	Socialist
Liberal	is the opposite of	Conservative
Straight	is the opposite of	Weird
Peaceful	is the opposite of	Violent
Criminal	has no opposite	
Fanatic	is the opposite of	Fanatic

Sequence of Play

1. **Collect income.** Collect megabucks as directed on all cards with an Income.
2. **Draw a card.** If it is a special card, the player keeps it. If the card is a group, it is placed face-up in the uncontrolled area.
3. **Take two regular actions and any number of free actions.** Free actions may be taken before, between, or after your two regular actions.
—OR—
Pass. Collect 5MB for your Illuminati and take no other actions of any kind this turn.
4. **Transfer money.** Part or all of any group's money may be moved to an adjacent group. Two transfers are allowed at this stage of turn.
5. **Take special-power actions.**

Actions

- Regular: **Attack a group. Transfer money. Move a group† within your power structure.♦♦ Give a group to another player. Accept a group from another player.♦♦**
- Free: **Drop a group. Give away money* or special cards. Use (and discard) special cards. Make threats, promises, alliances.**

Attacks

- All attacks:** Declare the attacking group, aiding groups, the type of attack and the target group. Once money has been spent, these parameters may not be changed. **A group may participate in only one attack per turn.**
- Privilege:** All players may interfere with an attack by spending money (from their Illuminati only) & by giving gifts of money,* special cards or groups** **unless the attack is made privileged.** If an attack is privileged, only the attacker and defender may act. To invoke privilege an attacking player discards **any special card** when first declaring the attack. A player may discard any **two special cards** to irrevocably abolish privilege for that attack.

Attack to Control: The attacking group must have an open control arrow. Subtract the defending group's **Resistance** from the attacking group's **Power**, including any *Transferrable Power* from aiding groups. Only groups in the attacker's power structure can aid the attack. Modify this number for the attacker's and defender's special powers, and for:

- **same alignments** (e.g. Weird vs. Weird).....+4
- opposite alignments (e.g. Weird vs. Straight)... -4
- each MB spent by the attacking group..... +1
- each MB spent by the attacker's Illuminati.... +1
- each MB spent by the defending group -2
- each MB spent by the defender's Illuminati... -1
- each MB spent by others to interfere -1
- each MB spent by others to assist..... +1
- defending group is next to its Illuminati ♦.....-10
- defending group is 1 group from Illum. ♦..... -5
- defending group is 2 groups from Illum. ♦..... -2

Using two dice, the attacker must roll this number or less. A roll of **11** or **12** is an automatic failure. If successful, the defeated group (and any groups it controls) loses half of its MB's (round up) to the bank then is moved†/attached♦♦ to its new master (the attacking group) which may make one money transfer to its new puppet.

Attack to Neutralize: as above except: the attacking group does not need an open control arrow and they receive a **+6 bonus**. If neutralized (or dropped), a group (and any groups it controls) is returned to the uncontrolled area. MB's on the group(s) are returned to the bank.

Attack to Destroy: as above except: the attack is based on **Power minus Power**; it doesn't get a +6; powerless groups can't be attacked; and

- **opposite alignments** work for the attack... +4
- same alignments work against the attack -4

If destroyed, the group is placed in the dead pile and its money returned to the bank. Any groups it controlled are neutralized.

† When a group with puppets is moved, that structure is moved as a whole. If attachment means moved groups must overlap existing ones, those moved may be rearranged as long as they're still controlled by the same master(s). If this isn't possible, they are neutralized.

* Money may be given to/from Illuminati only.

** Money and special cards may be transferred at any unprivileged time. Groups may only be transferred if it's the turn of one of the players involved.

♦ Does not apply if attacking a group you control. A group may not attack itself or aid attacks on itself.

♦♦ Follow all arrows without overlapping cards.