

Set-up / Play

To begin a game of ***Eve of Destruction*** players take their seats and roll to see who goes first. Low roll wins – that lucky player gets to play the **IPCC**! The other players now chose their Illuminati (one each). For a faster game, it is recommended someone play **The Network**. For a well balanced game consider the other Illuminati to exist in the following pairs and play with only one from each pair:

Bavarian Illuminati / Gnomes of Zurich (strong)
Society of Assassins / Servants of Cthulhu (leveller)
Discordian Society / The Academy (weak)
Bermuda Triangle / Church of the SubGenius (strange)
Guardians of Shangri-La / UFO's (not recommended)

If choosing which Illuminati are played by random, shuffle the remaining Illuminati cards and take turns drawing. Once one of the Illuminati in a pair is drawn, the other one is passed over if it's subsequently drawn. Set aside the unused Illuminati cards.

Shuffle the deck of Special and Group cards after separating out the **Population of the Third World** and the **Climate Change Deniers**. The **Deniers** are set aside. The **Third World** is given to the **IPCC** which starts the game controlling that group. All players take their income. Turn over the top four cards of the deck to seed the uncontrolled area.

Play begins with the **IPCC** which collects its income again, etc. Turns proceed counter-clockwise around the table. Each player takes their turn according to the sequence of play (see reverse).

Immediately after the **IPCC** takes their third turn, the **Climate Change Deniers** are added to the uncontrolled area. *If a player's Illuminati controls no groups at any time after that player's third turn, they are eliminated from the game.*

Winning Conditions

Players vie to control the world. They do so as secret societies that extend their influence by building power structures of institutions and social groups whose strings they pull from the shadows. The game ends when one (or more – players may share victory and rule the world together) of the following conditions is met at the end of a turn:

The IPCC controls 1 or more Socialist groups which in turn control 3 Corporate groups while the **Climate Change Deniers** are uncontrolled or dead..... *civilization as we know it is saved*
The Network controls groups with a total Transferrable Power of 18..... *Skynet becomes sentient*
The Bavarian Illuminati control groups with a total Power of 25..... *all institutions succumb to the Illuminati's esoteric grip*
The Gnomes of Zurich amass 150MB.....*the world is pwned*
The Society of Assassins controls 6 Violent groups..... *their clans step out of the shadows*
The Servants of Cthulhu have destroyed 8 groups.....*the necessary sacrifices have been made. Cthulhu dreamt. Now he wakes!*
The Discordian Society controls 5 Weird groups..... *the geek inherit the earth*
The Academy controls 5 powerless groups.....*they triumph thru the sheer weight of their smugness*
The Bermuda Triangle controls at least one group of each alignment..... *Atlantis rises again*
The Church of the SubGenius controls groups with a total Resistance of 36.....*the messages of Bob Dobbs are broadcast 24/7*
The Guardians of Shangri-La control 7 Peaceful groups..... *the Age of Aquarius finally commences*
The UFO's meet one of the conditions above..... *the planet bows to its new Reptilian overlords*
(at game start, the **UFO** player secretes a note stating which goal they pursue)

World domination may also be achieved by controlling **11**, **9** or **8** groups with your Illuminati for games with **4**, **5** or **6** players respectively. Less recommended **2** or **3** player games require **12** groups. Large **7** or **8** player games require **7** groups and Illuminati incomes should be increased by 3 or 5MB.