

# 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 is 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.

