

# Illuminati Card Game User Manual



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# 1. Getting Started

## 1.1 Introduction

In Illuminati, players fight against each other to take control of the world. Each player acts as a single Illuminati society and attempts to either take over as many other groups as possible or accomplish their own special goal.

This desktop card game is a recreation of the original Illuminati board game for 4 players. It features the same Group Cards and Illuminati Cards as well as the same game mechanics. Enjoy taking over the world with your secret conspiracy, without the hassle of bringing around the physical game!

## 1.2 Software Requirements

The Illuminati game will require our players to run Windows Ver. 7 or higher, Mac OS X 10.8 or higher, Ubuntu 12.04 or higher, or one of the latest updated versions of the Steam Operating System. The game also requires a graphics card or integrated graphics to be able to support DirectX 9 or higher versions.

## 1.3 Installation

The .exe and data folder are all that are needed to play the game. Minimal installation is needed. Patches will be downloaded from the server for online play.

## 1.4 Creating an Account

Upon loading the game, you will be prompted for a user name for player identification purposes. Following the acceptance of the user name, you will be brought to the main menu to select a game lobby to join.

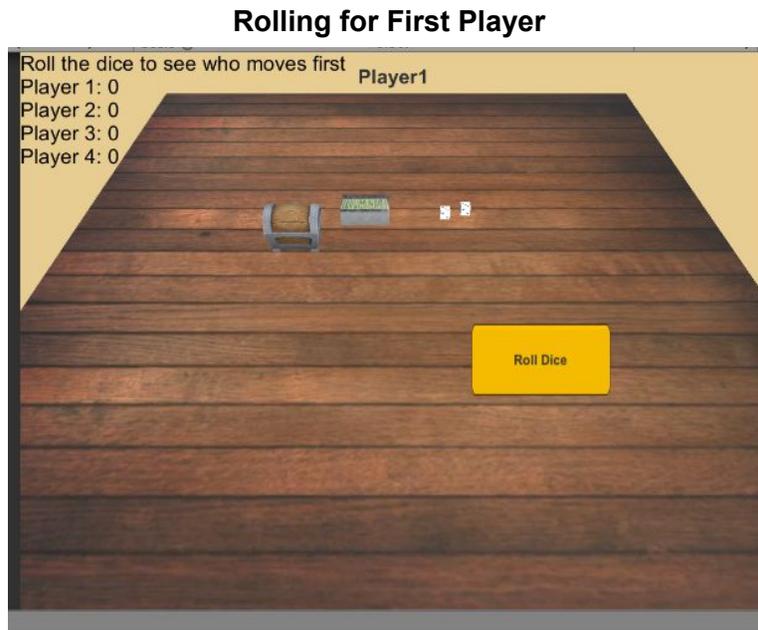
# 2. Playing the Game

## 2.1 Goal

Each player starts with a single Illuminati Card. Each player takes turns trying to take control of other Group Cards, which will increase your strength. But beware, other players may take those same Group Cards away from you. The goal of the game is to control enough Group Cards or fulfill a special requirement unique to your Illuminati Card.

## 2.2 Beginning the Game

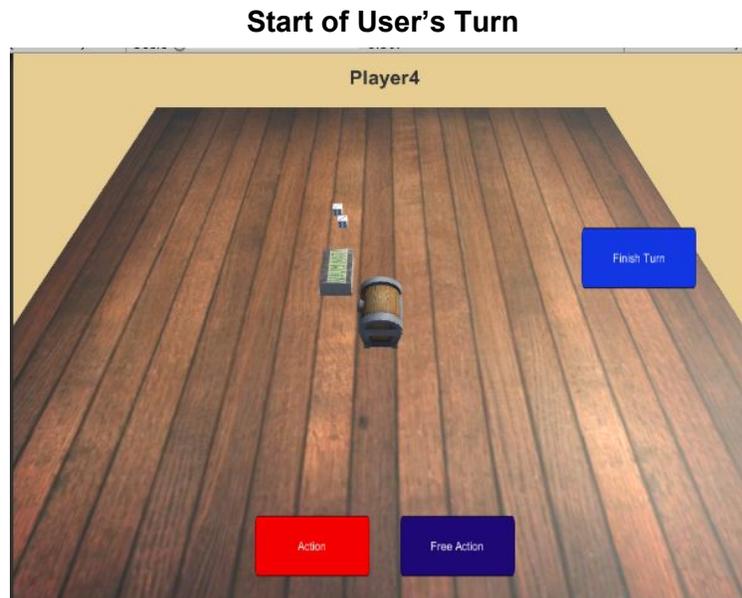
At the start of the game, each player will roll dice to determine which player will move first. The player with the highest value will go first. In the case of a tie between one or more players, the players involved in the tie will roll again.



Players will then take turns selecting one out of the eight unique Illuminati Cards. The player selected above will choose first, and will proceed counterclockwise.



Four random Group Cards will be placed in the Uncontrolled Card area and the rest of the Group Cards and Special Cards will remain in the deck at the center of the board. Each player will take their turn, rotating in a counterclockwise fashion, by following the sequence of play until the game is over.



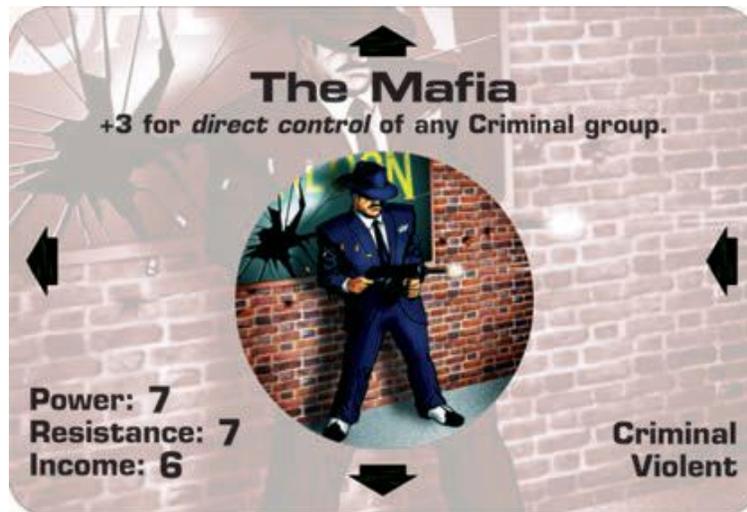
## 2.3 Sequence of Play

On each player's turn, the following happens:

1. **Collect income.** At the start of each turn, the Game will add income to each Group Card in that player's Power Structure.
2. **Draw a card.** A card is drawn from the deck for the player. If it is a Group Card, it is placed in the Uncontrolled Group area. If it is a Special Card, that player gets to keep it. Note that other players will be able to see how many Special Cards another player owns.
3. **Take two "actions".** After the two automated processes have finished. The player turn UI will allow the player to take a total of two actions. The buttons for these actions will be available, which allow a player to attack, transfer money, or move a Group Card.
4. **Take any "free actions".** The player will also be allowed to take free actions, which do not count towards the usage of the limited two actions. The buttons for these actions will also be available, and can be used anytime during the player's turn.
5. **Transfer money.** The player may transfer funds from one Group Card to an adjacent Group Card twice per turn. This money transfer is independent of the ones that uses actions.
6. **Special-power actions.** Some Illuminati Cards allow a player to perform special actions. The Gnomes of Zurich allows a player to redistribute their money between treasuries. A player with Bermuda Triangle may reorganize their Power Structure.

7. **Add targets.** After the player clicks the “Finish Turn” button, cards are drawn from the deck until there are two Group Cards in the uncontrolled area if there are fewer than two groups in the uncontrolled area. Any Special Cards drawn during this process are discarded.

### 3. Group Card Details



Above is the Mafia card, one of the many existing Group Cards. Each group card has certain characteristics:

#### **Power:**

Power is a measure of a card's ability to dominate another card. Some cards may have two numbers. The first number is the regular power, while the second number is the transferable power. The transferable power is used to aid another card during an attack. Note that some cards have 0 power, but have some transferable power. These cards cannot attack, but can assist another card in attacking.

#### **Resistance:**

Resistance is a measure of a card's ability to defend against an attack. Note that Illuminati Cards have no resistance; they cannot be attacked directly.

#### **Income:**

Income determines how much a Group Card receives at the start of the owner's turn. Only Group Cards that have been controlled and has an income stat value receive money at the start of the turn; Uncontrolled Group Cards do not receive money. Two Group Cards have special income. The IRS receives income by taxing each other player 2 MB on the owner's turn. The Post Office requires that the owner pay 1 MB or pay 1 MB from their Illuminati treasury to maintain control.

**Special Abilities:**

Special abilities are characteristics that are unique to the card that it is listed on. There are two types of special abilities:

1. "Any Attempt" abilities give bonuses to the owner of the card. As long as the player is attempting the specified action, they will receive that bonus.
2. Other abilities apply only to the card itself. You must use that card for the bonus to take effect.

**Inward and Outward Arrows:**

Every group card has a single arrow on any side that is pointing towards the center of the card and some number of arrows that point away from the card's center. In order for a card to become part of a player's Power Structure, the inward arrow of the card that is being added must be lined up with an outward arrow of another card in the Power Structure.

**Alignments:**

Political alignments affect the result of attacks. It is easier to control or neutralize Groups of similar alignments and destroy those of opposite alignments. Cards may have one, several, or no alignments.

List of Alignments

Government - Opposite is Communist

Communist - Opposite is Government

Liberal - Opposite is Conservative

Conservative - Opposite is Liberal

Peaceful - Opposite is Violent

Violent - Opposite is Peaceful

Straight - Opposite is Weird

Weird - Opposite is Straight

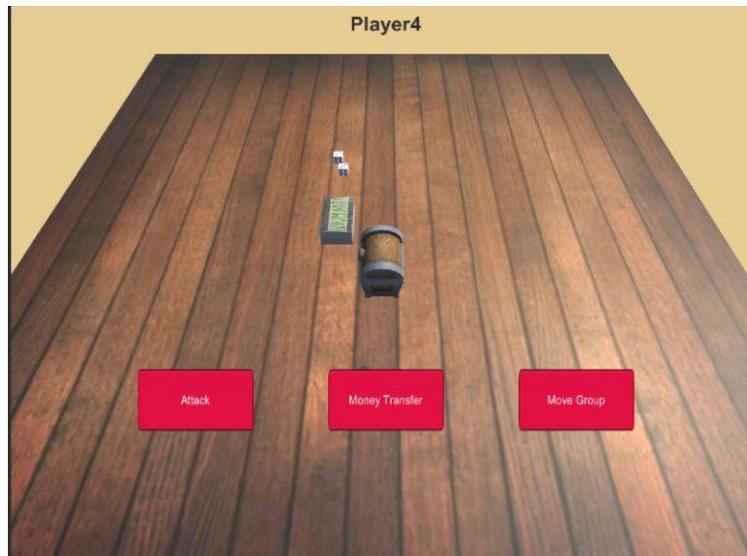
Criminal - Criminals have no opposite

Fanatic - Any two Fanatic Groups are considered opposites to each other

## 4. Actions

The Interfere button will only be available when it is not a player's turn and the player isn't the target of an attack. The Special Card button will always be available. Buttons for all other actions will only appear on that player's turn.

### Selecting an Action



### 4.1 Attacks

#### Attack Overview

To issue an attack, it must be your turn and you must have remaining actions. If the criteria are met, the "Attack" button will be available. Clicking on this button will allow you to choose from the 3 types of attacks: Control, Neutralize, and Destroy.

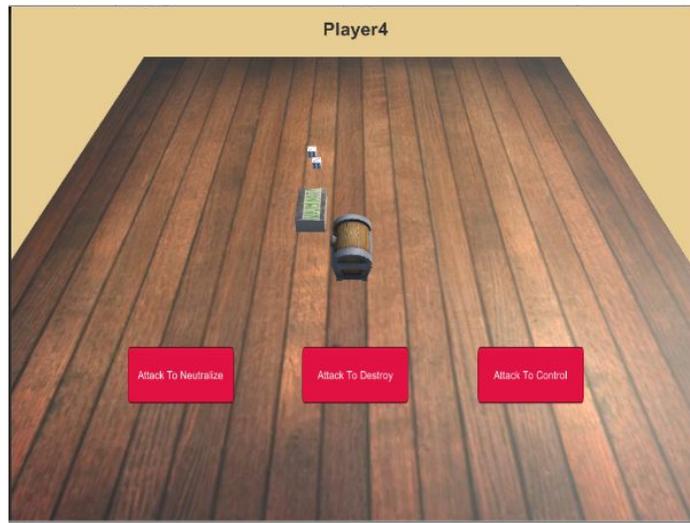
After you have chosen your mode of attack, you will be prompted to choose the Group Card you wish to attack with. Note that no Group, except the UFOs, may attack more than once per turn. Aiding in an attack also counts as an attack and any power. Then, you will be prompted to choose a Group Card to target. Note that the position of the targeted Group Card matters if it is owned by another player. Group Cards adjacent to the Illuminati receive a +10 bonus. Cards that are one Group Card away from the Illuminati receive a +5 bonus. Finally, Group Cards that are two Group Cards away from the Illuminati receive a +2 bonus. Any other card will receive no bonus.

At this phase of the attack, it is your last chance to call off the attack. You may do so by pushing the "Back" button displayed, and an action won't be consumed. If you wish to continue, you may spend money for the attack. If the attack is issued targeting an opposing player's Group Card, the defending player will also be prompted to spend money. This will continue until

the attacker confirms the spendings of both players or if any of the two players have no more money to spend. Note that each MB spent by the attacker increases the power by one point, while each MB spent by the defender increases the resistance by two points.

After spending has been confirmed, both players will roll dice. The roll required for the attack to be successful has to be equal to or less than the Power of the attacking side minus the Resistance of the defending side, after bonuses. However, a roll of 11 or 12 results in automatic failure.

### Selecting an Attack Type



### Control

1. The attacking Group Card must have an open outward pointing arrow.
2. If attacking a Group Card with an identical alignment, 4 Power is added. If it is an opposite alignment, 4 Power is subtracted.
3. If successful, the targeted Group Card and its puppets are attached onto the attacking card. Any cards that don't fit are returned to the uncontrolled area. Half of the money, rounded down, from the captured Group Cards are given to the new owner. The other half go to the bank. The attacking Group Card may also transfer any or all of its treasury to the Group Card it just captured as part of the attack. The newly controlled group may also attack, aid an attack, or use it's special ability that turn.

### Neutralize

1. The targeted Group Card must be owned by another player.
2. The attacker gains a +6 bonus.
3. If attacking a Group Card with an identical alignment, 4 Power is added. If it is an opposite alignment, 4 Power is subtracted.
4. The attacking Group Card does not need an open outward pointing arrow.
5. If successful, the targeted Group Card and its puppets are returned to the uncontrolled area and all the money is returned to the bank.

## Destroy

1. Instead of rolling for “Power minus Resistance”, “Power minus Power” is rolled instead. Cards with no power cannot be destroyed except with the Special card “Whispering Campaign”.
2. If attacking a Group Card with an identical alignment, 4 Power is subtracted. If it is an opposite alignment, 4 Power is added.
3. The attacking Group Card does not need an open outward pointing arrow.
4. If successful, the targeted Group Card is moved to the “dead pile”. It can only be revived with the Special Card “Media Campaign”. The puppets are moved to the Uncontrolled Group area.
5. A player may target its own Group Card. In this case, the Illuminati does not provide bonuses for it. However, a Group Card may not attempt to destroy itself.

## Transferring Power

Transferring power should be handled before initiating an attack. To do so, click the “Transfer Power” button and from there you may choose the card transferring power and the card receiving power. Note that the aiding card cannot be used in an attack that turn, with the exception of The UFOs.

## 4.2 Interference

A player may help another player during an attack by clicking the “Interfere” button. For each MB spent from their Illuminati, the required dice roll is affected by 1.

The attacking player may also prevent interference by declaring an attack privileged. To do this, the player must click the “Privileged” button and discard 1 Special Card. This must be done at the beginning of the attack. As an alternative, a player with the Bavarian Illuminati may declare one attack per turn as privileged at the cost of 5 MB from the Illuminati treasury.

The privilege may be abolished by using the Special Card “Deep Agent” or discarding two Special Cards. If a card is used to cancel one of the discarded cards, the other discarded card is lost unless the canceled card is replaced. If two cards are played and contradict each other, the last one played is the one that governs. Note that once an attack loses its privilege, it may not get it back.

## 4.3 Transferring Money

A player may transfer money from one Group to an adjacent Group twice per turn. If a player needs to do so they may use their actions to transfer additional times. To do so, click the “Transfer Money” button. You will be prompted to choose which Groups you wish to transfer from and to, and how much money you wish you transfer.

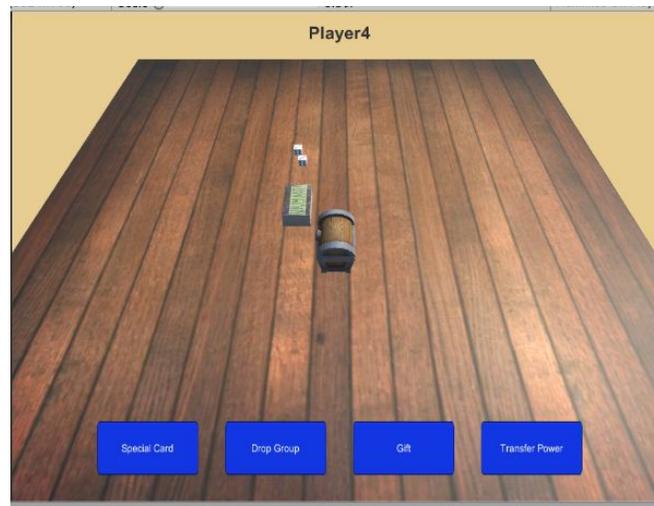
## 4.4 Moving a Group

A player may consume an action to reorganize their Power Structure. To do so, click on the “Move Group” button and select the group to move and select a vacant outgoing control arrow. All puppets will also be correspondingly moved, but may not overlap with other Group Cards. If overlap occurs, the user is allowed to move the puppets to different control arrows as long as they still have the same master. Overlapping puppets at the end of the process are lost and returned to the Uncontrolled Group area.

## 4.5 Free Actions

Free actions do not consume actions and may be performed as many times as the player wishes during their turn. They may be performed before, between, or after the two actions. The free action buttons will be available after clicking the “Free Actions” button.

### Selecting a Free Action



### Dropping Groups

To drop a Group Card, click the “Drop Group” button. Select the Group Card you wish to return to the Uncontrolled Group area. All puppets will also be returned to the Uncontrolled Group area..

### Aiding an attack

This must be performed before the attack and will count as an attack for the Group Cards aiding the attack. See “Transferring Power”.

## Using a Special Card

Click the “Special Card” button and select the Special Card you wish to use. The used card will be discarded after.

## 5. Eliminating a Player

A player is eliminated if they control no Group Cards after their third turn. Their money is returned to the bank. However, if the Illuminati “Servants of Cthulhu” simultaneously destroy their last Group Card while achieving their goal of destroying 8 Group Cards, they win the game instead.

## 6. Leaving the Game

A player that leaves the game will have their Power Structure neutralized and their Illuminati removed from the game.

## 7. Winning the Game

The win condition available to all players, known as the “basic goal”, involves controlling 12 or more Group Cards. Their “special goal” is an alternative win condition that is unique to their Illuminati. The game ends when one or more players meet one of their goals. If two players simultaneously meet their goals, they both win.