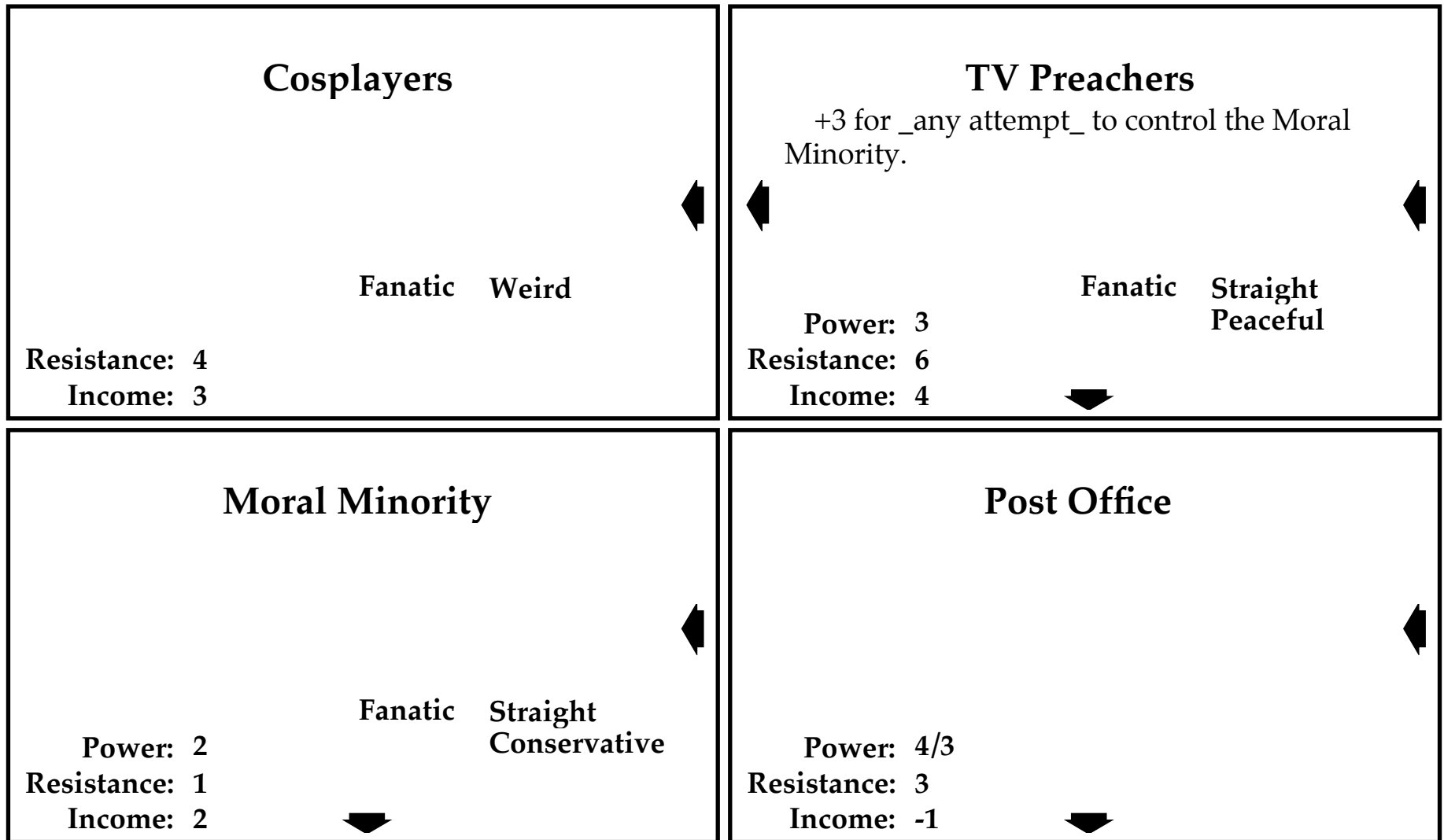


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## Preppers

Gives +2 Resistance to all owner's other groups.

Fanatic Conservative

Resistance: 6

Income: 2

## Psychiatrists

An extra +2 on any attempt to neutralize any group.

Weird

Resistance: 6

Income: 2

## CIA

On your turn, you may pay 5 MB from the CIA in order to look at all Special cards held by any one player.

Violent

Power: 6/4

Resistance: 5

Income: 1

## Big Media

An extra +2 on any attempt to control a Media group.

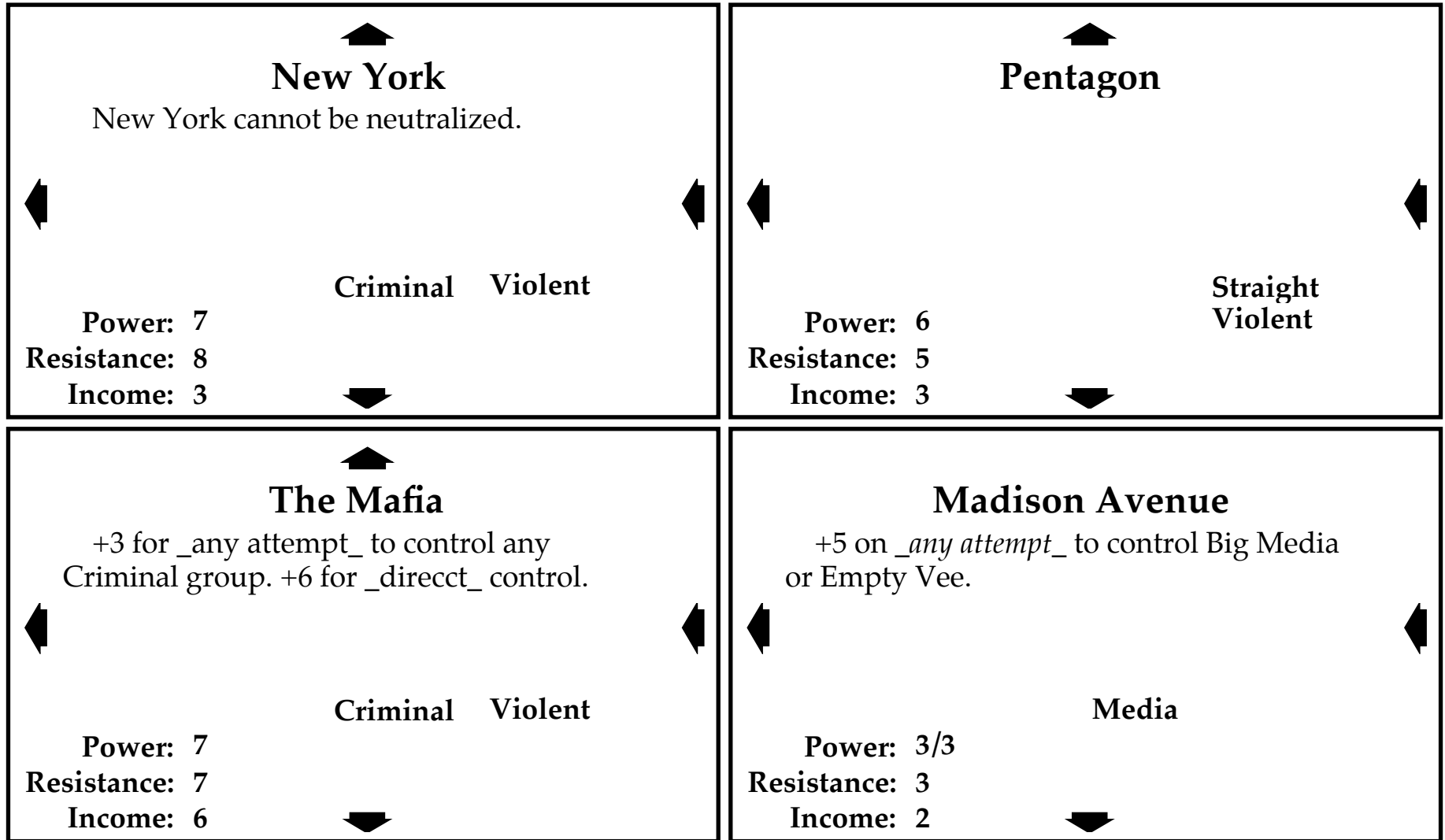
Media Straight  
Liberal

Power: 4/3

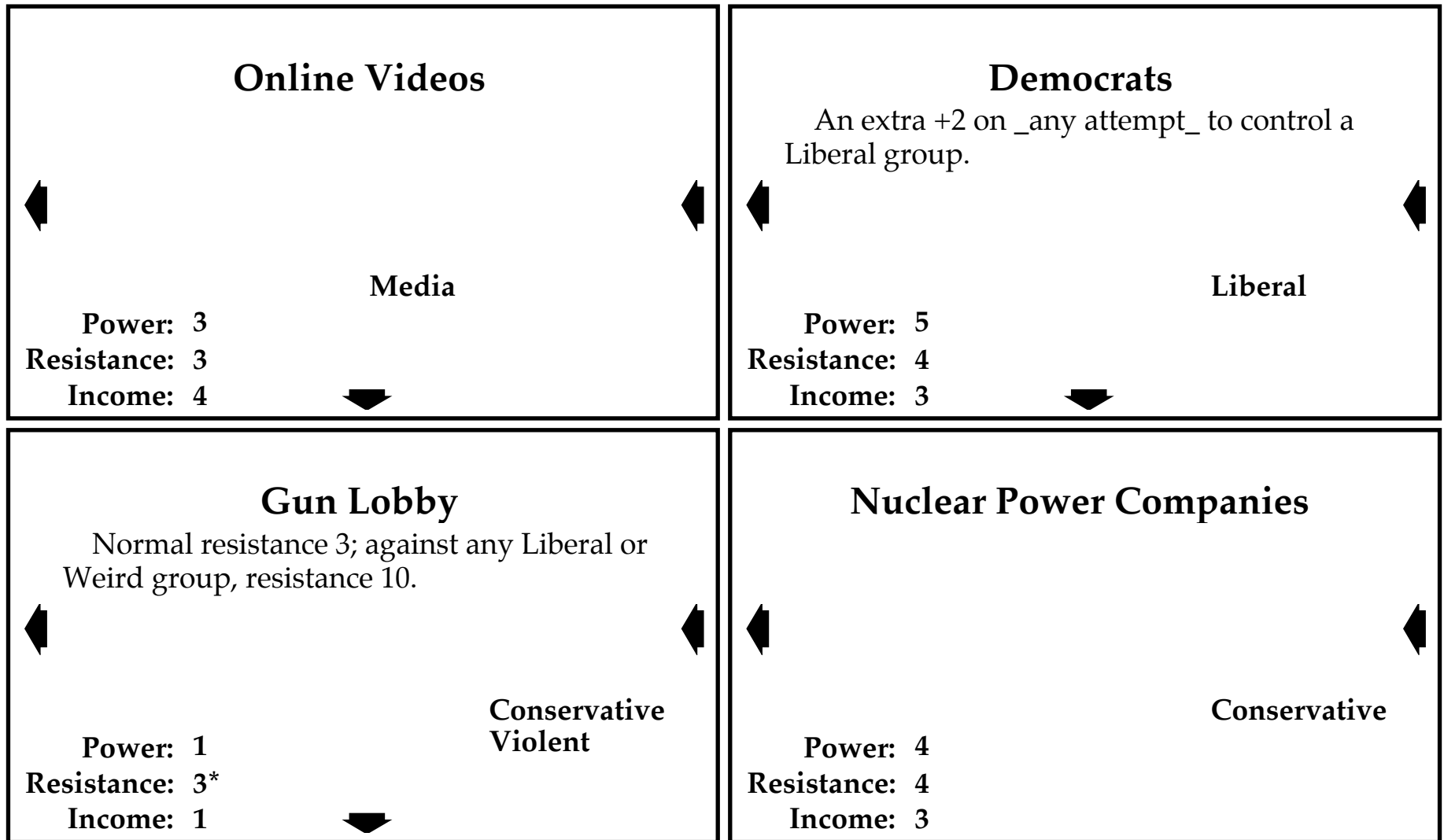
Resistance: 6

Income: 3

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<p style="text-align: center;"><b>Morticians</b></p> <p style="text-align: center;">Straight Peaceful</p> <p>Resistance: 4 Income: 1</p>	<p style="text-align: center;"><b>Society for Creative Anarchism</b></p> <p style="text-align: center;">Weird Violent</p> <p>Resistance: 4 Income: 1</p>
<p style="text-align: center;"><b>Eco-Guerrillas</b></p> <p style="text-align: center;">Weird Liberal Violent</p> <p>Resistance: 6 Income: 1</p>	<p style="text-align: center;"><b>Evil Geniuses for a Better Tomorrow</b> +4 for <i>_any attempt_</i> to control, neutralize, or destroy the Orbital Mind Control Lasers.</p> <p style="text-align: center;">Weird</p> <p>Power: 0/2 Resistance: 6 Income: 3</p>

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↑

### I.R.S.

Owning player may tax each opponent 2MB on his own income phase. Tax may come from any group. If a player has no money, he owes no tax.

←

Criminal

Power: 5/3  
Resistance: 5  
Income: see

↓

↑

### Triliberal Commission

←

Straight Liberal

Power: 5  
Resistance: 6  
Income: 3

↓

↑

### FBI

An extra +5 on any attempt to destroy a Violent or Criminal group. +10 if it's both.

←

Straight

Power: 4/2  
Resistance: 6  
Income: 0

↓

↑

### Internet Pr0n

←

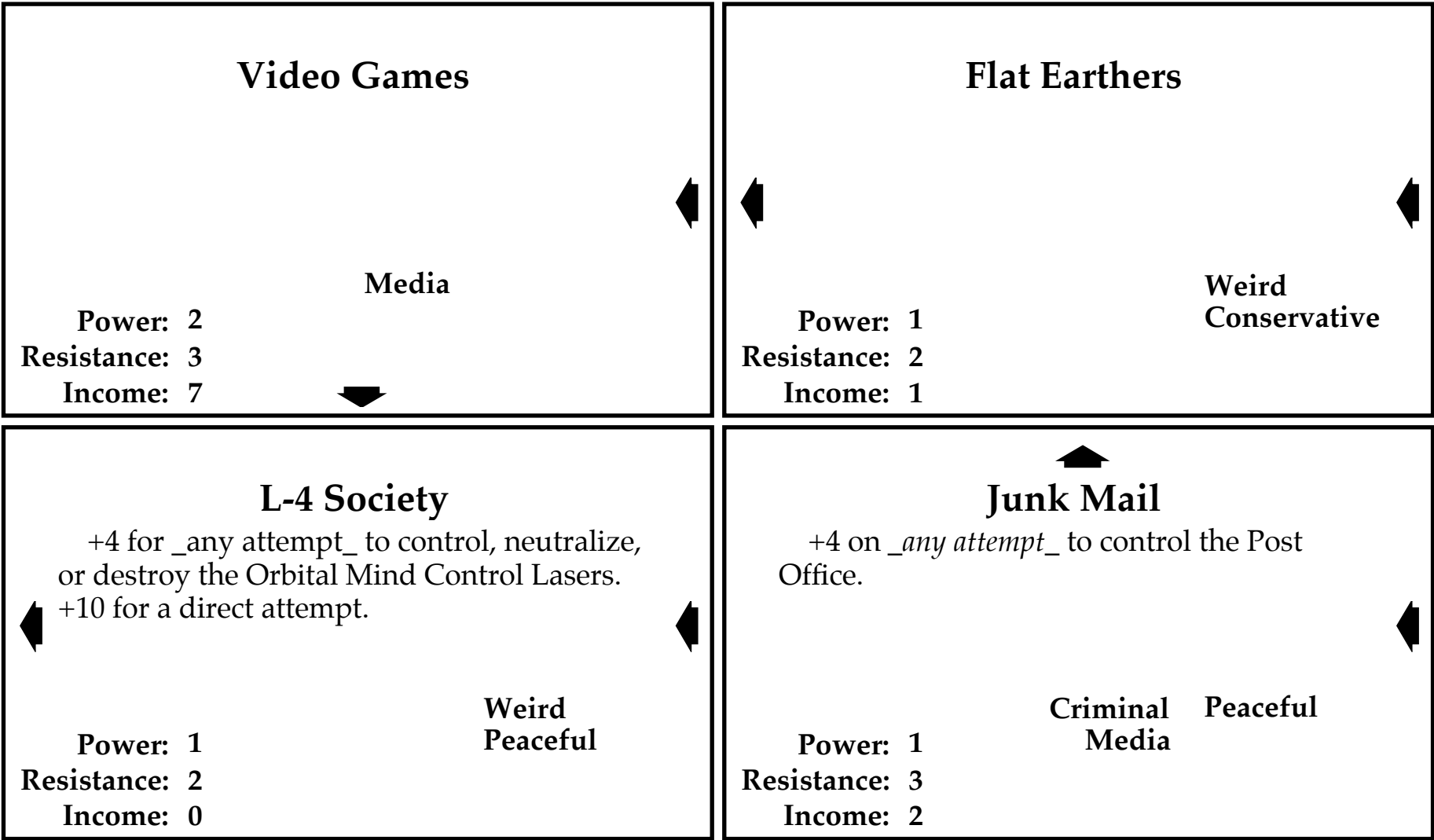
Media Liberal

Power: 2  
Resistance: 2  
Income: 3

↓

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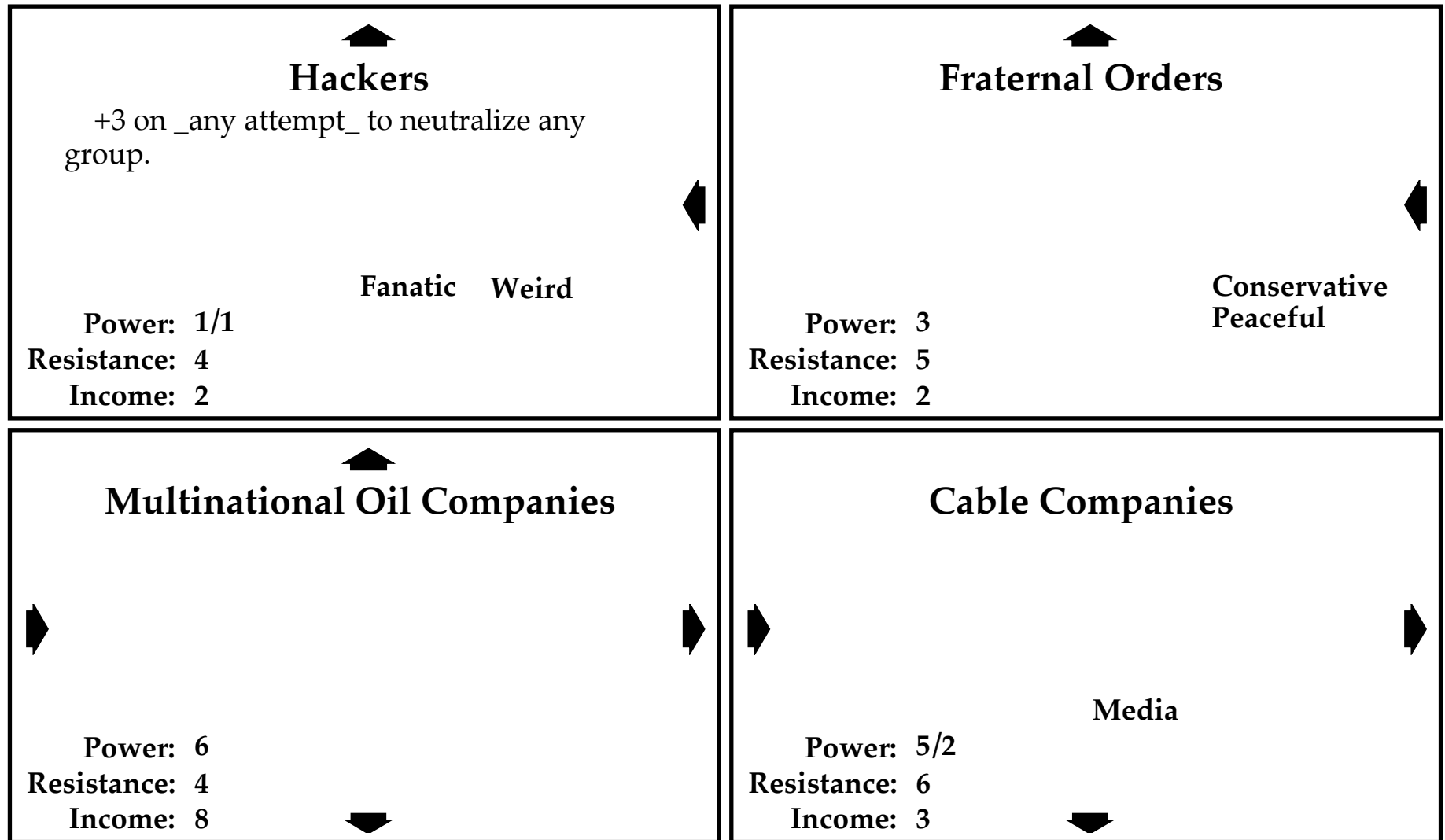
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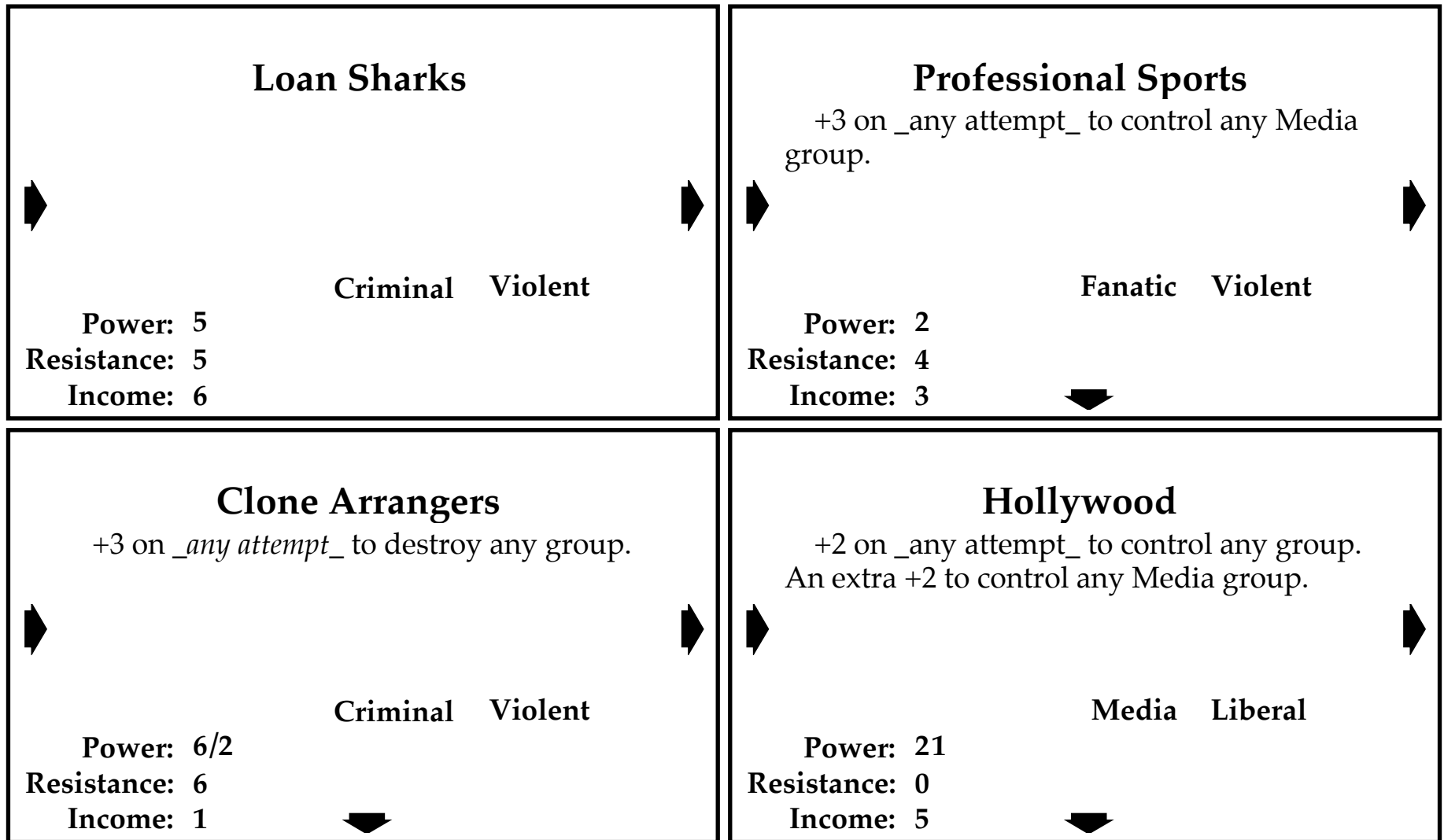
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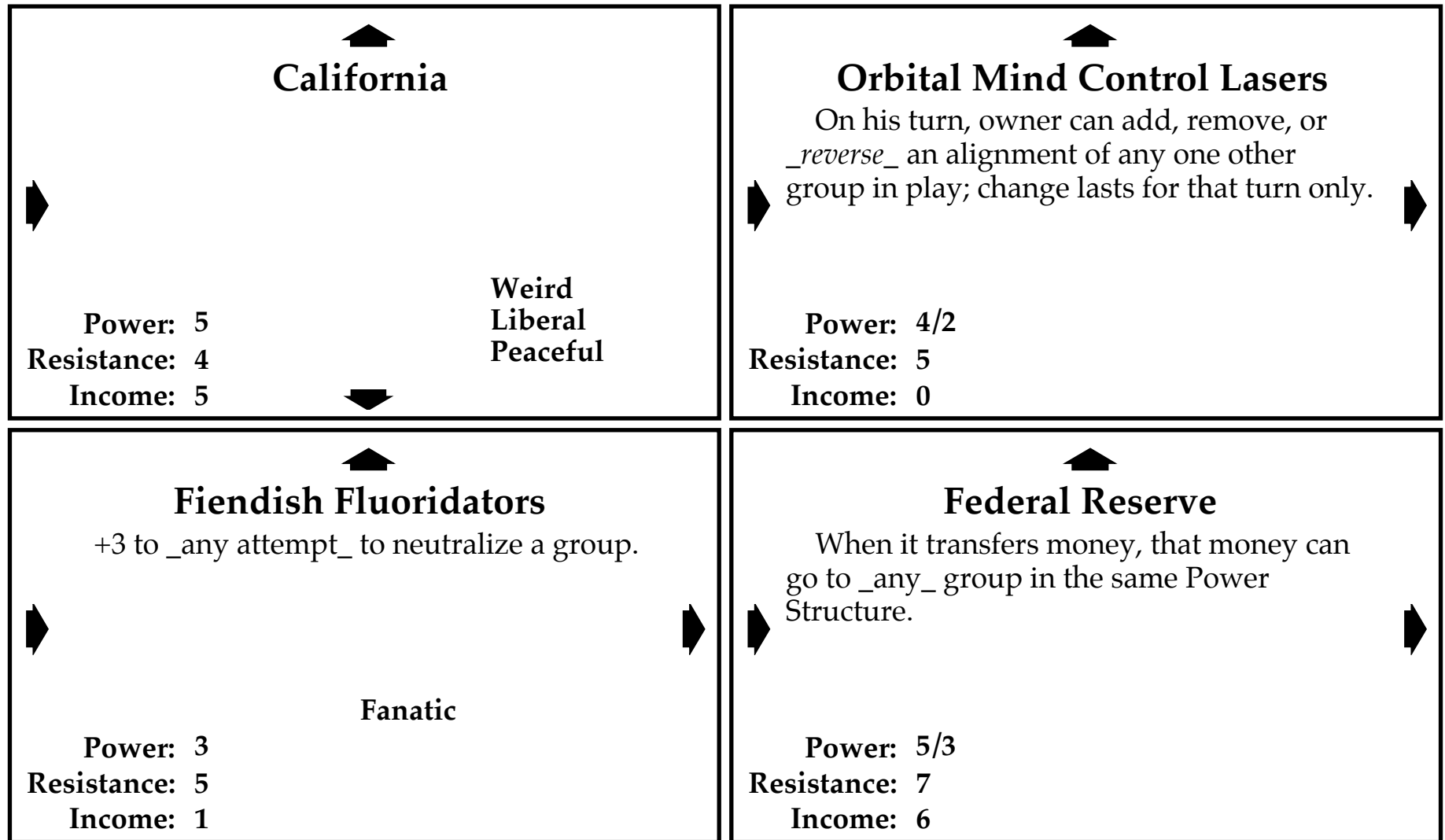




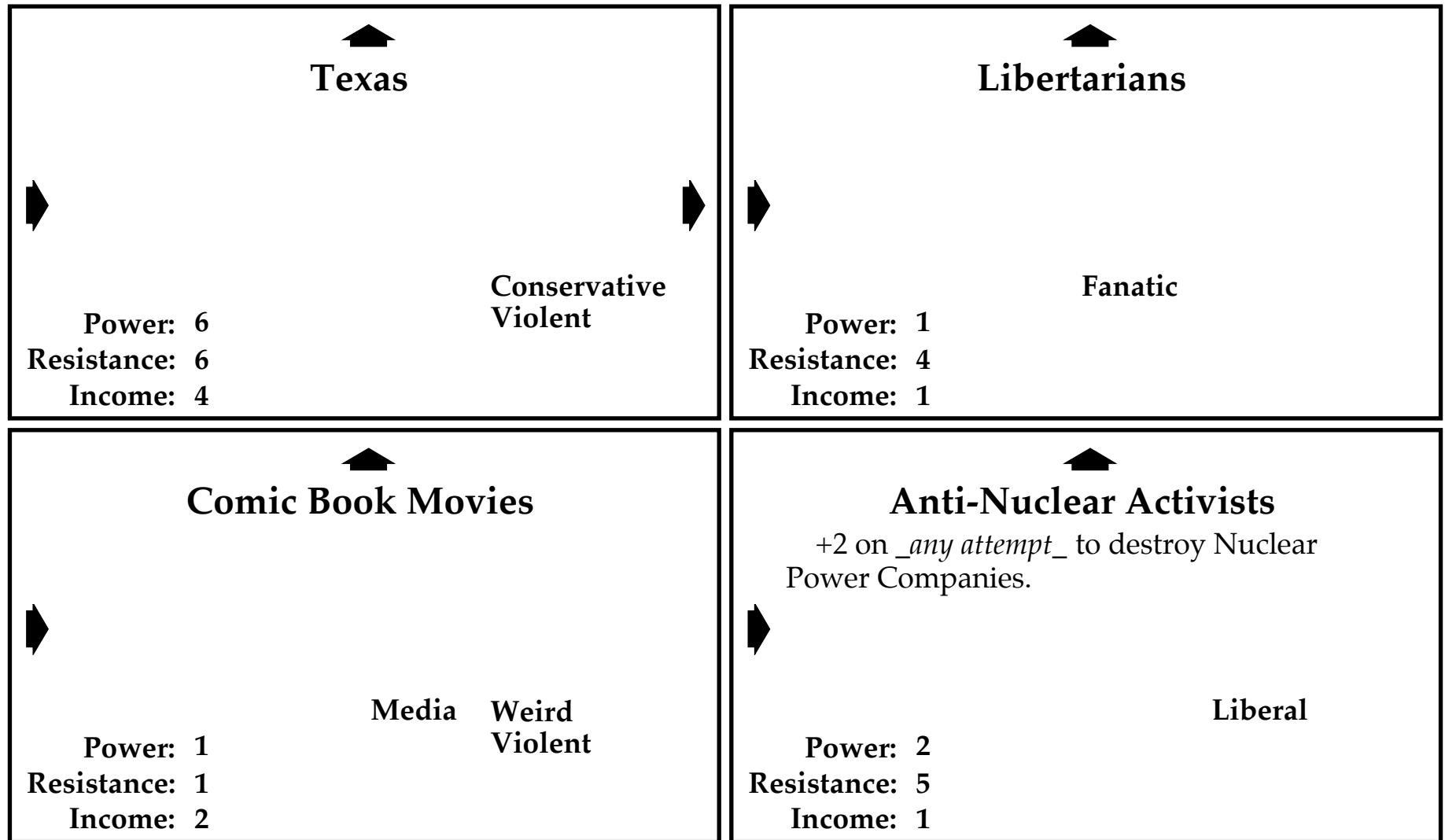
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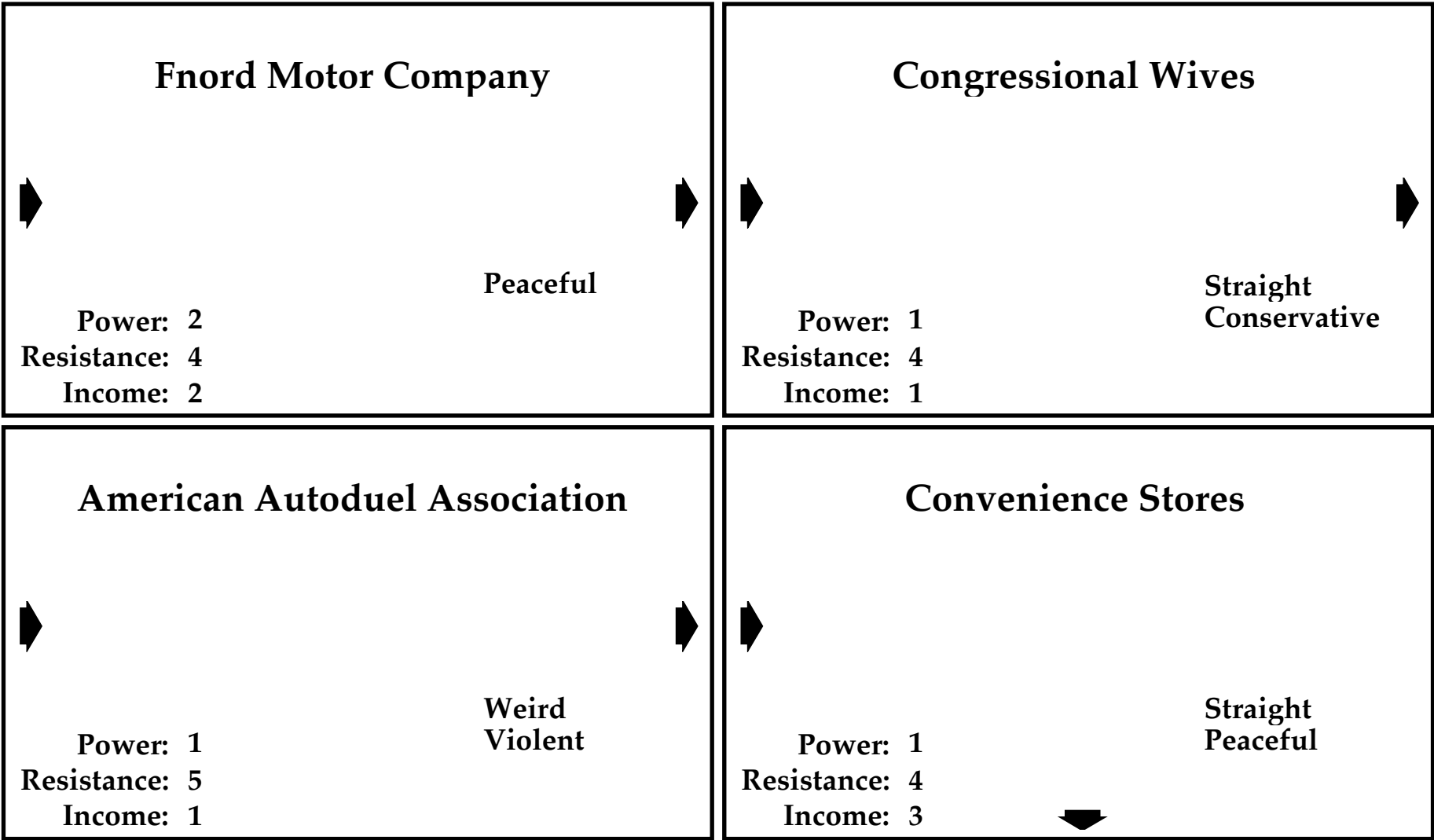
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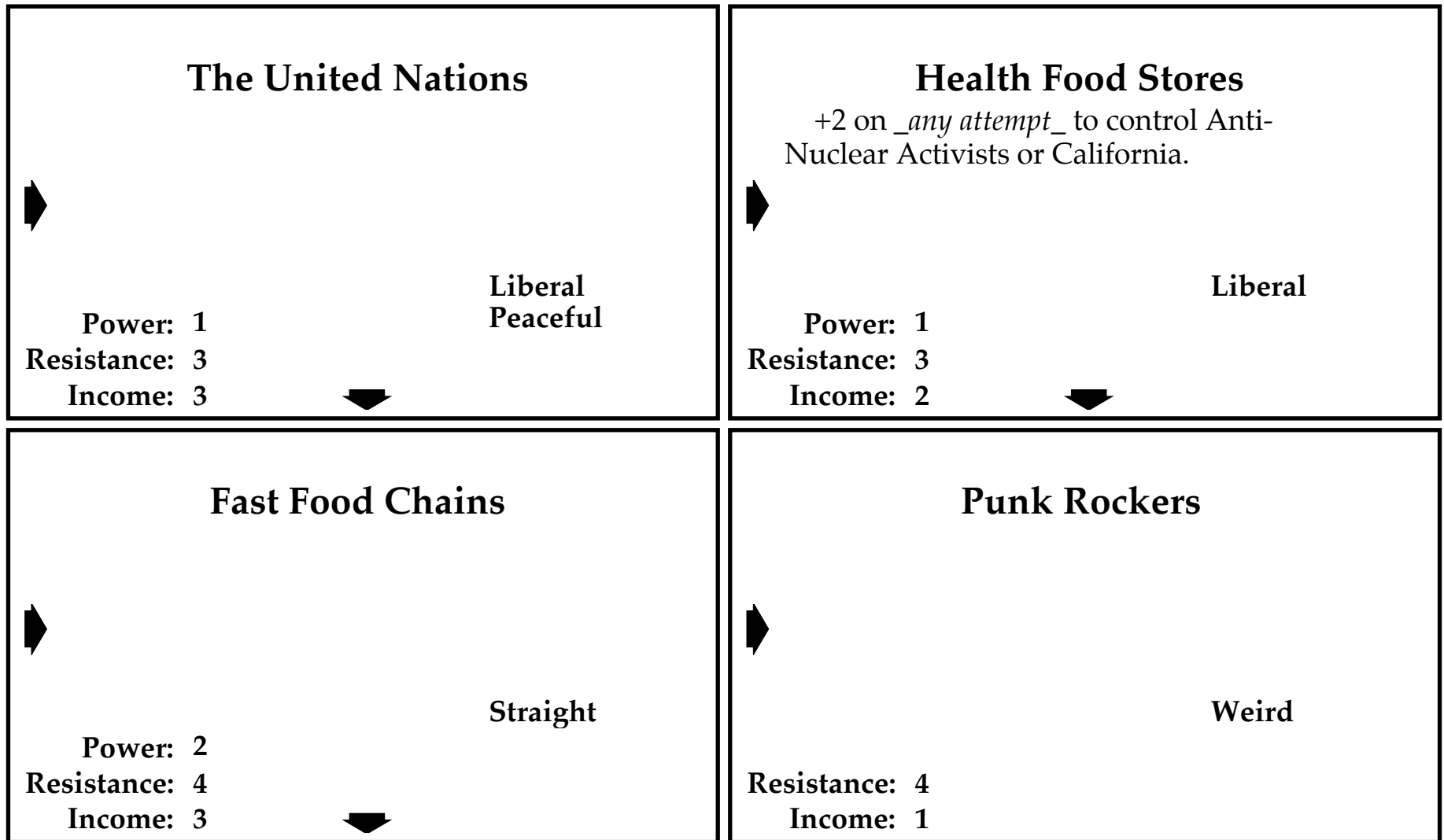


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**Boy Sprouts**

+3 on *\_any attempt\_* to control any Straight group.

➔

Straight  
Peaceful

Resistance: 3  
Income: 1

**The Men In Black**

➔

Criminal    Weird

Power: 0/2  
Resistance: 6  
Income: 1

**Science Fiction Fans**

+2 on *\_any attempt\_* to control any Weird group.

➔

Weird

Resistance: 5  
Income: 2

**Local Police Departments**

➔

Straight  
Conservative  
Violent

Resistance: 4  
Income: 1

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**Cycle Gangs**  
+2 on *\_any attempt\_* to destroy any group.

▶

Weird  
Violent

Resistance: 4  
Income: 0

**Intellectuals**

▶

Fanatic    Weird

Resistance: 3  
Income: 1

**Parent/Teacher Agglomeration**

▶

Straight  
Conservative  
Peaceful

Resistance: 5  
Income: 1

**Semiconscious Liberation Army**  
+1 on *\_any attempt\_* to destroy any group.

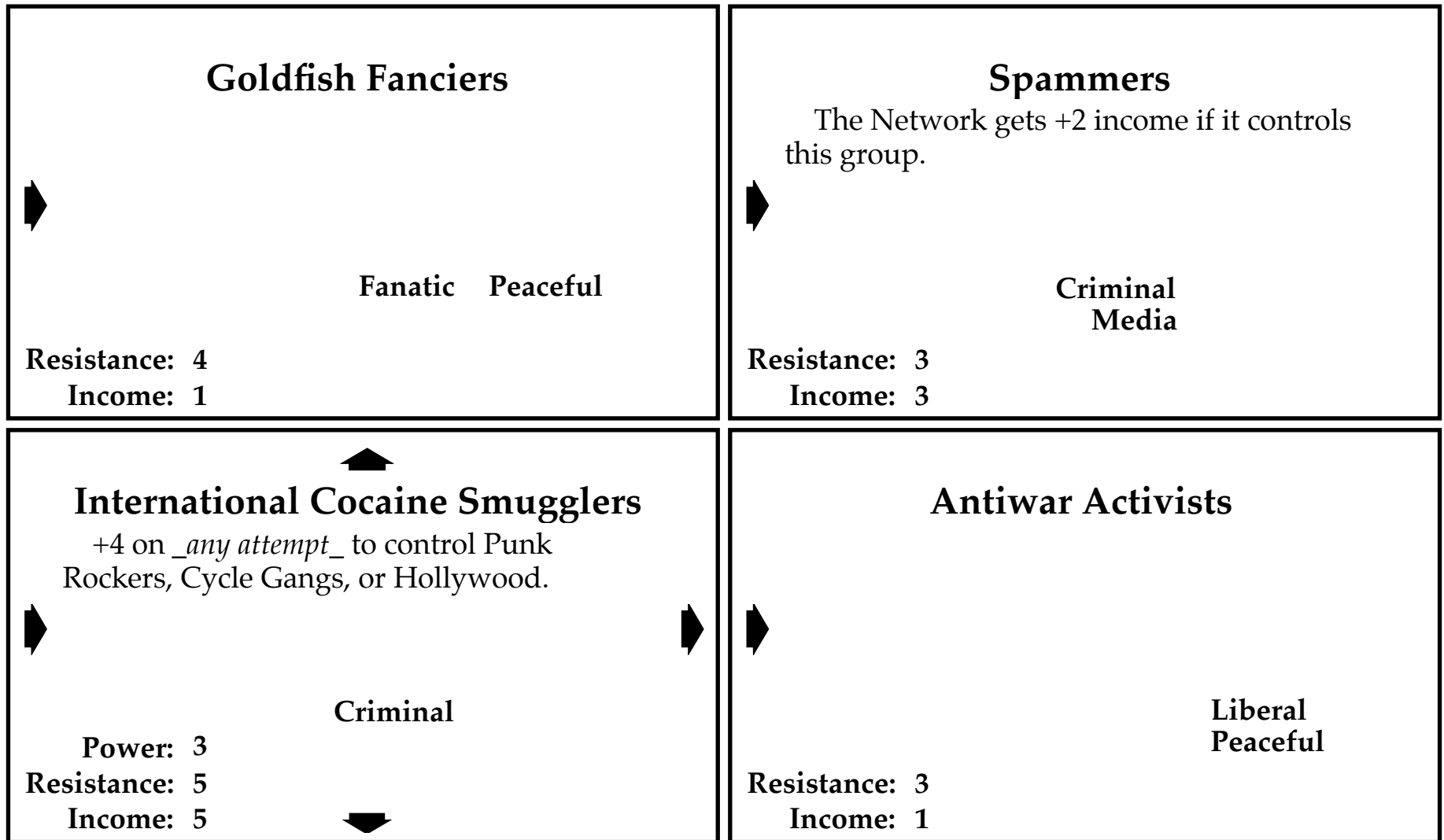
▶

Criminal    Weird  
Liberal  
Violent

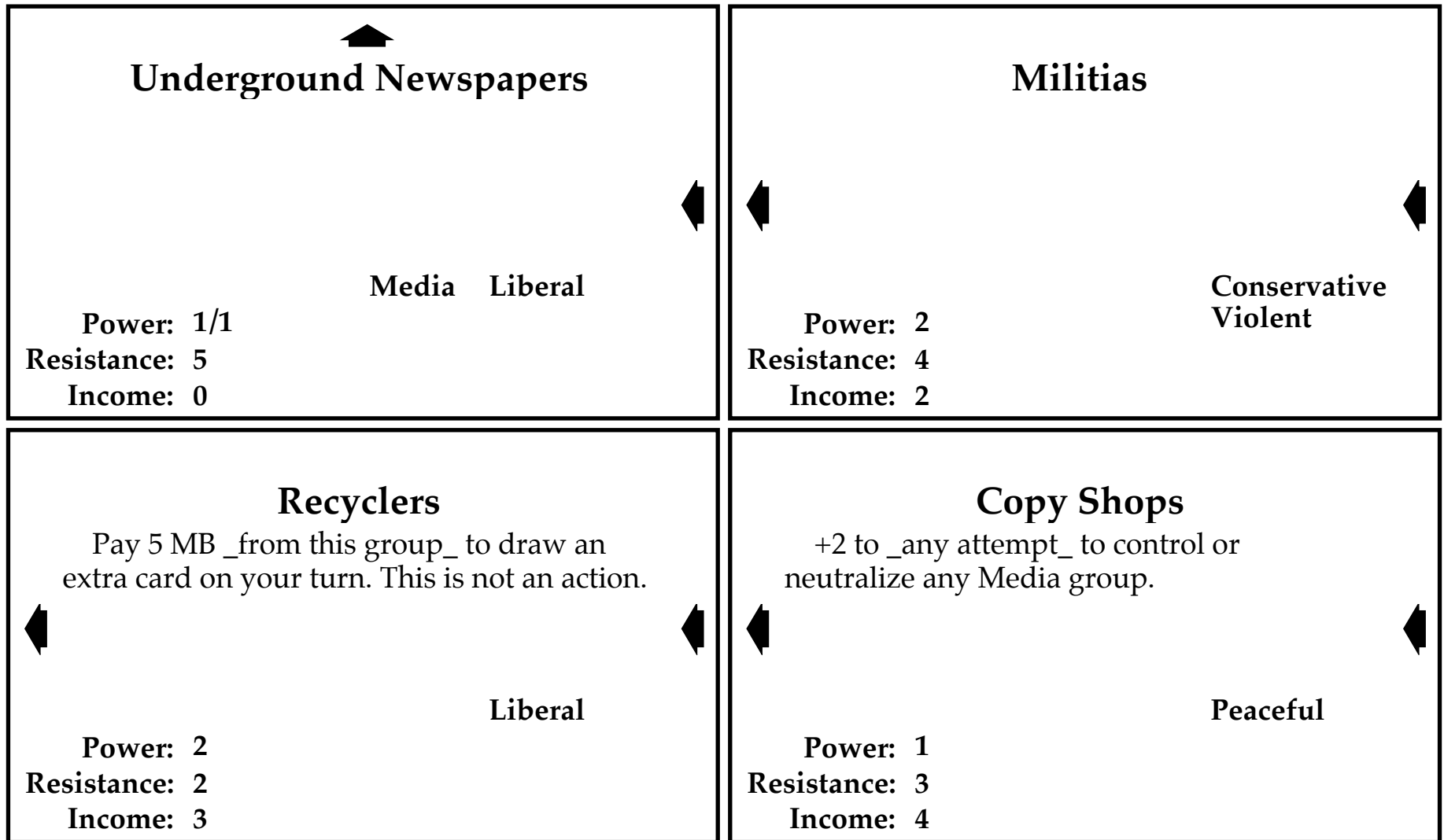
Resistance: 8  
Income: 0

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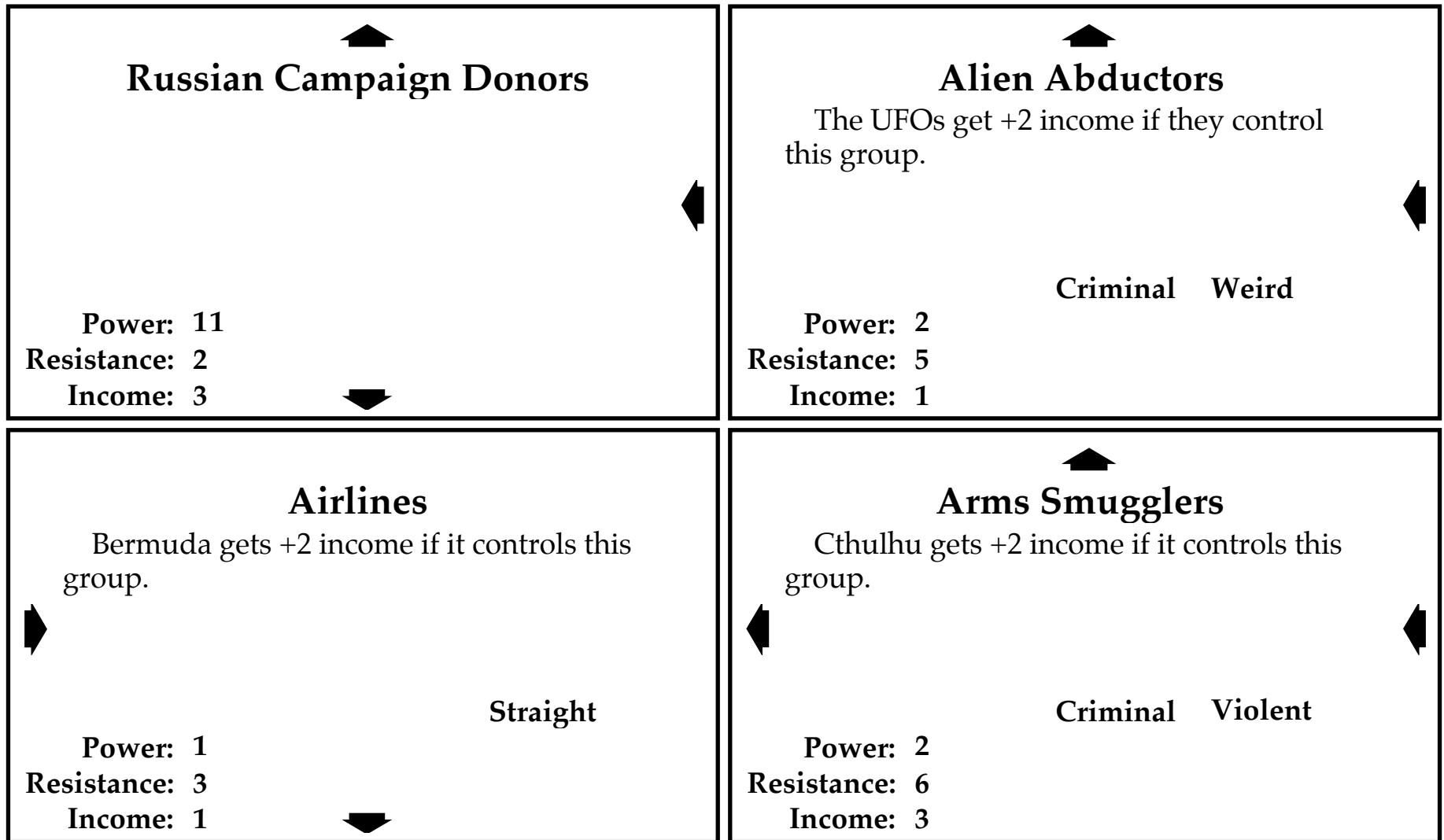




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**Chain Letters**

Zurich gets +2 income if it controls this group.

▶

Criminal    Conservative  
Media        Media

Power: 0/1  
Resistance: 1  
Income: 3

**High Fashion**

Discordia gets +2 income if it controls this group.

▶

Weird  
Peaceful

Power: 1  
Resistance: 1  
Income: 4

▼

**Pale People in Black**

The Assassins get +2 income if they control this group.

▶

Weird

Resistance: 1  
Income: 2

**Public Art**

Bavaria gets +2 income if it controls this group.

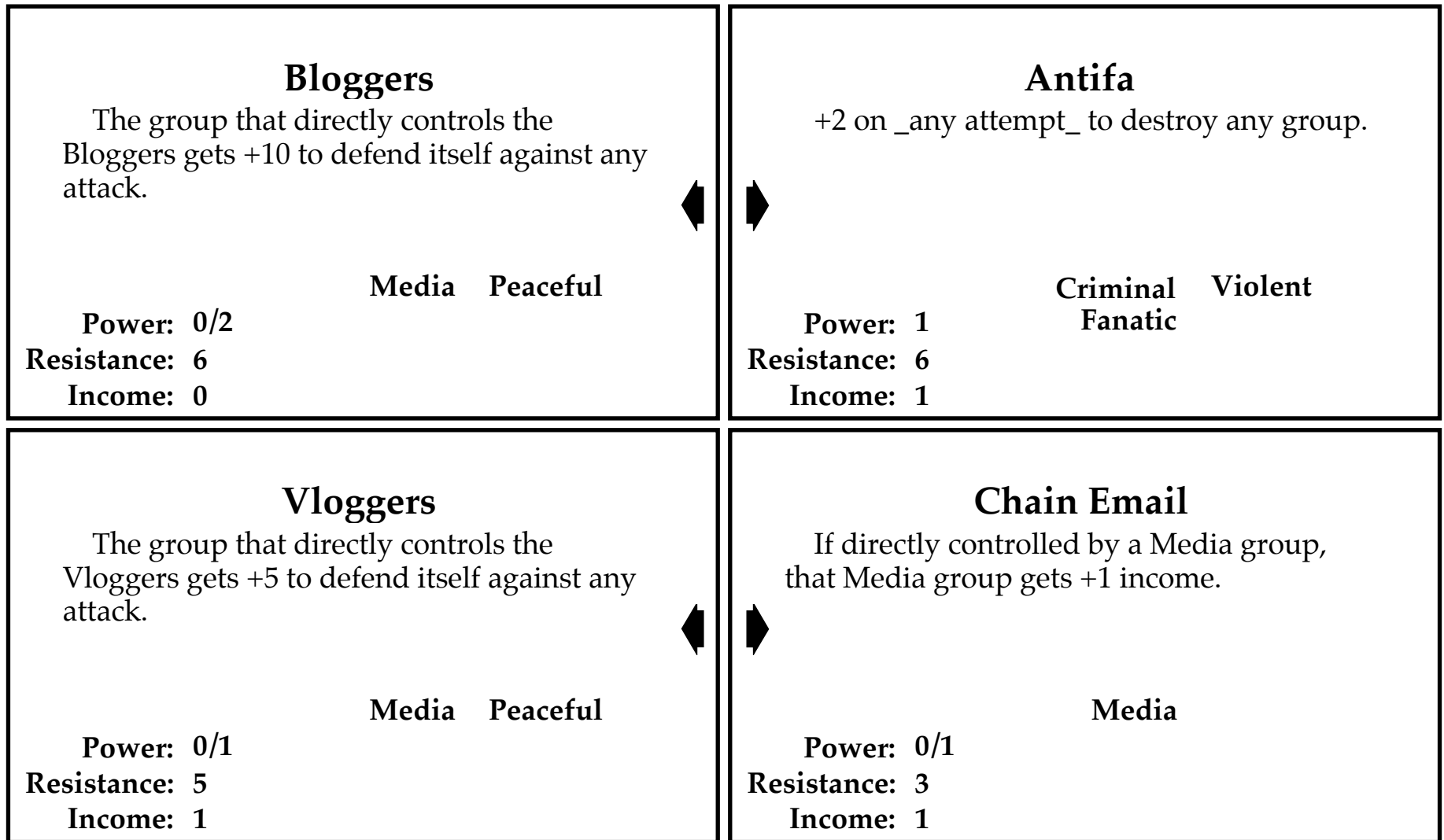
◀

Weird  
Liberal

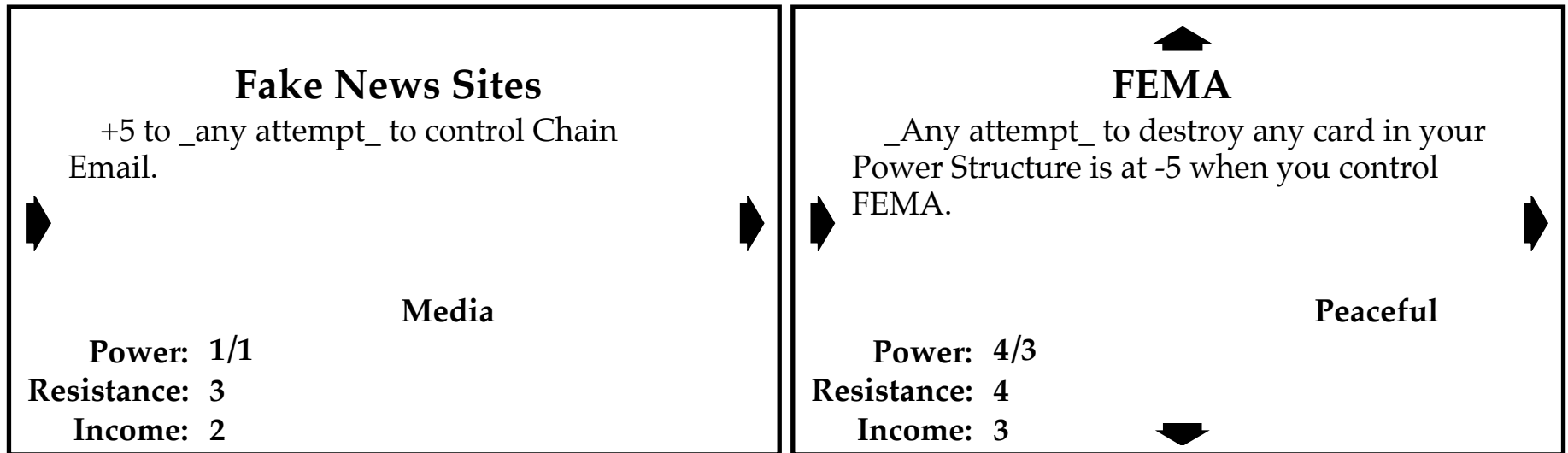
Resistance: 2  
Income: 1

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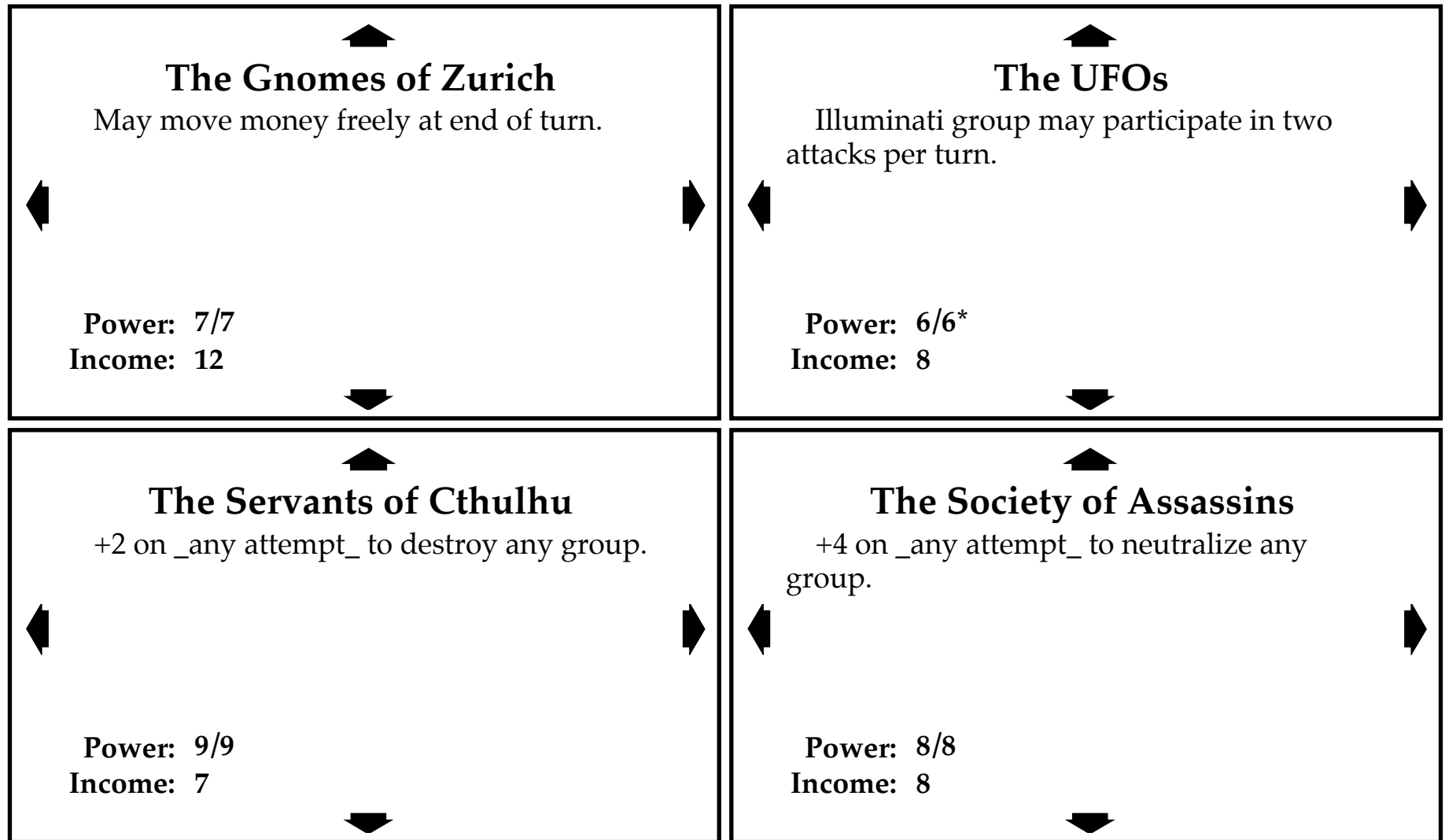
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**The Discordian Society**  
+4 on *any attempt* to control Weird groups; *immune* to any attacks from Government or Straight groups.


**Power: 8/8**  
**Income: 8**






  
**The Bavarian Illuminati**  
May make one privileged attack each turn at a cost of 5MB.


**Power: 10/10**  
**Income: 9**






  
**The Network**  
Turns over *two* cards at beginning of turn.


**Power: 7/7**  
**Income: 9**



  
**The Bermuda Triangle**  
May reorganize groups freely at end of turn.

**Power: 8/8**  
**Income: 9**



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## Secrets Man Was Not Meant To Know

Play this card when any other Special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.

Special

## White Collar Crime

Play this card at any time to reorganize all your money freely – that is, any amount(s) may be moved between any groups. You also get an extra 5MB which may be placed anywhere.

Special

## Bribery

Play this card during your turn to automatically take control of any one uncontrolled group.  
Playing this card counts as an action.

Special

## Computer Espionage

Play this card at any time to either count the money on any one group card OR examine all of one player's special cards.

Special

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### **Assassination**

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed to a 2.

Special

### **Swiss Bank Account**

Exchange this card, at any time, for 25MB to be placed in your Illuminati treasury.

Special

### **Murphy's Law**

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed to a 12.

Special

### **Interference**

You may interfere with one privileged attack. No other players may interfere.

Special

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### Interference

You may interfere with one privileged attack. No other players may interfere.

Special

### Deep Agent

Play this card after privilege has been invoked. The privilege is totally abolished. That attack cannot be made privileged.

Special

### Market Manipulation

Play this card during your income phase to double all your groups' incomes, for that turn only. This card does not allow the I.R.S. to collect twice, or require the Post Office to pay twice.

Special

### Slush Fund

Exchange this card, at any time, for 15MB to be placed in your Illuminati treasury.

Special

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## Senate Investigating Committee

Play this card at the beginning of any other player's turn. That player loses his turn completely.

Special

## Whispering Campaign

You may attempt to destroy a single group with Power 0. Roll attacking Power vs. defending Resistance, but a successful attack destroys the target.

Playing this card is not an action, but the attack itself is an action.

Special

## Media Campaign

Play this card at any time to revive a group from the "dead" pile. It becomes uncontrolled. (If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!)

Special

## Ninjas

Play this card at any time except during an attack to put any one uncontrolled group in the discard pile. It does not count as destroyed.

Special

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