

# ILLUMINATI Y2K

**Y2K** inflicts another layer of weirdness on the already terminally weird. Add the likes of El Niño, Cattle Mutilators, Gamers, and 73 other fresh cards to your power structure. Twenty-six new Special cards and two new Illuminati groups further the frenzy. You'll need *Deluxe Illuminati* to play. Plenty of fresh water and canned goods are highly recommended but not necessary.

## Special Goals for New Illuminati

*Shangri-La*: Control 5 Peaceful groups.

*SubGenius*: Its regular goal is 1 less than for all other Illuminati – so, for instance, if the regular goal for other players is 10 groups, the Church of the SubGenius wins if it gets 9.



## New Special Cards

There are 10 cards (one for each alignment) that allow extra income for all cards of that alignment. These cards never affect the Post Office or the IRS. Fort Knox' income is considered to be 1 for these cards.

### Extra Actions

Some of the new Special cards allow a player extra actions (such as attacking, moving money or moving a card) on the turn they are played. But these cards still don't let an *individual* group act twice in the same turn. Only the UFOs get two actions per turn.



## Rules Tweaks

Although *Illuminati* is more than 20 years old, we are still playing the original game around here . . . and still thinking about ways to make it better. Here are two rules tweaks that we think improve the game.

### Uncontrolled Groups

At the end of each turn, if the uncontrolled area has fewer than two groups, draw cards until there are two uncontrolled groups. If a Special is drawn, discard it.

### A New Use for Specials

Any two Specials may be turned in to abolish privilege. By discarding two Specials after someone declares privilege, you may negate that privilege; once an attack loses its privilege it may not get it back. The two Specials must be discarded by the same player. Remember that you can't exchange or give away Specials *after* privilege has been declared.

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Illuminated Contest Winner: Starting with the 4th printing, one of the "Things Man Was Not Meant to Know" cards has new art. The face with the mystic symbols was submitted by Robi Mookerjee and was selected as the most illuminated replacement for the picture of Hitler's brain . . . which now has its very own card in *Bavarian Fire Drill*.

Thanks to our many playtesters, most especially Glen Barnett, Steve Brinich, Pol Jackson, Monica Stephens, and Alex Yeager.

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