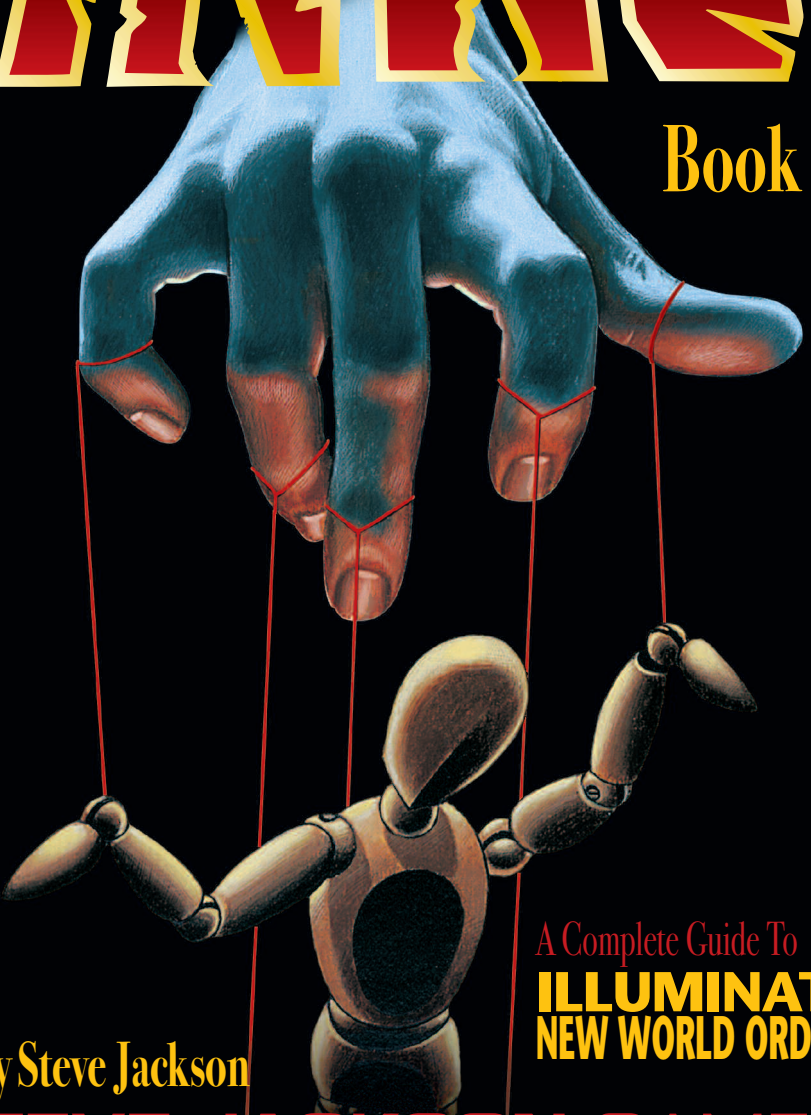


The **INWORLD**™

Book



By Steve Jackson

A Complete Guide To
ILLUMINATI:
NEW WORLD ORDER™

STEVE JACKSON GAMES

DECEPTION 101

The INWO Book is your textbook for *Illuminati: New World Order*, the trading-card version of *Illuminati* – the classic, award-winning game of guile, intrigue, and world domination. Here you'll find everything you need to explore the devious strategies and evil schemes that will add a new level of excitement to your **INWO** games.

Included are:

▲ **THE WORLD DOMINATION HANDBOOK, VERSION 1.1**

The complete, updated rulebook.

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All 412 cards from the Limited Edition, with the complete text of every card . . . and the art in full color!

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Deck-building hints, subtle twists, tips for playing each of the nefarious *Illuminati* groups . . . and for playing *against* them.

▲ **VARIANT AND OPTIONAL RULES**

New ways to take over the world, including the "One With Everything" rules for playing with one big set of cards, and the notorious Cheating Rules.

▲ **DESIGNER'S SCHEMES**

The inside story, from the beginning of the game's creation to plans for tomorrow!

▲ **Stupid INWO Tricks and More . . .**

Written by Steve Jackson
Cover art by David Martin
Graphic Design by Jeff Koke
Interior Art by John Kovalic, Shea Ryan
and Dan Smith
Colored by Jeff Koke, Rick Martin and
Derek Pearcy



T ♦ H ♦ E

INWO™

BOOK



Being a Compendium of Lore, Lies, Damned Lies and Statistics concerning the New World Order of the Illuminated Masters



By Steve Jackson

Graphic Design by Jeff Koke

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Print Buying and Proofreading by Monica Stephens

*Dedicated to Peter Adkison and Richard Garfield, without whom none of this
would have happened, nor would it have been as much fun if it had.*

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STEVE JACKSON GAMES

CONTENTS

INTRODUCTION3

Team INWO	4
Game Support	5

DESIGNER'S SCHEMES.....6

WORLD DOMINATION HANDBOOK11

Basic Rules	11
Actions.....	14
Attacks.....	15
Moving Groups.....	19
Gifts and Trades.....	19
The Endgame.....	19
Evil Schemes	20
Strategy	22
Meta-Rules	22
2-Player Rules.....	24
Rules Update.....	24

VARIANTS.....25

One-Deck Games	27
----------------------	----

OPTIONAL RULES29

TOURNAMENTS31

Official Tournament Rules	31
---------------------------------	----

STRATEGY33

The Basic Guidelines	33
Too Often Overlooked.....	33
Let's Make a Deal.....	34
INWO Zen.....	34
Tricky Tactics.....	35



Power Structure Design.....	35
Deck Design.....	36

THE CARDS41

Illuminati.....	42
Groups.....	60
Resources.....	94
Plots.....	102
Goals.....	138
NWOs.....	141

BIBLIOGRAPHY.....145

CARD STYLES147

OFFICIAL CARD LIST.....148

INDEX152

INTRODUCTION

It matters not if you win or lose; what matters is whether I win or lose.

Why do a trading card game? For fun, of course, and to make a bunch of money. Any more questions?

I didn't think so. That pretty much wraps it up.

And it was a *lot* of fun. There's a huge amount of satisfaction in doing something *right*, and we really think we did this one right. Not perfect, but pretty darn good. The cards look good, the art is beautiful, and it plays well. And where it's *not* perfect, we're messing with it to make it better. When we printed the Unlimited Edition, we changed some rules and cards to make the game play better, and replaced some of the art. Why not? We're still learning. But it's good to look at each other and grin and say, "We did okay!"

Politically Incorrect

One of the first things we decided about *INWO* was that it would be politically *incorrect*. The cards are not designed to offend . . . but they're designed to be funny, and if someone happens to take offense, that's just too damn bad.

So nothing is sacred. Stereotypes are not to be shunned; they're grist for the satirist's mill. A lot of groups are drawn as their foes would like to see them. It's the tabloid view of the world: Everyone is corruptible.

Our disclaimer, then: We have no wish to offend you unless you're a twit.

But there haven't been too many twits. Fewer than we expected, really. I suspect that means that *INWO* players have lives, and better things to do than run around looking for things to get offended about.

What We Learned

We learned a couple of good lessons from *INWO* . . . and proved a couple more things that we already suspected.

We suspected that the trading-card style was the Right Way to do *Illuminati*. Yep, sure was.

We suspected that the Internet was a great place to playtest a game — and not just playtest rules, but get basic feedback on packaging, distribution, and all those other vital, boring details. We didn't know *how* great it would be. We'll do that again.

We learned that a trading card game needs a whole different kind of playtest if you're going to find all the potential balance problems. The next one we do — and yes, there will be a next one — will have at least three completely different playtests going at the same time, and one will be aimed specifically at the "Mad Munchkin Tournament Card Abuser."



TEAM INWO

The *INWO* rulebook had no room for anything but a bare list of names. A number of people worked to make the game what it was. Give credit where credit is due:

Scott Haring kept our in-house playtest moving, and Jim McCoy was the mainstay of that playtest . . . quickly learning more than the designer knew about the details of the cards and the way they interact. Jim also wrote the first version of our card database, which Monica Stephens refined into a system that could quickly answer questions like, "What are all the Conservative Science groups, and what is their Power?"

During playtest, Mike Ford made a number of really subversive suggestions for card illustrations. We also got a lot of good rules troubleshooting from — no kidding — Finland, where the ORC club devoted a lot of time and talent to finding holes in the first draft.

Dan Smith, Shea Ryan and John Kovalic produced a truly ridiculous number of good illustrations in a short period of time . . . and redrew some of them over and over until they were just right for the cards.

Meanwhile, Brenda Hurst and Lillian Butler were building the Giant Card Holder that we used in playtest. You'll see it at GenCon, too.

Lillian also kept in day-to-day touch with the artists, making sure everything was coordinated, and then slaved into the small hours of the night — of a lot of nights — to scan the art for computer and clean it up. Totally unglamorous work, totally necessary.

Derek Percy, Jeff Koke and Rick Martin colored the art on the Mac . . . choosing framing, selecting backgrounds, and moving lines to make it work. Jeff and Derek also originated several of the pieces (see the art credits in the card list on pp. 148-151).

Monica got into the act again when the cards were done. Do you know how much proofreading it takes for 412 cards, any of which can be ruined by one mistake? Did you notice how few typos actually slipped through, and how trivial they were? I was impressed, and I'm very, very picky.

And Brenda Hurst spent a frantic week at the card assembly plant, making sure that the game actually shipped properly and on time.

Our print buyer, Andrew Hartsock, was a staunch support throughout. Our printing plant rep, Greg McNeice, was also invaluable. Too often in our business the printers are a problem; Greg and his firm, Steketee-Van Huis, were a good part of the solution.

The INWO Effect

INWO has had two big effects on Steve Jackson Games. The first was money. A lot of money. The pre-sales for the Limited Edition alone were more than *ten times* as much as for any game we'd done before. Individually, the sales aren't too profitable . . . printing good-looking cards is expensive, especially when you have to package them in cardboard boxes. The profit margin on game books is a lot better. But when you're selling *millions* of cards, it adds up.

So we paid off our debts, bought some new computer equipment, repainted our Early Garage Sale offices, and handed out some bonuses. All this was good.

The second effect was not so good. *INWO* totally trashed the *rest* of our schedule. Anything that got in its way got run over. It had first call on my time, on playtest time, on our freelance artists' time, on our in-house graphics staff . . . everything. So we didn't ship much in the last quarter of 1994, or the early part of 1995! Except for *INWO*. And that was enough.

But in the long run, it will even out. Always before, even in the good years, we had to release something new *every month* or watch our cash flow dwindle. That limited the kinds of projects we could take on. And it meant that if something hit a serious snag in development, it might have to go on the shelf indefinitely. Now we'll have the slack to do more complex things, and do them *right*.



About This Book

And when the game was a big hit, we did a book. That was a no-brainer. But doesn't it look great? Thank Jeff Koke for the beautiful design. And blame me for the tiny type in the Strategy and Deck Design sections . . . that chapter just kept getting longer and longer. We added 8 pages to the original plan, and it just kept filling up again.

Parting the Mists of the Future . . .

What's in the future for *INWO*? Good question. There will certainly be at least one expansion. Maybe a lot more, but I don't want the game to get top-heavy . . . we will see how it goes. We'll definitely release packets of blank cards, so you can make up your own Illuminated wickedness.

There will be *INWO* sets in other languages. As I write this, the German edition is only a couple of months away. That's the only deal that's actually been signed, but we're talking very seriously with some friends in Brazil, and answering questions from various French, Spanish and Italian publishers.

There will be game accessories. You'll soon be able to buy a home computer database to help you sort cards and build good decks, for instance. And Chessex is about to release a play-aid set with some neat little wood pyramids and Illuminated dice. Yes, all this stuff is fluff, but it's *fun* fluff. That's the whole point.

And there's a very good chance that an *online* version of *INWO* will be available by the end of the year. And that's all I can say about it . . . you're not cleared for the details! Yet.

And there are other possibilities. The Secret Masters may be popping up in all kinds of places you didn't expect them. They do that, you know.

— Steve Jackson

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GAME SUPPORT

We will answer questions about this game if they're sent, *along with a stamped, self-addressed envelope*, to: *INWO* Questions, Steve Jackson Games, PO Box 18957, Austin, TX 78760. We cannot answer questions by phone or e-mail.

For a current *errata sheet* and *card list*, giving rarities, send a SASE to the address above.

Magazines

Our own *Pyramid Magazine* publishes articles about *INWO* strategy, deck-building ideas, and so on. Other excellent magazines which cover trading card games include *Duelist* (Wizards of the Coast) and *Scrye*.

On the Net

On the Internet, SJ Games maintains an active presence in the [rec.games.trading-cards.misc](mailto:rec.games.trading-cards.misc@newsgroup.com) newsgroup. You can also see our Web page at sjgames.com/inwo . . . or ftp *INWO* material from io.com. And members of Illuminati Online have a private *INWO* conference (send mail to info@io.com for more information).

We also have *INWO* net-reps on all the major online services.

Tournaments

We sponsor an annual World Championship at GenCon. We also support *INWO* tournaments at local game conventions – contact us at the address above, or send e-mail to dkb@io.com, for more information.

Turn: When a card says it does something “each turn,” that means each time its owner takes a turn! Bonuses are granted at the appropriate turn phase; extra Action tokens come when you get your regular tokens, and so on.

2-PLAYER RULES

Two-player games – especially in tournament play – can lend themselves to quick-kill strategies or “degenerate” decks that would be easy to counter in a multi-player game. The following rules are official for two-player tournament games, and suggested for all play:

- ▲ Play to no fewer than 12 groups.
- ▲ Neither player may attack the other until each has taken a full turn; Player 2 can't jump instantly on Player 1.
- ▲ Eliminate the “automatic takeover” phase. Except for the puppet that you start the game with, no group may be taken over without a die roll. To take over a Resource, spend your Illuminati token – no more than one per turn.

RULES UPDATE

Based on gamer feedback on the *Limited Edition of INWO*, we made a number of changes to improve clarity and balance . . . check the actual rulebook and cards for exact wording. The significant ones include:

Cards

- Eliza:* no group may have more than one.
- China:* explicitly gets its +20 against Disasters.
- Clipper Chip:* no player may have more than one.
- Combined Disasters:* both disasters must be eligible to strike the affected Place!
- Orbit One* can be affected by a *Nuclear Disaster*, but not an *Earthquake*.
- Oregon Crud* now has a Power of 24, and destroys on a roll that succeeds by 10 or more.
- Political Correctness* affects Conservative groups with a Power of 0 or 1.

Reload type cards (giving extra tokens to groups of a specific alignment or attribute) now require an Illuminati action and reload only 5 Power's worth of tokens, or any one group of any Power. The rules now make it explicit that you cannot “reload” a group on the turn it is captured.

Seize the Time requires an Illuminati action, and cannot be used on your first turn. It does not give the Illuminati new action tokens, and you cannot draw cards or play any Plots.

Shangri-La explicitly gets its +5 to defend against Instant attacks.

Upheaval! requires an Illuminati action, and cannot be used on your first turn.

Video Games gives a bonus to all your other Computer groups.

Volcano now has a power of 18,

and destroys on a roll that succeeds by 2 or more.

Voodoo Economics requires an Illuminati action, and can be used only once per player per game.

Weather Satellite now gives a +10 (not a +8), to *Tornado*, *Hurricane* and *Rain of Frogs* (not *Tidal Wave*).

Zurich no longer has a +4 to control Corporate groups.

Rules

Automatic takeover: is now explicitly optional. An Illuminati action can be used for an automatic Resource takeover (p. 14).

Beginning the game: is clarified as regards attacking players who haven't had their first turn. Also, the “lead” puppet rule is expanded (p. 11).

Cancellation of actions is clarified (p. 21).

Die rolls changed by cards are modified to the closest legal number (p. 23).

Discards: are always face up (p. 13).

Dropping groups from your Power Structure is no longer allowed.

Elimination: happens only after the third turn (p. 19).

Goals: No more than three groups may ever count double for victory.

Goal cards can't be canceled after you claim a win (p. 20); if you are caught with more than one in your hand, you lose (p. 20).

Immunity is defined at greater length (p. 23).

Links: Clarification on moving links and on linking personalities (p. 21).

Memory of Cards: new rules section (p. 22).

NWO cards take effect in the order played (p. 20).

Permanent and Temporary changes are defined (p. 23).

Relief requires 3 times printed Power (p. 18).

Secret group rules reworded for clarity (p. 17).

Timing: More rules added (p. 18).

Two-player rules: (above).

Winning: You can't win during the first round.



VARIANTS

These are entirely different ways to play the game – as opposed to the “optional rules,” p. 29, which are little hacks that you can drop into any version of the game to change the flavor or balance.

The Cheating Game

Some fiendish people think *INWO* is even more fun when *nothing* is sacred. If you agree to allow cheating, the rules become merely a shell over your *real* game.

You may not move the cards in opposing Power Structures, and you may not mark or damage, or permanently steal, cards belonging to other players. There are no other limits. Anyone caught in the act must undo that cheat. That's the only penalty.

You can misread the dice, lie about the Power or Resistance of your groups, palm cards, stack your decks, stack others' decks . . . and if someone leaves the table, anything goes!

Misrepresenting the rules is perfectly fair, but if someone looks up the rules and catches you, you should just grin and say “I lied,” rather than delay the game with further inoperative statements.

You should play the Cheating Game only with *very* good friends, or with people you'll never see again . . .

Team Play

Start with four or six players – thus, you have either two or three teams of two players each. We haven't tried playing with two teams of three; it would probably be a long game.

Before the game, the members of each team work together to plan their decks and their strategy.

When the game starts, the first player of each team takes a turn; then the second player of each team goes, in the same order. Arrange the chairs to make this order of play convenient.

Partners do *not* have to share the victory, unless you agree in advance to play that way. (In that case, there will be a huge temptation for everyone to play Shangri-La, which can be amusing.) Of course, a player who double-crosses his partner to grab a solo win may be attacked with a blunt instrument, but then, that's the way the game goes.

However, no player may attack his partner until after three full rounds of play. And of course, if one partnership holds together while others break up, the players who are cooperating will have a great advantage.

Mutation

This is a series of games between two players. Each player builds a deck. After the first game, the winner may not change his deck, but the loser can change up to 10 cards in his deck.

Now play again. Once again, the winner keeps his deck the same, but the loser can change up to 10 cards.

Continue until one player wins three times in a row.

Common Cards Only

If people say, “We won't play with you because your deck is so good,” challenge them to a Common Cards Only game. It's just what



GROUPS



Puppets of the Illuminated Masters,
dancing to their whim



C

A.M.A.

Power 3, Resistance 4

The A.M.A. has +5 for a direct attack on any *Science* group, or gives a +5 bonus when it uses its Power to aid any *Science* group against an attempt to control or destroy.

2

Peaceful, Conservative, *Science*

Al Gore

C

Personality; Power 1/1, Resistance 4

Has +8 for *direct control* of any *Green* group.

Liberal, Government, *Computer, Green*



2

**C**

Whispering Campaign

This card requires an Action from a *Media* group. It gives +15 in any Attack to Destroy a Personality, or +10 in any Attack to Destroy any other Group. It cannot be used with *Assassinations* or *Disasters*. If a Whispering Campaign succeeds against a Personality, he is considered destroyed, *but not dead* — just permanently out of public life. Thus, he cannot be returned to play by any means!

Requires Media Action

Withering Curse

R

Assassination!

This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10. A single *Magic* group may use its action for this attack, and add its own Power. This attack is *Magic*.

**R**

World Cup Victory

Play this card at any time to give +10 Power or Resistance (your choice) to any *Nation* you control. If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn and does not count toward Goals.

STUPID INWO TRICKS

#2: If you're a serious collector (or if you know someone who is), you can get hold of enough random Commons to make a playable deck. If you want to, you can add a few rare cards of your own.

Play with the deck. As the game progresses, talk to your cards. Praise them when they do well, threaten them when they do badly.

If you lose, tell the cards that they'll be sorry. (If you had a my Rares, sneak them out of the stack when nobody is looking.) Take another deck out of your pocket. Tell the new deck "See what happens to failures?" Then destroy the old deck in the most spectacular way possible without actually breaking any local ordinances.

Then pick up the new deck and ask your friends if they want to play again. They'll probably just back out of the room. Unless they've read this book, that is.

BIBLIOGRAPHY

Conspiracy is an ancient pastime; so is the study of conspiracy. Secrecy in itself is harmless, but it always attracts attention. Often it breeds paranoia, and even persecution which can, perhaps, turn the secret group into something that *should* be feared.

And many “known” secret groups are powerful indeed! Try to envision the criminal world without the Mafia, the American civil rights movement without the Ku Klux Klan, or an American college campus without Greek-letter societies. An estimated 15 million Americans are involved in secret (or at least secretive) groups of one kind or another.

A number of excellent sources are available for those wishing more information about (a) the Illuminati; (b) people who believe in them; and (c) people who enjoy leaving false trails to confuse people who believe in the Illuminati.

Any good encyclopedia will include articles on the historical Society of Assassins, Bavarian Illuminati and Freemasonry, and the connections, known and speculative, between them.

Fiction (or is it?)

The *Illuminatus!* trilogy, by Robert Shea and Robert Anton Wilson, is required reading for any conspiracy buff. Wilson is this century's foremost public authority on the Illuminati, though his books conceal their information within great masses of humor, lies and philosophical speculation. His *Schrödinger's Cat* trilogy is entertaining but relatively uninformative. *Cosmic Trigger (Final Secret of the Illuminati)* is scientific/philosophical commentary, laced with discussion of conspiracy and Strange Coincidence. *Masks of the Illuminati* is fictionalized history (or historicized fiction).

The Crying of Lot 49, by Thomas Pynchon, is a classic study of alienation (and a lot of fun!). If one accepts the Illuminati, can the sinister minions of Tristero be far behind? What Pynchon does not say here is far more important than what he does.

More recently, *Foucault's Pendulum*, by Umberto Eco, graphically illustrates the dangers of looking too deeply into conspiracy theory. Highly recommended.

Fiction (we're sure about these)

A very early piece of conspiracy literature is the *Protocols of the Elders of Zion*. This is an anti-Semitic hoax first propounded early in this century; it purports to be the minutes of the meet-

ings of a Zionist conspiracy to (what else?) take over the world. Oddly, many “conspiracy buffs” still take the Protocols at face value, even though it's been proven to be, not just a hoax, but a plagiarism of a hoax!

The *Sun*, the *National Enquirer* and other supermarket tabloids are worth their weight in radioactive alien gold, especially if you need really *silly* ideas.

Nonfiction (or so they say)

A History of Secret Societies, by “Arkon Daraul,” is an interesting primer, discussing many Illuminated, pseudo-Illuminated, and totally unconnected groups. It should not be taken as gospel, but makes a good research guide.

Handbook of Secret Organizations, by William Joseph Whalen, and *The Dictionary of Secret and Other Societies*, by Arthur Preuss. More modern and possibly more factual . . . Or not.

Holy Blood, Holy Grail, by Michael Baigent, Richard Leigh and Henry Lincoln, seeks to demonstrate that Christ did not die on the cross, but instead founded a line of European rulers, and that most of modern history can be explained as the maneuverings of those seeking to restore this line to power.

The Illuminoids, by Neal Wilgus, is an examination, not of the Illuminati themselves, but of the men and women who study and believe in the various conspiracy theories.

INDEX

This index does not list individual card names. To find page numbers for individual cards, see the card list on p. 148.

- Actions, 14.
- Agents, 17.
- Aiding attacks, 15.
- Alignments, 13, 15, 16, 37;
 changes, 20, 21.
- Ante, 30.
- Any attempt, 23.
- Assassinations, 18.
- Attacks, 15; *direct*, 23; *instant*,
 18; *Privileged*, 17; *to*
 Control, 16; *to Destroy*,
 17-18.
- Attributes, 13, 15, 38.
- Automatic failure, 23.
- Automatic takeovers, 24, 30.
- Bank* attribute, 38.
- Basic goal, 20.
- Blank cards, 29.
- Book of the SubGenius*, 146.
- Call of Cthulhu*, 146.
- Canceled actions, 21, 23, 24.
- Cards, *descriptions*, 41-144;
 giveaways, 9; *list*, 148;
 remembering, 22; *styles*,
 147.
- Changing groups, 20.
- Cheating game, 25.
- Choosing cards, 23.
- Church* attribute, 38.
- Coastal* attribute, 38.
- Communist* attribute, 38.
- Computer* attribute, 13, 38.
- Conservative alignment, 13,
 37.
- Control, 16.
- Control decks, 36.
- Control arrows, 14, 35.
- Corporate alignment, 13, 37.
- Criminal alignment, 13, 38.
- Deck design, 22, 36-40.
- Defense, 15, 16, 33.
- Degenerate decks, 36.
- Designer's schemes, 6-10.
- Devastation, 18, 2.
- Disasters, 18.
- Discards, 13, 18, 23, 24, 28.
- Drawing cards, 23.
- Duplicate cards, 15, 20, 28,
 30.
- Eliminating a player, 19, 24.
- Endgame, 19.
- Factory Set, 27, 147.
- Fanatic alignment, 13, 38.
- Free moves, 14.
- Game support, 5.
- Games, 146.
- Gifts, 19.
- Global Power, 16, 17.
- Goals, 19-20, 24; *Goal cards*,
 20, 24, 37, 138-140.
- Government alignment, 13, 37.
- Graphic design, 9.
- Green* attribute, 38.
- Group cards, 13, 21, 34, 36,
 60-93.
- Handicaps, 29.
- Hands, 11, 12, 23.
- Hidden agents, 17.
- House rules, 29.
- Huge* attribute, 38.
- Illuminati cards, 14, 20, 36,
 30, 42-59.
- Illuminatus!* trilogy, 145.
- Immunity, 23, 24.
- In Nomine*, 8.
- Instant attacks, 18.
- Interference, 15, 17.
- Internet, 5, 10.
- Isolationist decks, 36.
- Liberal alignment, 13, 37.
- Limited Edition, 147.
- Links, 15, 21.
- Made-up cards, 29.
- Magazines, 5, 9.
- Magic* attribute, 38.
- Magic: The Gathering*, 6.
- Masters, 14, 23.
- Media* attribute, 38.
- Meta-rules, 22.
- Moving groups, 19, 35.
- Nation* attribute, 39.
- Negotiation, 22; *see also*
 Trading.
- New World Order cards, 20,
 35, 141-144.
- On The Edge*, 146.
- One With Everything, 27, 147.
- One-deck games, 27, 147.
- Optional rules, 29-30.
- Peaceful alignment, 13, 38.
- Percentage of goal scoring
 system, 32.
- Permanent changes, 23.
- Personalities, 39.
- Places, 39.
- Playtest, 8.
- Plot cards, 12, 20, 36, 102-
 137.
- Plot killer deck, 40.
- Power, 14, 16, 17; *changes*,
 20.
- Power Structure, 12, 16, 19,
 22, 23, 35.
- Predator decks, 36.
- Principia Discordia*, 146.
- Privileged attacks, 17.
- Puppets, 14, 23.
- Pyramid Magazine*, 5, 9.
- Relief, 18.
- Reorganization, 19, 35.
- Resistance, 14, 16, 35.
- Resource cards, 14, 21, 34,
 36, 94-101.
- Rules, 11-24.
- Science* attribute, 39.
- Sealed-deck play, 26.
- Secret* attribute, 17, 39.
- Shared victory, 19, 33.
- Shuffling, 23.
- Space* attribute, 39.
- Special abilities, 14, 16, 34.
- Special goals, 20.
- Speed play, 18.
- Straight alignment, 13, 37.
- Strategy, 22, 33-40.
- Team INWO, 4.
- Team play, 25.
- Temporary changes, 23.
- Threats, 22.
- Timing, 18.
- Tournaments, 5, 31-32.
- Trading, 13, 19, 22, 32, 34.
- Turn sequence, 11, 23.
- Two-player games, 24, 32.
- Uncontrolled area, 27.
- Unlimited Edition, 147.
- Variants, 25-28.
- Victory, 19; *see also Goals*.
- Violent alignment, 13, 37.
- Weird alignment, 13, 37.
- Winning, 19.
- World Domination Handbook,
 11-24.

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