

<p style="text-align: center;"><b>GOAL</b> Control Groups with a total power of 35 or more, including your Illuminati's power. <i>(Bavaria)</i></p>	<p style="text-align: center;"><b>GOAL</b> Control at least one Group of each alignment. A Group with multiple alignments counts for each one. <i>(Bermuda)</i></p>	<p style="text-align: center;"><b>GOAL</b> Control six Weird Groups. <i>(Discordia)</i></p>
<p style="text-align: center;"><b>GOAL</b> Collect 150 megabucks in your power structure's treasuries. <i>(Gnomes)</i></p>	<p style="text-align: center;"><b>GOAL</b> Control Groups with a total transferable power of 25, including your Illuminati's power. <i>(Network)</i></p>	<p style="text-align: center;"><b>GOAL</b> Destroy eight Groups. This can include your own. <i>(Cthulhu)</i></p>
<p style="text-align: center;"><b>GOAL</b> Control six Violent Groups. <i>(Assassins)</i></p>	<p style="text-align: center;"><b>GOAL</b> Control five Peaceful Groups. <i>(Shangri-La)</i></p>	<p style="text-align: center;"><b>GOAL</b> Your "basic goal" is one less than everyone else's. (E.g., in a 4-player game, where the basic goal is 12 Groups, you only need 11 Groups, including your Illuminati, to win.) <i>(Subgenius)</i></p>

## DELUXE ILLUMINATI® GOAL CARDS

**Note:** This set includes a (thoroughly playtested) house rule. Unlike Peaceful, Weird is one of the most common alignments (if you have the Y2K expansion, it is *the most* common alignment), making Discordia's canonical goal too easy in comparison. This addresses that issue by raising their goal to six Weird groups.