

# CARDS OF THE ILLUMINATI NEW WORLD ORDER COLLECTIBLE CARD GAME

By  
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In 1994 Steve Jackson Games entered into the Collectible Card Game market with its conversion of the Illuminati game to that format. This was in addition to its regular Illuminati card game. There was a total of 412 cards in the set which included 9 were Illuminati cards, 166 were Group Cards, 34 were Resource cards, 175 Plot cards, 10 Goal cards, 15 New World Order cards, and 3 Special cards. Group cards had further subdivisions labeled as Personality and Place cards. Plot cards had further subdivisions labeled as Assassination and Disaster cards. Plot cards took the place of money in this game system. 16 of the cards had changes in their artwork between the Limited and Unlimited additions. All of these will be so identified in the lists below.

## **Illuminati Cards**

Adepts of Hermes  
Bavarian Illuminati  
Bermuda Triangle  
Discordian Society  
Gnomes of Zurich  
The Network  
Servants of Cthulhu  
Shangri-la  
UFOs

## **Group Cards**

A.M.A.  
Al Gore (Personality)  
American Autoduel Association  
Anti-Nuclear Activists  
Antiwar Activists  
B.A.T.F.  
Bank of England  
Big Media  
Bill Clinton (Personality)  
Bjorne  
Black Activists  
Boy Sprouts  
Brazil (Place)  
C.I.A.  
Cable TV  
California (Place) (Slight change in artwork)  
Canada (Place)  
Cattle Mutilators  
Center for Disease Control (Place)  
CFL-AIO  
China (Place)  
Church of Elvis

Clone Arrangers  
Comic Books  
Congressional Wives  
Conspiracy Theorists  
Count Dracula (Personality)  
Cycle Gangs  
Dan Quayle (Personality)  
Democrats  
Dentists  
Deprogrammers  
Dinosaur Parks (Place)  
Druids  
E.F.F.  
Eco-Guerrillas  
Elders of Zion  
Elvis (Personality)  
Empty Vee  
England (Place)  
Evil Geniuses for a Better Tomorrow  
F.B.I.  
Fast Food Chains  
Federal Reserve  
Feminists  
Fidel Castro (Personality)  
Fiendish Fluoridators  
Finland (Place)  
Flat Earthers  
Fnord Motor Company  
France (Place)  
Fraternal Orders  
Fred Birch Society  
Gay Activists  
George Bush (Personality)  
Germany (Place)  
Girlie Magazines  
Goldfish Fanciers  
Gordo Remoro (Personality)  
The Great Pyramid (Place) (Special)  
Gun Lobby  
Hackers  
Hawaii (Place)  
Hillary Clinton (Personality)  
Hollywood (Place)  
I.R.S. (New artwork)  
Imelda Marcos (Personality)  
Intellectuals  
International Cocaine Smugglers  
International Communist Conspiracy  
International Weather Organization

Israel (Place) (New artwork)  
Italy (Place)  
Japan (Place)  
Jimmy Hoffa (Personality)  
Joggers  
Junk Mail  
KKK  
L-4 Society (New artwork)  
Las Vegas (Place)  
Lawyers  
Libertarians  
Liquor Companies  
Loan Sharks  
Local Police Departments  
Madison Avenue  
The Mafia  
Manuel Noriega (Personality)  
Margaret Thatcher (Personality)  
Media Sensation (Personality)  
The Men in Black  
MI-5  
Moonbase (Place)  
Moonies  
Moral Minority  
Mossad (Slight change in artwork)  
Multinational Oil Companies  
N.S.A.  
Nancy Reagan (Personality)  
NASA  
NATO  
Nephews of God  
New York (Place)  
Ninjas  
Nuclear Power Companies  
Offshore Banks  
Ollie North (Personality)  
OPEC  
Orbit One (Place)  
Paranoids  
Pentagon  
Phone Company  
Phone Phreaks  
Pollsters  
Post Office  
Prince Charles (Personality)  
Princess Di (Personality)  
Professional Sports  
Psychiatrists  
Punk Rockers

Pyramid Marketing Schemes (Special)  
Recording Industry  
Red Cross  
Reformed Church of Satan  
Religious Reich  
Republicans  
Rifkinites  
Robot Sea Monsters  
Ronald Reagan  
Rosicrucians  
Ross Perot (Personality)  
Russia (Place)  
S.M.O.F.  
Saddam Hussein (Personality)  
Saturday Morning Cartoons  
Savings and Loans  
Science Fiction Fans  
Secret Service  
Secular Humanists  
Semiconscious Liberation Army  
Silicon Valley (Place)  
Society of Creative Anarchism  
South American Nazis  
Stonehenge (Place)  
Subliminals  
Supreme Court  
Survivalists  
Switzerland (Place)  
Tabloids  
Telephone Psychics  
Templars (Slight change in artwork)  
Texas (Place) (New artwork)  
Tobacco Companies  
Trading Card Games (Special)  
Trekkies  
Trilateral Commission  
TV Preachers  
Underground Newspapers  
United Nations  
Urban Gangs  
Vampires  
Vatican City (Place)  
Video Games  
Voudonistas  
W.I.T.C.H.  
Wall Street  
Wargamers

## **Resource Cards**

Angel's Feather  
Ark of the Covenant  
Bigfoot  
Book of Kells  
The Bronze Head  
Center for Weird Studies  
Clipper Chip  
Crystal Skull  
Cyborg Soldiers  
Death Mask  
Earthquake Projector  
Eliza  
The Frog God  
Hallucinations  
Hammer of Thor  
Hidden City  
Hitler's Brain  
The Holy Grail  
Immortality Serum  
The Library of Alexandria  
Loch Ness Monster  
Mercenaries  
Midas Mill  
Necronomicon  
Orbital Mind Control Lasers  
Perpetual Motion Machine  
Principia Discordia  
Rogue Boomer  
Soulburner  
Spear of Longinus  
Suicide Squad  
Warehouse 23  
Weather Satellite  
Xanadu

### **Plot Cards**

18 ½-Minute Gap  
Agent in Place  
Air Magic (New artwork)  
Albino Alligators  
Alternate Goals  
And STAY Dead!  
Angst  
Annual Conventions  
Are We Having Fun Yet?  
Assertiveness Training  
Atomic Monster (Disaster)

The Auditor from Hell  
Backlash  
Bank Merger  
Benefit Concert  
The Big Score  
The Big Sellout  
Bimbo at Eleven  
Blitzkrieg  
Blood, Toil, Tears, and Sweat  
Bodyguard  
Botched Contact  
Bribery  
Car Bomb (Assassination)  
Celebrity Spokesman  
Censorship  
Charismatic Leader  
Citizenship Award  
Clone  
Cold Fusion  
Combined Disasters  
Commitment  
Computer Security  
Computer Virus  
Corruption  
Counter-Revolution  
Counterspell  
Cover of Darkness  
Cover-Up  
Crop Circles  
Currency Speculation  
Deasil Engine  
Deep Agent  
Dictatorship  
Dollars for Decency  
Double-Cross  
Early Warning  
Earth Magic  
Earthquake (Disaster)  
Eat the Rich!  
Embezzlement  
Emergency Powers  
Epidemic (Disaster)  
Exposed  
Faction Fight  
The First Thing We Do, Let's Kill All the Lawyers  
Flower Power (New artwork)  
Fnord!  
Foiled!  
Forgery

Freaking the Mundanes  
Full Moon  
Fundie Money  
Gang War  
George the Janitor  
Giant Kudzu (Disaster)  
Good Polls (New artwork)  
Grassroots Support  
Gremlins (Slight change in the artwork)  
Harmonica Virgins  
Hat Trick  
Head in a Jar  
Hex  
Hidden Influence  
Hit and Run (Assassination)  
Hoax  
Hurricane (Disaster)  
I Lied  
Imposter  
Infobahn  
Interference  
The Internet Worm  
Jake Day  
Jihad  
Just Say No  
Ketchup is a Vegetable  
Kinder and Gentler  
Let's Get Organized  
Let's Get REALLY Organized  
Let's You and Him Fight  
Liberal Agenda (Slight change in the artwork)  
Logic Bomb  
March on Washington  
Market Manipulation  
Martial Law  
Martyrs  
Mass Murder  
Media Blitz  
Media Connections  
Messiah  
Meteor Strike  
Miracle Diet Plan  
Mistaken Identity  
Mob Influence (Slight change in artwork)  
Monopoly  
Mothers' March  
Murphy's Law  
Mutual Betrayal (Major change in artwork)  
Nationalization

Never Surrender  
New Blood  
New Federal Budget  
Nice Idea, It's Mine Now.  
Nobel Peace Prize  
Nuclear Accident (Disaster)  
An Offer You Can't Refuse  
Opportunity Knocks  
The Oregon Crud  
Payoff  
Plague of Demons (Disaster)  
Pledge Drive (Major change in artwork)  
Poison (Assassination)  
Power Corrupts  
Power Grab  
Privatization  
Privileged Attack  
Pulitzer Prize  
Purge  
Rain of Frogs (Disaster)  
Reach Out...  
Read My Lips  
Red Scare  
Reload  
Reorganization  
Resistance is Useless!  
Revolution!  
Rewriting History  
Sabotage  
Save the Whales  
Savings & Loan Scam  
Scandal  
The Second Bullet  
Secrets Man Was Not Meant to Know  
Seize the Time!  
Self-Esteem  
Senate Investigating Committee  
Slush Fund  
Sniper (Assassination)  
Spasm of Violence  
The Stars are Right  
Stealing the Plans  
Stock Split  
Straighten Up  
Sucked Dry and Cast Aside  
Sweeping Reforms  
Sweepstakes Prize  
Swiss Bank Account  
Talisman of Ahrimanes

Tax Break (Slight change in artwork)  
Terrorist Nuke  
Tidal Wave (Disaster)  
Time Warp  
Tornado (Disaster)  
Unlucky 13  
Unmasked!  
Upheaval!  
Volcano (Disaster)  
Volunteer Aid  
Voodoo Economics  
Vultures  
The Weak Link  
The Weird Turn Pro  
Whispering Campaign  
Withering Curse  
World Cup Victory (Slight change in artwork)

### **Goal Cards**

The Corporate Masters  
Criminal Overlords  
Fratricide  
Hail Eris  
The Hand of Madness  
Kill for Peace  
Let Them Eat Cake  
Power for Its Own Sake  
Power to the People  
Up Against the Wall

### **New World Order Cards**

A Thousand Points of Light  
Bigger Business  
Chicken in Every Pot  
Don't Forget to Smash the State  
Energy Crisis  
Fear and Loathing  
Gun Control  
Law and Order  
Military-Industrial Complex  
Peace in Our Time  
Political Correctness  
Solidarity  
Tax Reform  
World Hunger  
World War Three

Six previously deleted cards in the regular Illuminati game, Cattle Mutilators, Elders of Zion, Fred Birch Society, Joggers, Reformed Church of Satan, and Wargamers made a reappearance in this game. Of these, three would go on to appear in future editions of Illuminati and then other three would never be seen again. The game introduced two new Illuminati, the Adepts of Hermes and Shangri-La, of which only one would continue in future editions. Many of the cards in the game would go on to appear in future editions of the regular Illuminati game.

## THE SOCIETY OF ASSASSINS

In late 1995 Steve Jackson Games came out with its only expansion to Illuminati now, that being the Society of Assassins. This set had 125 cards, consisting of 1 Illuminati card, 26 Group cards, 74 Plot cards, 10 Resource cards, 3 Goal cards, 9 New World Order cards, and 2 Special cards. As in the Illuminati NWO, Group cards had the Place and Personality subdivisions and Plot cards had the Assassination and Disaster subdivisions. But Plot cards also had two new subdivisions, Zap and Freeze. The cards all had their original artwork, there were no changes as there was only one edition of this expansion.

### **Illuminati Cards**

Society of Assassins

#### **Group Cards.**

Al Amarja (Place)  
Arms Dealers  
Australia (Place)  
Church of Violentology  
Convenience Stores (Special)  
Copy Shops  
Day Care Centers  
Dittoheads  
Drug Companies  
EPA  
General Disorder (Personality)  
The Green Party  
Illuminati University (Place)  
Lama Ramadingdong (Personality)  
Lyndon LaRouche (Personality)  
Militia  
Newt Gingrich (Personality)  
Nutrition Nazis  
Pale People in Black  
Recycling Centers  
Science Alarmists  
Shock Jocks  
State Lotteries  
Swingers  
Teddy Kennedy (Personality)

The Thule Group  
Vladimir Zhirinovskiy (Personality)

### **Plot Cards**

Alien Abduction  
Anarchists Unite! (Zap)  
Anything Worth Doing is Worth Overdoing (Zap)  
Back to the Drawing Board (Zap)  
Back to the Salt Mines  
Backfire (Freeze)  
Backmasquerade  
Bait and Switch (Zap)  
Bar Codes  
Beach Party  
Bite the Wax Tadpole (Freeze)  
A Brief Attack of Conscience (Zap)  
Brushfire War (Zap)  
Cat Juggling  
Cease-Fire  
Chain Letter  
Contract on America  
Crackdown on Crime  
Crusade  
Death to All Fanatics  
Defection  
Dolphins  
Don't Rock the Boat (Zap)  
Don't Touch That Dial  
Drought (Disaster)  
Enough is Enough  
Every Year is Worse  
Exorcism  
Family Values  
Fickle Finger of Fate  
Five-Year Plan (Freeze)  
Flesh-Eating Bacteria (Disaster)  
Floating Point Error (Freeze)  
Frankenfood  
Go Fish  
Go, Lemmings, Go!  
Grave Robbers  
Hubble Trouble  
The Irish Flu  
Junk Bonds (Freeze)  
Lab Explosion (Zap)  
Let the Sunshine In (Freeze)  
May Day  
The Meek Shall Inherit (Zap)

Metric System  
My Karma Ran Over Your Dogma (Zap)  
Near Miss  
Nevermore!  
No Beer! (Disaster)  
Oil Spill (Disaster)  
Partition  
Pave the Earth! (Freeze)  
Pizza for the Secret Meeting  
Registered Trademark  
Reverse Whammy  
School Prayer (Freeze)  
Secret Master  
Security Leak (Zap)  
Sorry, Wrong Number (Zap)  
Spontaneous Combustion (Assassination)  
Strange Bedfellows (Special)  
Sudden European Vacation  
Sufficiently Advance Technology  
Supernova  
Supreme Court Nomination  
Take the Money and Run (Zap)  
TANSTAAFL (Zap)  
Teflon Coating  
This Was Only a Test  
Truck Bomb  
Vile Secretions  
Waiting Period  
Whistle Blowers  
Witch Hunt  
You Are What You Eat

### **Resource Cards**

Black Helicopters  
The Big Prawn  
Blivit  
Killer Satellite  
Lenin's Body  
Orgone Grinder  
Power Satellite  
Screaming Meme  
Spy Satellite  
X-Ray Specs

### **Goal Cards**

Blinded by Science  
Earth First

Population Reduction

## **New World Order Cards**

Antitrust Legislation

Apathy

Australian Rules

End Of the World

Global Warming

Interesting Times

The Magic Goes Away

Visualize Whirled Peas

Watermelons

As with the Illuminati NWO, many of the cards in this expansion would go on to appear in future editions of the regular Illuminati game.

## **INWO SUBGENIUS**

In 1998, Steve Jackson Games came out with INWO SubGenius. This was a stand-alone game based on Illuminati NWO. While it has its own cards, it can also use the cards from INWO and likewise some of its cards can be used in that game. It has 4 Illuminati cards (all are the same type), 37 Group cards, 48 Plot cards, 6 Resource cards, and 5 Goal cards. The Group cards are subdivided into Organization, Personality, and Place cards.

## **Illuminati Cards**

Church of the SubGenius (X4)

## **Group Cards**

Advanced Supersonic Aluminum Nazi Hell Creatures from Beneath the Hollow Earth (Organization)

“Bobbies” (Organization)

Church of Middle America (Organization)

Citizens for Normalcy (Organization)

Connie Dobbs (Personality)

Corrective Phrenologists (Organization)

Dallas Catacombs (Place)

Divine Mail Order (Organization)

Dobbstown (Place)

Dokstok (Place)

Dr. K'Taden Legume (Personality)

Drs. For “Bob” (Organization)

False Prophets (Organization)

'Frop Farm (Place)

Glorps (Organization)

Good Sex for Mutants Dating League (Organization)

The Hour of Slack (Organization)

Jesus B. (Personality)  
League of Obvious Decency (Organization)  
Local Clenches (Organization)  
MWOWM (Organization)  
NHGH (Personality)  
Overman Philo Drummond (Personality)  
Phlegm Elementals (Organization)  
Pinks (Organization)  
Reverend Ivan Stang (Personality)  
Rogue SubGenii (Organization)  
S.L.A.K. (Organization)  
Saucer landing Strips (Place)  
Secret FisTemple (Organization)  
Speakers in Tongues (Organization)  
S.P.U.T.U.M. (Organization)  
St. Janor Hypercleats (Personality)  
SubGenius FisTemples (Organization)  
www.subgenius.com (Organization)  
Xists (Organization)  
Yetis (Organization)

### **Plot Cards**

13013  
AntiSlack  
Attitude Mutation  
Bulldada  
Comet Hail-Bob  
Decency is OK!  
Devival  
Eternal Salvation or Triple Your Money Back  
Excremeditation  
Fake Healing  
False OverMan  
False Slack  
Give Me Slack, or Give Me Food  
Head Launching  
Inherently Bogus  
JHVH-1  
Kill "Bob"!  
Luck Plane  
Mediocretinism  
Miraculous Manifestation  
More Slack  
Nental Ife  
Official, Devine, All-Inclusive Excuse  
... Or Kill Me!  
OverMan  
Psychic Pstench

Rain of Prairie Squid  
Random Jesii  
Rant  
Repent  
Robo “Bob”  
S.C.A.M.  
Sacred Jest  
Saint of Sales  
Schism  
Shordurpersav  
Slackfusion  
Smite Them All!  
Stark fist of Removal  
Sultan of Slack  
Tape Runs Out ...  
The 13<sup>th</sup> Apostle  
The World Ends Tomorrow and You May Die!  
They May Be Pink ...  
Time Control  
X-Day  
Yacatisma  
You'd Pay to Know What You REALLY Think!

### **Resource Cards**

Janor Device  
Martyr Meter  
The Prescriptions  
Sacred Stencil  
Three-Fisted Tales of “Bob”  
The True Pipe

### **Goal Cards**

The Anti”Bob”  
Arise  
Brag of the SubGenius  
Cast Out False Prophets!  
Science Cannot Remove the Terror of the Gods!

Only the Illuminati card would go on to appear in future editions of the regular card game.