



I. OPENING YOUR THIRD EYE

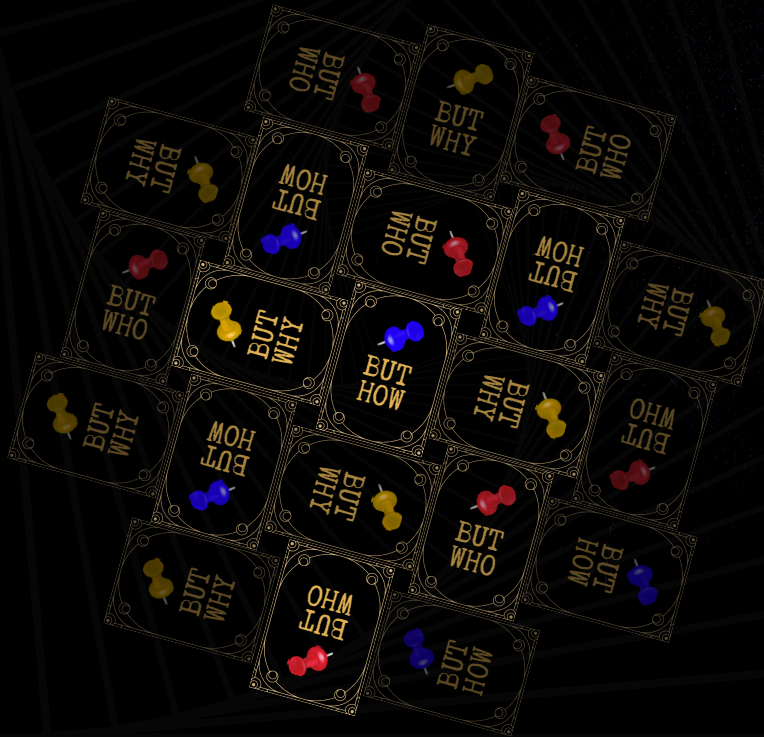
I.1 Welcome hopeful Truthseekers!

I.2 We have been monitoring your efforts and we are impressed, however, the real truth has yet to be found.

I.3 Hidden among you will be at least one of our representatives.

I.4 It is your goal to convince them you understand workings beneath the surface, if you are impressive enough you will be rewarded handsomely.

[CARDS IN THE WEB WILL BE FACE UP DURING GAMEPLAY]



2.1 Each player will take turns in any order, adding two pieces of Evidence to the growing Web Of Truth in the center of the table expanding either on the initial evidence or a piece another player has provided.

2.2 Each round, each player in turn must add 2 cards to the growing Web of Truth - linking their new Evidence to one card on the table and enthusiastically backing up their new information no matter how ridiculous it may seem.

2.3 NOTE: There is no turn order - because the Truth does not wait! However the Truth is polite - if someone is in the middle of placing their two cards wait until they are finished their turn.

2.4 (If you would like to take turns - then please then go ahead. Use your favourite way of determining which player goes first and in which direction play progresses.)

2.5 This game functions best with three or more players, but can be played with two players (See Appendix I).

2.6 If you have more than 8 players you can separate players into teams and work together to weave their Evidence.

3. Setup

3.1 Separate the 3 different Evidence decks, But Why, But How and But Who, shuffle and place them to one side of the play area.

3.2 Take the Hidden Identity deck and pick out one Truthseeker and one Illuminati card.

3.3 Then add extra Truthseeker cards until the number of cards equals the number players.

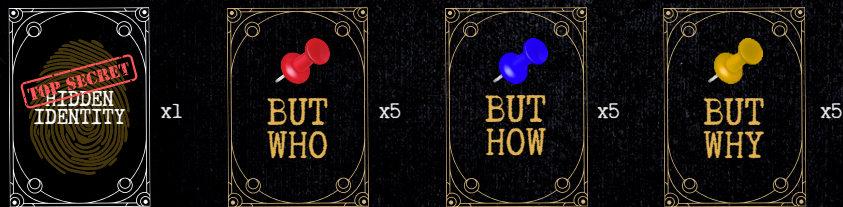
3.3 Using your guile to keep these identities a secret shuffle this newly created stack of identity cards and give one face down to each player.

3.4 All players may now look at their secret identity without revealing this to anybody else, (unless playing in a team. See Appendix 2)

3.5 Place the remaining identity cards to the side, you'll need them in later rounds, then randomly deal out the face down identity cards to the players.

3.6 Draw 5 cards from each Evidence deck so that each player has 5 of each type of Evidence card: But Why, But How and But Who cards. See diagram below.

3.7 Players may look at their own cards - but keep them hidden from other's eyes...



4. HOW-TO-WIN

4.I The first player to win two rounds is the winner.

4.2 They are now Double Illuminati, and must be referred to as Grand Marshall Super God Lizard Dragon until you play the game again and someone else wins.

5. HOW TO PLAY

Take turns in any order to perform the following two steps each round:

5.I. Step 1 - Add 2 pieces of Evidence to the Web of Truth.

5.I.I The first player for the first round will need to use the BUT How card in the centre of the playspace to build from.

5.I.2 Add your two pieces of new Evidence to the Web of Truth!

5.I.3 FIRST TURN OF GAME - You will need to add the other two types of cards - a BUT WHO and a BUT WHY from your Evidence cards.

In subsequent turns and rounds, you add the other two colours that are different from the card that you've picked to build from this round. This card must be one that is newly placed since the beginning of each round.

5.I.4 Your new cards must be placed at right angles (see diagram below)



5.I.5 You cannot add cards of the same type next to each other. (See diagram above)

5.I.6 This may lead to a situation where the empty space is surrounded by one or more of each type of evidence, which means no card can be placed there.

Remember: two cards of the same type cannot be touching

5.2 Step 2 - Justify your addition, explain and argue how your Evidence is linked and why it's the best/ why you should win this round.

5.2.I Reminder: The Hidden Illuminati player must still follow these steps to hide their secret identity.

5.2.2 Be as bombastic as you please! Your Evidence might be rash but if you present it well enough - you may be the Winner of this round!

5.3 Once the players have each followed these two steps, reveal your hidden identities.

5.4 If you are the Illuminati player, the power is yours to choose a winner for this round.

5.5 Give the Illuminati card to the Winner!

6. STARTING NEW ROUNDS

6.I Draw back up to 5 cards of each Evidence.

6..I.2 Add a new Illuminati hidden identity card to the previous deck and redistribute.

The game continues as the second round is played - going back to the initial player who will continue to build on the Web of Evidence.

7. THANK YOU TO THESE DOUBLE ILLUMINATI MEMBERS WHO SUPPORTED THE CAMPAIGN

AGENT GR	QUEENETTE
AKI GASEOUS	RHINO CHIMERA
ALTZIO	ROBBYSKY
ANONYMOUS	SELENE452
BLOCK_OF_YCE	TARGETER
BLU CAT	TEMAQUIXTIANI
COBRA COMMANDER	UNCLE PARADOX
CROMCH	VEL
CURIOUS	WALLOH
DRAGONSTOOTH	WEKA
ECHO	PASCAL D
FIRESTARTER	SHAKIRA
GALEERITHIEN	TCFBB
HUDORAN	SEAN
IZZI	ONE THOUSAND RATS
JANE EDWARDS	KEITH D F III
JESUSCRITT	DOCTOPUS
JET	JULIE F
JUDGEMENT DAVE	JOHN EV
JUSTIFYME	HIKARIAKA
LLOOLLZZ	JAYSON K
MEGGIN CODY	DELETED
MOLLY PUMPKIN	OLI C
MTR	LUPIN94
MUNKYLUV	COURTNEY P
NEREVAR	WHITE8788
NIKOLAI RAVEN	JAMES R
NOT TANKY	GOLDGENTRY
PANDORA	MATTHEW F
PRIME 6	BORJA MDZ
QUEENETTE	JACK
RHINO CHIMERA	AGENT Z

