

CARDS IN THE EARLY EDITIONS OF THE ILLUMINATI GAME

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ORIGINAL GAME

Here is a list of the cards in the original Illuminati Game published in 1982 and the first and second expansions, both published in 1983. There was a total of 8 Illuminati Cards, 81 Group Cards, 15 Special Cards, and 4 Blank Cards.

Illuminati

Bavarian Illuminati
Bermuda Triangle
Discordian Society
Gnomes of Zurich
Network
Servants of Cthulhu
Society of Assassins
UFOs
Blank Illuminati Card

Groups

American Autoduel Association
Anti-Nuclear Activists
Antiwar Activists
Big Media
Boy Sprouts
California
Cattle Mutilators
C.F.L.A.I.O.
C.I.A.
Clone Arrangers
Comic Books
Convenience Stores
Cycle Gangs
Democrats
Eco-Guerillas
Elders of Zion
Fast Food Chains
F.B.I.
Federal Reserve
Feminists
Fiendish Fluoridators
Fifth International
Flat Earthers
Fnord Motor Company
Fraternal Orders
Fred Birch Society

Girlie Magazines
Goldfish Fanciers
Gun Lobby
Hairdressers & Interior Decorators
Health Food Stores
Hollywood
Intellectuals
International Cocaine Smugglers
International Communist Conspiracy
I.R.S.
Joggers
Junk Mail
K.K.K.
L-4 Society
Libertarians
Loan Sharks
Local Police Departments
Mad Scientists
Madison Avenue
Mafia
Moonies
Moral Minority
Morticians
Multinational Oil Companies
Nephews of God
New York
Nuclear Power Companies
Orbital Mind Control Lasers
Parent/Teacher Agglomeration
Pentagon
Phone Company
Phone Phreaks
Post Office
Preppies
Professional Sports
Psychiatrists
Punk Rockers
Reformed Church of Satan
Republicans
Robot Sea Monsters
Science Fiction Fans
Semiconscious Liberation Army
SMERSH
S.M.O.F.
Society of Creative Anarchism
South American Nazis
Survivalists
Texas
Tobacco & Liquor Companies

Trekkies
Triliber Commission
Underground Newspapers
United Nations
Video Games
Wargamers
Blank Group Cards (3)

Special Cards

Assassination
Bribery
Computer Espionage
Deep Agent
Interference (2)
Market Manipulation
Media Campaign
Murphy's Law
Secrets Man Was Not Meant to Know
Senate Investigating Committee
Slush Fund
Swiss Bank Account
Whispering Campaign
White Collar Crime

The third expansion, published in 1985, did not contain any cards, although it contained information for players to create the following Illuminati Cards, using the spare blank cards in the deck. Also, two of the alignments on the game-board's propaganda track were switched around.

The Atlanteans
The Masters of Voodoo
The Telepathists

ORIGINAL DELUXE GAME

In the original Deluxe Version of Illuminati, published in 1987, in an 11¾ x 9¼ inch box, eight Group Cards were replaced with new ones, two more cards were renamed, and one card got new artwork.

Cattle Mutilators were replaced by The Men in Black.
Elders of Zion were replaced by TV Preachers.
Fred Birch Society was replaced by Congressional Wives.
Hairdressers and Interior Decorators were replaced by Empty Vee.
Joggers were replaced by Iranian Moderates.
Preppies were replaced by Yuppies.
Reformed Church of Satan was replaced by Hackers.
Wargamers were replaced by Tabloids.

Mad Scientists were renamed Evil Geniuses for a Better Tomorrow.
SMERSH was renamed K.G..B.

Punk Rockers got the new artwork on the card.

In the second print-run of the original Deluxe Version, published in 1991, no cards were changed, added or replaced. However, the cardboard money chits were replaced by small black poker chips with monetary denomination stickers on them.

Also in 1991, Steve Jackson games published eight different Membership Kits, one for each Illuminati. Essentially, these were nothing more than boxes of junk.