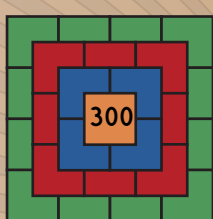


Rules of the NEW WORLD ORDER

Getting started - All 30 Achievement tiles are shuffled and dealt on the table face up in the shape of a pyramid. First layer of tiles contains 4x4 tiles, on top of them comes the second layer with 3x3, then the 3rd layer with 2x2 and on the top just one tile which can't be higher than 300 points.

Shuffle the Corporation cards very thoroughly for a good game experience. After shuffling, deal 13 cards on the table face up.



Each player randomly picks a character and collects the cards he will start with. If player picks Illuminati, he chooses from the characters that are still left. Character card has a number on top right corner, player with the lowest number will start. Every player starts with 3 different cards in front of them which are from the same set (except Bilderberger). Same set cards have same color under the card name and these cards can be combined together. From other slots or from table, but only if they are single cards. One set for example is Oil Magnate, Alt Fuels and Car Producer. Player can however collect the whole set or 2 of the cards in one action during his turn. If you combine these 3 different cards in one slot, you get 100 points (except Globalist), which can be used to buy an Achievement. The GOAL of the game is to collect Corp cards and exchange the collected points to Achievements. Player takes a similar card or cards he desires from the table and puts them in front of him in the open imaginary slot.

Pay attention! Player can have many same Corporation cards in one slot but he CAN'T split them in ANY situation.

Box contains : 201 cards , 30 square tiles, 1 Starting player token