USE CASE #	Con	npletes Goal: The Society of Assassins	
Goal in Context	Conti	Controls six Violent Groups	
Preconditions	Occupying The Society of Assassins card, user chose to Attack to		
	Conti	rol	
Success End Condition	Win t	he game	
Failed End Condition	Lose	the game	
Primary Actors	User	that is occupying the card	
Trigger	The ι	user obtains six Violent Groups in the structure	
DESCRIPTION	Step	Action	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step	Branching Action	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment number of that	
		group card by 1	
	3a	If the goal in context has not been met, repeat step 1 with	
		precondition	

USE CASE #	Con	npletes Goal: The Network
Goal in Context		ol Groups with a total Transferable Power of 25 (including their
	own 7	
Preconditions		pying The Network card, user chose to Attack to Control
Success End Condition		he game
Failed End Condition		the game
Primary Actors		that is occupying the card
Trigger		ser obtains any group with the sum of transferable power of 25 ling their own power, 7
DESCRIPTION	Step	Action
	1	Establish an Attack to Control action
	2	The user's roll the die
	3	Check the goal requirement
	4	Win the game
	5	
	6	
	7	
	8	
	9	
	<i>10</i>	
	11	
	12	
EXTENSIONS	Step	Branching Action
	1a	Other player decided to interfere
	1a1	Add resistance on the targeted card, repeat step 1
	2a	Rolled under the total resistance of the targeted card
	2a1	The card has been added to this user, increment total
		transferable power defined transferable number on the card
	3a	If the goal in context has not been met, repeat step 1 with
		precondition

USE CASE #	Con	npletes Goal: The Discordian Society	
Goal in Context	Contr	Control five Weird Group	
Preconditions		Occupying The Discordian Society card, user chose to Attack to	
	Control		
Success End Condition	Win t	he game	
Failed End Condition	Lose	the game	
Primary Actors	User	that is occupying the card	
Trigger		user obtains five Weird Groups in the structure	
DESCRIPTION	Step	Action	
	1	Establish an Attack to Control action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step	Branching Action	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been added to this user, increment number of that	
		group card by 1	
	3a	If the goal in context has not been met, repeat step 1 with	
		precondition	

USE CASE #	Com	ipletes Goal: UFOs		
Goal in Context	Achieve one goal from other illuminati card*			
Preconditions		Occupying The UFOs card, start of the user's turn		
Success End Condition		Win the game		
Failed End Condition		the game		
Primary Actors		that is occupying the card		
Trigger		ser completes one of the eight goal that is defined secretly at the		
1119601	begini			
DESCRIPTION	Step	Action		
	1	Imitate on of the use case of one illuminati card		
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		

^{*}The owner can choose the goal from Bavarian Illuminati, Bermuda Triangle, Discordian Society, Gnomes of Zurich, Network, Servants of Cthulhu, or Society of Assassins group to complete the condition. The owner write his or her goal in a piece of paper then keep it and reveal it once it goal is completed

USE CASE #	Con	Completes Goal: The Servants of Cthulhu	
Goal in Context	Destroy eight groups		
Preconditions	Occu	Occupying The Servants of Cthulhu card, user chose to Attack to	
	Destr	roy	
Success End Condition	Win t	he game	
Failed End Condition	Lose	the game	
Primary Actors	User	that is occupying the card	
Trigger	The u	user destroys total of eight groups	
DESCRIPTION	Step	Action	
	1	Establish an Attack to Destroy action	
	2	The user's roll the die	
	3	Check the goal requirement	
	4	Win the game	
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step	Branching Action	
	1a	Other player decided to interfere	
	1a1	Add resistance on the targeted card, repeat step 1	
	2a	Rolled under the total resistance of the targeted card	
	2a1	The card has been dispose from the game, increment number of	
		card destroyed by 1	
	3a	If the goal in context has not been met, repeat step 1 with	
		precondition	

USE CASE #	Con	npletes Goal: The Gnomes of Zurich		
Goal in Context	Colle	Collects 150 megabucks		
Preconditions	Occu	Occupying The Gnomes of Zurich card, it is the user's turn		
Success End Condition	Win t	he game		
Failed End Condition	Lose	the game		
Primary Actors	User	that is occupying the card		
Trigger	The ι	user successfully hold 150 megabucks in hand		
DESCRIPTION	Step	Action		
	1	Collect Income		
	2	Add it to the user's bank		
	3	Establish the goal has been met		
	4	Win the game		
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	2a	The total of money in the bank is not 150 megabucks or above		
	2a1	Repeat step 1 when precondition is met		

USE CASE #	Completes Goal: Bavarian Illuminati			
Goal in Context	Control Groups with a total Power of 35 (including their own 10)			
Preconditions		Occupying The Bavarian Illuminati card, user chose to Attack to Control		
Success End Condition	Win tl	he game		
Failed End Condition	Lose	the game		
Primary Actors	User	that is occupying the card		
Trigger		ser obtains any group with the sum of power of 35 including their power, 10		
DESCRIPTION	Step	Action		
	1	Establish an Attack to Control action		
	2	The user's roll the die		
	3	Check the goal requirement		
	4	Win the game		
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a	Other player decided to interfere		
	1a1	Add resistance on the targeted card, repeat step 1		
	2a	Rolled under the total resistance of the targeted card		
	2a1	The card has been added to this user, increment total power by defined power number on the card		
	3a	If the goal in context has not been met, repeat step 1 with precondition		

USE CASE #	Compl	etes Goal: Bermuda Triangle
Goal in Context	Control a	It least one Group of each alignment. A Group with more than
	one align	ment counts for each of its alignments
Preconditions	Occupying The Bavarian Illuminati card, user chose to Attack to	
	Control	
Success End Condition	Win the	game
Failed End Condition	Lose the	game
Primary Actors		is occupying the card
Trigger	The user	obtains at least one group of each alignment
DESCRIPTION	Step Ac	tion
	<i>1</i> Es	tablish an Attack to Control action
	2 Th	e user's roll the die
	3 Ch	neck the goal requirement
	4 W	in the game
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
EXTENSIONS	Step Br	anching Action
	1a Ot	her player decided to interfere
	1a1 Ac	ld resistance on the targeted card, repeat step 1
		olled under the total resistance of the targeted card
		e card has been added to this user, increment power of that
	ca	rd by defined power number on the card
		he goal in context has not been met, repeat step 1 with
	pre	econdition
	•	

USE CASE #	Use	special ability: The Society of Assassins		
Goal in Context		Gain advantage		
Preconditions	User	User chose to Attack to Neutralize		
Success End Condition	The a	attack has been added to the current power		
Failed End Condition	None			
Primary Actors	User	of The Society of Assassins card, targeted card		
Trigger	User	chose to use special ability of The Society of Assassins card		
DESCRIPTION	Step	Action		
	1	Choose the target card		
	2	Add 4 on attempt to neutralize any group		
	3	Attack		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a			

USE CASE #	Use	Use special ability: The Network		
Goal in Context		Gain advantage		
Preconditions	Begir	Beginning of the user's turn		
Success End Condition	User	finished drawing		
Failed End Condition	None			
Primary Actors	User	that has The Network Illuminati card		
Trigger	User	chose to use special ability of The Network card		
DESCRIPTION	Step	Action		
	1	Draw a card		
	2	Repeat step 1		
	3			
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a	The card is Special card		
	1a1	User choose to keep it and face down or reveal		
	1b	The card is Uncontrolled group		
	<i>1b2</i>	User put the card in the middle		

USE CASE #	Use	special ability: The Discordian Society		
Goal in Context		Gain advantage		
Preconditions	User	User chose to Attack to Control		
Success End Condition	The a	attack has been added to the current power		
Failed End Condition	None)		
Primary Actors	User	of this card, targeted card		
Trigger	User	chose to use special ability of The Discordian Society card		
DESCRIPTION	Step	Action		
	1	Choose a target card		
	2	Add 4 on attempt to control Weird group		
	3	Attack		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	<i>1a</i>			
	1			

USE CASE #	Use	Use special ability: The UFOs		
Goal in Context	Gain	Gain advantage		
Preconditions	User	chose to Attack in any type		
Success End Condition	User	completed the attack 2 times		
Failed End Condition	None			
Primary Actors	User	of this card, targeted card(s)		
Trigger	User	chose to use special ability of The UFOs card		
DESCRIPTION	Step	Action		
	1	Choose a target card		
	2	Attack the 1st time		
	3	Attack the 2 nd time		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a			

USE CASE #	Use special ability: The Servants of Cthulhu			
Goal in Context	Gain advantage			
Preconditions	User	User chose to Attack to Destroy		
Success End Condition	The a	The attack has been added to the current power		
Failed End Condition	None			
Primary Actors	User of The Society of Assassins card, targeted card			
Trigger	User chose to use special ability of The Servants of Cthulhu card			
DESCRIPTION	Step	Action		
	1	Choose the target card		
	2	Add 2 on attempt to destroy any group		
	3	Attack		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a			

USE CASE #		Use special ability: The Gnomes of Zurich		
Goal in Context		Organize the money distribution		
Preconditions	Read	Reach the end of the turn		
Success End Condition	Distri	Distribute money as the user wanted		
Failed End Condition	None			
Primary Actors	User that has The Gnomes of Zurich card			
Trigger	The two actions have been taken, request has been announced			
DESCRIPTION	Step	Action		
	1	Establish the request of money distribution		
	2	Select desire money amount on one card		
	3	Select desire destination card to transfer		
	4	Move money as descript above		
	5	Complete action		
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	5a	If the user wish to transfer more money		
	5a1	Repeat step 1		

USE CASE #	Use special ability: The Bavarian Illuminati			
Goal in Context		Prevent the interference		
Preconditions	The a	The attacking has been made		
Success End Condition	There will be no interference resistance support from other players			
Failed End Condition	None			
Primary Actors	User that has The Bavarian Illuminati card, opponent(s) who wish to			
,	interfere			
Trigger	User that has The Bavarian Illuminati card decided to use the special			
	ability after the opponent(s) desire to interfere			
DESCRIPTION	Step	Action		
	1	The calculation of the attack has been made		
	2	The opponent(s) established the interference		
	3	The user spends 5 megabucks to use the special ability		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	1a			

USE CASE #	Use	special ability: The Bermuda Triangle	
Goal in Context	Organize the groups migrating		
Preconditions	Read	Reach the end of the turn	
Success End Condition	Migrating groups as the user wanted		
Failed End Condition	None		
Primary Actors	User that has The Bermuda Triangle card		
Trigger	The two actions have been taken, request has been announced		
DESCRIPTION	Step	Action	
	1	Establish the request of groups migrating	
	2	Select desire card to move	
	3	Select desire another card to connect	
	4	Move the first selected card to selected arrow of another card	
	5	Complete action	
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step	Branching Action	
	5a	If the user wish to move more cards	
	5a1	Repeat step 1	