

USE CASE #	Completes Goal: The Society of Assassins	
Goal in Context	Controls six Violent Groups	
Preconditions	Occupying The Society of Assassins card, user chose to Attack to Control	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The 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
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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 #	Completes Goal: The Network	
Goal in Context	Control Groups with a total Transferable Power of 25 (including their own 7)	
Preconditions	Occupying The Network card, user chose to Attack to Control	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user obtains any group with the sum of transferable power of 25 including 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
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	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 #	Completes Goal: The Discordian Society	
Goal in Context	Control five Weird Group	
Preconditions	Occupying The Discordian Society card, user chose to Attack to Control	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The 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
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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 #	Completes 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	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user completes one of the eight goal that is defined secretly at the beginning	
DESCRIPTION	Step	Action
	1	Imitate on of the use case of one illuminati card
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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 #	Completes Goal: The Servants of Cthulhu	
Goal in Context	Destroy eight groups	
Preconditions	Occupying The Servants of Cthulhu card, user chose to Attack to Destroy	
Success End Condition	Win the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The 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
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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

[illegible]

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 the game	
Failed End Condition	Lose the game	
Primary Actors	User that is occupying the card	
Trigger	The user obtains any group with the sum of power of 35 including their own 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
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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 #	Completes Goal: Bermuda Triangle	
Goal in Context	Control at least one Group of each alignment. A Group with more than one alignment 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	User that is occupying the card	
Trigger	The user obtains at least one group of each alignment	
<i>DESCRIPTION</i>	<i>Step</i>	<i>Action</i>
	<i>1</i>	Establish an Attack to Control action
	<i>2</i>	The user's roll the die
	<i>3</i>	Check the goal requirement
	<i>4</i>	Win the game
	<i>5</i>	
	<i>6</i>	
	<i>7</i>	
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	<i>9</i>	
	<i>10</i>	
	<i>11</i>	
	<i>12</i>	
<i>EXTENSIONS</i>	<i>Step</i>	<i>Branching Action</i>
	<i>1a</i>	Other player decided to interfere
	<i>1a1</i>	Add resistance on the targeted card, repeat step 1
	<i>2a</i>	Rolled under the total resistance of the targeted card
	<i>2a1</i>	The card has been added to this user, increment power of that card by defined power number on the card
	<i>3a</i>	If the goal in context has not been met, repeat step 1 with precondition

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USE CASE #	Use special ability : The Network	
Goal in Context	Gain advantage	
Preconditions	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	
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	11	
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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
	1b2	User put the card in the middle

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[illegible]

[illegible]

[illegible]

