Use Case

ILLUMINATI DELUXE – GROUP D
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USE CASE #	Log	in	
Goal in Context	Acce	Access a specific user account.	
Preconditions	User has not access any account at this moment in time.		
Success End Condition	User	successfully accessed a specific user account.	
Failed End Condition	Syste	em displays an error message.	
Primary Actors	User	(Player)	
Trigger	Mous	e Click on Button	
DESCRIPTION	Step	Action	
	1	User type in username in text field.	
	2	User type in password associated with username in text field.	
	3	User mouse click on Play button.	
		•	
EXTENSIONS	Step	Branching Action	
	3a	Username and Password mismatch	
	3a.1	System displays an error message.	
	3a.2	Rejoin step 1.	
		,	

USE CASE #	Cre	ate Account	
Goal in Context	Create an account associated with user's information.		
Preconditions	User's willingness to agree to Privacy policy and Terms of Use.		
Success End Condition	A nev	w account is created.	
Failed End Condition	No a	ccount is created.	
Primary Actors	User		
Trigger	Mous	se click on Create button	
DESCRIPTION	Step	Action	
	1	User type in a desired username.	
	2	User type in a desired password.	
	3	User type in a desired password again.	
	4	User mouse click on Create Button.	
EXTENSIONS	Step	Branching Action	
	4a	Username is already taken.	
	4a.1	System displays a warning message.	
	4a.2	Rejoin step 1.	
	4b	Password mismatch	
	4b.1	System displays an error message.	
	4b.2	Rejoin step 2.	
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USE CASE #	Cha	inge Profile Image
Preconditions	Images are available to choose.	
Success End Condition	New profile image is being displayed.	
Failed End Condition		ng changed.
Primary Actors	User	
Trigger	Mous	se click on one image.
DESCRIPTION	Step	Action
	1	User click on hamburger menu to begin modifying profile.
	2	List of available images are being displayed for user to choose.
	3	User click on one desired image as new profile image.
	4	New profile image is being displayed.
	5	User click on hamburger menu to exist modify profile.
EXTENSIONS	Step	Branching Action
	4a	Network issue
	4a.1	Client is unable to communicate with database.
	4a.2	New profile image is being displayed locally only.
	4a.3	Rejoin step 5
		,

USE CASE #	Log	out
Goal in Context	Exist	the current account.
Preconditions	User	is already signed into one account at this moment in time.
Success End Condition	User	is not signed in.
Failed End Condition	User	is still signed in.
Primary Actors	User	
Trigger	Mous	se click Logout button
DESCRIPTION	Step	Action
	1	User click on hamburger menu to profile section.
	2	User click on Logout button.
	3	System redirect User to sign in page.

USE CASE #	Joir	a Channel
Goal in Context	User desires to join a game.	
Preconditions		e channel is available.
Success End Condition		joined a game channel.
Failed End Condition		ays error message.
Primary Actors	User	
Trigger	Mous	se click on one Channel button
DESCRIPTION	Step	Action
	1	User click on one Channel button
	2	Separate Game screen displays to the front.
EXTENSIONS	Step	Branching Action
	1a	Game channel is busy
	1a.1	This channel is filled with other players.
	1a.2	Rejoin step 1
	•	·

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USE CASE #				
	Roll two 6-sided dice to acquire a value			
	User's turn			
Success End	User obtained the top-face values of the dice and added them up			
Condition				
Failed End	User didn't get his/her values from the dice			
Condition				
Primary Actors	User			
Trigger	Mouse click roll dice button			
DESCRIPTION	StepAction			
	Clicked roll dice button			
	2 Each die is rolled simultaneously			
	The random face value of each die is added up together			
EVTENSIONS	Step Branching Action			
EXIENSIONS	Step Branching Tellon			

USE CASE #	Draw Card				
Goal in Context	Obtain a card from the deck				
Preconditions	User's turn				
Success End	Drew card and placed it in correct location based on type of card				
Condition	·				
Failed End	User is unable to draw card				
Condition					
Primary Actors	User				
Trigger	Mouse click draw card button				
DESCRIPTION	StepAction				
	Clicked draw card button				
	2 Is group card				
	3 Is special card				
	4 Card drawn is complete				
EXTENSIONS	StepBranching Action				
	2a Group card: Place card in center with other uncontrolled groups				
	3a Special card: Keep card in hand				
	3b Special card: Place face-up or face down in front of him/her				
	3c Special card: Display number of special cards the user has				

USE CASE #	Attack to Control				
Goal in Context	Control an in-play group which was not controlled by the user before, except for illuminati cards				
Preconditions	User's turn, group has at least one outward-pointing arrow free				
Success End Condition	Control a group the User attacked				
Failed End Condition	Unable to obtained attacked group				
Primary Actors	User, Player of group being attacked (if there it is already controlled by another player)				
Trigger	Mouse click attack to control button				
DESCRIPTION	Step Action				
	Select which group is attacking and what group is being attacked				
	2 Subtract the resistance of the group that's being attacked by attacking group's power				
	The user needs to roll the calculated number or less with the two dice				
	User now controls the attacked group if roll is successful				
	3				
EXTENSIONS	Step Branching Action				
EATENSIONS	3a Roll: an 11 or 12 is an automatic failure				
	Roll: may add transferable power from other groups that have it available if they have not				
	attacked this turn				

Attack to Destroy				
Destroy any in-play group, except for illuminati cards				
User's turn				
Destroy a group the User attacked				
Unable to destroy attacked group				
User, Player of group being attacked (if there it is already controlled by another player)				
Mouse click attack to destroy button				
Step Action				
Select which group is attacking and what group is being attacked				
2 Subtract the power of the group that's being attacked by attacking group's power				
The user needs to roll the calculated number or less with the two dice				
4 User now controls the attacked group if roll is successful				
Step Branching Action				
Roll: an 11 or 12 is an automatic failure				
Roll: may add transferable power from other groups that have it available if they have not				
attacked this turn				

USE CASE #	Attack to Neutralize			
Goal in Context	Control an in-play group which was not controlled by the user before,			
	except for illuminati cards			
Preconditions	User's turn, group has at least one outward-pointing arrow free, group is			
	already controlled by another player, User gains an additional 6 for his			
	attack			
Success End Condition	Neutralize a group the User attacked			
Failed End Condition	Unable to neutralize attacked group			
Primary Actors	User, Player of group being attacked			
Trigger	Mouse click attack to neutralize button			
DESCRIPTION	StepAction			
	Select which group is attacking and what group is being attacked			
	2 Subtract the resistance of the group that's being attacked by attacking			
	group's power			
	The user needs to roll the calculated number or less with the two dice			
	User succeeded in neutralizing the group			
	The neutralized group and its subordinates are placed in the			
	uncontrolled area			
	6 All their money is returned to the bank			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step Branching Action			
	Roll: an 11 or 12 is an automatic failure			
	Roll: may add transferable power from other groups that have it			
	available if they have not attacked this turn			

USE CASE #	Mo	ney Transfer
Goal in Context		up transfers money to one of its adjacent groups
Preconditions		s turn
Success End Condition	Money is transferred	
Failed End Condition	Money isn't transferred	
Primary Actors	User	
Trigger	Mouse click transfer money button	
DESCRIPTION	Step	Action
	1	Select a group to transfer money from
	2	Select an adjacent group to transfer money to
	3	Select the amount of money you would like to transfer out of the
		current group's total money
	4	Make the transaction
EXTENSIONS	Step	Branching Action

USE CASE #	Group Transfer		
Goal in Context	Transfer group to another player		
Preconditions	User's turn		
	nGroup is taken away from user and given to another player		
Failed End Condition	Group is not given away		
Primary Actors	User, other players		
Trigger	Mouse click group transfer button		
DESCRIPTION	StepAction		
	I Select a group to be transferred		
	2 Select a player to trade it to		
	3 Bargain		
	4 Trade completed		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step Branching Action		
211221,2201,2	3a Bargain: User and player agree to trade group for nothing in return		
	3b Bargain: User and player agree to trade group for cash		
	3c Bargain: User and player agree to trade group for one or more groups		

USE CASE #	Interfere an Attack		
	Interfere an attack by helping or opposing an attacker		
	Any player's turn except self, player interfering has enough MB to interfere		
	Attack is completed or avoided		
Condition	'		
Failed End	Interference fails		
Condition			
Primary Actors	User		
	Mouse click interference ability		
DESCRIPTION	StepAction		
	Mouse click interference ability		
	2 Select type of interference (help/oppose)		
	3 Success		
	4		
	5		
	6		
	7		
	8		
	9		
	10		
	11		
	12		
EXTENSIONS	Step Branching Action		
	2a Help/Oppose: Select which player to help/oppose		
	2b Help/Oppose: Contribute money to helped player from Illuminati treasury		
	2c Help/Oppose: Money goes to bank		
	2d Help/Oppose: Increase die roll by 1 for each MB spent		
	3a Success: The player the user helped rolled higher than the opponent		
	3b Success: The attacker the user helped rolled higher than the defender		

USE CASE #	Discard: Special Card		
	Discard a special card		
Preconditions	Special card has been used		
Success End	Special card is placed in the discard pile		
Condition			
Failed End	N/A		
Condition			
Primary Actors	User		
Trigger	Special card is finished with its action		
DESCRIPTION	StepAction		
	Special card is placed in discard pile		
EXTENSIONS	Step Branching Action		
BILLETABLOTA			

USE CASE #	Discard: Group Card		
	Discard a group card		
Preconditions	Group card has been used		
Success End	Group card is placed in the discard pile		
Condition	· · ·		
Failed End	N/A		
Condition			
Primary Actors	User		
Group	Special card is finished with its action		
DESCRIPTION			
.5 5 = = = = 2 5 1 ,	I Group card is placed in discard pile		
EXTENSIONS	Step Branching Action		
LAILINGIONS	Sof Edward State Control of the Cont		

USE CASE #	Use	special card: Assassination
Goal in Context		advantage
Preconditions	User's	
Success End Condition		byed a targeted opponent's single group
Failed End Condition		rd the card without any effect
Primary Actors		Selected target
Trigger		e Click on the card in the inventory
DESCRIPTION	Step	Action
	1	User click on the displayed Assassination card in the inventory
	2	Select an opponent's card
	3	Roll attacking power against opponent resistance
EXTENSIONS	Step	Branching Action
	3a	Successfully destroy the targeted card
	3 <i>b</i>	No effect is taken after the action

USE CASE #	Use special card: Bribery		
Goal in Context	Gain advantage		
Preconditions	User's turn		
Success End Condition	Destroyed a targeted opponent's single group		
Failed End Condition	Discard the card without any effect		
Primary Actors	User, Selected target		
Trigger	Mouse Click on the card in the inventory		
DESCRIPTION	Step Action		
	User click on the displayed Bribery card in the inventory		
	2 Select an opponent's card		
	Roll attacking power against opponent resistance		
EXTENSIONS	Step Branching Action		
	3a Successfully destroy the targeted card		
	3b No effect is taken after the action		

USE CASE #	Use special card: Computer Espionage		
Goal in Context	Gain advantage		
Preconditions	User's turn		
Success End	Destroyed a targeted opponent's single group		
Condition			
Failed End	Discard the card without any effect		
Condition			
Primary Actors	User, Selected target		
Trigger	Mouse Click on the card in the inventory		
DESCRIPTION	VStep Action Step Action		
	User click on the displayed Computer Espionage card in the inventory		
	2 Select an opponent's card		
	Roll attacking power against opponent resistance		
EXTENSIONS	Step Branching Action		
	3a Successfully destroy the targeted card		
	3b No effect is taken after the action		
	+ +		

USE CASE #	Use special card: Deep Agent		
	Gain advantage		
Preconditions	User's turn		
Success End	Destroyed a targeted opponent's single group		
Condition			
Failed End	Discard the card without any effect		
Condition			
Primary Actors	User, Selected target		
	Mouse Click on the card in the inventory		
DESCRIPTION	StepAction		
	User click on the displayed Deep Agent card in the inventory		
	2 Select an opponent's card		
	Roll attacking power against opponent resistance		
EXTENSIONS	Step Branching Action		
	3a Successfully destroy the targeted card		
	3b No effect is taken after the action		
•			

USE CASE #	Use special card: Interference		
	Gain advantage		
Preconditions	User's turn		
Success End	Destroyed a targeted opponent's single group		
Condition			
Failed End	Discard the card without any effect		
Condition			
Primary Actors	User, Selected target		
Trigger	Mouse Click on the card in the inventory		
DESCRIPTION			
	User click on the displayed Interference card in the inventory		
	2 Select an opponent's card		
	Roll attacking power against opponent resistance		
EXTENSIONS	Step Branching Action		
	3a Successfully destroy the targeted card		
	3b No effect is taken after the action		

LISE CASE #	Use special card: Market Manipulation		
Goal in Context			
Preconditions	User click on the displayed Whispering Campaign card in the inventory Select an opponent's card		
Success End	Roll attacking power against opponent resistance		
Condition			
Failed End	User click on the displayed Whispering Campaign card in the inventory		
Condition			
Primary Actors	Select an opponent's card		
Trigger	Roll attacking power against opponent resistance		
DESCRIPTION	StepAction		
	User click on the displayed Market Manipulation card in the inventory		
	2 Select an opponent's card		
	Roll attacking power against opponent resistance		
EXTERNATION			
EXTENSIONS	Step Branching Action		
	3a Successfully destroy the targeted card		
	3b No effect is taken after the action		

USE CASE # Use special card: Media Campaign Goal in Context Gain advantage Preconditions User's turn Success End Destroyed a targeted opponent's single group Condition Discard the card without any effect			
Success End Destroyed a targeted opponent's single group Condition			
Condition			
Failed End Discard the card without any effect			
Condition			
Primary Actors User, Selected target			
Trigger Mouse Click on the card in the inventory			
DESCRIPTION Step Action			
User click on the displayed Media Campaign card in the displayed card	he inventory		
2 Select an opponent's card			
3 Roll attacking power against opponent resistance			
EXTENSIONS Step Branching Action			
3a Successfully destroy the targeted card			
3b No effect is taken after the action			

USE CASE #	Use special card: Murphy's Law					
	Gain advantage					
Preconditions	User's turn					
Success End	Destroyed a targeted opponent's single group					
Condition						
Failed End	Discard the card without any effect					
Condition						
Primary Actors	User, Selected target					
Trigger	Mouse Click on the card in the inventory					
DESCRIPTION	StepAction					
	User click on the displayed Murphy's Law card in the inventory					
	2 Select an opponent's card					
	Roll attacking power against opponent resistance					
EXTENSIONS	StepBranching Action					
	3a Successfully destroy the targeted card					
	3b No effect is taken after the action					
-	l l					

USE CASE #	Use special card: Secrets Man Was Not Supposed To Know					
Goal in Context	Gain advantage					
Preconditions	User's turn					
Success End	Destroyed a targeted opponent's single group					
Condition	, , , , , , , , , , , , , , , , , , , ,					
Failed End	Discard the card without any effect					
Condition	,					
Primary Actors	User, Selected target					
Trigger	Mouse Click on the card in the inventory					
DESCRIPTION	StepAction					
	User click on the displayed Secrets Man Was Not Supposed To Know card in the inventory					
	2 Select an opponent's card					
	Roll attacking power against opponent resistance					
EXTENSIONS	Step Branching Action					
LATE INSTORES	3a Successfully destroy the targeted card					
	3b No effect is taken after the action					
	1 1					

USE CASE #	Use special card: Senate Investigating Committee					
Goal in Context	Gain advantage					
Preconditions	User's turn					
Success End	Destroyed a targeted opponent's single group					
Condition	, 3 11 3 3 1					
Failed End	Discard the card without any effect					
Condition	,					
Primary Actors	User, Selected target					
Trigger	Mouse Click on the card in the inventory					
DESCRIPTION	StepAction					
	User click on the displayed Senate Investigating Committee card in the inventory					
	2 Select an opponent's card					
	Roll attacking power against opponent resistance					
EXTENSIONS	StepBranching Action					
LATE INSTOLIS	3a Successfully destroy the targeted card					
	3b No effect is taken after the action					

USE CASE #	Use special card: Slush Fund					
Goal in Context	Gain advantage					
Preconditions	User's turn					
Success End	Destroyed a targeted opponent's single group					
Condition						
Failed End	Discard the card without any effect					
Condition						
Primary Actors	User, Selected target					
Trigger	Mouse Click on the card in the inventory					
DESCRIPTION	/Step Action					
	User click on the displayed Whispering Campaign card in the inventory					
	2 Select an opponent's card					
	Roll attacking power against opponent resistance					
EXTENSIONS	Step Branching Action					
	3a Successfully destroy the targeted card					
	3b No effect is taken after the action					
L	I I					

USE CASE #	Use special card: Swiss Bank Account						
	Gain advantage						
Preconditions	User's turn						
Success End	Destroyed a targeted opponent's single group						
Condition							
Failed End	Discard the card without any effect						
Condition							
	User, Selected target						
	Mouse Click on the card in the inventory						
DESCRIPTION	StepAction						
	User click on the displayed Swiss Bank Account card in the inventory						
	2 Select an opponent's card						
	Roll attacking power against opponent resistance						
EXTENSIONS	Step Branching Action						
	3a Successfully destroy the targeted card						
	3b No effect is taken after the action						
•							

USE CASE #	Use	Use a special card, Whispering Campaign		
Goal in Context		Gain advantage		
Preconditions	User'	User's turn		
Success End Condition	Destr	oyed a targeted opponent's single group		
Failed End Condition		ard the card without any effect		
Primary Actors		Selected target		
Trigger	Mous	e Click on the card in the inventory		
DESCRIPTION	Step	Action		
	1	User click on the displayed Whispering Campaign card in the		
		inventory		
	2	Select an opponent's card		
	3	Roll attacking power against opponent resistance		
	4			
	5			
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	3a	Successfully destroy the targeted card		
	<i>3b</i>	No effect is taken after the action		

USE CASE #	Use	Use a special card: White Collar Crime		
Goal in Context		Gain advantage		
Preconditions	Can I	Can be used anytime during the game		
Success End Condition	Reor	ganize and distribute money freely		
Failed End Condition	None			
Primary Actors	User			
Trigger	Mous	se Click on the card in the inventory		
DESCRIPTION	Step	Action		
	1	User click on the displayed White Collar Crime card in the		
		inventory		
	2	Select a group card on the grid		
	3	Specify the amount to move from the selected group		
	4	Select another group that the user wishes to transfer money		
	5	Resume the sequence of the game		
	6			
	7			
	8			
	9			
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	4a	If the user chose to continue transferring money, repeat step 2		

USE CASE #	Use Discarding for Privilege Attack						
Goal in Context	Gain advantage						
Preconditions	User's turn						
Success End	Destroyed a targeted opponent's single group						
Condition							
Failed End	Discard the card without any effect						
Condition							
Primary Actors	User, Selected target						
Trigger	Mouse Click on the card in the inventory						
DESCRIPTION	StepAction						
	User click on the displayed Privilege Attack card in the inventory						
	2 Select an opponent's card						
	Roll attacking power against opponent resistance						
	<u> </u>						
EXTENSIONS	Step Branching Action						
	3a Successfully destroy the targeted card						
	3b No effect is taken after the action						

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 tl	he game		
Failed End Condition		the game		
Primary Actors		that is occupying the card		
Trigger	The u	ser 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	Contr	ol Groups with a total Transferable Power of 25 (including their	
Gour in Context	own 7	·	
Preconditions	Occupying 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	The	iser obtains any group with the sum of transferable power of 25	
Iliggei		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		
	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	
		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 t	he game	
Failed End Condition	Lose	the game	
Primary Actors	User	that is occupying the card	
Trigger	The ι	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 #	Con	npletes Goal: UFOs		
Goal in Context	Achieve one goal from other illuminati card*			
Preconditions	Occu	Occupying The UFOs card, start of the user's turn		
Success End Condition		he game		
Failed End Condition	Lose	the game		
Primary Actors	User	that is occupying the card		
Trigger	The ι	ser completes one of the eight goal that is defined secretly at the		
	begin	ning		
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 #	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	
	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		the game		
Primary Actors		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			
	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 #	Con	ıpletes 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		he game	
Failed End Condition		the game	
Primary Actors		that is occupying the card	
Trigger	The ι	ser obtains any group with the sum of power of 35 including their	
	own p	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 #	Completes Goal: Bermuda Triangle
Goal in Context	
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
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 power of that
	card by defined power number on the card
	3a If the goal in context has not been met, repeat step 1 with
	precondition
	l l

USE CASE #	Use special ability: The Society of Assassins	
Goal in Context	Gain advantage	
Preconditions	User chose to Attack to Neutralize	
Success End Condition	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 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	special ability: The Network	
Goal in Context		Gain advantage	
Preconditions		nning 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	
	1b2	User put the card in the middle	

Use	special ability: The Discordian Society	
Gain advantage		
User	chose to Attack to Control	
The a	attack has been added to the current power	
None		
	of this card, targeted card	
User	chose to use special ability of The Discordian Society card	
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		
Step	Branching Action	
1a		
	Gain User The a None User User Step 1 2 3 4 5 6 7 8 9 10 11 12 Step	

USE CASE #	Use	special ability : The UFOs	
Goal in Context	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		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 1 st 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	attack has been added to the current power	
Failed End Condition	None		
Primary Actors		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 #		special ability: The Gnomes of Zurich	
Goal in Context		Organize the money distribution	
Preconditions		h the end of the turn	
Success End Condition	Distri	bute money as the user wanted	
Failed End Condition	None		
Primary Actors	User	that has The Gnomes of Zurich card	
Trigger	The t	wo 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 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		
	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 special ability: The Bermuda Triangle				
Organize the groups migrating				
Reach the end of the turn				
Migrating groups as the user wanted				
None				
User that has The Bermuda Triangle card				
The two actions have been taken, request has been announced				
Step	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				
Step	Branching Action			
5a	If the user wish to move more cards			
5a1	Repeat step 1			
	Orga Reac Migra None User The t Step 1 2 3 4 5 6 7 8 9 10 11 12 Step 5a			

Illuminati Deluxe - Use Case