

Test Case ID	SG-1	Test Case Description	Test Game Initialization		
Test Case Name	Beginning of the Game				
Created By	Nolan Mey	Reviewed By	Nolan Mey		
Tester’s Names	Nolan Mey	Date Tested	4/28/2017	Pass/Fail?	Pass
Preconditions	Player is at main menu	Post conditions	Players have their Illuminati Cards		
Test Case Scenario	Player transitions from the main menu to the actual game where the Illuminati Cards are drawn, distributed, and players are ready to begin Sequence of Play.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Navigate from Main Menu to Start Game	Game should show how many players to select  TO FAIL: the game does not show how many players to select	As Expected	Pass	
2	Select number of Players	Transition to Game Board with selected players  TO FAIL: after selecting the number of players, the game does transition or show the game board with the number of players.	As Expected	Pass	
3	Draw Illuminati Cards	Player draws random Illuminati Card  TO FAIL: the player does not receive any cards			

Test Case ID	SG-3	Test Case Description	Test Game Initialization		
Test Case Name	Four Original "Uncontrolled" Groups				
Created By	Joanna To	Reviewed By			
Tester’s Names	Joanna To	Date Tested		Pass/Fail?	
Preconditions	Players all have Illuminatis and assets	Post conditions	Four Group cards are placed in the center.		
Test Case Scenario	After players have their card and assets, the game will randomly choose four group cards to be turned face up and placed in the center.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Press start to begin the game after Illuminati cards drawn	Game should show begin to place four group cards in the center  TO FAIL: the game does not allow any player to place any cards drawn			

Test Case ID	SG-4	Test Case Description	Test Game Initialization		
Test Case Name	Rolling Dice				
Created By	Joanna To	Reviewed By			
Tester's Names	Joanna To	Date Tested		Pass/Fail?	
Preconditions	Players all have Illuminatis and assets in place with Four group cards in center	Post conditions	Sequence of Play begins. Players with highest roll will start first, continuing counter-clockwise		

Test Case Scenario	This will indicate who will start the domination first, continuing the sequence of play.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	First player volunteers to roll dice first	Dice rolls a random number  TO FAIL: the dice does not roll, shows the same number for everyone, number, or random number is not between 2-12		
2	Next player clockwise rolls dice	Dice rolls a random number  TO FAIL: the dice does not roll, shows the same number for everyone, number, or random number is not between 2-12		
3	Repeat Step 2 until all players receive a number.	TO FAIL: the dice does not roll, shows the same number for everyone, number, or random number is not between 2-12		

Test Case ID	BR -1	Test Case Description	Game Play
--------------	-------	-----------------------	-----------

Test Case Name	Eliminating a Player				
Created By	Joanna To	Reviewed By			
Tester's Names	Joanna To	Date Tested		Pass/Fail?	
Preconditions	Player has no Groups except their Illuminati card	Post conditions	Player is out of the game, their MegaBucks returned to the Bank and their Illuminati Card is taken out of play. If Player manages to Control a Group at the end of their third turn, they are still in the game		
Test Case Scenario	After players have their card and assets, the game will randomly choose four group cards to be turned face up and placed in the center.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Press start to begin the game after Illuminati cards drawn	Game should show begin to place four group cards in the center  TO FAIL: no player is able to place any cards on the field.			

Test Case ID	BR – 2	Test Case Description	Game Play		
Test Case Name	Winning the Game (Basic Goal)				
Created By	Matthew	Reviewed By			
Tester’s Names	Matthew	Date Tested		Pass/Fail?	
Preconditions	Player is Controlling the required number of Groups needed to win and is on their turn	Post conditions	Player wins the game when their turn ends and still Controls the required number of Groups needed. Other Players can also share victory if they achieve their Special Goal on the same turn. Otherwise, Player can lose Control of Group(s) and the game continues.		
Test Case Scenario	Player wins the game when their Illuminati goal is reach when their turn ends.				

Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	Player has all their required groups line up and about to end their turn.	Player is one move away from their goal.  TO FAIL: Player is one move away from their goal but is stuck in this game		
2.	Player ends their turn and should have completed their special goals	The game ends with the player reaching their special goal.  TO FAIL: the game does not end when the player reaches their goal		

Test Case ID	BR-3	Test Case Description	Game Play		
Test Case Name	Winning the Game (Special Goal)				
Created By	Matthew	Reviewed By			
Tester's Names	Matthew	Date Tested		Pass/Fail?	
Preconditions	Player has met their Illuminati's specific goal during an Action, Free Action, trade, etc.	Post conditions	Player wins the game when the end of a turn is reached. They may also not win if other Players interfere with the Illuminati Goal		
Test Case Scenario	The game ends when the play reach their special goal during an Action, Free Action, trade, etc.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player lined up their special goals and is one move away from completing it	Player is one move from completing their special goal  TO FAIL: Player is one move away from their goal but is stuck in this game			

2	Player performs an Action, Free Action, or trade and completes their special goal	That player wins the game  TO FAIL: the game does not end when the player reaches their goal		
---	---	--	--	--

Test Case ID	SP - 1	Test Case Description	Game Play		
Test Case Name	Collect Income				
Created By	Matthew	Reviewed By			
Tester’s Names	Matthew	Date Tested		Pass/Fail?	
Preconditions	Sequence of Play begins for the Current Player	Post conditions	Player has income in stack or spread out to flaunt other Players.		
Test Case Scenario	Income amount depending on player’s group cards is added to player’s income stack at the beginning on the round.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player’s group card has specific amount of income	Total income of all group cards added to player’s income stack TO FAIL: The income is added incorrectly or income is added to wrong player			
2	Player collect total income at the beginning of their turn	Total income added to player’s income stack  TO FAIL: The income is added incorrectly or income is added to wrong player			

Test Case ID	SP - 2	Test Case Description	Game Play
Test Case Name	Draw a Card		

Created By	Matthew	Reviewed By			
Tester’s Names	Matthew	Date Tested		Pass/Fail?	
Preconditions	Player just collected income into Group Treasury	Post conditions	Current Player has Special Card in front of them or Group Card is placed in center with other Uncontrolled Groups		
Test Case Scenario	Player draws a card after collecting income. If it is a special card then it is placed in front of the player. If it is a group card, place it in the center of the uncontrolled groups.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player just finished collecting income	Income added to their income stack  TO FAIL: The income is added incorrectly or income is added to wrong player			
2	Player draws a card	A random card is drawn for them.  TO FAIL: Player does not receive any card			
3	If it is a special card	Place in front of player  TO FAIL: Player receives card but is not able to place it on the game			
4	If it is a Group card	Place card with uncontrolled groups  TO FAIL: Player receives card but is not able to place it on the game			

Test Case ID	SP - 3 (Sequence of Play - 3)	Test Case Description	Game Play
Test Case Name	Two Actions		

Created By	Matthew	Reviewed By			
Tester’s Names	Matthew	Date Tested		Pass/Fail?	
Preconditions	Player has Special Card in front of them or Group Card in center	Post conditions	Current Player takes Free Actions before, between, or after Attacks. Player also can also MegaBucks transfer, move a Group, or collect 5 MegaBucks for their Treasury if they choose not to act. Based on decision made, other Players can be affected such as losing Groups, etc.		
Test Case Scenario	Player can take two actions which can be Free action, megabucks transfer, move a group, or pass and collect 5 megabucks.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Free action, megabucks transfer, move a group, or pass and collect 5 megabucks.	Player picks one of those.  TO FAIL: player does not receive an option to pick any action			
2	If they section free action	Perform free action  TO FAIL: Player is not able to select free action			
3	If they select transfer megabucks	Transfer the selected amount of megabucks  TO FAIL: Player is not able to select megabucks or enter megabucks number			
4	If they move a group	Reorganize the groups to the players desire order  TO FAIL: Players are not able to select groups or is able to move any selected groups			

Test Case ID	SP – 4	Test Case Description	
Test Case Name	Free Actions		



Created By	Matthew	Reviewed By			
Tester's Names		Date Tested		Pass/Fail?	
Preconditions	Before, between, or after an Attack	Post conditions	Player can Drop Groups, Aid an Attack, Giveaway Special Card or MegaBucks, use a Special Card, or do nothing		
Test Case Scenario	Before or after the player choose to Attack they can play a Free Action which are Drop Groups, Aid an Attack, Giveaway Special Card or Megabucks, use a special card, or do nothing.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player's turn decides to play a Free Action	Player picks which free action they want  TO FAIL: player decides to play a Free Action but they are not able to pick which free action.			
2	If player picks Drop Group	Reorganize Groups to player's desire location  TO FAIL: player cannot pick Drop Group or is not able to select or move any group			
3	If player choose to aid an Attack	Player attack the specific group they desire  TO FAIL: player is not able to select to aid an attack or select the group they want to aid			
4	If play choose to give away special card or megabucks	Remove special card or specific amount of megabucks player choose  TO FAIL: player cannot select to give away special cards or megabucks. Or player is able to select them but			

		cannot select special card or enter megabucks		
5	If player choose to use special card	Perform the specific special card the player picked  TO FAIL: player cannot select to play special card or player can select special card but cannot use it.		
6	If player does nothing	Skip the player's free action and continue with the game  TO FAIL: player cannot select to do nothing and skip. Or player selects to skip but does not actually skip players		

Test Case ID	SP - 5	Test Case Description	Part or all contents of two treasuries can be moved to treasuries of adjacent Groups. Two transfers allowed per turn, can use Actions to Transfer also.		
Test Case Name	Transfer MegaBucks				
Created By	Matthew	Reviewed By			
Tester's Names		Date Tested		Pass/Fail?	
Preconditions	After Attack sequence	Post conditions	Player moves some or all contents of two treasuries into adjacent Groups, or Player does nothing		
Test Case Scenario	Player can transfer the desired amount of Megabucks				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	Player choose number of megabucks	Total up the amount of megabucks  TO FAIL: Total amount is not added correctly or not at all		
2	Transfer to Groups	Transfer the total group to the specific group player desire  TO FAIL: Total amount does not transfer to the right group		

Test Case ID	SP – 6	Test Case Description	Player redistributes MegaBucks between treasuries or reorganize their Power Structure if they are the Gnomes of Zurich or the Bermuda Triangle respectively		
Test Case Name	Special Power Actions				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player has Gnomes of Zurich or the Bermuda Triangle	Post conditions	Player redistributes MegaBucks, reorganizes their Power Structure, or does nothing		
Test Case Scenario	Player is draws Gnomes of Zurich or the Bermuda Triangle and can redistributes their megabucks, reorganizes their Power Structure, or does nothing.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player plays the Gnomes of Zurich or The Bermuda Triangle	Player can choose to redistribute their megabucks, reorganizes their power structure, or does nothing  TO FAIL: player does not have an option or is able to redistribute their megabucks, reorganizes their power structure, or does nothing			

2	If player redistributes their megabucks	Send megabucks to the desires group specify by the player  TO FAIL: player cannot select or enter in any megabucks		
3	If player reorganizes their power structure	Re-arrange their power structure specify by the player  TO FAIL: players cannot select to reorganizes their power structure or power structure is not selectable		
4	If player does nothing	Continue with the game  TO FAIL: The game does not continue		

Test Case ID	SP – 7	Test Case Description	At the end of each turn, if the Uncontrolled center area has less than two Groups, draw Cards until there are two Uncontrolled Groups. If a Special Card is drawn, discard it.		
Test Case Name	Adding Targets				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player has finished transferring MegaBucks or executed special Power actions	Post conditions	At least two Uncontrolled Group Cards in the center. Any Special Cards are disCarded		
Test Case Scenario	Uncontrolled center area has less than two Groups, thus the player has to draw cards until there are two Uncontrolled Groups. Discard any special cards.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	Uncontrolled center area has less than two groups	<p>Player has to draw cards</p> <p>TO FAIL: Player does not draw a card or no card is drawn</p>		
2	Player draws card and it is a Special card	<p>Discard Special Card</p> <p>TO FAIL: Player draws a special card but is not able to discard it. Or player does not ever receive Special Card</p>		
3	Player draws non-special cards	<p>Play in uncontrolled area</p> <p>TO FAIL: player cannot place the card in the uncontrolled area</p>		

Test Case ID	A – 1	Test Case Description	Player Attack to Control a Group		
Test Case Name	Attack to Control Group				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Other Players’ have a Group(s) with an outward-pointing arrow	Post conditions	Player Attacks successfully and Controls Group, its puppets, and half of the Group Treasury. Player can also transfer MegaBucks from its own Treasury to that Group. Otherwise, Player fails in the Attack and nothing happens		

Test Case Scenario	Play sees a group to attack. If the play succeeded then they own the group if not, then nothing happens.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	Player sees a chance to attack	Player attacks the selected group  TO FAIL: Player is not able to select a group to attack or player is not able to attack		
2	If Player wins	The group belongs to them and play can transfer megabucks to that group  TO FAIL: the group does not belong to the player and continue to remain the same		
3	If Player lose	Nothing happens and move to next phase  TO FAIL: The game does not continue		

Test Case ID	A – 2	Test Case Description	Game Play		
Test Case Name	Attack to Neutralize Group				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player decides to Neutralize a Group and rolls the dice	Post conditions	The Player Attacks successfully and the Group is Neutralized, meaning the Group and its puppets are moved to the Uncontrolled area and all MegaBucks is moved to the Bank. If the Attack fails, nothing happens		

Test Case Scenario	Play sees a group to attack. If the play succeeded then the attacked group and its puppets are moved to the uncontrolled area and all megabucks removed. If the attack fails, then nothing happened.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	Player sees a chance to attack	Player attack the group  TO FAIL: The player cannot attack a group or select any group to attack		
2	If player wins	The attacked group is moved to the uncontrolled area and megabucks removed  TO FAIL: the attacked group does not move to the uncontrolled area or megabucks are not removed.		
3	If player loses	Nothing happened and continue with the game  TO FAIL: The game does not continue.		

Test Case ID	A – 3	Test Case Description	Player Attacks to Destroy a Group. Success of Attack is determined by rolling two dice.		
Test Case Name	Attack to Destroy Group				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Other Players’ have a Group(s) that can help them reach goal	Post conditions	Player Attacks successfully and Destroys the Group, moving it to the dead pile and puppets moved to the Uncontrolled area. Otherwise, Player fails and nothing happens.		

Test Case Scenario	Play sees a group to attack. If the play succeeded then the attacked group is moved to the dead pile along with their puppets. If the attack failed than nothing happened.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	Player sees a chance to attack	Player attack the group  TO FAIL: The player cannot attack a group or select any group to attack		
2	If player wins	The attacked group is moved to the dead pile and megabucks removed  TO FAIL:		
3	If player loses	Nothing happened and continue with the game  TO FAIL: the game does not continue		

Test Case ID	A – 4 (Attack – 4)	Test Case Description	A Group or Illuminati aids an Attack on Group by using transferable Power.		
Test Case Name	Aiding Attacks				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently Attacking another Group	Post conditions	Player aids in Attack resulting in success or failure of an Attack sequence based on the Attacking Player’s dice roll.		
Test Case Scenario	The Player A sees Player B is attacking Player C and decides to jump in to help Player B attacks Player C.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	



1	Player A sees Player B's turn to attack.	Player A has the option to help attack Player B's target  TO FAIL: player A does not receive any option to help a player attack		
2	Player A help attack Player B's target	Dice is rolled to see if the Attack is success or fail  TO FAIL: the dice does not roll or the roll amount is incorrect		
3	If success	Continue with Player B's turn  TO FAIL: the game does not continue with Player B's turn		
4	If fail	Do nothing and continue with the game  TO FAIL: the game does not continue		

Test Case ID	I – 1 (Interference – 1)	Test Case Description	A Player may interfere with an Attack by helping an Attacker or opposing the Attacker.		
Test Case Name	Interference				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Attacking Player is currently Attacking a Defending Player	Post conditions	The Attacking Player may still succeed an Attack or fail depending on the dice roll with or without assistance from the Interfering Player. If the Attack succeeds, the Attacked Group is Controlled, Neutralized, or Destroyed depending on the type of Attack. Otherwise, the Attack fails and nothing happens		
Test Case Scenario	A player can interfere with another player’s turn to attack. The interfering player can choose to help attack or defend.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	Another player's turn to attack	<p>Player A has the option of interfering with the attack</p> <p>TO FAIL: player does not have an option to interfere with the attack</p>		
2	Player A choose to interfere	<p>Player A has the option to help Attack or Defend</p> <p>TO FAIL: Player A does not receive any option to help attack or defend</p>		

Test Case ID	I – 2 (Interference – 2)	Test Case Description	An Attacking Player can prevent Interference by declaring an Attack “Privileged.”		
Test Case Name	Preventing Interference by Privilege				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently Attacking a Group	Post conditions	Player’s Attack moves along like without any Interference from other Players. Success is dependent based on the dice roll and how much MegaBucks is contributed to the Attacker and Defender. Attack either succeeds or fails.		
Test Case Scenario	When it is the player’s turn to Attack, they may declare the attack as “Privileged” which prevents other player from interfering.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player is attacking a group and declares “Privileged”	Player declares “Privileged” and remove option for other player to interfere.  TO FAIL: player does not have an “Privileged” Option. Or “privileged” Option does still allow other players to interfere.			

2	Player can continue with their attack	<p>Player attack the group they choose</p> <p>TO FAIL: player cannot choose which group to attack, or attacked a group that the player did not choose</p>		
---	---------------------------------------	---	--	--

Test Case ID	B – 3 (Bonuses – 3)	Test Case Description	An Attacking Player can also spend MegaBucks from the Group or Illuminati Treasury to improve their chances of Controlling a Group.		
Test Case Name	Spending MegaBucks to Attack				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently Attacking a Defending Player and all Transferable Power has already been used before.	Post conditions	Player increase their chances and Attacks successfully, or fails in the dice roll and nothing happens		
Test Case Scenario	The attacking player chooses to spend megabucks to improve the chances to controlling a group.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player chooses which group to attack and decides to spend megabucks	Player is able to pick which group to attack and is able to enter number of megabucks  TO FAIL: player is not able to pick which group they want to attack. Or enter an amount for megabucks			
2	Player enter the number of megabucks	Player enters the number of megabucks, then continue with attack  TO FAIL: player cannot enter number of			

		megabucks or the game does not continue		
3	Megabucks improves the chance of controlling a group	Megabucks makes player's dice roll in their favor  TO FAIL: megabucks does not change player's favor in the dice roll.		

Test Case ID	B – 4 (Bonuses – 4)	Test Case Description	A Defending Group can also spend MegaBucks to counter an Attack. Resistance to an Attack will increase by 2 for every 1 MegaBuck spent from the Group Treasury, and 1 for every 1 MegaBuck spent from the Illuminati Treasury.		
Test Case Name	Spending MegaBucks to Defend				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	A Defending Player is currently being Attacked by a Defending Player after using Transferable Power and/or spending MegaBucks to increase their Attack.	Post conditions	Defending Player successfully Defends the Attack and still retains Control of their Group or the Player loses the Group		
Test Case Scenario	The group that is beginning attack has an option of spending megabucks to counter the attack.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The defending player is beginning target in attack	The defending player has an option to spend megabucks  TO FAIL: the defending player does not have an option to spend megabucks or have an option to defend.			

2	The defending player can enter the number of megabucks	<p>The megabucks increase the players resistance to the attack</p> <p>TO FAIL: the megabucks does not increase the player's resistance to attack</p>		
---	--	--	--	--

Test Case ID	COA – 1 (Calling Off an Attack – 1)	Test Case Description	When a Player is going to Attack, they can change their mind and call it off until they put down MegaBucks.		
Test Case Name	Calling Off an Attack				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently in their Action sequence and was deciding to Attack	Post conditions	Player does not Attack, or still Attacks if they roll the dice or another Player spends MegaBucks.		
Test Case Scenario	The attacking player has the option to change their mind if they decides to cancel the attack.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player choose which group to attack	Player has the option to enter number of megabucks  TO FAIL: The player does not have an option to enter number of megabucks			
2	Player decides to cancel the attack	Player returns to previous attack from enter number of megabucks  TO FAIL: player cannot return to previous state			

Test Case ID	TM – 1 (Transferring MegaBucks - 1)	Test Case Description	Player can use their one or both of their Two Actions to transfer its MegaBucks from one Group to an adjacent Group.		
Test Case Name	Transferring MegaBucks as an Action				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player has MegaBucks from Group A	Post conditions	Player moves MegaBucks from Group A to an adjacent Group B or changes their mind and no Action is spent		
Test Case Scenario	During player’s turn they decided to transfer megabucks as one of their Two Action.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player decides to transfer megabucks	Player can enter the number of megabucks to transfer TO FAIL: Player cannot enter in any number for megabucks. Or player does not have an option to transfer megabucks			
2	Transfer number of megabucks enter to specify group	Specify group received the number of megabucks  TO FAIL: Player does not have an option to pick which group to receive megabucks. Or the wrong group received the megabucks			

Test Case ID	MG – 1 (Moving a Group – 1)	Test Case Description	A Player may use an Action to reorganize their Power structure by moving a Group to a vacant outgoing Control arrow.
Test Case Name	Moving a Group		
Created By	Matthew	Reviewed By	

Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player has their current Power Structure	Post conditions	Player moves their Group and its puppets to a vacant, outgoing Control arrow. Any overlapped puppets are moved to different Control arrows for the same master, otherwise they are lost and moved to the Uncontrolled area		
Test Case Scenario	During the player’s turn, they choose to reorganize their Power Structure.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player choose to reorganize their power structure	Player’s Power Structure becomes movable  TO FAIL: the power structure is not selectable or does not move			
2	Player selects which group they want to move	The selected group is moveable and can be place next to a different group  TO Fail: The selected group is not moveable or cannot be place next to different groups			
3	Player places selected card next to specify group	Selected card is placed down and unselected.  TO FAIL: the selected group is cannot be placed down or is able to be place down butt cannot be unselected			
4	Player decides they are finished	Cards become unmovable and continue with the game  TO FAIL: the cards continue to be selectable and moveable. Or the			

		game does not want to continue after the cards are place down		
--	--	---	--	--

Test Case ID	FA – 1 (Free Actions – 1)	Test Case Description	Remove Group(s) from the Power Structure to the Uncontrolled area. Any puppets are moved to the Uncontrolled area also.		
Test Case Name	Dropping Groups				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently in their Two Actions sequence	Post conditions	Player removes their Group and any connected puppets to the Uncontrolled area		
Test Case Scenario	During a player’s turn and they decide to drop a group and their puppets to uncontrolled area.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player decides to drop a group and their puppets	Players has the option to select which group to drop  TO FAIL: the player does not have an option to select which group to drop			
2	The selected group and all their puppets become moveable	The player’s selected group becomes moveable  TO FAIL: the player’s selected			



		group does not become moveable		
3	Player places the selected group to uncontrolled area	<p>The selected group is place in the uncontrolled area and becomes unselected</p> <p>TO FAIL: the selectetd group cannot be place in the uncontrolled area. Or continues to be selected</p>		

Test Case ID	FA – 3 (Free Actions – 3)	Test Case Description	Can be done at any time. MegaBucks can only be transferred between Illuminati treasuries when it goes to another Player		
Test Case Name	Giving Away Special Cards or MegaBucks				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is using a strategy to win	Post conditions	MegaBucks or Special Card is transferred from one Player to another		
Test Case Scenario	During a player’s turn and they decide to give away a special card or megabucks.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player decides to give away a special card	Player has the option to select which special card to give away  TO FAIL: the player does not have the			

		option to select which special card to give away.		
2	The player selects which group to give the selected card to	<p>The player has the option to select which player they want</p> <p>TO FAIL: the player does not have the option to select which player they want</p>		
3	Player gives the selected card to their selected player	<p>The selected player receives the special card</p> <p>TO FAIL: the selected player does not receive the special card or they receive the wrong card.</p>		
4	If the player selects to give away the megabucks	<p>Player has the option to enter the number of megabucks</p> <p>TO FAIL: the player does not have an option to enter number of megabucks</p>		
5	The number of megabucks can only be transfer between Illuminati treasuries	<p>Player can select which illuminati treasuries they want</p> <p>TO FAIL: the player cannot select which illuminati treasuries they want.</p>		
6	The number of megabucks enter is then transferred to the selected Illuminati treasuries	<p>The selected Illuminati treasuries receives the number of megabucks</p> <p>TO FAIL: the illuminati Treasuries receives the wrong amount of megabucks or the wrong illuminati treasuries received the megabucks</p>		

Test Case ID	FA – 4 (Free Actions – 4)	Test Case Description	Player decides to use Special Card to their advantage. Using the Bribery Card is a regular action and is an exception from this.		
Test Case Name	Using a Special Card				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently on their turn before, between, or after Attacks	Post conditions	Player uses a Special Card function to their advantage depending on the Special Card used.		
Test Case Scenario	It is the player’s turn and they decide to use a special card.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	It is the players turn they have decided to use one of their special cards	Player has selected to use special card now  TO FAIL: the player cannot select to use a special card			
2	Player can select which special card they want to use	The special card becomes selectable and the player can select which one they want to use  TO FAIL: the special card does not become selectable or the player cannot select the right card they want to use			
3	The player uses the selected special card	The special card’s ability is activated  TO FAIL: the wrong special card is activated or the selected special card’s ability does not activate			

Test Case ID	T – 1 (Trades – 1)	Test Case Description	Players can trade Groups, Special Cards, and MegaBucks between each other for other Cards and MegaBucks.		
Test Case Name	Trading				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player can be at any point in the game (whether it is their turn or not) except during privileged Attacks.	Post conditions	Player has traded Special Card, Group or MegaBucks for another Player’s Special Card, Group, or MegaBucks. Or their offer is declined and nothing happens.		
Test Case Scenario	A player has decided to trade a Groups card, a Special Card, or megabucks between another player.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	A player decided to trade	The player has an option to select what they want to trade  TO FAIL: the player does not have an option to select what they want to trade			
2	A player selects to trade a group card	The group cards become selectable  TO FAIL: the group cards does not become selectable			
3	The player selects which player they want to trade the selected group with	The player has an option to select which player they want to trade with  TO FAIL: the player does not have an			

		option to select which player they want to trade with, or the wrong player is selected		
4	The selected player receives which group card	<p>The selected group card is transferred to the selected player</p> <p>TO FAIL: the selected group card cannot be transfer or the wrong player receive the card</p>		
5	If the player selects to trade special card	<p>The player has the option to select Special cards and which player to trade</p> <p>TO FAIL: The player does not have the option to select the Special Cards or cannot select the right player</p>		
6	The player selects which player they want to trade with	<p>The selected player receives the special card</p> <p>TO FAIL: the wrong player receive the card or the player receives the wrong card</p>		
7	If the player selects to trade megabucks	<p>The players has an option to transfer the number of megabucks they want</p> <p>TO FAIL: the player does not have an option to transfer any megabucks</p>		
8	The player selects with Illuminati Treasuries to transfer megabucks to	<p>The selected treasuries receive the megabucks</p> <p>TO FAIL: the wrong treasuries receive the megabucks or the treasuries receive the wrong amount of megabucks</p>		

Test Case ID	DB – 1 (Deal Binding – 1)	Test Case Description	Players can make deals with each other during the course of the game.		
Test Case Name	Deal Bindings				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player can be at any point in the game	Post conditions	Player can immediately receive item if the deal is binding, Player can still receive item later if it’s not binding, or the Player will not receive the item if it’s not binding.		
Test Case Scenario	A player decided on a Deal Binding. They player can request a deal between another player for a requested item.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	A player has decided to make a Deal Binding	The player selects which other player they want to make the deal with  TO FAIL: the player cannot select which player they want to make the deal with or the wrong player is selected			
2	The player selects the other player to make the deal	The player and the other player can only perform the deal  TO FAIL: the two players cannot perform the deal.			
3	The two players perform the deal	The original player or the other player receives the deal item  TO FAIL: the players does not receive any item or wrong item was traded			

Test Case ID	SP – 1 (Special Abilities – 1)	Test Case Description	This Liberal Group has an increased Attack Power of +2 on any attempt to Destroy Nuclear Power Companies		
Test Case Name	Special Powers – Anti-Nuclear Activists				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Holder sees Nuclear Power companies	Post conditions	Successfully Destroys Nuclear Power Companies or fails		
Test Case Scenario	The player plays this card and it should increase attack power of +2 on any attempt to destroy nuclear power companies.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	Player draws card and plays it.	<p>This card should add attack power +2 on the attempt to destroy nuclear power companies</p> <p>TO FAIL: the card does not add a +2 to attack power, or the +2 was added to the wrong group. Or the wrong attack was added</p>			

Test Case ID	SP – 2 (Special Abilities – 2)	Test Case Description	This Group Card will be treated as a Government when attempting to Control a Government Group		
Test Case Name	Special Powers – Chinese Campaign Donors				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Chinese Campaign Donors is a Communist Group	Post conditions	Successfully Controls a Government Group or fails to Control Group		

Test Case Scenario	Player draws this card and plays it and it should be treated as a Government when attempting to Control a Government Group			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player draws the card and plays it	<p>The card should be treated as a government when the player attempts to control a government group</p> <p>TO FAIL: the card does not become a government when the player uses it</p>		

Test Case ID	SP – 3 (Special Abilities – 3)	Test Case Description	This Violent, Communist, Criminal Group has an additional +3 Attack Power on any attempt to Destroy any Group.		
Test Case Name	Special Powers – Clone Arrangers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Destroy sequence on a Group with an open arrow	Post conditions	Player successfully Destroys a targeted Group or fails based on the dice roll		
Test Case Scenario	The player wants to play this card. And it should add an additional +3 to attack power when the player is attempting to destroy a group.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays the card	The card adds +3 Attack power on any attempt to destroy any group  TO FAIL: the card does not add +3 to the right attack			



		group or does not add +3 attack power		
--	--	---------------------------------------	--	--

Test Case ID	SP – 4 (Special Abilities – 4)	Test Case Description	This Violent, Weird has an additional +2 Attack Power on any attempt to Destroy any Group.		
Test Case Name	Special Powers – Cycle Gangs				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Destroy sequence on a Group with an open arrow	Post conditions	Player successfully Destroys a targeted Group or fails based on the dice roll		
Test Case Scenario	The player plays this card and has an additional +2 Attack power on any attempt to destroy any group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays the card	The card adds +2 Attack power on any attempt to destroy any group  TO FAIL: the card does not add +2 to the right attack group or does not add +2 attack power			

Test Case ID	SP – 5 (Special Abilities – 5)	Test Case Description	This Violent, Weird Group has an additional +4 Attack Power on any attempt to Control, Neutralize, or Destroy the Orbital Mind Control Lasers		
Test Case Name	Special Powers – Evil Geniuses for a Better Tomorrow				
Created By		Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	

Preconditions	Other Player has Orbital Mind Control Lasers or is Uncontrolled	Post conditions	Successfully Controls, Neutralizes, or Destroy Orbital Mind Control Lasers	
Test Case Scenario				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays the card	<p>The card adds +4 Attack power on any attempt to Control, Neutralize, or Destroy the Orbital Mind Control Lasers</p> <p>TO FAIL: the card does not add +4 to the right attack group or does not add +4 attack power</p>		

Test Case ID	SP – 6 (Special Abilities – 6)	Test Case Description	This Government Group can have MegaBucks transferred to any Group in the same Power Structure		
Test Case Name					
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player has a Group with or without income	Post conditions	Player moves that income to another Group		
Test Case Scenario	The player plays this card and it allow the government group to have megabucks transferred to any group in the same power structure.				

Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player draws the card and plays it in the field	<p>The card allow the government group to have megabucks transferred to any group in the same power structure.</p> <p>TO FAIL: the card does not allow the group to have megabucks transferred to any group in the same power structure</p>		

Test Case ID	SP – 7 (Special Abilities – 7)	Test Case Description	This Liberal Group gains an additional +3 Attack Power on any attempt to Control any Liberal Group		
Test Case Name	Special Powers – Feminists				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	A Liberal Group is Uncontrolled and has an open-arrow	Post conditions	Successfully Controls a Liberal Group or fails		
Test Case Scenario	The player plays this card and Liberal Group gains an additional +3 Attack Power on any attempt to Control any Liberal Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Liberal Group gains an additional +3 Attack Power on any attempt to Control any Liberal Group  TO FAIL: the Liberal Group does not gains an additional +3 Attack Power on any attempt to			

		Control any Liberal Group		
--	--	---------------------------	--	--

Test Case ID	SP – 8 (Special Abilities – 8)	Test Case Description	This Conservative, Violent Group has increased Resistance of 10 when up against any Liberal, Communist, or Weird Group		
Test Case Name	Special Powers – Gun Lobby				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player with this card is being attacked by another Player’s Group and the Resistance is dependent on what type of Group is attacking	Post conditions	Increased Resistance allows for Group to avoid being controlled, neutralized, or destroyed depending on the dice roll.		
Test Case Scenario	The player plays this card and Conservative, Violent Group has increased Resistance of 10 when up against any Liberal, Communist, or Weird Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays the card	Conservative, Violent Group has increased Resistance of 10 when up against any Liberal, Communist, or Weird Group  TO FAIL: Conservative, Violent Group does not have increased Resistance of 10 when up against any Liberal, Communist, or Weird Group			

Test Case ID	SP – 9 (Special Abilities – 9)	Test Case Description	This Weird, Fanatic Group has a +3 increase when Attacking to Neutralize any Group		
Test Case Name	Special Powers – Hackers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Neutralize sequence on a Group with an open arrow	Post conditions	Player successfully Neutralizes Group of fails to Neutralize based on the dice roll value		
Test Case Scenario	The player plays this card and Weird, Fanatic Group has a +3 increase when Attacking to Neutralize any Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays the card	Weird, Fanatic Group has a +3 increase when Attacking to Neutralize any Group  TO FAIL: Weird, Fanatic Group DOES NOT have a +3 increase when Attacking to Neutralize any Group			

Test Case ID	SP – 10 (Special Abilities – 10)	Test Case Description	This Liberal Group a +2 increase when Attacking to Control the Anti-Nuclear Activists		
Test Case Name	Special Powers – Health Food Stores				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Anti-Nuclear Activists Group with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		

Test Case Scenario	The player plays this card and Liberal Group a +2 increase when Attacking to Control the Anti-Nuclear Activists			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays card	Liberal Group a +2 increase when Attacking to Control the Anti-Nuclear Activists  TO FAIL: Liberal Group does not receive a +2 increase when Attacking to Control the Anti-Nuclear Activists		

Test Case ID	SP – 11 (Special Abilities – 11)	Test Case Description	This Criminal Group gains a +4 increase when Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards		
Test Case Name	Special Powers – International Cocaine Smugglers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Punk Rockers, Cycle Gangs, or Hollywood Group Cards with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Criminal Group gains a +4 increase when Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Criminal Group gains a +4 increase when Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards			

		TO FAIL: Criminal Group does not gains a +4 increase when Attacking to Control the Punk Rockers, Cycle Gangs, or Hollywood Group Cards		
--	--	---	--	--

Test Case ID	SP – 12 (Special Abilities – 12)	Test Case Description	This Communist Group gains a +3 increase when Attacking to Control any Communist Group		
Test Case Name	Special Powers – International Communist Conspiracy				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on a Communist Group with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Communist Group gains a +3 increase when Attacking to Control any Communist Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Communist Group gains a +3 increase when Attacking to Control any Communist Group  TO FAIL: Communist Group does not gains a +3 increase when Attacking to Control any Communist Group			

Test Case ID	SP – 13 (Special Abilities – 13)	Test Case Description	Whoever controls this Group may tax each opponent 2 MegaBucks on his own Income		
--------------	----------------------------------	-----------------------	---	--	--

Test Case Name	Special Powers – IRS		phase. Tax may come from any Group. If a player has no money, they owe no tax.		
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is currently on their turn to collect income	Post conditions	Player receives tax income from selected other Players. If a Player does not have any income, no tax is collected for that Player		
Test Case Scenario	The player plays this card and may tax each opponent 2 MegaBucks on his own Income				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Player is able to each opponent 2 MegaBucks on his own Income  TO FAIL: The wrong tax is added, OR not all player receive the 2 megabucks tax			

Test Case ID	SP – 14 (Special Abilities – 14)	Test Case Description	This Criminal Group gains a +4 increase when Attacking to Control the Post Office		
Test Case Name	Special Powers – Junk Mail				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Post Office with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Criminal Group gains a +4 increase when Attacking to Control the Post Office				



Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	Criminal Group gains a +4 increase when Attacking to Control the Post Office  TO FAIL: Criminal Group does not gains a +4 increase when Attacking to Control the Post Office		

Test Case ID	SP – 15 (Special Abilities – 15)	Test Case Description	This Communist, Violent Group gains a +4 increase when Attacking to Destroy any Group		
Test Case Name	Special Powers – KGB				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Destroy sequence on a Group	Post conditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value		
Test Case Scenario	The player plays this card and Communist, Violent Group gains a +4 increase when Attacking to Destroy any Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Communist, Violent Group gains a +4 increase when Attacking to Destroy any Group  TO FAIL: Communist, Violent Group does not receive gains a +4 increase when Attacking to Destroy any Group			

Test Case ID	SP – 16 (Special Abilities – 16)	Test Case Description	This Weird Group gains a +4 increase when Attacking to Control, Neutralize or Destroy the Orbital Mind Control Lasers		
Test Case Name	Special Powers – L-4 Society				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is on an Attack sequence on the Orbital Mind Control Lasers with an open arrow	Post conditions	Player successfully Controls, Neutralizes, or Destroys Group or fails to do so based on the dice roll value		
Test Case Scenario	The player plays this card and Weird Group gains a +4 increase when Attacking to Control, Neutralize or Destroy the Orbital Mind Control Lasers				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Weird Group gains a +4 increase when Attacking to Control, Neutralize or Destroy the Orbital Mind Control Lasers  TO FAIL: Weird Group DOES NOT gains a +4 increase when Attacking to Control, Neutralize or Destroy the Orbital Mind Control Lasers			

Test Case ID	SP – 17 (Special Abilities – 17)	Test Case Description	This Group Card gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups		
Test Case Name	Special Powers – Madison Avenue				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	

Preconditions	Player is in an Attack to Control sequence on the Big Media or Empty Vee Group	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value	
Test Case Scenario	The player plays this card and This Group Card gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	<p>This Group Card gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups</p> <p>TO FAIL: This Group Card DOES NOT gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups</p>		

Test Case ID	SP – 18 (Special Abilities – 18)	Test Case Description	This Criminal, Violent Group gets a +3 increase when Attacking to Control any Criminal Group		
Test Case Name					
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on any Criminal Group with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and This Criminal, Violent Group gets a +3 increase when Attacking to Control any Criminal Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	The player plays this card	<p>This Criminal, Violent Group gets a +3 increase when Attacking to Control any Criminal Group</p> <p>TO FAIL: This Criminal, Violent Group DOES NOT gets a +3 increase when Attacking to Control any Criminal Group</p>		
---	----------------------------	---	--	--

Test Case ID	SP – 19 (Special Abilities – 19)	Test Case Description	This Violent, Conservative Group gets a +6 when Attacking to Destroy any Communist Group		
Test Case Name	Special Powers – Militia				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Destroy sequence on any Communist Group with an open arrow	Post conditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value		
Test Case Scenario	The player plays this card and this Violent, Conservative Group gets a +6 when Attacking to Destroy any Communist Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	<p>This Violent, Conservative Group gets a +6 when Attacking to Destroy any Communist Group</p> <p>TO FAIL: This Violent, Conservative Group DOES NOT gets a +6 when Attacking to Destroy any Communist Group</p>			

Test Case ID	SP – 20 (Special Abilities – 20)	Test Case Description	The Player that has this Card can add, remove, or reverse an alignment of any one other Group in play; the changes last for that turn only.		
Test Case Name	Special Powers – Orbital Mind Control Lasers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player alignments are placed based on previous turns	Post conditions	A Group alignment gets added, removed, or reversed		
Test Case Scenario	The player plays this card and can add, remove, or reverse an alignment of any one other Group in play; the changes last for that turn only.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	The player can add, remove, or reverse an alignment of any one other Group in play; the changes last for that turn only.  TO FAIL: The player cannot add, remove, or reverse an alignment of any one other Group in play.			

Test Case ID	SP – 21 (Special Abilities – 21)	Test Case Description	This Criminal, Liberal Group gets a +3 increase when Attacking to Control Neutralize, or Destroy the Phone Company		
Test Case Name	Special Powers – Phone Phreaks				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	

Preconditions	Player is in an Attack sequence on the Phone Company	Post conditions	Player successfully attacks or based on the dice roll value	
Test Case Scenario	The player plays this card and Criminal, Liberal Group gets a +3 increase when Attacking to Control Neutralize, or Destroy the Phone Company			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	Criminal, Liberal Group gets a +3 increase when Attacking to Control Neutralize, or Destroy the Phone Company  TO FAIL: Criminal, Liberal Group does not gets a +3 increase when Attacking to Control Neutralize, or Destroy the Phone Company		

Test Case ID	SP – 22 (Special Abilities – 22)	Test Case Description	This Liberal Group can allow the owner to pay 5 MegaBucks from this Group’s treasury to draw an extra card on their turn. This does not count as an Action		
Test Case Name	Special Powers – Recyclers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	During the Current Player’s turn and the Group treasury has 5 or more MegaBucks	Post conditions	The Player draws an extra card on their turn		
Test Case Scenario	The plyer plays this card and this Liberal Group can allow the owner to pay 5 MegaBucks from this Group’s treasury to draw an extra card on their turn. This does not count as an Action				

Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	<p>Liberal Group can allow the player to pay 5 MegaBucks from this Group's treasury to draw an extra card on their turn. This does not count as an Action</p> <p>TO FAIL: This Liberal Group does not allow the owner to pay 5 MegaBucks from this Group's treasury to draw an extra card on their turn. Or This counts as an Action</p>		

Test Case ID	SP – 23 (Special Abilities – 23)	Test Case Description	This Weird Group gets a +2 increase when Attacking to Control any Weird Group		
Test Case Name	Special Powers – Science Fiction Fans				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on any Weird Group with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Weird Group gets a +2 increase when Attacking to Control any Weird Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Weird Group gets a +2 increase when Attacking to Control any Weird Group  TO FAIL: This Weird Group does not gets a +2 increase when			

		Attacking to Control any Weird Group		
--	--	--------------------------------------	--	--

Test Case ID	SP – 24 (Special Abilities – 24)	Test Case Description	This Criminal, Violent, Liberal, Weird, Communist Group gets a +1 increase when Attacking to Destroy any Group		
Test Case Name	Special Powers – Semiconscious Liberation Army				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Destroy sequence on any Group with an open arrow	Post conditions	Player successfully Destroys Group or fails to Destroy based on the dice roll value		
Test Case Scenario	The player plays this card and Criminal, Violent, Liberal, Weird, Communist Group gets a +1 increase when Attacking to Destroy any Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Criminal, Violent, Liberal, Weird, Communist Group gets a +1 increase when Attacking to Destroy any Group  TO FAIL: Criminal, Violent, Liberal, Weird, Communist Group DOES NOT gets a +1 increase when Attacking to Destroy any Group			

Test Case ID	SP – 25 (Special Abilities – 25)	Test Case Description	This Weird Group gets a +5 or +2 increase when Attacking to Control the SF Fans or Trekkies Group respectively		
Test Case Name	Special Powers – SMOF				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	



Preconditions	Player is in an Attack to Control sequence on the SF Fans or Trekkies Group with an open arrow	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value	
Test Case Scenario	The player plays this card Weird Group gets a +5 or +2 increase when Attacking to Control the SF Fans or Trekkies Group respectively			
And	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	Weird Group gets a +5 or +2 increase when Attacking to Control the SF Fans or Trekkies Group respectively TO FAIL: Weird Group DOES NOT gets a +5 or +2 increase when Attacking to Control the SF Fans or Trekkies Group respectively		

Test Case ID	SP – 26 (Special Abilities – 26)	Test Case Description	This Conservative, Violent, Fanatic Group gives a +2 increase to Resistance to all other Groups the owner of this Card controls		
Test Case Name	Special Powers – Survivalists				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player Groups are being Attacked by other Players	Post conditions	Player Groups are Controlled, Neutralized, Destroyed, or nothing happens based on the dice roll and the increased Resistance		
Test Case Scenario	The player plays this card and Conservative, Violent, Fanatic Group gives a +2 increase to Resistance to all other Groups the owner of this Card controls				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	The player plays this card	<p>Conservative, Violent, Fanatic Group gives a +2 increase to Resistance to all other Groups the owner of this Card controls</p> <p>TO FAIL: Conservative, Violent, Fanatic Group does not give a +2 increase to Resistance to all other Groups the owner of this Card controls</p>		
---	----------------------------	--	--	--

Test Case ID	SP – 27 (Special Abilities – 27)	Test Case Description	This Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group		
Test Case Name	Special Powers – Tabloids				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Convenience Stores Group	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group  TO FAIL: Weird Group does not get a +3 increase when Attacking to Control the Convenience Stores Group			

Test Case ID	SP – 28 (Special Abilities – 28)	Test Case Description	This Weird Group gets a +3 increase when Attacking to Control the Moral Minority		
Test Case Name	Special Powers – TV Preachers				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Moral Minority Group	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		
Test Case Scenario	The player plays this card and Weird Group gets a +3 increase when Attacking to Control the Moral Minority				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays card	Weird Group gets a +3 increase when Attacking to Control the Moral Minority  TO FAIL: Weird Group does not get a +3 increase when Attacking to Control the Moral Minority			

Test Case ID	SP – 29 (Special Abilities – 29)	Test Case Description	This Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group		
Test Case Name	Special Powers – Video Games				
Created By	Matthew	Reviewed By			
Tester's Names		Date Tested		Pass/Fail?	
Preconditions	Player is in an Attack to Control sequence on the Convenience Stores Group	Post conditions	Player successfully Controls Group or fails to Control based on the dice roll value		

Test Case Scenario	The player plays this card and Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	Weird Group gets a +3 increase when Attacking to Control the Convenience Stores Group  To FAIL: Weird Group does not get a +3 increase when Attacking to Control the Convenience Stores Group		

Test Case ID	SC - 1 (Special Card – 1)	Test Case Description	Play this Card immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediately changed, retroactively, to a 2.		
Test Case Name	Assassination				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	The roll is changed to a 2 and Card is no longer available		
Test Case Scenario	The player plays this card immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediately changed, retroactively, to a 2.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card after dice roll	Immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediately, retroactively, to a 2.			

		changed, retroactively, to a 2.  TO FAIL: the card does not activate or the roll does not become a 2		
--	--	--	--	--

Test Case ID	SC - 2 (Special Card – 2)	Test Case Description	Play this Card during your turn to automatically take Control of any one Uncontrolled Group. Playing this Card counts as an action.		
Test Case Name	Bribery				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player obtains Uncontrolled Group. Card is no longer available.		
Test Case Scenario	The player plays this card during their turn to automatically take Control of any one Uncontrolled Group. Playing this Card counts as an action.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays the card	<p>This card should allow the player to automatically take control of any one Uncontrolled group. The card counts as an action</p> <p>TO FAIL: This card does not allow the player to automatically take control of any one Uncontrolled group. OR playing this card does not count as an action</p>			

Test Case ID	SC - 3 (Special Card – 3)	Test Case Description	
--------------	---------------------------	-----------------------	--

Test Case Name	Computer Espionage		Play this Card any time to count the MegaBucks or any one Group Card OR examine all of one Player’s special Cards		
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player finds out about Other Player’s investment. Card is no longer available.		
Test Case Scenario	The player plays this card and at any time to count the MegaBucks or any one Group Card OR examine all of one Player’s special Cards				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	<p>This card should give the player the ability to count the MegaBucks or any one Group Card OR examine all of one Player’s special Cards</p> <p>TO FAIL: This card DOES NOT give the player the ability to count the MegaBucks or any one Group Card OR examine all of one Player’s special Cards</p>			

Test Case ID	SC - 4 (Special Card – 4)	Test Case Description	Play this Card after privilege has been invoked. The privilege is totally abolished. That Attack cannot be made privileged.		
Test Case Name	Deep Agent				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	

Preconditions	Player draws Card	Post conditions	Player stops privilege. Card is no longer available.	
Test Case Scenario	The player plays this card after privilege has been invoked. The privilege is totally abolished. That Attack cannot be made privileged.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays card privilege has been invoked.	The privilege is totally abolished. That Attack cannot be made privileged.  TO FAIL: The privilege has not been abolished.		

Test Case ID	SC - 5 (Special Card – 5)	Test Case Description	You may interfere with one privileged Attack. No other Players may interfere. There are two interference Cards.		
Test Case Name	Interference				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player’s interference is successful. Card is no longer available.		
Test Case Scenario	The player plays this card and may interfere with one privileged Attack. No other Players may interfere.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	The player may interfere with one privileged Attack. No other Players may interfere.			

		TO FAIL: The player cannot interfere with one privileged Attack.		
--	--	---	--	--

Test Case ID	SC - 6 (Special Card – 6)	Test Case Description	Play this Card during your income phase to double all your Group’s income, for that turn only.		
Test Case Name	Market Manipulation		This Card does not allow the IRS to collect twice or require the Post Office to pay twice.		
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player gathers new Income. Card is no longer available.		
Test Case Scenario	The player plays this card and double all the player’s Group’s income, for that turn only. This Card does not allow the IRS to collect twice or require the Post Office to pay twice.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	double all the player’s Group’s income, for that turn only  TO FAIL: Player’s Group’s income does not double OR continue to be double after this turn			

Test Case ID	SC - 7 (Special Card – 7)	Test Case Description	Play this Card at any time to revive a Group from the “dead” pile. It becomes Uncontrolled. [If Servants of Cthulhu Destroyed it, it still counts for a Destroy. If Destroyed again, it counts for another victory.]		
Test Case Name	Media Campaign				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	



Preconditions	Player draws Card	Post conditions	The Group is revived and now Uncontrolled. Card is no longer available.	
Test Case Scenario	The player plays this card and can revive a Group from the “dead” pile. It becomes Uncontrolled. [If Servants of Cthulhu Destroyed it, it still counts for a Destroy. If Destroyed again, it counts for another victory.]			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The plays this card	<p>The player can revive a Group from the “dead” pile. It becomes Uncontrolled. [If Servants of Cthulhu Destroyed it, it still counts for a Destroy. If Destroyed again, it counts for another victory.]</p> <p>TO FAIL: The player cannot revive a group from the dead pile. OR the revived card does not become uncontrolled.</p>		

Test Case ID	SC - 8 (Special Card – 8)	Test Case Description	Play this Card immediately after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediate changed, retroactively, to a 12.		
Test Case Name	Murphy’s Law				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player Destroys, Controls or Neutralizes. The dice roll automatically changes to a 12. Card is no longer available.		

Test Case Scenario	The player plays this card after the dice are rolled on any attempt (by any Player) to Destroy, Control, or Neutralize. That roll is immediate changed, retroactively, to a 12.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	That roll is immediate changed, retroactively, to a 12.  TO FAIL: the roll does not immediately change to a 12		

Test Case ID	SC - 9 (Special Card – 9)	Test Case Description	Play this Card when any other Special Card is played, for ANY purpose. That Card is immediately Neutralized; it has no effect. Both Cards are disCarded.		
Test Case Name	Secrets Man Was Not Meant to Know				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Other Special Card is Neutralized. Current Card is no longer available.		
Test Case Scenario	The player plays this card when any other Special Card is played, for ANY purpose. That Card is immediately Neutralized; it has no effect. Both Cards are disCarded.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	When any other Special Card is played, for ANY purpose. That Card is immediately Neutralized; it has no effect. Both Cards are disCarded.  TO FAIL:			

		The special card does not become neutralized. OR the card does not become discarded		
--	--	---	--	--

Test Case ID	SC - 10 (Special Card – 10)	Test Case Description	Play this Card at the beginning of any other Player’s turn. That Player loses his turn completely.		
Test Case Name	Senate Investigating Committee				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Other Player loses turn. Card is no longer available.		
Test Case Scenario	The player plays this card at the beginning of any other Player’s turn. That Player loses his turn completely.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	The targeted loses his turn completely.  TO FAIL: The targeted player does not lose his turn			

Test Case ID	SC - 11 (Special Card – 11)	Test Case Description	Exchange this Card, at any time, for 15 Mega Bucks to be placed in your Illuminati Treasury.		
Test Case Name	Slush Fund				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	

Preconditions	Player draws Card	Post conditions	Player has 15MB in Illuminati Treasury. Card is no longer available.	
Test Case Scenario	The player plays this card and is able to exchange this Card, at any time, for 15 Mega Bucks to be placed in your Illuminati Treasury.			
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?
1	The player plays this card	Exchange this Card, at any time, for 15 Mega Bucks to be placed in your Illuminati Treasury.  TO FAIL: The card does not become exchangeable or player does not receive 15 megabucks.		

Test Case ID	SC - 12 (Special Card – 12)	Test Case Description	Exchange this Card, at any time, for 25 Mega Bucks to be placed in your Illuminati Treasury.		
Test Case Name	Swiss Bank Account				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player has 25MB in Illuminati Treasury. Card is no longer available.		
Test Case Scenario	The player plays this card and is able to exchange this Card, at any time, for 25 Mega Bucks to be placed in your Illuminati Treasury.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	

1	The player plays this card	<p>Exchange this Card, at any time, for 25 Mega Bucks to be placed in your Illuminati Treasury.</p> <p>TO FAIL: The card does not become exchangeable or player does not receive 25 megabucks.</p>		
---	----------------------------	--	--	--

Test Case ID	SC - 13 (Special Card – 13)	Test Case Description	You may attempt to Destroy a single Group with Power 0. Roll Attacking Power vs. Defending resistance, but a successful Attack Destroys the target. Playing this Card is not an action but the Attack itself is an action.		
Test Case Name	Whispering Campaign				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Group is Destroyed. Card is no longer available.		
Test Case Scenario	The player plays this card and they may attempt to Destroy a single Group with Power 0. Roll Attacking Power vs. Defending resistance, but a successful Attack Destroys the target. Playing this Card is not an action but the Attack itself is an action.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	The player may attempt to Destroy a single Group with Power 0. Roll Attacking Power vs. Defending resistance, but a successful Attack Destroys the target. Playing this Card is not an action but the Attack itself is an action.  TO FAIL: The player cannot Destroy a single			

		Group with Power 0. Or this card count as action		
--	--	--	--	--

Test Case ID	SC - 14 (Special Card – 14)	Test Case Description	Play this Card at any time to reorganize all your MegaBucks freely – that is, any amount(s) may be moved between any Groups. You also get an extra 5 Mega Bucks which may be placed anywhere.		
Test Case Name	White Collar Crime				
Created By	Matthew	Reviewed By			
Tester’s Names		Date Tested		Pass/Fail?	
Preconditions	Player draws Card	Post conditions	Player moves MegaBucks around and gains an extra 5MB. Card is no longer available.		
Test Case Scenario	The player plays this card and may reorganize all their MegaBucks freely – that is, any amount(s) may be moved between any Groups. They also get an extra 5 Mega Bucks which may be placed anywhere.				
Step #	Step Details	Expected Results/Fail Results	Actual Results	Pass/Fail?	
1	The player plays this card	The player may reorganize all their MegaBucks freely – that is, They also get an extra 5 Mega Bucks which may be placed anywhere.  TO FAIL: The player cannot reorganize their megabucks freely. Or does not receive 5 extra megabucks			