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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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. |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | Player has to draw cards  TO FAIL: Player does not draw a card or no card is drawn |  |  | |
| 2 | Player draws card and it is a Special card | Discard Special Card  TO FAIL: Player draws a special card but is not able to discard it. Or player does not ever receive Special Card |  |  | |
| 3 | Player draws non-special cards | Play in uncontrolled area  TO FAIL: player cannot place the card in the uncontrolled area |  |  | |

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| 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 |  |  | |

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| 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. |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | Player A has the option of interfering with the attack  TO FAIL: player does not have an option to interfere with the attack |  |  | |
| 2 | Player A choose to interfere | Player A has the option to help Attack or Defend  TO FAIL: Player A does not receive any option to help attack or defend |  |  | |

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| 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 | Player attack the group they choose  TO FAIL: player cannot choose which group to attack, or attacked a group that the player did not choose |  |  | |

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| 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. |  |  | |

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| 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 | The megabucks increase the players resistance to the attack  TO FAIL: the megabucks does not increase the player’s resistance to attack |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | The selected group is place in the uncontrolled area and becomes unselected  TO FAIL: the selectetd group cannot be place in the uncontrolled area. Or continues to be selected |  |  | |

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

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| 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 |  |  | |

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

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| 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. | This card should add attack power +2 on the attempt to destroy nuclear power companies  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 |  |  | |

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| 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 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 | The card should be treated as a government when the player attempt to control a government group  TO FAIL: the card does not become a government when the player uses it |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | The card adds +4 Attack power on any attempt to Control, Neutralize, or Destroy the Orbital Mind Control Lasers  TO FAIL: the card does not add +4 to the right attack group or does not add +4 attack power |  |  | |

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| 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 | The card allow the government group to have megabucks transferred to any group in the same power structure.  TO FAIL: the card does not allow the group to have megabucks transferred to any group in the same power structure |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 phase. Tax may come from any Group. If a player has no money, they owe no tax. | | |
| Test Case Name | Special Powers – IRS | |
| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | This Group Card gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups  TO FAIL: This Group Card DOES NOT gets a +5 increase when Attacking to Control the Big Media or Empty Vee Groups |  |  | |

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| 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 | This Criminal, Violent Group gets a +3 increase when Attacking to Control any Criminal Group  TO FAIL: This Criminal, Violent Group DOES NOT gets a +3 increase when Attacking to Control any Criminal Group |  |  | |

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| 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 | This Violent, Conservative Group gets a +6 when Attacking to Destroy any Communist Group  TO FAIL: This Violent, Conservative Group DOES NOT gets a +6 when Attacking to Destroy any Communist Group |  |  | |

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| 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. |  |  | |

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| 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 |  |  | |

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| 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 | 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  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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | Conservative, Violent, Fanatic Group gives a +2 increase to Resistance to all other Groups the owner of this Card controls  TO FAIL:  Conservative, Violent, Fanatic Group does not give a +2 increase to Resistance to all other Groups the owner of this Card controls |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 |  |  | |

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| 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 | This card should allow the player to automatically take control of any one Uncontrolled group. The card counts as an action  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 |  |  | |

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| Test Case ID | SC - 3 (Special Card – 3) | Test Case Description | Play this Card any time to count the MegaBucks or any one Group Card OR examine all of one Player’s special Cards | | |
| Test Case Name | Computer Espionage | |
| 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 | 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  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 |  |  | |

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| 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. |  |  | |

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| 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. |  |  | |

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| 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.  This Card does not allow the IRS to collect twice or require the Post Office to pay twice. | | |
| Test Case Name | Market Manipulation | |
| 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 |  |  | |

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| 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 | 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.]  TO FAIL:  The player cannot revive a group from the dead pile. OR the revived card does not become uncontrolled. |  |  | |

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| 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 |  |  | |

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| 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 neutrailized. OR the card does not become dicarded |  |  | |

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| 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 |  |  | |

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| 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. |  |  | |

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

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| 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 |  |  | |

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| 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 |  |  | |