USER’S MANUAL

Illuminati

The Game of Conspiracy

CECS-343-MW-GroupB

USER’S MANUAL

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**Getting Started:**

**System Requirements**

Operating System Android 4.2 or better

CPU Qualcomm Snapdragon 800 or better

CPU Speed 2.0GHz or better

RAM 1GB or better

Video Adreno 200 or better

Free Disk Space ~100 MB

**Installation**:

Find “Illuminati: The Game of Conspiracy” from Google Play Store and click INSTALL. Android will automatically install the game.

**Data Connection:**

Illuminati: The Game of Conspiracy does not need a data connection to play, however

It does need a data connection to download and install the game initially.

**Troubleshoot:**

Make sure your Android Phone has all the system requirements first. Most problems occur because the Android hone does not have an updated OS, the CPU Speed is too slow, or there is not enough RAM. If game does not load, uninstall and reinstall the game from the Google Play Store.

Illuminati: The Game of Conspiracy does not currently work on iPhone.

**Technical Support:**

Internet: www.Illuminati.com/support.htm

Mail: P.O. Box 123

Irvine, CA 92623

**Multiplayer Games:**

Illuminati: The Game of Conspiracy allow you to play between 2 to 6 players on a single phone but the game is best play with 4 to 6 players. Playing with 2 players will limit different type of diplomacy and negotiation.

There is no account to be made or internet connection required. This is done by passing the phone around after your turn is up. Don’t worry, the other players cannot see what cards you have when it is their turn.

Player 1 will make the first move and once Player 1 is finish, he or she clicks “FINISH” button which will hide his or her cards. A splash screen shows up waiting for player to confirm his or her turn. Player 2 would make their move and repeat the process for the other players. This turn-base-pass-around process is repeated until the game is over.

When it is a Player’s turn, they cannot access the other players’ hand. The other players’ hands are shown face down but cannot be interactive with.

**Basic Goals:**

The basic goals of Illuminati is to control as many groups as possible when the game ends.

**2 or 3 Players:**

With 2 or 3 players, the winning player would want to control a total of 13 groups.

**4 Players:**

With 4 players, the winner would want to control 12 groups.

**5 Players:**

With 5 players, the winner would want to control 10 groups.

**6 Players:**

With 6 players, the winner would want to control 9 groups.

**SPECIAL GOALS**

Bavarian Illuminati:

Control Groups with a total power of 35 or more (including their own Power of 10).

Bermuda Triangle:

Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.

Discordian Society:

Control five Weird Groups.

Gnomes of Zurich:

Collect 150 megabucks (in the whole Power Structure’s treasuries).

The Network:

Control Groups with a total Transferable Power of 25 (including their own 7).

Servants of Cthulhu:

Destroy eight Groups.

Society of Assassins:

Control six Violent Groups.

UFOs:

At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.

**Basic Game Play:**

Illuminati: The Game of Conspiracy contains the implementation of:

8 Illuminati cards

83 Groups cards

15 Special cards

2 Virtual Dice

Virtual Megabucks (MB) income

**Press and Drag:**

To simply play a card from your hand, press on the card you want to play and drag it onto the field where you want to play it.

**At the beginning of your turn:**

When it is your turn to play, you will automatically collect your income. The income is based on each group that has an Income. Then a card is randomly drawn for you and placed in your hand. If the card is a Special Card, then you may keep it. If the card is a Group Card, then it is placed face-up in the uncontrolled area of the playing field.

**During your turn:**

**Passing:**

When it is your turn, you have the option of not performing any actions and just pass onto the next player. When you do this, you will automatically collect 5MB. If you decide to do this, click “PASS” and then pass the phone to the next person.

**Actions:**

When it is your turn, you may take two regular actions. The regular actions are:

* Attack a Group (to control, neutralize, or destroy)
* Transfer money
* Move a Group
* Give a Group away

A pop will show up to show which action you are on. You are only allowed to take up to 2 actions per turn.

Once you have finish with your 2 actions, click “**NEXT**” to move onto your “free actions”. The “free actions” are:

* Drop a Group
* Give away money or Specials
* Use a Special (Exception: Bribery is a regular action.)

You are only allowed to make 1 “free action” per turn. Once you have finish your “free action” click “**NEXT**” to continue.

**Transfer Money:**

You may transfer a group’s money to another adjacent group. You may transfer part of it or all of it. You can only transfer money two times per turn.

If you decided not to transfer any money, click “**NO** **MONEY** **TRANSFER**”. And then click “NEXT” to move on.

**Special-power Actions:**

During your turn, you may take special-power actions from your Illuminati cards. If you are the Gnomes of Zurich, then you may redistribute your money between treasuries. If you are the Bermuda Triangle, then you may this turn to reorganize their Power Structure. Once you are finish, click “**NEXT**”.

**Add Targets:**

At the end of your turn if the uncontrolled area has fewer than two Groups, then draw cards until there are two uncontrolled Groups. If a Special card is drawn, then discard it.

Once you have finished with your turn click “NEXT PLAYER” and then pass the phone to the next player.

**Basic Attacks:**

There are 3 different types of attacks; attack to control, attack to neutralize, and attack to destroy.

**Attack to Control.**

Defending Group’s Resistance is subtracted from attacking Group’s Power, including any Transferable Power from other Groups aiding in the attack. Only members of attacker’s own Power Structure can aid the attack. Modify this number for attacker’s or defender’s special

powers, for money spent by both sides, and for other factors shown below. Using two dice, attacker must roll this number or less. *A roll of 11 or 12 is an automatic failure.*

Same alignment (e.g., Weird vs. Weird) . . . . . . . . . . . . . +4

Opposite alignment (e.g., Straight vs. Weird) . . . . . . . . . -4

Each Megabuck (MB) spent by attacker . . . . . . . . . . . . +1

Each MB spent by defending Group . . . . . . . . . . . . . . . . -2

Each MB spent by defender’s Illuminati . . . . . . . . . . . . . -1

Each MB spent by other players to Interfere. . . . . . . . . . -1

Each MB spent by other players to Assist . . . . . . . . . . . +1

Defending Group is controlled directly by Illuminati . . -10

Defending Group is 1 Group away from Illuminati . . . . -5

Defending Group is 2 Groups away from Illuminati . . . -2

**Attack to Neutralize.**

As above, except that attacker receives a +6 bonus.

**Attack to Destroy.**

As above except:

1. Roll “Power minus Power,” instead of “Power minus Resistance.”

2. +4 for *opposite* alignment; -4 for *identical.*

3. Attacking Group does not need an open control arrow.

Illuminati Cards:

The Bavarian Illuminati:

Special Powers: May make one privileged attack each turn at a cost of 5MB.

Power: 10/10

Income: 9

Main Goal: The main goal is raw power and can win the game by controlling Groups with total power of 35 including their own.

The Bermuda Triangle:

Special Powers: May reorganize groups freely at end of turn

Power: 8/8

Income: 9

Main Goal: The main goal and to win is to collect at least one of each of the ten different alignments.

The Discordian Society:

Special Powers: +4 on any attempt to control Weird groups;

Immune to any attacks from Government or Straight groups.

Power: 8/8

Income: 8

Main Goal: The Discordian Society can will if they control five Weird Groups.

The Gnomes of Zurich:

Special Powers: May move money freely at end of turn.

Power: 7/7

Income: 12

Main Goal: The Gnomes of Zurich wins by accumulating 150 MB in the treasuries of their whole power structure as well as their own Illuminati.

The Network:

Special Powers: Turns over two cards at beginning of turn.

Power: 7/7

Income: 9

Main Goal: To win the game, the Network needs to collect 25 points worth of transferable power, including their town 7 points

The Servants of Cthulhu:

Special Powers: +2 on any attempt to destroy any group.

Power: 9/9

Income: 7

Main Goal: The Servants of Cthulhu’s main goal is to destroy 8 other Groups.

The Society of Assassins:

Special Power: +4 on any attempt to neutralize any group

Power: 8/8

Income: 8

Main Goal: The main goal of The Society of Assassins is to control six Violent Groups.

The UFOs:

Special Power: Illuminati group may participate in two attacks per turn.

Power: 6/6

Income: 8

Main Goal: The main goal of the UFOs’ can be chosen secretively from any of the other Illuminati’s Goal. The player has an option to select any of the other Illuminati’s goal and make it their own.