Illuminati: The Game of Conspiracy Usecases

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| ID | BR - 0 (Basic Rules - 0) |
| Title | This is the goal of the usecase |
| Description | Describe the goal and context of this use case. This can be longer and also multiple lines |
| Primary Actor | The person who will be interacting with this usecase (the current player) |
| Stakeholders | Who will be affected and has an investment in this usecase (other players) |
| Trigger | What caused this usecase to be initiated. |
| Preconditions | Describe the state of the situation before the first event in this usecase |
| Postconditions | Describe the state of the situation after all the events in this usecase |
| Main Success Scenario | 1. The flow of events of from the preconditions to the postconditions, where nothing goes wrong 2. Can be numbered like this |
| Extensions | 1. Describe all other scenarios that can happen during this usecase 2. Things that can go wrong 3. Can be numbered also |
| Frequency of Use | How often this will happen (ex. Start of every turn, during attacks, etc.) |
| Status | Approved or Pending Review (or leave blank and I’ll look it over) |
| Owner | Your initials here |

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| ID | BR-1 (Basic Rules - 1) |
| Title | Start of the Game |
| Description | The game starts and the player begins with a single Illuminati card |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player wants to play the game |
| Preconditions | Player wants to play the game |
| Postconditions | Player begins with a single Illuminati card in their hand |
| Main Success Scenario | 1. The game begins with the player having a single Illuminati card in their hand |
| Extensions | 1. The player decides not to play. |
| Frequency of Use | Once, at the start of the game |
| Status | Approved |
| Owner | NM |

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| ID | BR - 2 (Basic Rules - 2) |
| Title | End of the Game (Win) |
| Description | The game ends with the player controlling enough groups or fulfilling specific Illuminati goal. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player controlled enough groups or fulfilled specific Illuminati goal |
| Preconditions | Player did not control enough groups or met the Illuminati goal requirements |
| Postconditions | Player wins the game |
| Main Success Scenario | 1. Player manages to control enough groups through cards 2. Player manages to meet Illuminati requirements through cards |
| Extensions | 1. Player gets interrupted or attacked by another player 2. Player loses control of groups due to other players |
| Frequency of Use | Often, during attacks and interruptions |
| Status | Pending Review |
| Owner | NM |

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| ID | I - 1 (Illuminati – 1) |
| Title | The Bavarian Illuminati |
| Description | Known as the “Ancient Illuminated Seers of Bavaria”, they are the original Illuminati. Most known for infiltrating the Freemasons in 1776.  The Illuminati can win by reaching a total power of 35 from controlled groups. Their special ability allows them to have a privileged attack each turn at the cost of 5 Megabucks.  Player’s Illuminati has a power of 10/10 and 9 Megabucks at the start of the game. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal with a total power of 35 |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player can use privileged attack on each turn at the cost of 5 Megabucks 4. Player should play cautiously to move toward victory    * Player can be on good side or use a sneak attack to destroy other Power Structure |
| Extensions | 1. Player does not obtain the Bavarian Illuminati. 2. Player does not have enough income to produce privileged attack 3. Player can be called out what Illuminati they have 4. Other players can team up against current player to bring the Illuminati down or weaken it. |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 2 (Illuminati – 2) |
| Title | The Bermuda Triangle |
| Description | Off the Florida coast, they are usually shrouded in mystery and fear and always blamed for sinking ships.  The Bermuda Triangle aims to take control over different types of Groups. They can win by having one of each alignment in its Power Structure. Player can reorganize Power Structure freely at the end of each turn.  Player’s Illuminati has Power of 8/8 and 9 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having at least one of the ten different alignments. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player can reorganize Power Structure at the end of each turn 4. Player can make a deal with Other Players to reach goal. 5. If Other Players keep watching count, Player can do a surprise normal victory to demoralize Other Players. 6. Player’s small goal is to obtain group Orbital Mind Control Lasers 7. If Player only needs Violent group, Player can easily win as there are more Violent cards. |
| Extensions | 1. Player does not obtain the Bermuda Triangle 2. Player becomes targeted as Other Players count alignments 3. Other Players can keep Player from having specific alignments, especially rare ones. 4. Communist card can stop Player. |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 3 (Illuminati – 3) |
| Title | The Discordian Society |
| Description | This Illuminati likes confusion and strangeness and worships the Roman Goddess of Strife and Chaos, Eris.  The Discordian Society can win by controlling five Weird Groups and has an addition +4 on all attempts to control such Groups. They are immune to Straight and Government Groups’ attacks.  They have a power of 8/8 and income of 8 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by controlling five Weird Groups. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player can build up Power Structure while trying to obtain Weird Groups in the process. 4. Player can pass turns to play the harmless role 5. Player can deal with Other Players if not targeted after a good few turns and if Power Structure is secure.    * Straight and Government Groups are nulled attacks. 6. Obtaining the Secret Masters of Fandom (S.M.O.F.) and Science Fiction Fans is a good advantage. |
| Extensions | 1. Player does not obtain the Discordian Society 2. Whispering Campaign card can destroy Weird Group 3. The Weird Groups that have power are destroyed or taken from the Player. 4. The International Communist Conspiracy, the Mafia, and the CFL-AIO can be used against Player who has this Illuminati. |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 4 (Illuminati – 4) |
| Title | The Gnomes of Zurich |
| Description | Considered to be the big money makers and can transfer the cash quickly and easily and on top of their financial game.  The Gnomes of Zurich can win by having a total of 150 Megabucks throughout the treasuries of their whole Power Structure. They can move money freely among their Groups at the end of a turn.  They have a power of 7/7 and income of 12 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having 150 Megabucks in all the treasuries of Power Structure. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player can move money freely to their Groups to ensure money safe-keeping. 4. Player takes control of high Income cards such as IRS, Multination Oil Companies, Republicans, Democrats and International Cocaine Smuggler. 5. Dispersing income to a large Power Structure to lessen the hits. 6. Protects money-making Groups and strategically spend money when needed. 7. The Market Manipulation card can be used towards the end to cash in. |
| Extensions | 1. Player does not obtain the Gnomes of Zurich 2. Other Players can tell if Player is the banker Illuminati if Player tries to get many high Income cards. 3. Player loses money-producing Groups. 4. Other Players can attack tactfully when Player reaches 25 Megabucks 5. Income begins bleeding    * Puppets are attacked as they are expensive    * Other Players make a deal for more money |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 5 (Illuminati – 5) |
| Title | The Network |
| Description | They are technologically intelligent and are watching every move. They know everything first.  The Network can win by collecting 25 points of transferable power, including its own 7 points. They have the advantage of drawing two cards every turn.  They have a power of 7/7 and an income of 9 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by having 25 points of transferable power. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player can draw two cards every turn – increases chances of getting good cards of all kinds. 4. Obtaining at least one Special card to bargain. 5. Inexperienced Players don’t go for Groups with transferable power |
| Extensions | 1. Player does not obtain the Network. 2. Other Groups with high Transferable Power are targeted by every Player.    * Other Players take over high Transferable Power Groups 3. Bavarian Illuminati is going against Player. |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 6 (Illuminati – 6) |
| Title | The Servants of Cthulhu |
| Description | They are students of the unknown and seek to learn the ungodly powers, risking their lives and souls.  The Servants of Cthulhu can win by destroying eight other Groups, including Illuminatis. The Player can get an extra +2 Power on any attempt to destroy any Group.  They have a power of 9/9 and income of 7 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by destroying eight other Groups. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player destroys Groups early 4. Player offers the task of doing the destroying 5. Player knocks out Other Player to look Neutral to Other Players.    * Other Players lose track of Groups controlled 6. Player has low-power Groups and uses them as sacrifice later in the game. 7. Destroyed Illuminati counts as a kill. |
| Extensions | 1. Player does not obtain the Servants of Cthulhu 2. Other Players destroy a Group before Player does.    * Low-powered Groups are taken and protected, or destroyed 3. Other Players conspire to trick Player is heading to victory |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 7 (Illuminati – 7) |
| Title | The Society of Assassins |
| Description | This Illuminati creates fear without even acting.  The Society of Assassins can win by controlling six Violent Groups.  They can gain an extra +4 power on any attempt to neutralize an enemy-controlled Group.  They have a power of 8/8 and income of 8 Megabucks at the beginning |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by controlling six Violent Groups |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player sparingly uses Special Ability 4. Other Players will help to neutralize or bribe to be left alone 5. Player builds of income to increase chances of getting good Violent Groups. |
| Extensions | 1. Player does not obtain the Society of Assassins 2. Other Players helps neutralize to not become an enemy. 3. Other Players grab good Violent Groups. |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | I - 8 (Illuminati – 8) |
| Title | The UFOs |
| Description | This Illuminati is hard to figure out as they are sworn in secrecy and change constantly.  The UFOs can win by achieving one of the seven goals of the other seven Illuminati but can only choose one at the beginning of the game. Their advantage is speed in which they may attack or aid twice per turn.  They have a power of 6/6 and an income of 8 Megabucks at the beginning. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | Player randomly chooses the Illuminati |
| Preconditions | Player randomly chooses the Illuminati |
| Postconditions | Player reaches Illuminati goal by any of the seven goals the Player chooses at the beginning of the game. |
| Main Success Scenario | 1. Player chooses a random Illuminati before the start of the game 2. Player must hide what Illuminati is obtained 3. Player only reveals Special Goal once achieved. 4. Other Players are fooled by Player’s actions (to be kept guessing). 5. Player can act upon different goals to confuse Other Players. |
| Extensions | 1. Player does not obtain the UFOs 2. Other Players take high Power or Income Groups 3. Other Players figures out Special Goal |
| Frequency of Use | Each turn. |
| Status |  |
| Owner | JT |

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| ID | CC - 1 (Campaign Card – 1) |
| Title | Assassination |
| 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. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | The attempt to destroy, control or neutralize by any player. |
| Preconditions | Player draws card |
| Postconditions | Player uses card; the roll is changed to a 2 |
| Main Success Scenario |  |
| Extensions |  |
| Frequency of Use | Once – when the timing is right |
| Status |  |
| Owner | JT |

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| ID | CC - 2 (Campaign Card – 2) |
| Title | Bribery |
| Description | Play this card during your turn to automatically take control of any one uncontrolled group. Playing this card counts as an action. |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | An uncontrolled group is need. |
| Preconditions | Player draws card |
| Postconditions | Player obtains uncontrolled group. |
| Main Success Scenario |  |
| Extensions |  |
| Frequency of Use | Once |
| Status |  |
| Owner | JT |

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| ID | CC - 3 (Campaign Card – 3) |
| Title | Computer Espionage |
| Description | Play this card any time to count the money or any one group card OR examine all of one player’s special cards |
| Primary Actor | Current Player |
| Stakeholders | Other Players |
| Trigger | The attempt to destroy, control or neutralize by any player. |
| Preconditions | Player draws card |
| Postconditions | Player uses card; the roll is changed to a 2 |
| Main Success Scenario |  |
| Extensions |  |
| Frequency of Use | Once – when the timing is right |
| Status |  |
| Owner | JT |