



# User Manual

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## WHAT IS IBGA?

The Illuminati Board Game Application is a recreation of the Illuminati Board Game for digital platforms. It is designed to replace the physical use of the board game, while keeping the gameplay as close to the original as possible. Players who are already familiar with the physical Illuminati Board Game should have no trouble operating the IBGA. The IBGA is dependent on the Java Runtime Environment on a Windows or Mac operating system. The IBGA is developed by Team 4 Star.

## SYSTEM REQUIREMENTS

### Minimum System Requirements:

OS:	Windows 98 / ME / 2000 / XP with DirectX 9.0c
CPU:	Pentium III with 600 MHz
RAM:	128 MB
Graphic Card:	DirectX-Compatible Graphic card with a minimum of 32 MB Ram
Sound Card:	DirectX-Compatible Soundcard
CD-ROM:	2-fach Speed
Hard Disk Space:	270 MB of free disk space

### Recommended System Requirements:

OS:	Windows 98 / ME / XP with DirectX 9.0c
CPU:	Pentium 4 with 1.500 MHz
RAM:	512 MB
Graphic Card:	DirectX-Compatible Graphic card with a minimum of 64 MB Ram
Sound Card:	DirectX-Compatible Soundcard
CD-ROM:	40-fach Speed
Hard Disk Space:	270 MB of free disk space

## INSTALLATION

1. Start your computer.
2. Download the program from the designed site above.
3. Import the program into a JAVA IDE.
4. To start the game, navigate run button in JAVA and the start menu will appear.

## OBJECT OF THE GAME

The main goal of the Illuminati is to take control of the world. During the game, you take over other Groups (represented by cards). These groups are added to your Power Structure and do your bidding -unless a



foe takes them from you. You may win either by controlling enough Groups, or by fulfilling the special goal of your own Illuminati.

## ALIGNMENT

There are ten possible political alignments. It is easier for a Group to *control* or *neutralize* Groups with similar alignments, and to *destroy* those of opposite alignments. Some cards have one alignment, some have several, and a few have none. Meanings of the alignments, for the purposes of this game, are:

*Government* – An arm of the U.S. government; its opposite is *Communist*.

*Communist* – Inspired by the Soviets or Chinese or Albanians or somebody; its opposite is *Government*.

*Liberal* – Politically “left,” whatever that means; its opposite is *Conservative*.

*Conservative* – Usually mad at the Liberals; its opposite is *Liberal*.

*Peaceful* – Philosophically opposed to the use of force; its opposite is *Violent*.

*Violent* – Armed and/or dangerous; not necessarily vicious; its opposite is *Peaceful*.

*Straight* – Socially middle-of-the-road; Middle American; its opposite is *Weird*.

*Weird* – Peculiar, offbeat, notably different from the neighbors; its opposite is *Straight*.

*Criminal* – Extorting money from citizens through force or threat, and/or breaking the law professionally; there is no opposite.

*Fanatic* – Adhering to a limited system of beliefs in defiance of all others; any two Fanatic Groups are considered.

## SEQUENCE OF PLAY

Play proceeds in turns. On his turn, a player does the following:

1. *Collect Income*. For each Group that has an Income, draw that income from the bank. Put the money directly on that card (the Group treasury). Hint: The game will go faster if players count up their Income before their turn starts, and have it ready beside each Group card. Money should not be placed on the card until that player’s turn actually begins. A player may stack his money so only the top one can be seen, or spread them out to flaunt his wealth.

2. *Draw a card*. If the card is a Group, it is placed face-up in the center of the table, with the other uncontrolled Groups. If it is a Special card, the player keeps it. He may place it face-down or face-up (whichever he chooses) in front of him. However, he must display the card; he can’t hide it in a pocket. The other players do not have the right to know what the card says, but they do have the right to know how many Specials each player has.



3. *Take two “actions,”* as explained below.
4. *Take any “free actions.”* Free actions (also explained below) do not count against the two actions a player is allowed during each turn. Free actions may be taken before, between, or after a player’s regular two actions.
5. *Transfer money.* Part or all of the contents of two treasuries may be moved to the treasury of adjacent Groups. See p. 7.
6. *Take special-power actions.* If the player is the Gnomes of Zurich, this is the time when he may redistribute his money between treasuries. If he is the Bermuda Triangle, this is the time when he may reorganize his Power Structure.
7. *Add targets.* At the end of each turn, if the uncontrolled area has fewer than two Groups, draw cards until there are two uncontrolled Groups. If a Special is drawn, discard it.

Play continues counter-clockwise until a player (or coalition of players) wins by achieving their Goals – see p. 16. As play develops, a game might look something like this:

## ACTIONS

There are three types of actions: an attack, a money transfer, and moving a Group. Each action must be completed before beginning another. A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions cannot be saved for later turns.

*Regular Actions:* Attack a Group (to control, neutralize, or destroy); Transfer money; Move a Group; Give a Group away.

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

*Passing:* A player may choose not to take any actions of any sort and collect 5MB instead.

## ATTACKS

The most important actions in Illuminati are attacks. In an attack, a Group uses its Power, and probably its money, in an attempt to either control, neutralize, or destroy another Group. Illuminati cards



themselves can attack, but cannot be attacked. No Group, except the UFOs, can attack more than once per turn.

## 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.

## BASIC GOALS



Groups to be controlled, *including Illuminati*

2 or 3 players (not recommended) . . . . .	13
4 players . . . . .	12
5 players . . . . .	10
6 players . . . . .	9
7 or 8 players (not recommended) . . . . .	8

## 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.

## STARTING A GAME

Remove the eight Illuminati cards from the deck; they have dark backs to make them easy to find. Place them face-down on the table. Each player draws an Illuminati card, places it face-up before him, and draws its indicated Income from the bank, placing it on the card. Leftover Illuminati cards are not used for the remainder of the game. Shuffle the remaining cards (including Specials) and place them face-down in the center of the table. Turn four cards face-up and place them in the center of the table. (If any Special cards are turned over, bury them in the deck and turn over new Group cards to replace them.) These four Groups are the original "uncontrolled Groups." Each player rolls two dice; the player with the highest roll plays first. He follows the Sequence of Play, below: he starts by collecting more income for his Illuminati Group, turning over one card, and then (probably) trying to take over an uncontrolled Group with his Illuminati. And the race for world control is on!



## THE MAIN MENU

Ready to start? The last thing we will talk about is the menu system.

When you start Illuminati game, you will be presented with a main menu that allows you to create new games, advance option, or simply quit the game. You can reach this menu again at any time, by pressing the Escape key.

### Play Game

Pressing the play game button will throw you right into a game of Illuminati! Further customization of this game can be done through the options below.

### Advanced Game

A series of menu options allow you to select new ways to play, such as hiding your Illuminati cards. After selecting the desired options you can hit the 'Play Game' button to begin a session with your new rules.

### Quit

A player can hit the exit button in the upper right to end the game whenever they like, however the game will not be saved.

## TROUBLESHOOTING

The following problem descriptions should help you if IGBA does not run properly on your system.

Before you start, please make sure your computer meets the required minimum configuration in the System Requirements section. In many cases outdated technology or faulty or not-updated drivers are the cause of program errors.

To play the IGBA; you can download it from [https://github.com/JosephFreedman/343\\_IBGA](https://github.com/JosephFreedman/343_IBGA). Follow the installation prompts from the appropriate manual section above.

## CUSTOMER SUPPORT

It is impossible for any company to test every possible PC configuration. Occasionally there could be a problem with the game on your computer. To contact support, email Team 4 Star at Team4StarIBGA@gmail.com.

When you contact support please have the following information on hand:

- Precise error message and a description of the problem
- CPU and processor speed





- Amount of RAM
- Manufacturer and description of the graphic card
- Operating System

## CREDITS

All deliverables were developed by Team 4 Star. The Illuminati Board Game Application is based on Illuminati Board Game created by Steve Jackson Games.