Illuminati Board Game

User Manual

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## 1 Introduction

### 1.1 Overview

The IBG is online adaptation of the popular 1980’s board game “Illuminati” produced by Lucky7. It’s a game of conspiracies in which each player takes the role of a secret society and must fight one another for wealth and power inorder to achieve world domination! (so to speak) The game is incomplete and its operational status is currently under development. IGB is intended to operate on Windows or any operating system that supports java.

### 1.2 Organization of the Manual

The user’s manual consists of five major sections: Introduction, System Requirements, Starting a Game, Gameplay, and Resources.

The Introduction section explains in general terms the system and the purpose for which it is intended.

System Requirements section provides a summary of the hardware and software requirements, system’s configuration, user access levels and system’s behavior in case of any contingencies.

Gameplay section details description of the system and game functions. Winning the game, sequence of play, actions, attacks, illuminati/group/special cards, and alignments in detail.

Resources section details other resources users can go to for more information besides this manual.

## 2 System Requirements

### 2.1 Supported Systems

IBG was intended to operate on the Windows 10 operating system. It has only been tested on windows 10 thus playing the game using earlier versions of Windows maybe possible but only versions 10 and higher are guaranteed to be compatible. Once the game has been installed, IGB can be used immediately without any further configuration. The game requires requires connection to Internet in order to play online, but single player and local games can still be hosted offline. In case of a power outage, game progress is not saved and all progress is lost upon closing the program.

### 2.2 Required Software

**Requirements**:

Windows 10

Java version 8

## 3 Starting a Game

### 3.1 Adding Players

Upon starting a game, the user is directed to the lobby screen. Here the user may populate the game lobby with actual players and/or AI. This is done by entering a name in one of six provided text fields, then specifying weather or not this player is an AI by clicking the corresponding checkbox.

## 4 Gameplay

### 4.1 Winning the Game

The game can be won via one of three methods: completing the basic goal, completing your unique special goal or victory by attrition.

#### 4.1.1 Basic Goals

The basic goal is achieved by controlling a specific amount of group. The amount of controlled groups required to win depends on the amount of players in the game.

|  |  |
| --- | --- |
| Player count | Number of controlled groups |
| 2 or 3 players (not recommended) | 13 |
| 4 players | 12 |
| 5 players | 10 |
| 6 players | 9 |
| 7 or 8 (not recommended) | 8 |

#### 4.1.2 Special Goals

Special goals are different for each player specific to the Illuminati they control. A player wins when they have met the special goal conditions at the end of any turn.

The special goals are:

|  |  |
| --- | --- |
| **Name** | **Goal** |
| Bavarian Illuminati | Control groups with a total power of 35 (including their own power of 10) |
| Bermuda Triangle | Control at least one group of each alignment. A group with multiple alignments counts for each of those |
| Discordian Society | Control five weird groups |
| Gnomes of Zurich | Collect 150 megabucks (in the whole power structures 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 the UFO player picks the special goal of any other Illuminati as their own. It is kept secret from other players. |

### 4.2 Sequence of Play

The following headlines are in order for the sequence of play. The order may not be exact as there might be special abilities that are exceptions of the general rule. For more technical details, please refer to illuminati.com.

#### 4.2.1 Collect Income

In the beginning of a player’s turn, each group card gets money based on their income. In the game, this is done automatically in the beginning of a players turn. You may spend this money to attack or defend.

#### 4.2.2 Draw Card

A player draws a card from the deck. If the card is a group card, it is placed in the uncontrolled groups; if it’s a special card, the player keeps it. Like collecting income, this part is done automatically during the beginning of your turn. You can see what you drew in the log.

#### 4.2.3 Take 2 actions

Each player is entitled to 2 “actions”. These are the following you can take:

1. Attack a group (Control, neutralize, destroy)
2. Transfer money
3. Move a group
4. Give group away

To take any of these actions, select the card in the drop down under “card selected:”, and click any of the buttons below.

#### 4.2.4 Take free actions

These do not count against the two actions allowed during each turn. These are the following you can take:

1. Drop a group
2. Give away money
3. Give away specials
4. End turn

If an action requires a card, click the drop down under “Card selected:” and select the card, then click the button underneath with the action.

If you want to end turn, click the button labeled “End Turn”.

#### 4.2.5 Transfer Money

A group may move money to another adjacent group.

To take this action, click the drop-down under “Card selected:” and select where the source of the money is coming from. After, click the “Transfer Money” button, then select where you would like to transfer it to.

#### 4.2.6 Illuminati Abilities

Every Illuminati card has their own unique abilities. Below is a list of the illuminati cards with their associated abilities.

|  |  |
| --- | --- |
| Name | Ability |
| Bavarian Illuminati | May make one privileged attack each turn at a cost of 5 MB |
| Bermuda Triangle | May reorganize group freely at end of turn |
| Discordian Society | +4 on any attempt to control weird groups; immune to any attacks from conservative or straight groups. |
| Gnomes of Zurich | May move money freely at end of turn |
| The Network | Turns over two cards at the beginning of turn |
| Servants of Cthulhu | +2 on any attempt to destroy any group |
| Society of Assassins | +4 on any attempt to neutralize any group |
| UFOs | Illuminati group may participate in two attacks per turn |

To use illuminati ability, select your illuminati card in the drop-down under “Card Selected:”, then click the “Use Ability” button.

#### 4.2.7 Add targets

If by any reason there is less than 4 uncontrolled groups, a card must be drawn and placed into uncontrolled groups from the deck. If a special card is drawn, place it back in the deck. This is done automatically by the game.

### 4.3 Actions

There are two types of actions (excluding passing).

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

All actions are shown on the right panel of the game.

### 4.4 Attacks

There are 3 types of attacks a player can do on their turn. These are attack to control, neutralize or destroy. Below is a table explaining the differences between these.

|  |  |  |
| --- | --- | --- |
| Attack to Destroy | Attack to Neutralize | Attack to Control |
| If an attack is successful, the card attacked is removed from the game into the “discard” pile. (Money is lost). | If an attack is successful, the card attacked is placed back into the uncontrolled groups. (Money is lost). | If an attack is successful, the card attacked is removed from defender and into the attackers. (Money is preserved). |

### 4.5 Illuminati Cards

Each player starts with one of eight Illuminati cards each having its own special abilities. Each Illuminati card also gives its holder a special goal or objective for the game. The illuminati cards have 4 outward arrows signifying that they can control 4 groups directly but can’t be controlled themselves. Each player will start with one Illuminati and end with one. Every Illuminati card besides their special ability also have power, transferable power, and income. Illuminati groups do not have resistance as they cannot be attacked directly. Groups closer to the Illuminati’s power structure get higher resistance bonuses. Money may be exchanged only between Illuminati treasuries.

### 4.6 Group cards

Basic cards of the game, each having certain characteristics, and the cards that are fought over throughout a game. Each group card has an alignment, power, resistance, and income. A group card can have a special ability and transferable power. A group card will have inward and backward arrows but will always have at least one inward arrow. When a group becomes part of a power structure this arrow is placed at a controlling groups outward arrow. Groups may be transferred between players that is traded, sold, or given away.

### 4.7 Special Cards

Specials give unique advantages to the players that draw them. They are kept face-down but other players can see how many specials a player has.Specials can be traded, sold, or given away at any time as these are considered free actions. Specials may be used once and are discarded after use. The restrictions of the special are stated on each card as each one is different. Any special card may be discarded to make an attack “privileged” but any player can discard two specials to abolish a privileged attack. If two specials played contradict each other the last one played is the one that governs.

### 4.8 Alignments

There are nine political alignments for group cards. It is easier for a group to control or neutralize groups with the same alignment, and destroy those with the opposite alignments. A group can have multiple alignments.

The nine alignments are:

|  |  |
| --- | --- |
| **Alignment** | **Opposite** |
| Liberal | opposite of Conservative |
| Conservative | opposite of Liberal |
| Peaceful | opposite of Violent |
| Violent | opposite of Peaceful |
| Straight | opposite of Weird |
| Weird | opposite of Straight |
| Criminal | has no opposite |
| Fanatic | any two Fanatic groups are opposites of each other |
| Media | has no opposite |

## 5 References

1. Official Illuminati Game rules. http://www.sjgames.com/illuminati/img/illuminati\_rules.pdf