

Illuminati Software

User Manual

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Table of Contents

1.0 General Information	3
1.1 System Overview	3
1.2 Organization of the Manual	3
2.0 System Summary	3
2.1 System Configuration	4
2.2 User Access Levels	4
2.3 Contingencies	4
3.0 Getting Started	4
3.1 Installation	4
3.2 System Menu	4
3.3 Exit System	5
4.0 Using the System	5
4.1.1 Main Menu	5
4.1.2 Rules	5
4.1.3 Start Game	5
4.2 Special Instructions for Error Corrections	5
5.0 Reporting	5
5.1 Report Capabilities	5
5.2 Report Procedures	5

1.0 General Information

Illuminati is a video game application designed for up to four players to simulate the global socioeconomic struggle of various dark, foreboding “Illuminati” groups in their never-ending fight for world domination. Designed by Steve Jackson Games and developed on the Unity Engine, this iteration of Illuminati will be the most fun world-conquering experience you’ve ever had!

1.1 System Overview

Illuminati is an application for up-to-date Windows 10 computers designed to pit players against one another in a battle for global supremacy. The application provides a virtual interface for players to appropriately visualize the status of their Illuminati, the groups that they control, the special favors they can call in, and the various actions that they can order their Illuminati to perform.

1.2 Organization of the Manual

This user’s manual is divided into 5 sections: General Information, System Summary, Getting Started, Using The System, and Reporting.

The General Information section explains in general terms the systems of Illuminati and the purposes they serve.

The System Summary section provides a general overview of Illuminati’s system. It outlines how Illuminati uses the system’s hardware and software, how it configures the system, the levels of user access, and the system’s behavior in case of any contingencies.

The Getting Started section explains where to find the Illuminati app and the steps you need to take to run it for the first time.

The Using the System section provides a detailed description of the functions of the Illuminati Application.

The Reporting section describes how information collected by the application is presented and how to access that information.

2.0 System Summary

The Illuminati application is built on the Unity Engine and compiled for compatibility with computers running the latest version of Windows 10. Built in a 2D view, the game is designed to run as smoothly as possible on standard hardware produced since 2015; frame rate issues may occur if older hardware is used.

2.1 System Configuration

Illuminati operates on PC's with Windows 10 operating systems. It is compatible with Version 1903 and higher versions. After installation on the device, Illuminati can be played immediately. For local multiplayer, extra game modes, and more rules, additional configuration is necessary, but simple.

2.2 User Access Levels

Illuminati is available for free online on our GitHub repository. It is DRM-Free, so anyone can play! The Application doesn't keep track of any data once a game has completed, though, so there's no way to save a game or access data from a game.

2.3 Contingencies

In case of a power outage, data is not saved in the internal memory of the operating device, as there is no data to really save. The game that was running will be lost forever. However, once the game is installed, it can run without Internet connection, so as long as the power is on, the game can go on, too!

3.0 Getting Started

This section will explain how to download and install Illuminati, as well as how to get a game going.

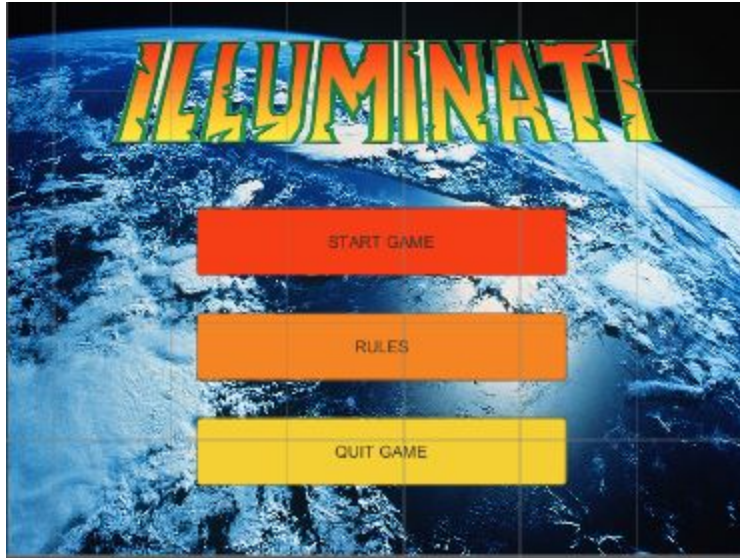
3.1 Installation

The latest version of Illuminati can be downloaded from our Github repository at [*https://github.com/MichaelZ1853/CECS-343-Group-G-Illuminati-*](https://github.com/MichaelZ1853/CECS-343-Group-G-Illuminati-) as a .zip file, which must be installed and unzipped on the device that will run the application. For device-specific application-installation instructions, please refer to your device's manual. Once the Application is successfully installed, you are free to play as you please.

3.2 System Menus

Illuminati is a full-screen application controlled entirely by the interactive User Interface. In order to get into a game, you'd need to sift through a few menus to set it up and get it going.

3.2.1 Main Menu



On startup, you'll be greeted by the Main Menu, which consists of 3 tabs: START GAME, RULES, and QUIT GAME. If you have never played Illuminati before, it's suggested that you click on the RULES Tab to become acquainted with the game's official rules. Once you've become acquainted with how the game works, feel free to click on the START GAME Tab, which will bring you to the GAME SETUP Menu. Or, if reading the RULES has intimidated you, feel free to QUIT GAME to easily close the Application.

3.2.2 Game Setup Menu



There are a few more buttons here to influence how you want the game to play. In the CORE Area you'll find options to determine how many Human Players will be joining you during gameplay; the game is built around 4 Players, so there is no way to modify the number of Players in a game, though. Once you've confirmed the number of Humans playing the game, you may choose to play with a few fun modifiers with the EXTRA RULES tab. HIDDEN GOALS will randomize your Illuminati's personal victory condition and hide it from the other Players. HIDDEN ILLUMINATIS will hide your Illuminati itself, allowing for more deceptive gameplay.

And CHEATERS! will open up a plethora of options for the Dishonest Player. Once you've determined the rules you want to play with, please CONFIRM your choices to move on, or RETURN to return to the Main Menu to either review the RULES or QUIT.

3.2.3 GAMEPLAY MENU



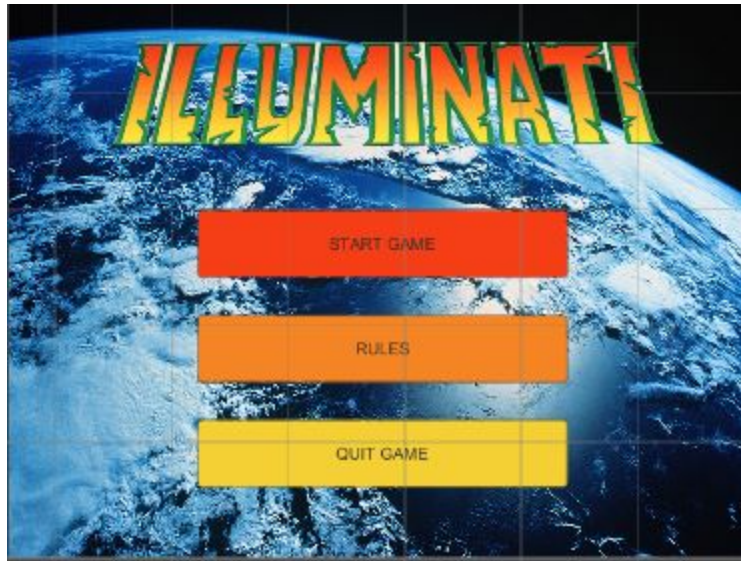
Once you've locked in your choices in the GAME SETUP Menu, the game begins by automatically determining the Player Turn Order, the Illuminati's they will play as (and their starting income), and the 4 initial Unclaimed Groups. Congratulations, the Game has begun and you and your friends may now begin your head-to-head quest for world domination!

3.3 Exit System

Illuminati can be closed by selecting "Quit Game" from the Main Menu.

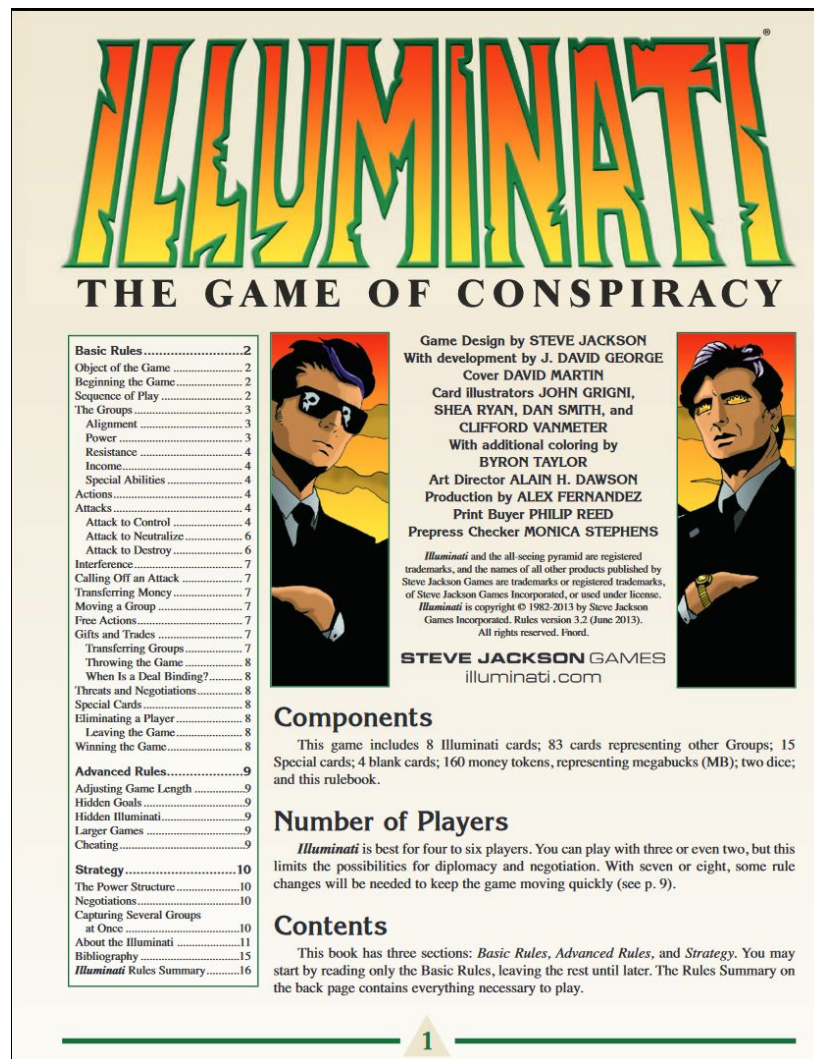
4.0 Using the System

4.1.1 Main Menu



The main menu consists of three options, which include “Start Game”, “Rules”, and “Quit Game”. The player can press “Start Game” when he is ready to start a new game. If the player wants to review all the rules of the game, including rules regarding the Cheater mode, then he can select “Rules” to view all those rules. If the player wants to close the application, then he will select “Quit Game” to close *Illuminati*.

4.1.2 Rules



The rules are divided up into three sections. The first section is entitled “Normal Rules”, which explains how the game is normally played. There is a second section entitled ‘Cheater Mode’, which explains all the normal rules as well as new rules that make the game more risky, but exciting and challenging. These rules will enable “cheating”, but the player cheating will be punished if he is caught. The players can review these to see how they can “cheat” correctly. The third section, “Game Cards”, will house all the cards in the game with a full description of what it is and its purpose. If the player needs to review all the cards in the game, then he can review them in this section of the “Rules” menu.

(V2 Begins here)

The RULES button will pull up a pdf of the Illuminati Game Rulebook, which can be read through at the Player’s leisure.

4.1.3 Start Game

CORE	
1 HUMAN	
2 HUMANS	
3 HUMANS	
4 HUMANS	

EXTRA RULES	
HIDDEN GOALS	
HIDDEN ILLUMINATIS	
CHEATERS!	

RETURN

CONFIRM

When the player clicks on “Start Game”, they will be redirected to the GAME SETUP Menu, which will display a number of options for setting up a New Game. The CORE Options in the Black Half of the Screen are devoted to choosing the number of Human Players that will be joining you; you may only choose one CORE. The EXTRA RULES listed in the Pink Half of the Screen contains Modifiers that change the core gameplay up a bit; you may choose any combination of the EXTRA RULES, or none at all. HIDDEN GOALS will randomize and hide each Illuminati’s Victory Conditions from the other Players. HIDDEN ILLUMINATIS will hide the different Players’ Illuminatis from each other and open up new ways to bluff your way to victory. CHEATERS! will allow all kinds of cheat actions during the course of Gameplay. Note that all EXTRA RULES Actions will be highlighted Pink to show that they are not part of the standard Gameplay Experience. Once the options the Players wish to play with are selected, they may either RETURN to Main Menu to review the Rules or Quit, or press CONFIRM to start the Game.

4.1.4 Main Gameplay Area



Once you've locked in your choices in the GAME SETUP Menu, the game begins by automatically determining the Player Turn Order, the Illuminati's they will play as (and their starting income), and the 4 initial Unclaimed Groups. The Player's Illuminati will appear on the Bottom Left of the screen, and further information about it can be called by clicking the "?" Button below it. Players may also select D to Donate Money to other Players or PS to view their current Power Structure; this applies to other Players' Illuminatis, which also have a "PS" Button below their Illuminati. Furthermore, the Player's owned Groups will be displayed in the Middle Left, and can be cycled through using the Arrow Keys below the Image. Players may also view the Group's effects by clicking the "?" on below it, and press D to drop it. The same goes for the Player's owned Special Cards, which are displayed to the right of the Groups as well as other Players' Special Cards, displayed on the Left of their Illuminati on the top of the screen. However, note that you cannot actually queue up more information about other Players' Special Cards, only how many they actually have, and that instead of D to Drop the Special Card, Players may instead choose to press U to Use it or G to Give it Away. Finally, the Actions a Player may take are shown on the right. They may Attack unclaimed Groups, Transfer Money to other Players, Move their Groups on the Board, or choose to Pass their turn for more MB. The Extra... button will be Pink if any extra rules were selected on Game Select, or Grayed out if not.

4.1.5 Attacking



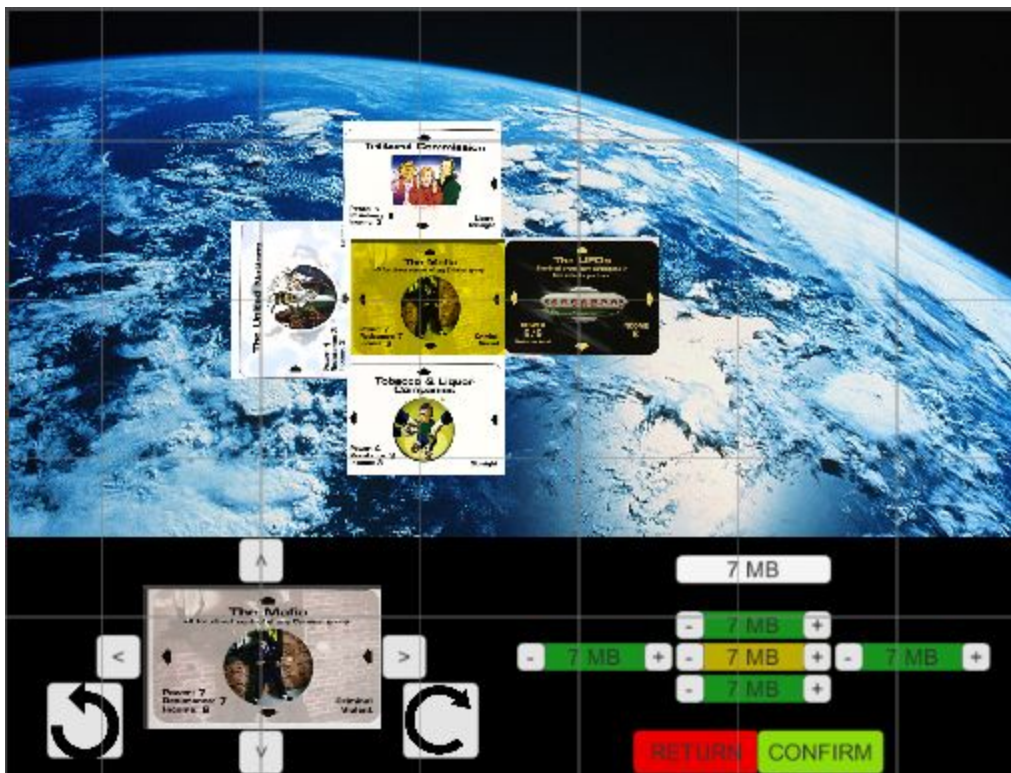
When a Player chooses to Attack, they will be redirected to a new Menu in which they will be able to decide what kind of Attack they'd like to do. From there, a multitude of options open up, depending on the circumstances of the Attack and Modifiers chosen during Game Setup. Once they've decided how they'd like to Attack, they'll have to roll the dice. They'll always be able to choose what Groups to use in the Attack by cycling through their Group Area and selecting "A" for "AID" and how much Capital they'd like to devote to it once the Die has been rolled by typing a number into the ATTACK BOOST area; however, depending on the Extra Options chosen, new Menu Items will be selectable. For example, if Cheats have been enabled, Players may choose to fudge their Dice Roll to whatever they'd like it to be or Inflate their Attack Power to make the attack succeed anyway. Once everything is set, they can choose to CONFIRM their Attack strategy, in which case the game will cycle through all Players who will choose their own Defense Strategy.

4.1.6 Defending



Once a Player has committed themselves to Attacking a Group, Gameplay will transition to the Defense Screen. Here, Total Defense will automatically be calculated and displayed for the Player, who may choose to modify it by contributing money from their Illuminati (1 per MB) or from the Defending Group's Treasure (2 per MB, and only if owned). Depending on the Type of Attack they've committed, different Players will have the opportunity to Defend against it. When Attacking to Control, all Players have the opportunity to donate money to the defense of the Unclaimed Group from their own stocks or nearby Groups, or to pass if they don't care about the defending Group; however, when Attacking to Control only the Defending Player may put forth money for Defense (CONFIRM will be Grayed Out), unless another Player chooses to use an Interference Special Card.

4.1.7 Transferring Money and Moving Groups in the Power Structure



By clicking on Power Structure, Transfer Money, or Move Groups Icon, the Player will be moved to the Power Structure Screen.

If they just click on Power Structure, the buttons will not work and be Grayed Out; they may only RETURN to the previous screen.

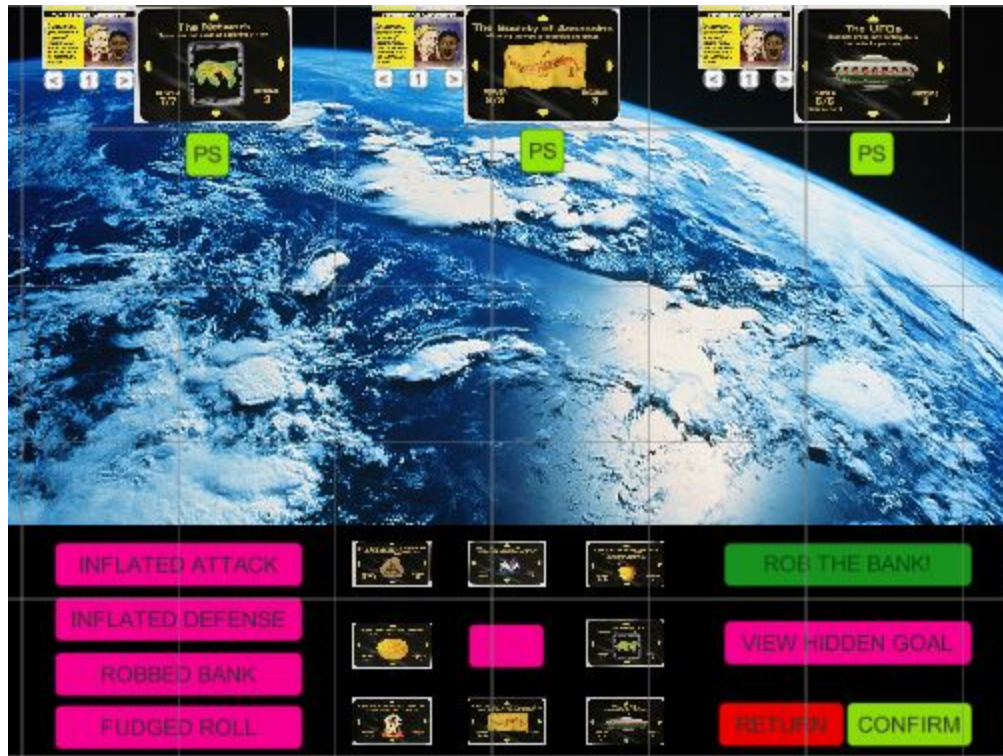
If they click on the Transfer Money Button, they may select a card by moving around the Power Structure with the Arrows; the money values in the center will automatically update as the Player moves through, and by clicking the Group you want to manipulate you will be locked into that Group. Any money moved through this menu is kept track of by the white Money Counter, and must be emptied by the end of the Money Transfer by adding that money into any other Money Counter.

If they click on the Move Group Button, they may select a card by moving around the Power Structure with the Arrows and then clicking on the card they want to lock in. Once locked in, they can rotate the card using the Clockwise and Counterclockwise buttons on the sides of the Movement menu, or move it through the Power Structure using the Arrows.

4.1.8 Passing

Back on the main Gameplay Menu, a Player may choose to Pass to give up any Actions they do on that turn in return for 5 MB. Once pressed, the turn immediately moves over to the next Player.

4.1.10 Extra... Actions



There are a few special actions one may take in the Extra... menu, all dependent on whether the Modifier was chosen in the Game Setup Menu.

If Hidden Goals mode is active, the Player may view their randomized goal.

If Hidden Illuminatis mode is active, the Player may attempt to finger a Player as a specific Illuminati to prevent them from Inflating their Attack, Resistance, and other stats.

If Cheaters! mode is active, the Player may Rob the Bank, entering how much money they wish to steal from the bank.

The entirety of the left side of the Player area is devoted to allowing Players to accuse other Players of Foul Actions, like Inflating their Attack or Resistance, Fudging their Rolls, or Robbing the Bank.

5.0 Reporting

5.1 Report Capabilities

Reports are collected and reviewed by the Illuminati game developers through an email-based customer support service. Following an email request, the issue(s) described will receive a response from the game developers within 7 business days. If necessary, an updated version of Illuminati will be posted to the Github repository under a new .zip file, as well as an updated version of our ReadMe.txt file that details the recent changes.

5.2 Report Procedures

The report described in the previous section can be sent to our email address found in the ReadMe.txt file on our Github repository. You are encouraged to save the email thread in your Inbox for future records.