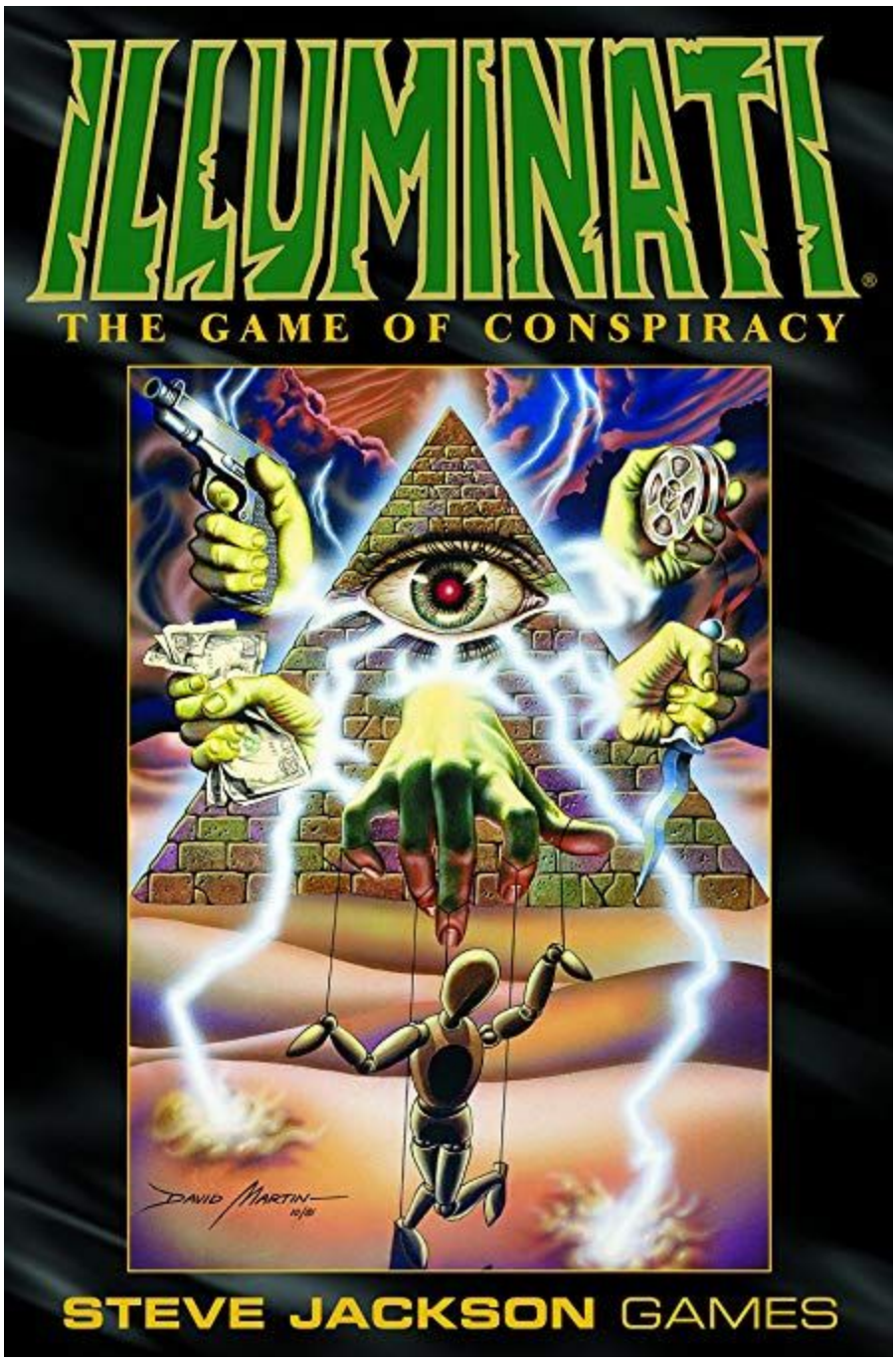
Use Cases

Illuminati



Project Development Team:

Thomas McSwain
Matthew Caponi
Adam Hinkle

Table of Contents

Regular Use Cases **1**

Figure 0. Begin Game 1
Figure 1. Begin Turn 2
Figure 2. Draw Card 3
Figure 3. Magnify 4
Figure 4. Win 5
Figure 5. Move Card 6
Figure 6. Attack to Control 7
Figure 7. Attack to Neutralize 11
Figure 8. Attack to Destroy 14
Figure 9. View Diplomacy Stats 17
Figure 10. Trade Group 18
Figure 10B. Negotiate 19
Figure 11. Deal Money 21
Figure 12.View Group Interaction Options 22
Figure 12A.View Group Stats 23
Figure 13. Notify Player of Event 24
Figure 14. Notify Player of Something Procedural. 25
Figure 15. Passive Artifact Power 25
Figure 16. End Turn 27
Figure 17. Move Group 28
Figure 18. View Player Stats 29
Figure 19. Transfer Money 30
Figure 20. Quit Game 32
Figure 21. Player Eliminated 33
Figure 22. Passive Special Power 34
Figure 23. Gift 35
Figure 24. Spend Money to Defend Group 36
Figure 25. Spend Money to Join Attack 37
Figure 26. Drop Group 38
Figure 27. Take Sub-action 39
Figure 28. Lay Snare 41
Figure 29. Designate Tax Status 42

Special Powers **43**

Figure 1. Federal Reserve 43
Figure 2. IRS 44

Figure 3. Orbital Mind Control Lasers 45

Active Artifact Use Cases 46

Figure 1. Perpetual Motion Machine 46
Figure 2. Blivit 48
Figure 3. The Holy Grail 49
Figure 4. Hubble Space Telescope 50
Figure 5. Talisman of Ahrimanes 51
Figure 6. Crystal Skull 52

Special Card Use Cases 53

Figure 1. Power to the People 53
Figure 2. Secrets Man Was not Meant to Know 54
Figure 3. Assassination 55
Figure 4. Interference 56
Figure 5. Media Campaign 57
Figure 6. Senate Investigating Committee 58
Figure 7. Whispering Campaign 59
Figure 8. Time Warp 60
Figure 9. Bribery 61
Figure 10. Computer Espionage 62
Figure 11. Deep Agent 63
Figure 12. Market Manipulation 64
Figure 13. Murphy’s Law 65
Figure 14. Slush Fund 66
Figure 15. Swiss Bank Account 67
Figure 16. White Collar Crime 68

Sub-Action Use Cases 69

Figure 1. Bribe 69
Figure 2. Protest 71
Figure 3. Assassinate 74
Figure 4. Arrest 76
Figure 5. Disseminate Fake News 78
Figure 6. Spy 81
Figure 7. Apply Sanctions 84
Use case ends. 86
Figure 8. Attack with Army 86
Figure 9. Raise Oil Prices 88
Figure 10. Offer Humanitarian Aid 89
Figure 11. Mind Control 91

Figure 12. Conspiracy 94
Figure 13. Brainwash 97
Figure 14. Initiate 100
Figure 15. Hire 102
Figure 16. Hack 104

Regular Use Cases

Figure 0. Begin Game

Name: Begin Game

Identifier: UC 00

Description:

game is initialized, and starts the first player's turn.

Preconditions:

Player selects game mode to begin playing the game

Postconditions:

First player begins their turn.

Basic Course of Action:

1. Game layout brought into view.
2. All 8 Illuminati cards are set face down on the table.
3. Each player is dealt a facedown Illuminati card.
4. Indicated income is drawn from the bank and placed on the card.
5. Unused Illuminati cards are deleted for the rest of the game.
6. All remaining cards are shuffled and placed face down on the table.
7. 4 cards are drawn and placed face up in the center of the table. [**Alt. course A]**
8. Each player virtually rolls 2 dice. The highest roll is the first player. **[Alt. course B]**
9. Player one begins their turn.
10. Use case ends.

Alternate Course A: *Card drawn is a special card*

1. Bury special card back in deck.
2. Draw a new card, turning over the next group card to replace the special card.
3. Use case continues in “Basic Course of Action” Step #8.

Alternate Course B: Multiple players tie for highest roll.

1. Each player rerolls until a winner prevails.
2. Player one begins their turn.
3. Use case ends.

Figure 1. Begin Turn

Name: Begin Turn

Identifier: UC 01

Description:

Begin turn for the next player

Preconditions:

Previous player has ended their turn or the game has just started.

Postconditions:

Player successfully begins their turn and can now collect income.

Basic Course of Action:

1. The use case begins when the turn for the previous player officially ends.
2. Ownership of game objects switches to the next player
3. UI updates to reflect the next player's status.
4. The camera shifts to the next player.
5. Player now allowed to collect income. *UC #11 Deal Money*
6. The use case ends.

Figure 2. Draw Card

Name: Draw Card

Identifier: UC 02

Description:

Player draws a card

Preconditions:

Player has started their turn and all back end adjustments have been made.

Postconditions:

Card is on board and all back end statistical adjustments have been made. The player can now take actions.

Basic Course of Action:

1. The player clicks on the top card of the deck.
2. Card is removed from the deck and added to the center of board. [Alt. Course A], [Alt. Course B] [Alt. Course C].
3. Use case ends.

Alternate Course A: *Not enough room on table*

1. Table center size is increased
2. Use case ends

Alternate Course B: *No more cards to draw*

1. The player is notified that the deck is empty. *UC 17 Notify Player of Something Procedural*
2. Use case ends.

Alternate Course C: *Drawn card is a special card or Artifact*

1. Card is added to the player's hand. [Alt Course D].
2. Use case ends.

Alternate Course D: *Not enough room in the player's hand*

1. The size of the cards in the player's hand are decreased.

Figure 3. Magnify

Name: Magnify

Identifier: UC 03

Description:

Player double clicks on the desired card and it magnifies so they can see the details more clearly.

Preconditions:

Player is on their turn.

Postconditions:

Card is magnified

Basic Course of Action:

1. The player selects the desired card to magnify by double clicking it..
2. The card is rotated and re-positioned in such a way to fill up most of the center of the screen.
3. The player double clicks the card again and it is set back down where it was previously.
4. The use case ends when the card is de-magnified and back in its starting position.

Figure 4. Win

Name: Win

Identifier: UC 04

Description:

Player has won the game.

Preconditions:

Player completed the basic or special goal.

Postconditions:

Game is over.

Basic Course of Action:

1. Player has completed either the basic goal or their unique illuminati card's special goal.
2. The player is notified that they have won the game. *UC 17 Notify Player of Something Procedural*
3. Destroy all game objects.
4. Return to the main menu.
5. Use case ends.

Figure 5. Move Card

Name: Move Card

Identifier: UC 05

Description:

Player clicks on the desired card and drags it to a new location or puts it back down.

Preconditions:

Player clicks on his/her own card and moves the card while holding down the left mouse button.

Postconditions:

Card is placed down in new position

Basic Course of Action:

1. The player clicks on his/her own card and begins to drag with his/her mouse. [Alt Course A.]
2. The card is lifted off the table.[Alt Course B], [Alt Course C]
3. The card is moved to the new desired location.
4. The use case ends when the player sets the card back down by letting go of the left mouse button.

Alternate Course A: The card that is clicked on is not the players own card.

1. The game prevents the player from moving the card.
2. The use case ends.

Alternate Course B: There are multiple cards in the power structure.

1. The cards in the power structure are lifted off the table.
2. The player drags the mouse to the desired location.
3. The cards in the power structure move with the mouse.
4. The use case ends when the cards are set back down on the table by deselecting.

Alternate Course C: The player lets go of the left mouse button.

1. The card is placed back down on the table without having moved anywhere new.
2. The use case ends.

Figure 6. Attack to Control

Name: Attack to Control

Identifier: UC 06

Description:

Attempt to attack to conquer another group.

Preconditions

Player has started their turn, drawn a card, and has been dealt their income.

Postconditions

Attack to control is successful and the player takes control of the desired group.

Basic Course of Action:

1. Player right clicks on the desired attacker.

2. The UI menu opens up group interactions. *UC 12 View Group Interactions*
3. The player clicks on the option entitled “Attack to Control”.
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.[Alt Course E.] [Alt Course F].
6. The game performs various checks to ensure that valid requirements have been met to successfully attack to control.
7. A UI menu opens that displays two options, either “Attack to Control”, or “Cancel”. Both options are clickable. [Alt Course A], [Alt. Course K][Alt. Course L]
8. The player chooses the “Attack to Control” option. [Alt. Course B] [Alt. Course D][Alt Course I][Alt Course J]
9. The game verifies that the power of the attacking group is higher than the resistance of the defending group.
10. The game performs the “Attack to Control” randomness algorithm to determine whether or not the attack is successful. [Alt Course H]
11. The game notifies the player that they have successfully taken control of the desired group. [Alt. Course C].
12. Half of that group and it’s puppets money is transferred to the attacking group.
13. The card is moved to the player’s side of the board and is now connected to the group that attacked it and part of their power structure.

Alternate Course A: *The player has not met the specified criteria to be qualified to Attack to Conquer the desired group.*

1. The “Attack to Conquer” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

Alternate Course B: *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

Alternate Course C: *The player is unsuccessful in taking control of the desired group.*

1. The game determines that the player is unsuccessful in taking control of the desired group.
2. The game notifies the player that the attempt to “Attack to Control” was unsuccessful.
3. The use case ends.

Alternate Course D: The player decides to spend money to attack.

1. The player transfers money to the treasury.
2. The player gets a power buff for the specific attack.
3. The use case returns back to “Basic Course of Action” Step #9.

Alternate Course E: The group is an uncontrolled group.

1. The use case skips to “Basic Course of Action” Step 7.

Alternate Course F: The group is an artifact.

1. A UI menu opens that displays two options, either “Attack to Control”, or “Cancel”. Both options are clickable. [Alt Course A].
2. The player chooses the “Attack to Control” option. [Alt. Course B] [Alt. Course D][Alt Course I][Alt Course J][Alt Course G]
3. The game verifies that the power of the attacking group is higher than the resistance of the defending group.
4. The game performs the “Attack to Control” randomness algorithm to determine whether or not the attack is successful. [Alt Course H]
5. The game notifies the player that they have successfully taken control of the desired group. [Alt. Course C].
6. The card is connected to the player’s Illuminati.
7. The game notifies all players that the artifact has been taken control of by recounting the fictional events that have taken place. *UC Notify Player of Event.*
8. The use case ends.

Alternate Course G: The group is a controlled artifact.

9. 10 is added to the resistance of the artifact.

10. The Use case continues in Alternate Course F Step 3.

Alternate Course H: The power of the attacking group is not sufficiently high.

1. The game notifies the player that their power is not sufficiently high. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.

Alternate Course I: *The alignment of the attacking group is identical to the alignment of the defending group.*

1. The attacking group's power gets a boost.
2. Use case continues in "Basic Course of Action" Step 9. [Alt. Course F Step 3]

Alternate Course J: *The alignment of the attacking group is opposite to the alignment of the defending group.*

1. The attacking group's power gets a reduction.
2. Use case continues in "Basic Course of Action" Step 9. [Alt. Course F Step 3]

Alternate Course K: The attacking group does not have enough control spots open.

1. The game notifies the player that the attacking group does not have enough control spots open. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.

Alternate Course L: The defending group does not have enough controlled spots open.

1. The game notifies the player that the defending group does not have enough controlled spots open. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.

Figure 7. Attack to Neutralize

Name: Attack to Neutralize

Identifier: UC 07

Description:

Attempt to attack to neutralize another group.

Preconditions

Player has started their turn, drawn a card, and has been dealt their income.

Postconditions

Attack to neutralize is successful and the group is placed back on the uncontrolled section of table.

Basic Course of Action:

1. Player right clicks on the desired attacker.
2. The UI menu opens up group interactions.
3. The player clicks on the option entitled “Attack to Neutralize”.
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.

6. The game performs various checks to ensure that valid requirements have been met to successfully “Attack to Neutralize”.
7. A UI menu opens that displays two options, either “Attack to Neutralize”, or “Cancel”. Both options are clickable. [Alt Course A].
8. The player chooses the “Attack to Neutralize” option. [Alt. Course B], [Alt. Course D][Alt Course. E][Alt. Course I][Alt. Course J]
9. The game adds +6 to the attacking group’s power.
10. The game verifies that the power of the attacking group is higher than the resistance of the defending group. [Alt Course F]
11. The game performs the “Attack to Neutralize” randomness algorithm to determine whether or not the attack is successful.
12. The game notifies the player that they have successfully neutralized the desired group. [Alt. Course C].
13. The desired card is returned to the uncontrolled section of the board.
14. Use case ends.

Alternate Course A: *The player has not met the specified criteria to be qualified to Attack to Neutralize the desired group.*

1. The “Attack to Neutralize” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

Alternate Course B: *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

Alternate Course C: *The player is unsuccessful in neutralizing the desired group.*

1. The game determines that the player is unsuccessful in neutralizing the desired group.
2. The game notifies the player that the attempt to “Attack to Neutralize” was unsuccessful.
3. The use case ends.

Alternate Course D: The player decides to spend money to attack.

1. The player transfers money to the treasury.
2. The player gets a power buff for the specific attack.
3. The use case returns back to “Basic Course of Action” Step #8.

Alternate Course E: The group is an artifact.

1. The player is notified that the group is an artifact and cannot be neutralized.
2. The use case ends.

Alternate Course F: The power of the attacking group is not sufficiently high.

1. The game notifies the player that their power is not sufficiently high. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.

Alternate Course G: *The alignment of the attacking group is identical to the alignment of the defending group.*

3. The attacking group’s power gets a boost.
4. Use case continues in “Basic Course of Action” Step 9.

Alternate Course H: *The alignment of the attacking group is opposite to the alignment of the defending group.*

1. The attacking group’s power gets a reduction.
2. Use case continues in “Basic Course of Action” Step 9.

Figure 8. Attack to Destroy

Name: Attack to Destroy

Identifier: UC 08

Description:

Attempt to attack to destroy another group.

Preconditions

Player has started their turn, drawn a card, and has been dealt their income.

Postconditions

Attack to destroy is successful and the group is removed for the remainder of the game.

Basic Course of Action:

1. Player right clicks on the desired attacker.
2. The UI menu opens up group interactions.
3. The player clicks on the option entitled “Attack to Destroy”.
4. All cards that are eligible to be attacked are highlighted.
5. The player moves the mouse over the desired group to attack and left clicks.
6. The game performs various checks to ensure that valid requirements have been met to successfully “Attack to Destroy”.
7. A UI menu opens that displays two options, either “Attack to Destroy”, or “Cancel”. Both options are clickable. [Alt Course A].
8. The player chooses the “Attack to Destroy” option. [Alt. Course B], [Alt Course D],[Alt Course E][Alt. Course G], [Alt. Course H]
9. The game verifies that the power of the attacking group is higher than the power of the defending group.
10. The game performs the “Attack to Destroy” randomness algorithm to determine whether or not the attack is successful.[Alt Course F][Alt Course. I]
11. The game notifies the player that they have successfully destroyed the desired group. [Alt.

Course C].
12. The desired card is added to the dead pile.
13. Use case ends.

Alternate Course A: *The player has not met the specified criteria to be qualified to Attack to Destroy the desired group.*

1. The “Attack to Destroy” option is grayed out.
2. The player clicks cancel.
3. The UI menu disappears.
4. The use case ends.

Alternate Course B: *The player clicks the cancel button*

1. The player clicks the cancel button.
2. *The UI menu disappears.*
3. *The use case ends.*

Alternate Course C: *The player is unsuccessful in destroying the desired group.*

1. The game determines that the player is unsuccessful in destroying the desired group.
2. The game notifies the player that the attempt to “Attack to Destroy” was unsuccessful.
3. The use case ends.

Alternate Course D: The player decides to spend money to attack.

1. The player transfers money to the treasury.
2. The player gets a power buff for the specific attack.
3. The use case returns back to “Basic Course of Action” Step #9.

Alternate Course E: The group is an artifact.

1. The player is notified that the group is an artifact and cannot be neutralized.
2. The use case ends.

Alternate Course F: The power of the attacking group is not sufficiently high.

1. The game notifies the player that their power is not sufficiently high. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.

Alternate Course G: *The alignment of the attacking group is identical to the alignment of the defending group.*

1. The attacking group's power gets a reduction.
2. Use case continues in "Basic Course of Action" Step 9.

Alternate Course H: *The alignment of the attacking group is opposite to the alignment of the defending group.*

1. The attacking group's power gets a boost.
2. Use case continues in "Basic Course of Action" Step 9.

Alternate Course I: *The defending group has a 0 power.*

1. The game notifies the player that they cannot destroy a group with 0 power. *UC 14 Notify Player of Something Procedural.*
2. The use case ends.
1.

Figure 9. View Diplomacy Stats

Name: View Diplomacy Stats

Identifier: UC 09

Description:

The player views the statistics relevant to diplomacy history and diplomacy options of various groups by right clicking on the desired group and selecting the diplomacy stat option.

Preconditions

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

Postconditions

The player is informed of their diplomacy stats.

Basic Course of Action:

1. The player chooses to view their diplomacy stats.
2. A menu pops up that allows the player to select between the various stats of their groups
3. The player decides to close the stat menu. [Alt. Course A].
4. The player resumes with whatever sequence they were in prior to opening the stats menu.
5. The use case ends.

Alternate Course A: The player clicks on a stats option

1. The stats option magnifies and shows more information about the particular stat.
2. The player closes the magnified stat window.
3. The player exits the Diplomacy Stats.
4. The use case ends.

Figure 10. Trade Group

Name: Trade Group

Identifier: UC 10

Description:

The specified illuminati trades one of their group with another illuminati.

Preconditions

The player has started their turn, drawn a card, and been dealt their income. Only Illuminati can trade groups with each other.

Postconditions

The group is successfully traded.

Basic Course of Action:

1. The player right clicks on the Illuminati card they wish to trade with. [Alt. Course A]
2. The player selects the “Initiate Trade” option.
3. A UI screen opens up that shows both Illuminati cards on either side as well as a list of all cards that each has.
4. The player selects the group they wish to trade.
5. The player selects the group they wish to trade for.
6. The game performs an algorithm to determine the success of the trade request. [Alt Course B]
7. The game notifies the player that the trade was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The board is updated to reflect the trade.
9. Use case ends.

Alternate Course A: The player opens up the diplomacy window.

1. The player right clicks on the desired illuminati to trade with.

2. The use case continues in “Basic Course of Action” Step 2.

Alternate Course B: Illuminati rejects trade.

1. The player is notified that the Illuminati has rejected their trade offer. *Notify Player of Something Procedural UC 17*
2. The game performs an algorithm to suggest a counter trade.
3. The Illuminati card suggests a counter trade.
4. The player accepts the counter trade. [Alt. Course C]
5. The board is updated to reflect the trade.
6. The use case ends.

Alternate Course C: *The player rejects the suggested trade*

1. The player closes the diplomacy window. [Alt. Course Basic course of Action]
2. The use case ends.

Figure 10B. Negotiate

Name: Negotiate

Identifier: UC 10B

Description:

The specified group negotiates with the targeted group on a specific topic.

Preconditions

The player has started their turn, drawn a card, and been dealt their income.

Postconditions

The negotiation is successful.

Basic Course of Action:

1. The player right clicks on the group they wish to negotiate with.. [Alt. Course A]
2. The player selects the “Negotiate” option.
3. The player selects the desired negotiation topic.
4. The player selects the desired stance on the topic.
5. The game performs an algorithm to determine the success of the negotiation. [Neg. Option A], [Neg. Option B], [Neg. Option C]
6. The game notifies the player that the negotiation was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
7. All backend adjustments are made.
8. Use case ends.

Alternate Course A: The player opens up the diplomacy window.

1. The player right clicks on the desired group to negotiate with.
2. The use case continues in “Basic Course of Action” Step 2.

Alternate Course B: Illuminati rejects trade.

1. The player is notified that the Illuminati has rejected their trade offer. *Notify Player of Something Procedural UC 17*
2. The game performs an algorithm to suggest a counter trade.
3. The Illuminati card suggests a counter trade.
4. The player accepts the counter trade. [Alt. Course C]
5. The board is updated to reflect the trade.
6. The use case ends.

Alternate Course C: *The player rejects the suggested trade*

1. The player closes the diplomacy window. [Alt. Course Basic course of Action]
2. The use case ends.

Negotiation Option A: Team up against a specified group.

1. The player specifies the group to team up against.
2. The use case continues in “Basic Course of Action” Step 14.

Negotiation Option B: Truce

1. The player offers a truce, whereby the specified groups will not attack each other.
2. The use case continues in “Basic Course of Action” Step 14.

Negotiation Option C: Quid Pro Quo

1. The player offers something of value for a specific promise from the specified group.
2. The use case continues in “Basic Course of Action” Step 14.

Figure 11. Deal Money

Name: Deal Money

Identifier: UC 11

Description:

Calculate and collect income at the beginning of a players turn

Preconditions:

Player’s turn has begun.

Postconditions:

Player has gained the appropriate amount of currency. The player can now draw a card.

Basic Course of Action:

1. Determine all groups under player's control.**[Alternate Course A]**
2. Game scans through all groups under player's control.
3. Withdraw the correct amount of money from the bank, for each group and for the player's illuminati card.
4. Each card receives the appropriate amount of money from the bank.
5. Use case ends.

Alternate Course A: *The player does not control any groups, and the player has had at least 3 prior turns*

1. The Player has been eliminated from the Game. *UC#21 Player Eliminated*

Figure 12.View Group Interaction Options

Name: View Group Interaction Options

Identifier: UC 12

Description:

The player views the interaction options for a particular group by right clicking on them and selecting the appropriate option.

Preconditions

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

Postconditions

A UI menu appears to show the group's interaction options..

Basic Course of Action:

1. The player right clicks on one of their groups.
2. A menu pops up that allows the player to choose options for what they want to do.
3. The use case ends.

Figure 12A.View Group Stats

Name: View Group Interaction Options

Identifier: UC 12A

Description:

The player views the stats for a particular group.

Preconditions

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

Postconditions

A UI menu appears to show the group's stats/

Basic Course of Action:

4. The player right clicks on any group. [Alt. Course A]
5. The group interaction menu opens up. *UC 12 View Group Interaction Options.*
6. The player selects the option entitled "View Stat Info".
7. A window appears showing the player the stats for the specified group.
8. The player closes the window.
9. The use case ends.

Alternate Course A: The player opens up the stats menu.

1. The player selects the “Groups” option.
2. The player navigates to the desired group.
3. The player selects the desired group.
4. A window appears showing the player the stats for the specified group.
5. The player closes the window.
6. The use case ends.

Figure 13. Notify Player of Event

Name: Notify Player of Event

Identifier: UC 13

Description:

The game notifies the player of some in-game event that has happened, either something triggered by another player, or an event that has occurred due to a player’s action. Event’s reflect some sort of real life situation. Ie. The FBI has taken control of your group.

Preconditions

Some event must happen to trigger the notification

Postconditions

The player is notified through an on-screen prompt and is free to deal with the event however they wish.

Basic Course of Action:

1. An event happens, Ie. The FBI has taken control of a group
2. The game sends out a notification to the affected players.
3. The players get the prompt, and acknowledge it to dismiss it
4. Whatever procedure that was happening that caused the event continues.
5. The use case ends.

Figure 14. Notify Player of Something Procedural.

Name: Notify Player of Something Procedural

Identifier: UC 14

Description:

The game notifies the player of some procedural situation. For example, if the player tried to draw a card when no cards were left, the game would notify them of that.

Preconditions

The player attempted to take an action that was invalid.

Postconditions

The player is informed of the correct procedure and is free to take other actions.

Basic Course of Action:

1. Player attempts an action.
2. The game determines that the action is faulty in some way.
3. The game displays to the player the requisite information.
4. The player acknowledges the prompt and it disappears.
5. The player continues and is free to do more actions.
6. The use case ends.

Figure 15. Passive Artifact Power

Name:Use Artifact Power

Identifier: UC 15

Description:

The passive power of an artifact is automatically applied when the card is drawn.

Preconditions

The player has drawn an artifact and it is not the first turn.

Postconditions

The artifact's passive and statistical adjustments have been made.

Basic Course of Action:

1. The player draws an artifact with a passive power. [Alt Course A]
2. The game performs an algorithm to check whether or not the conditions for the power have been met. [Alt. Course B]
3. The game determines that the appropriate conditions have been met.
4. The game applies all statistical adjustments.
5. The use case ends.

Alternate Course A: A change is made in the game that satisfies the conditions for the power.

1. The game determines that the appropriate conditions have been met.
2. The game applies all statistical adjustments.
3. The use case ends.

Alternate Course B: *Conditions to use power have not been met.*

1. The game determines that this passive artifact power can not be used at this time.
2. The game will continue to check on a regular interval.
3. No changes are made
4. The use case ends.

Figure 16. End Turn

Name: End Turn

Identifier: UC 16

Description:

The player ends their turn and the turn is transferred to the next player.

Preconditions

Player has drawn their card from the deck and collected income. No other actions are required.

Postconditions

The game is prepared for the next player to begin their turn.

Basic Course of Action:

1. The player clicks on the end turn button.
2. The game verifies that the player is free to end their turn. [Alt. Course A]
3. game verifies that the player does not yet control enough groups to satisfy the *basic goal*. **[Alt Course A].**
4. Game verifies that the player has not yet satisfied the *special goal* (specific to the player's illuminati card). **[Alt Course B].**
5. The game notifies the player that their turn has ended. *UC 14 Notify Player of Something Procedural.*
6. Next player can now begin their turn. *UC 01 Begin Turn.*

Alternate Course A: *The player is not free to end turn.*

1. The game notifies the player that they can't end the turn because of a specific reason. *UC 14 Notify Player of Something Procedural.*

Alternate Course B: *The player has completed their goal(s).*

1. The game notifies the player that they have won.
2. The player is prompted to exit the game.
3. The player exits the game and returns to the main menu.

Figure 17. Move Group

Name: Move Group

Identifier: UC 17

Description:

Player moves a group to another location within their power structure.

Preconditions:

Player has available action during the "take actions" portion of their turn.

Postconditions:

Group is moved within the power structure.

Basic Course of Action:

1. Player right clicks on the group card which he/she wants to move.
2. The UI menu opens up group interactions. *UC 12 View Group Interactions.*

3. Player chooses the “move group within power structure” option.
4. The game highlights areas that the player can move the card.
5. The player selects the area they wish to move it too.
6. game verifies that location is valid **[Alt. Course A] [Alt. Course B].**
7. The card changes location.
8. The chosen group and all its puppets are adjusted to reflect the new location.
9. Game updates the internal power structure.
10. Players available remaining actions decremented.
11. Use case ends.

Alternate Course A: *Invalid location for group.*

1. The group does not move.
2. Player retains their action.
3. Player resumes turn.
4. Use case ends.

Alternate Course B: Can place group, but some puppet(s) do not fit.

1. Group move is successful.
2. Any puppet groups which are overlapping, are lost (along with any puppet groups) to the uncontrolled area.
3. Use case ends.

Figure 18. View Player Stats

Name: View Player Stats

Identifier: UC 18

Description:

The player views the statistics relevant to the desired player (including themselves) by opening up the player statistics menu and clicking on various players.

Preconditions

The player is currently in the standard play mode and not in a special menu/action that would prevent them from looking at the board.

Postconditions

The player is informed of the specified player's stats.

Basic Course of Action:

1. The player right clicks on another player's illuminati or their own. [Alt. Course A]
2. A menu pops up that allows the player to choose options for what they want to do.
3. The player chooses to open the player's stats.
4. A screen appears with all the relevant statistics for that player.
5. The player decides they wish to close the menu.
6. The player resumes with whatever sequence they were in prior to opening the stats menu.
7. Use case ends.

Alternate Course A: The player opens up the stats menu.

7. The player selects the "Illuminati" option.
8. The player navigates to the desired player's Illuminati.
9. The player selects the desired Illuminati.
10. A window appears showing the player the stats.
11. The player closes the window.
12. The use case ends.

Figure 19. Transfer Money

Name: Transfer Money

Identifier: UC 19

Description:

Player moves money from a group to an adjacent group.

Preconditions:

Player is in the “take actions” portion of their turn, clicks on a group, then clicks transfer money.

Postconditions:

Money is transferred to the selected group.

Basic Course of Action:

1. The player right clicks the desired group that he/she wants to transfer money from.
2. A UI menu opens up with group interaction options. *UC View Group Interaction Options.*
3. The player selects the “Transfer Money” option.
4. The game highlights all groups which are eligible to have money transferred to them.
5. The player selects the card they wish to transfer money to.
6. The game then prompts the player to enter the amount they wish to transfer.
7. The game checks that the group has the right amount of money to transfer. **[Alt. Course A]**
8. The game removes money from the first group and adds that money to the second group.
9. The game decrements the player's remaining available money transfers. **[Alt. Course B]**

Alternate Course A: The group does not have enough money to transfer.

1. The game notifies the player that they do not have enough money.
2. The player has not used an action, continues with turn.
3. The use case ends.

Alternate Course B: Money transfer used as a regular action

1. Money transfer is successful.
2. Players remaining actions decremented.
3. The use case ends.

Figure 20. Quit Game

Name: Quit Game

Identifier: UC 20

Description:

Player chooses to forfeit the game.

Preconditions:

The player is currently in the game.

Postconditions:

The player exits the game.

Basic Course of Action:

1. Player clicks on the “Options” button.
2. The options menu is opened up.
3. The player selects “Quit Game”.
4. The player returns to the main menu. [Alt. Course A].
5. The use case ends.

Alternate Course A: The game mode is “Pass n Play”

1. The players groups are sent to the uncontrolled area.
2. The player’s money is sent to the bank.
3. Rest of the players can continue playing.
4. The use case ends.

Figure 21. Player Eliminated

Name: Player Eliminated

Identifier: UC 21

Description:

Player has lost the game.

Preconditions:

Player has no groups under control past their third turn.

Postconditions:

Player no longer is a part of the game, next player may begin their turn.

Basic Course of Action:

1. The game identifies that the player has no groups under control and has had at least 3 prior turns.
2. The player is notified that they have lost the game.
3. The player is returned to the main menu. [Alt Course A.]
4. The use case ends.

Alternate Course A: *The game mode is "Pass n Play"*

1. Player's money is given back to the bank.
2. Player's illuminati card is discarded from the game.
3. Player is removed from the game and the next player may begin a turn.
4. The use case ends.

Figure 22. Passive Special Power

Name: Passive Special Power

Identifier: UC 22

Description:

The game makes statistical adjustments based upon the special power of a card that has been added to power structure.

Preconditions:

The player has the card with the special power in their power structure and has met the necessary condition. The special power is a passive one. Active ones require a decision to be made by the player.

Postconditions:

Special power is applied and appropriate statistical adjustments are made.

Basic Course of Action:

1. Player adds the specified group to their power structure. [Alt. Course A]
2. The game performs an algorithm to determine if the conditions are met for the special power.
3. Player selects the option to use special power.
4. Game verifies that the special power's basic conditions are met. **[Alt. Course B].**
5. The game makes all statistical adjustments based on the special power.
6. The use case ends.

Alternate Course A: A change is made in the game that satisfies the conditions for the power.

4. The game determines that the appropriate conditions have been met.
5. The game applies all statistical adjustments.
6. The use case ends.

Alternate Course B: *Unable to use special power*

1. The game determines that this special power can not be used at this time.
2. The game will check every time an action is made.
3. No changes are made
4. The use case ends.

Figure 23. Gift

Name: Gift

Identifier: UC 23

Description:

A player sends a gift to another player.

Preconditions:

The player has started their turn.

Postconditions:

Player one has successfully transferred the desired amount of money to second players control.

Basic Course of Action:

10. The player right clicks on the Illuminati card they wish to gift.
11. The player selects the “Send gift” option.
12. The UI prompts the player to enter the amount they wish to send. [Alt. Course A]
13. The money is transferred to the selected player. *UC 19 Transfer Money.*
14. All statistics are updated.
15. The use case ends.

Alternate Course A: The player does not have the entered amount.

3. The game notifies the player that they do not have enough money to send the gift. *UC Notify of Something Procedural.*
4. The use case ends.

Figure 24. Spend Money to Defend Group

Name: Spend Money to Defend Group

Identifier: UC 24

Description:

The player chooses to spend money to defend a group that is under attack.

Preconditions:

A certain player's group is under attack. Can be your own group or another player's group.

Postconditions:

A certain player's group is under attack. Can be your own group or another player's group.

Basic Course of Action:

1. The player is notified that an attack is underway. *UC 13 Notify Player of Event.*
2. The player is prompted if they wish to interfere or not. **[Alt Course A]**
3. Player selects the option to Defend.
4. The Player is prompted to enter the amount they would like to spend.
5. The player enters the amount they wish to spend.
6. The attacked group is given a resistance buff based upon an algorithm.
7. The use case ends.

Alt. Course A: *The player chooses not to interfere.*

1. The player simply ignores the prompt.

2. The attack proceeds.
3. The use case ends.

Figure 25. Spend Money to Join Attack

Name: Spend Money to Attack Group

Identifier: UC 25

Description:

The player may choose to spend money to join in on an attack on another group.

Preconditions:

A player's group is under attack. Can be the player's own group or another group.

Postconditions:

The attacking group receives a power buff.

Basic Course of Action:

1. The player is notified that an attack is underway. *UC 13 Notify Player of Event.*
2. The player is prompted if they wish to interfere or not. **[Alt Course A]**
3. The player selects the options to join in the attack.
4. The Player is prompted to enter the amount they would like to spend.
5. The Player enters the amount they wish to spend.
6. The attacking group is given a power buff based upon a specific algorithm.
7. The use case ends.
8.

Alt. Course A: *The player chooses not to interfere.*

4. The player simply ignores the prompt.
5. The attack proceeds.
6. The use case ends.

Figure 26. Drop Group

Name: Drop Group

Identifier: UC 26

Description:

The player chooses to release the specified group from their power structure.

Preconditions:

It is the players turn, they have drawn a card, collected income, and have at least one group in their power structure.

Postconditions:

Group(s) no longer a under players control

Basic Course of Action:

1. Player right clicks on the desired group to drop.
2. A UI menu appears showing the group interaction options. *UC 12 View Group Interaction Options.*
3. Player clicks the option to “drop group”.
4. The desired group and any puppet groups are moved to the uncontrolled area.
5. The use case ends.

Figure 27. Take Sub-action

Name: Take Sub-action

Identifier: UC 27

Description:

Take a sub-action against another group in order to affect some sort of statistical outcome.

Preconditions

The player has started their turn, drawn a card, and been dealt their income.

Postconditions

The subaction is successfully taken and the statistics are updated.

Basic Course of Action:

1. The player right clicks on the group they would like to perform the sub-action.
2. The UI menu opens up group interactions.
3. The player clicks on “Take Sub-Action”.
4. The UI menu displays several sub-action options for that group. *SUC 1-15*
5. The player selects the desired option.
6. The game highlights all cards that option can be taken against.
7. The player selects the group they wish to take the sub-action against.
8. A UI menu opens that displays two options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
9. The player chooses the desired sub-action option. [Alt Course B], [Alt Course C]
10. The game performs an algorithm to determine the success of that sub-action. [Alt Course D]
11. The game notifies the player that the sub-action was successful by recounting the events that

have taken place because of the sub-action. *UC 16 Notify Player of Event*

12. Appropriate statistics are altered.
13. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a special card that will allow them to guarantee success.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11*

Alternate Course D: *The subaction was not successful*

1. Appropriate statistics are altered.
2. Use case ends.

Alternate Course E: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10*

Figure 28. Lay Snare

Name: Lay Snare

Identifier: UC 28

Description:

The player uses a special card that will be activated upon a condition being met by another player.

Preconditions

Laying Down: The player has started their turn.

Activation: It is the targeted player's turn and they have met the condition required.

Postconditions

The snare is successfully activated and all statistical adjustments have been made.

Basic Course of Action:

1. The player drags the special card from their hand to the board.
2. The card is added as a facedown icon to the Illuminati card.
3. The turn proceeds until the specified player meets the condition.
4. The specified player meets the condition.
5. The card is activated.
6. The statistical adjustments are made based on the card's power.
7. All players are notified.*UC 13 Notify Player of Event.*
8. The special card is discarded.
9. The use case ends.

Figure 29. Designate Tax Status

Name: Designate Tax Status

Identifier: UC 29

Description:

The player may use their IRS card to designate which players will be taxed.

Preconditions

The player controls the IRS group.

Postconditions

Tax statuses of affected player's is updated.

Basic Course of Action:

1. The player right clicks on the IRS card.
2. The UI menu opens up group interactions. *UC 12 View Group Interactions*
3. The player chooses "Designate taxed players".
4. The game highlights players that can be taxed and specifies those who are already taxed.
5. The player selects each player he wants to be taxed.[Alt. Course A]
6. The game highlights the groups of the taxed players.
7. The player selects which group they wish the tax to come from. [Alt. Course B]
8. The game updates who is taxed and not taxed.
9. The game notifies any player of a change made to their tax status. *UC 13 Notify Player of Event.*
10. The use case ends.

Alternate Course A: *The player selects an already taxed player.*

1. That player is no longer taxed.

2. The use case ends.

Alternate Course B: *The designated group has no money.*

1. The player is notified that the designated group has no money and can't be taxed. *UC 14 Notify Player of Something Procedural.*
2. Use case resumes in "Basic Course of Action Step 7.

Special Powers

Figure 1. Federal Reserve

Name: Federal Reserve

Identifier: SPUC 01

Description:

Player can use Federal Reserve special power to send money to any group in their power structure when transferring.

Preconditions

Player is given the option to send money anywhere in power structure.

Postconditions

The player has selected the Transfer Money option on the Federal Reserve card.

Basic Course of Action:

1. All cards in the power structure have their money displayed above them.
2. The player transfers money to the desired groups. [Alt. Course A]
3. The game notifies the player that the money has been transferred. *UC 13 Notify Player of Event.*
4. The use case ends.

Alternate Course A: The player exits out of the transfer money phase.

1. The game returns to its normal state.
2. The use case ends.

Figure 2. IRS

Name: IRS

Identifier: SPUC 02

Description:

Owning may choose to receive a 2 MB tax from any and all opponents he desires per income phase.

Preconditions

The targeted player has started the income phase of their turn.

Postconditions

The player receives a 2 MB tax from each player targeted.

Basic Course of Action:

1. A taxed player has started the income phase of their turn.

2. The taxed player's taxable group has 2 MB deducted from their treasury.
3. 2MB is added to the treasury of the IRS.
4. The game notifies both players of the changes made. *UC 13 Notify Player of Event.*
5. The use case ends.

Alternate Course A: *The player selects an already taxed player.*

3. That player is no longer taxed.
4. The use case ends.

Figure 3. Orbital Mind Control Lasers

Name: Orbital Mind Control Lasers

Identifier: SPUC 03

Description:

The player may trigger the special power of the Orbital Mind Control Lasers in order to add, reverse, or remove an alignment on any group of his choice for that turn only.

Preconditions

It is the player's turn.

Postconditions

The designated alignment change is made.

Basic Course of Action:

11. The player right clicks on the Orbital Mind Control Lasers card.
12. The UI menu opens up group interactions. *UC 12 View Group Interactions*
13. The player chooses "Change Alignment".
14. The game highlights all groups.

15. The player chooses the group they wish to change the alignment of.
16. The game asks the player if they want to Add, Remove, or Reverse an alignment.
17. The player chooses to add an alignment. [Alt. Course A], [Alt. Course B]
18. The game shows a UI screen of all possible alignments and asks the player to select the alignment they wish to add.
19. The player selects the desired alignment.
20. That alignment is now added to the desired group.
21. The player is notified of this change. *UC 13 Notify Player of Event.*
22. The alignment is added temporarily on the backend, but removed on the next turn..
23. The use case ends.

Alternate Course A: *The player chooses to remove an alignment.*

5. The game shows a UI screen of all current alignments for that group and asks the player to select the alignment they wish to remove.
6. The player selects the desired alignment.
7. That alignment is removed from the group.
8. The player is notified of this change. *UC 13 Notify Player of Event.*
9. The alignment is removed temporarily on the backend, but changed back on the next turn.
10. The use case ends.

Alternate Course B: *The player chooses to reverse an alignment.*

11. The game shows a UI screen of all current alignments for that group and asks the player to select the alignment they wish to reverse.
12. The player selects the desired alignment.
13. That alignment is reversed.
14. The player is notified of this change. *UC 13 Notify Player of Event.*
15. The alignment is reversed temporarily on the backend, but changed back on the next turn.
16. The use case ends.

Active Artifact Use Cases

Figure 1. Perpetual Motion Machine

Name: Perpetual Motion Machine

Identifier: AUC 01

Description:

Discard any card and get an extra action or sub-action.

Preconditions

It is the player's turn and they have drawn their card and collected income.

Postconditions

The selected card is discarded and the player’s action limit is incremented.

Basic Course of Action:

5. The player right clicks on the desired artifact card.
6. A UI menu opens that displays interaction options with the artifact.
7. The player selects the “Use artifact power” option.
8. The game prompts the player to select the card they wish to discard.
9. The player discards the desired card.
10. The game then prompts the player whether they want an extra major action or sub-action. [Alt. Path A]
11. The player chooses an extra major action.
12. The major action count is incremented.
13. The game notifies the player that they have an extra major action. *UC 14 Notify Player of Something Procedural.*
14. The use case ends.

Alternate Course A: The player chooses to have an extra sub-action.

3. The sub-action count is incremented.
4. The game notifies the player that they have an extra major action. *UC 14 Notify Player of Something Procedural.*
5. The use case ends.

Figure 2. Blivit

Name: Blivit

Identifier: AUC 02

Description:

The player decides to invoke the Blivit ability which allows them to discard all of the uncontrolled Groups and draw an equal number of cards from the deck.

Preconditions

The player has the Blivit card in their hand.

Postconditions

All uncontrolled groups are discarded and the player has drawn an equal number of groups.

Basic Course of Action:

1. The player right clicks on the desired artifact card.
2. A UI menu opens that displays interaction options with the artifact.
3. The player selects the “Use artifact power” option.
4. The game prompts the player to confirm if they wish to proceed.
5. The player confirms. [Alt Path A].
6. All uncontrolled groups are removed from the board.
7. An equal number of cards are drawn from the deck.
8. All groups are added to the uncontrolled section of the board.
9. All special cards are added to the player’s hand.
10. The player’s Illuminati action count is decremented.
11. The game notifies the player that they have lost an Illuminati action. *UC 14 Notify Player of Something Procedural.*
12. The use case ends.

Alternate Course A: The player chooses not to proceed.

1. The UI menu is closed.
2. The use case ends.

Figure 3. The Holy Grail

Name: The Holy Grail

Identifier: AUC 03

Description:

2 is added to the power of the player's Illuminati. Can only be used once.

Preconditions

The player has the Holy Grail card in their hand.

Postconditions

2 has been added to the power of the player's Illuminati.

Basic Course of Action:

1. The player right clicks on the desired artifact card.
2. A UI menu opens that displays interaction options with the artifact.
3. The player selects the "Use artifact power" option.
4. The game prompts the player to confirm if they wish to proceed.
5. The player confirms. [Alt Path A].
6. 2 is added to the power of the player's Illuminati card.
7. The game notifies the player that 2 has been added to the power. *UC 14 Notify Player of Something Procedural.*
8. The use case ends.

Alternate Course A: The player chooses not to proceed.

1. The UI menu is closed.
2. The use case ends.

Figure 4. Hubble Space Telescope

Name: Hubble Space Telescope

Identifier: AUC 04

Description:

Abolish privilege on attack by spending next turn's Illuminati attack.

Preconditions

An attack is underway on a group and the attacking group has claimed privilege.

Postconditions

Privileged is abolished on the attack and the player's next turn's Illuminati action count is decremented.

Basic Course of Action:

1. The player right clicks on the desired artifact card.
2. A UI menu opens that displays interaction options with the artifact.
3. The player selects the "Use artifact power" option.
4. The game prompts the player to confirm if they wish to proceed.
5. The player confirms. [Alt Path A].
6. The privilege is abolished.
7. The player may now interfere with the attack.
8. The player's next turn's Illuminati action count is decremented.
9. The game notifies the player of the action and its effects. *UC 14 Notify Player of Something Procedural.*

10. The use case ends.

Alternate Course A: The player chooses not to proceed.

3. The UI menu is closed.
4. The use case ends.

Figure 5. Talisman of Ahrimanes

Name: Talisman of Ahrimanes

Identifier: AUC 05

Description:

May move any uncontrolled group to discard stack. Costs 3 mb.

Preconditions

It is the player's turn.

Postconditions

The player loses 3 mb and the desired group is discarded.

Basic Course of Action:

13. The player right clicks on the desired artifact card.
14. A UI menu opens that displays interaction options with the artifact.
15. The player selects the “Use artifact power” option.
16. The game prompts the player to confirm if they wish to proceed.
17. The player confirms. [Alt Path A].
18. The desired card is discarded.
19. The player loses 3mb.
20. The game notifies the player of the action and its effects. *UC 14 Notify Player of Something*

Procedural.

21. The use case ends.

Alternate Course A: The player chooses not to proceed.

5. The UI menu is closed.
6. The use case ends.

Figure 6. Crystal Skull

Name: Crystal Skull

Identifier: AUC 06

Description:

The player can add 2 to the power of their Illuminati. Can only be used once.

Preconditions

It is the player's turn.

Postconditions

2 has been added to the power of the player's Illuminati.

Basic Course of Action:

1. The player right clicks on the desired artifact card.
2. A UI menu opens that displays interaction options with the artifact.
3. The player selects the "Use artifact power" option.
4. The game prompts the player to confirm if they wish to proceed.
5. The player confirms. [Alt Path A].
6. 2 is added to the power of the Illuminati card.
7. The game notifies the player that 2 has been added to the power. *UC 14 Notify Player of*

Something Procedural.

8. The use case ends.

Alternate Course A: The player chooses not to proceed.

1. The UI menu is closed.
2. The use case ends.

Special Card Use Cases

Figure 1. Power to the People

Name: Power to the People

Identifier: SCUC 01

Description:

The player invokes the card to add 10mb to the treasure of any Communist group.

Preconditions

It is the player's turn.

Postconditions

10 MB is added to the treasury of the desired communist group.

Basic Course of Action:

1. The player drags the Power to the People card from their hand to the board.[Alt Course A]
2. All groups that can be affected by the card are highlighted.
3. The player selects the card they wish to apply the power to.
4. The selected group has 10 MB added to their treasury.
5. The game notifies the player of this action. *UC 14 Notify Player of Something Procedural.*
6. The special card is discarded.
7. The use case ends.

Alternate Course A: The player drags the card back to their hand.

1. The card is placed back in the player's hand.
2. The use case ends.

Figure 2. Secrets Man Was not Meant to Know

Name: Secrets Man Was not Meant to Know

Identifier: SCUC 02

Description:

The player can play this card when another special card is played by another player. This neutralizes the effects of that special card.

Preconditions

Another player has played a special card.

Postconditions

The special card played by the other player is neutralized.

Basic Course of Action:

1. The game determines that the player has an intervening special card.
2. The game notifies the player that another player is playing a special card.
3. A timer starts to countdown to allow the player time to intervene.
4. The player drags the Secrets Man Was Not Meant to Know card from their hand to the board.[Alt Course A], [Alt Course B]
5. The special card is neutralized.
6. The game notifies all players of this action. *UC 14 Notify Player of Something Procedural.*
7. The special card is discarded
8. The use case ends.

Alternate Course A: The player drags the card back to their hand.

3. The card is placed back in the player's hand.[Basic Course of Action Step 4]
4. The use case ends.

Alternate Course B: The player chooses not to intervene

1. The timer reaches 0 and the special card is played.
2. The use case ends.

Figure 3. Assassination

Name: Assassination

Identifier: SCUC 03

Description:

This card increases the probability of a major attack being successful.

Preconditions

It is the player's turn.

Postconditions

The probability of an attack is increased.

Basic Course of Action:

1. The player indicates they want to use this card along with an attack to destroy, neutralize, or control.
2. The probability of the attack being successful is increased.
3. The game notifies all players of this action. *UC 14 Notify Player of Something Procedural.*
4. The special card is discarded.
5. The use case ends.

Figure 4. Interference

Name: Interference

Identifier: SCUC 04

Description:

The player is granted the ability to interfere in a privileged attack.

Preconditions

A privileged attack is underway.

Postconditions

The probability of an attack is increased.

Basic Course of Action:

9. The game notifies the player that another player's group is launching a privileged attack.
10. The game does not prompt the player if they would like to interfere because usually they can't interfere with a special attack.
11. A timer starts to countdown to allow the player time to play their Interference Card
12. The player drags the Interference card from their hand to the board.[Alt Course A], [Alt Course B]
13. The player is then notified that they have been granted the option to interfere.
14. The player can now go on to choose how they would like to interfere. *UC 24 Spend Money to Defend Group, UC 25 Spend Money to Join Attack.*
15. The special card is discarded
16. The use case ends.

Figure 5. Media Campaign

Name: Media Campaign

Identifier: SCUC 05

Description:

A player can use this special card to revive a group from the dead pile and add it to the uncontrolled pile. If Servants of Cthulhu destroyed the card, it still counts as a destroyed group. For all others, it is decremented.

Preconditions

It is the players turn. There is at least one group in the dead pile.

Postconditions

The group is revived from the dead and added to the uncontrolled area. Whichever group destroyed it has their destroy group counter decremented.

Basic Course of Action:

1. THe player drags the Media Campaign card from their hand to the board.
2. The game highlights all the dead groups and prompts the player to pick which one to bring back.
3. The player selects the desired group to revive.
4. The group is revived and send to the uncontrolled part of the board.
5. The game notifies all players of this action. *UC 14 Notify Player of Something Procedural.*
6. The Illuminati who destroyed this group has their destroyed groups counter deducted from.[Alt Course A]
7. The special card is discarded
8. The use case ends.

Alternate Course A: *The Servants of Cthulhu was responsible for destroying the revived group.*

1. Skip to step Basic Course of Action Step # 7

Figure 6. Senate Investigating Committee

Name: Senate Investigating Committee

Identifier: SCUC 6

Description:

A player may use this as a snare. The targeted player loses their turn upon activation.

Preconditions

It is the start of the targeted player's turn and they have not yet done anything.

Postconditions

The targeted player loses their turn.

Basic Course of Action:

1. The player drags the Senate Investigating Committee card onto the board.
2. The card is applied to the Illuminati as a Snare.
3. Upon the next player's turn, the Snare is activated and the player loses their turn.
4. The game notifies all players of this action. *UC 14 Notify Player of Something Procedural.*
5. The next player starts their turn.
6. The special card is discarded
7. The use case ends.

Figure 7. Whispering Campaign

Name: Whispering Campaign

Identifier: SCUC 07

Description:

This card can be used by the player to have a chance at destroying a group with Power of 0. A normal Attack to Control is used to destroy.

Preconditions

It is the player's turn and they are targeting a group with Power 0 to be destroyed.

Postconditions

The targeted group is successfully destroyed.

Basic Course of Action:

1. The player drags the Whispering Campaign special card from their hand onto the board.
2. The game highlights all the groups that have a power of 0.
3. The player selects the desired group to attack.
4. The game verifies that the power of the attacking group is higher than the resistance of the defending group.
5. The game performs the “Attack to Control” randomness algorithm to determine whether or not the attack is successful.
6. The game notifies the player that they have successfully destroyed the desired group. [Alt. Course A].
7. The destroyed group is added to the dead pile.
8. The special card is discarded
9. The use case ends.

Alternate Course A: *The player is unsuccessful in destroying the desired group.*

1. The game determines that the player is unsuccessful in destroying the desired group.
2. The game notifies the player that the attempt to destroy was unsuccessful.
3. The use case ends.

Figure 8. Time Warp

Name: Time Warp

Identifier: SCUC 08

Description:

This card can be played during the player’s turn to allow an extra action that turn.

Preconditions

It is the player's turn.

Postconditions

The player is allowed to take any extra action.

Basic Course of Action:

1. The player drags the Time Warp special card from their hand onto the board.
2. The game increments the extra turn counter of the player.
3. The game notifies the player that they can take an extra turn. *UC 14 Notify Player of Something Procedural.*
4. The special card is discarded
5. The use case ends.

Figure 9. Bribery

Name: Bribery

Identifier: SCUC 09

Description:

This card can be played to automatically take control of any uncontrolled group.

Preconditions

It is the player's turn.

Postconditions

The player now has control of their desired uncontrolled group.

Basic Course of Action:

1. The player drags the Bribery special card from their hand onto the board.
2. The game prompts the player to select the group they wish to take control.
3. The player selects the group.
4. The game highlights all uncontrolled groups.
5. The game prompts the player to choose the group they wish to control
6. The player chooses the group they wish to control.
7. The game notifies the player that they have successfully taken control of the group. *UC 14 Notify Player of Something Procedural.*
8. The desired group is added to the power structure of the player and made a puppet of the attacking group.
9. The special card is discarded
10. The use case ends.

Figure 10. Computer Espionage

Name: Computer Espionage

Identifier: SCUC 10

Description:

This card can be used to either count the money of another player’s group or to reveal all of another player's special cards.

Preconditions

It is the player's turn.

Postconditions

The player has made the desired choice and examined either the money of another player's group or special cards of another player.

Basic Course of Action:

1. The player drags the Computer Espionage special card from their hand onto the board.
2. The game highlights all Illuminati cards.
3. The game prompts the player to select the player they would like to spy on.
4. The player selects the Illuminati card of the player they would like to spy on.
5. The game prompts the player to choose whether they would like to see a group's money or to see the player's special card. [Alt.Course A]
6. The player chooses to see a group's money.
7. The game highlights all groups the player controls and asks them to choose the group they wish to see.
8. The player chooses the group.
9. The game reveals how much money that group has.
10. The special card is discarded
11. The use case ends.

Alternate Course A: *The player chooses to see the other player's special cards.*

1. The game reveals the special cards of the targeted player.
2. The use case ends.

Figure 11. Deep Agent

Name: Deep Agent

Identifier: SCUC 11

Description:

This card can be used to abolish the privilege of an underway privileged attack.

Preconditions

A player has made a privileged attack on any group of any player and the player has decided to try and interere.

Postconditions

The privilege is removed on the underway attack.

Basic Course of Action:

1. The game notices the player has an intervening card and a timer starts so they have time to play it.
2. The player drags the Deep Agent Card onto the board.
3. The attacking group loses their privilege.
4. All players are notified that the attacking group has lost their privilege.
5. The special card is discarded
6. The use case ends.

Figure 12. Market Manipulation

Name: Market Manipulation

Identifier: SCUC 12

Description:

This card can be used at the beginning of a player's turn to double the income of all groups for that turn only.

Preconditions

It is the income phase of the player's turn.

Postconditions

All group's income is doubled for that turn only.

Basic Course of Action:

1. The player drags the Market Manipulation card from their hand to the board.
2. All group's income is doubled.
3. The I.R.S. income is not doubled.
4. The post office is not required to pay twice.
5. The game notifies the player that all incomes have been doubled. *UC 14 Notify Player of Something Procedural.*
6. The special card is discarded
7. The use case ends.

Figure 13. Murphy's Law

Name: Murphy's Law

Identifier: SCUC 13

Description:

The card can be laid as a Snare and is activated upon the next attack by another player. The player's roll is changed to a 12.

Preconditions

An opponent group is attempting to make an attack.

Postconditions

The group's role is changed to a 12.

Basic Course of Action:

1. The player drags the Murphy's Law card from their hand to the board.
2. The card is added to the Illuminati's card.
3. Upon the next player's group attacking, the card is activated.
4. The player's roll is changed to a 12.
5. The player is notified of this change. *UC 13 Notify Player of Event*
6. The special card is discarded
7. The use case ends.

Figure 14. Slush Fund

Name: Slush Fund

Identifier: SCUC 14

Description:

This card will cause 15 mb to be added to Illuminati treasury.

Preconditions

It is the player's turn.

Postconditions

15 mb is added to the Illuminati's treasury.

Basic Course of Action:

1. The player drags the Slush Fund card from their hand to the board.
2. 15 MB is added to the player's Illuminati treasury.
3. The player is notified of this. *UC 13 Notify Player of Event*
4. The special card is discarded
5. The use case ends.

Figure 15. Swiss Bank Account

Name: Swiss Bank Account

Identifier: SCUC 15

Description:

This card will cause 25 mb to be added to Illuminati treasury.

Preconditions

It is the player's turn.

Postconditions

25 mb is added to the Illuminati's treasury.

Basic Course of Action:

1. The player drags the Swiss Bank Account card from their hand to the board.
2. 25 MB is added to the player's Illuminati treasury.
3. The player is notified of this. *UC 13 Notify Player of Event*
4. The special card is discarded
5. The use case ends.

Figure 16. White Collar Crime

Name:White Collar Crime

Identifier: SCUC 16

Description:

This card can be used to freely move around money between groups for one turn. An additional 5 MB is added to the Illuminati treasury that can also be moved around.

Preconditions

It is the player's turn.

Postconditions

The player has the ability to move around money freely between groups, and has been given 5 MB.

Basic Course of Action:

1. The player drags the White Collar Crime card from their hand to the board.
2. 5 MB is added to the treasury of the player's Illuminati card.
3. The player is notified of this. *UC 13 Notify Player of Event*
4. The game displays each group's money above each group.
5. The game displays a UI cancel button to be pressed when the player is done moving around money.
6. The player moves around money freely. [Alt. Course A]
7. The player presses the cancel button.
8. The board state returns back to normal.
9. All moved money is adjusted back end.
10. The special card is discarded
11. The use case ends.

Alternate Course A: The player presses the cancel button

1. The board state returns back to normal.
2. The special card is discarded
3. The use case ends.

Sub-Action Use Cases

Definitions:
Generic Implementers: Any group that can use that sub-action.
Variants: Group-specific variations of that sub-action.

Figure 1. Bribe

Name: Bribe

Identifier: SUC 01

Description:

The specified group attempts to bribe another group or leader.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The specified group or leader accepts the bribe.

Basic Course of Action:

1. The player selects the bribe sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The group’s corruption statistics are affected according to an algorithm.
9. Money is transferred to the specified group. *UC #19 Transfer Money*
10. The group/leader’s income statistics are updated.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a bribery special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #7*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E. *The player chooses the leader*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course F]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The leader's corruption, wealth, and susceptibility traits are affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course F. *The bribe against the leader was unsuccessful*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's corruption and justification are negatively affected.
3. The smeared leader's corruption and susceptibility are positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course G. *The bribe against the group was unsuccessful*

6. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
7. The offending group's corruption and justification are negatively affected.
8. The smeared group's justification, diplomacy, and influence are positively affected.
9. The game checks to see if this fulfills any attack requirements and updates as necessary.
10. Use case ends.

Generic Implementers

- All groups Tier 5 and above.

Figure 2. Protest

Name: Protest

Identifier: SUC 02

Description:

The specified group protests against another group or leader.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The protest affects the popularity of the group

Basic Course of Action:

1. The player selects the protest sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the player whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The group’s influence, followers, corruption, and justification are influenced.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Power to the People special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11.*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10.*

Alternate Course E. *The player chooses the leader*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course F]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The leader's public image is affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course F. *The protest against the leader was unsuccessful*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The smearing group’s influence, followed, diplomacy, and corruption are all negatively affected.
3. The smeared leader's public image, corruption, charm and susceptibility are all positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course G. *The protest against the group was unsuccessful*

6. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
7. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
8. The smeared group's influence, followed, diplomacy, and corruption are all positively affected.
9.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Generic Implementers

- Tier 6 and Tier 7

Figure 3. Assassinate

Name: Assassinate

Identifier: SUC 03

Description:

The specified group assassinates the leader of another group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The leader of the group is assassinated and the group is open to be taken control of.

Basic Course of Action:

1. The player selects the assassinate sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action.
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The attacking group’s justification is lowered and corruption is raised.
9. The receiving group’s wealth, diplomacy, influence, and followers are lowered.
10. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has an Assassinate special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #6*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #5*

Generic Implementers

- All Intelligence agencies
- All military groups.
- Interplanetary groups
- Special Agent groups
- All criminal groups

Figure 4. Arrest

Name: Arrest

Identifier: SUC 04

Description:

The specified group arrests the leader of another group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The leader is arrested and the group's traits are affected.

Basic Course of Action:

1. The player selects the arrest sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action. [Alt Course E]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The arresting group's corruption, diplomacy, influence, followers, and justification are affected.
9. The arrested leader's public image, corruption, susceptibility, charm and wealth are all affected.
10. The arrested group no longer has a leader and has their corruption, justification, wealth, diplomacy, influence, and followers affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Crackdown on Crime special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].

3. The use case returns to *Basic Course of Action Step #7*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E: *The arrest was not successful*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's corruption, diplomacy, and influence are negatively affected.
3. The defending leader's susceptibility, charm, and public image are positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Generic Implementers

- All Intelligence agencies
- All Law Enforcement Groups
- All Military groups
- KGB

Figure 5. Disseminate Fake News

Name: Disseminate Fake News Campaign

Identifier: SUC 05

Description:

The specified group releases fake information about a group or leader that affects their reputation or incites conspiracy.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The desired group or leader has their reputation damaged and/or becomes subject to conspiracy.

Basic Course of Action:

1. The player selects the Disseminate Fake News sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the player whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The fake news disseminating group’s corruption is
11. The smeared group’s corruption, justification, diplomacy, influence, and followers are affected.
12. The game checks to see if this fulfills any attack requirements and updates as necessary.
13. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.

3. The use case ends.

Alternate Course C: *The player has a bribery special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The use case returns to *Basic Course of Action Step #11.*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #10.*

Alternate Course E. *The player chooses the leader*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The smearing group's influence, followers, and diplomacy are affected.
4. The smeared leader's public image, corruption, and susceptibility are affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Alternate Course F. *The attempt to disseminate fake news against the leader was unsuccessful*

7. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
9. The smeared leader's public image, corruption, charm and susceptibility are all positively affected.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Alternate Course G. *The attempt to disseminate fake news against the group was unsuccessful*

12. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
13. The smearing group's influence, followed, diplomacy, and corruption are all negatively affected.
14. The smeared group's influence, followed, diplomacy, and corruption are all positively affected.
15.
16. The game checks to see if this fulfills any attack requirements and updates as necessary.
17. Use case ends.

Generic Implementers

- All Media groups
- All Media jobs

Figure 6. Spy

Name: Spy

Identifier: SUC 06

Description:

The specified group sends somebody to spy on another group or leader in order to retrieve damaging information.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The spy successfully retrieves damaging information and the group can now disseminate if they wish.

Basic Course of Action:

1. The player selects the spy sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts the player whether they want to direct the action against the group or the leader.
7. The player chooses the group. [Alt Course E.]
8. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
9. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
10. The offending group gains information to use against the defending group.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Whispering Campaign, I Lied, Deep Agent, or Secrets Man Was Not Supposed to Know special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the

leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #10*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E. *The player chooses the leader*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course F]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The group receives damaging info about the leader.
4. Use case ends.

Alternate Course F. *Spying against the leader was unsuccessful*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*
2. The game checks to see if this fulfills any attack requirements and updates as necessary.
3. Use case ends.

Alternate Course G. *Spying against the group was unsuccessful*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H][Alt. Course I]*
2. The game checks to see if this fulfills any attack requirements and updates as necessary.
3. Use case ends.

Alternate Course H. *Spy got caught spying on group*

1. The game notifies the player that the spy was caught by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*

2. The offending group's wealth is negatively affected.
3. The offending leader's susceptibility is negatively affected.
4. The defending group's justification, diplomacy, and influence are positively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Alternate Course I. *Spy got caught spying on individual*

7. The game notifies the player that the spy was caught by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H]*
8. The offending group's wealth is negatively affected.
9. The offending leader's susceptibility is negatively affected.
10. The defending leader's susceptibility and charm are positively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Generic Implementers

- All Intelligence agencies
- FBI
- KGB
- Special Agent groups
- All criminal groups

Figure 7. Apply Sanctions

Name: Apply Sanctions

Identifier: SUC 07

Description:

The specified group applies sanctions against another group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

Sanctions are applied against the other group and their wealth and reputation are significantly hurt.

Basic Course of Action:

1. The player selects the Apply Sanctions sub-action.
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The player chooses the group. [Alt Course E.]
7. The game performs an algorithm to determine the success of that sub-action. [Alt. Course G]
8. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
9. The offending group’s corruption and justification are positively affected. Their diplomacy is negatively affected.
10. The defending group’s corruption, diplomacy, influence, and followers are negatively affected. Their wealth is very negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has the Dollars for Decency special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The use case returns to *Basic Course of Action Step #8*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #7*

Alternate Course G. *The sanctions were shot down by other voting members.*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event. [Alt Course H][Alt. Course I]*
2. *The offending group's diplomacy and influence are negatively affected.*
3. *The defending group's influence and diplomacy are positively affected.*
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Generic Implementers

- All Multinational groups
- All Foreign Governments

Figure 8. Attack with Army

Name: Attack with Army Prices

Identifier: SUC 08

Description:

An army attacks another group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The attacked group is incapacitated and vulnerable to any Major Action attack.

Basic Course of Action:

1. The player selects the Attack with Army sub-action. [Generic Implementers]
2. The game performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. The defending group becomes vulnerable to any Major Action attack. This overrides any requirement.
5. The offending group's corruption, wealth, diplomacy, influence, and followers are all affected, depending on various factors.
6. The defending group's wealth, diplomacy, influence, and followers is negatively affected.
7. The game checks to see if this fulfills any attack requirements and updates as necessary.
8. Use case ends.

Alternate Course A: *The defending group successfully defends against the attack*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*

2. The offending group becomes vulnerable to any Major Action attack. This overrides any requirement.
3. The offending group's corruption, wealth, diplomacy, influence, and followers are all negatively affected
4. The defending group's wealth, diplomacy, influence, and followers are positively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Generic Implementers

- Pentagon

Figure 9. Raise Oil Prices

Name:Raise Oil Prices

Identifier: SUC 09

Description:

OPEC raises oil prices and hurts the wealth of all active groups Government Tier and below.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

Oil prices are raised and the wealth of all groups Government tier and below is negatively affected.

Basic Course of Action:

1. The player selects the Raise Oil Prices sub-action. [Generic Implementer]
2. The game performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. All groups have their oil prices negatively affected.
5. The offending group's corruption is negatively affected.
6. The game checks to see if this fulfills any attack requirements and updates as necessary.
7. Use case ends.

Alternate Course A: *Triggers social unrest*

1. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. All groups have their oil prices negatively affected.
3. Institution tier and below have their power increased.
4. Offending group has corruption, justification, influence, and diplomacy negatively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Generic Implementers

- OPEC

Figure 10. Offer Humanitarian Aid

Name: Offer Humanitarian Aid Prices

Identifier: SUC 10

Description:

Offer aid to another group

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The targeted group gains wealth.

Basic Course of Action:

1. The player selects the Offer Humanitarian Aid sub-action. [Generic Implementers]
2. The game performs an algorithm to determine the success of that sub-action. [Alt. Course A]
3. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
4. Money is transferred between. *UC 11 Transfer Money*
5. The targeted group's wealth is positively affected. Their influence is negatively affected.
6. The targeting group's wealth is negatively affected. Their diplomacy, influence, corruption, and followers are positively affected..
7. The game checks to see if this fulfills any attack requirements and updates as necessary.
8. Use case ends.

Alternate Course A: *The targeted group rejects the aid*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's influence and diplomacy is negatively affected.
3. The defending group's diplomacy is negatively affected. Their influence is positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course B: *Player has Dollars for Decency special card*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.

2. The player chooses the option to use the card. [Alt course C].
3. The use case returns to *Basic Course of Action Step #3*

Alternate Course C: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #2*

Generic Implementers

- Activist Groups
- Charities
- FEMA
- Corporations
- Religious Groups

Figure 11. Mind Control

Name: Mind Control

Identifier: SUC 11

Description:

The specified group takes control of the mind of the desired leader

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The player now can control the affected leader.

Basic Course of Action:

1. The player selects the group-specific mind control sub-action. [Group Variants]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The offending group gains control over the defending leader.
9. The defending leader’s susceptibility becomes maxed out.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Unmasked, Hidden Connection, or Subliminal special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the leader.

4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E. *The group was not able to successfully mind control the leader*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending leader's susceptibility is positively affected.
3. The offending group's justification for sub-action specifically targeted at the defending group becomes negatively affected.

Alternate Course F. *Mind control affects any group in the region*

1. The player selects the region they wish to take the sub-action against.
2. A UI menu opens that displays three options, either a prompt to take the desired sub-action or "Cancel". Both options are clickable. [Alt Course A].
3. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
4. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E][Alt Course G]
5. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
6. The offending groups' diplomacy and influence against groups in the region is positively affected.
7. The tier that the offending group is on has a diplomacy and influence boost against groups in the region as well, unless they were themselves affected.
8. The leader of that group has more influence when dealing with groups of that region.
9. The leaders of that group's tier has more influence when dealing with groups of that region.
10. The defending group's leader's susceptibility are negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course G. *The group was not able to successfully mind control the region.*

1. Conspiracy activity in the groups tier 6 and below is increased.

2. Power of groups tier 6 and below against this group is increased.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

Group Variants:

- **Evil Geniuses for a Better Tomorrow:** Administer mind control drug
- **Chemtrails:** Mind Control Certain Region [Alt. Course F]
- **Nanotech Company:**Implant Mind Control Chip

Figure 12. Conspiracy

Name: Conspiracy

Identifier: SUC 12

Description:

The specified group alleges a conspiracy theory against another group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The targeted group becomes the subject of a conspiracy theory.

Basic Course of Action:

1. The player selects the group-specific conspiracy sub-action. [Group Variants, Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The defending group’s corruption,justification, and followers are negatively affected.
9. The offending group’s influence and followers are positively affected.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Unmasked, Hidden Connection, Whispering Campaign, or Secrets Man Was not Supposed to Know special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E. *The group's conspiracy theory was not found to be credible.*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group's corruption, justification toward that group, influence, and followers are positively affected.
3. The offending group's justification toward that group, corruption, wealth, and diplomacy is negatively affected.
4. The offending group's influence and followers affecting groups tier 6 and below are positively affected. [1]
5. The offending group's influence and followers affecting groups tier 5 and above are negatively affected.

Group Variants:

- **Crop Circles:** Trigger alien conspiracy suspicion.

Generic Implementers

- Flat Earthers:
- Survivalists
- Conspiracy Theorists
- South American Nazis
- Society for Creative Anarchsim
- KKK
- Eco-Guerillas
- Semi-Conscious Liberation Army
- Minutemen
- MIlitia
- Suicide Bombers

[1] Conspiracy theorists generally gain followers and influence over those followers regardless if they are right or not.

Figure 13. Brainwash

Name: Brainwash

Identifier: SUC 13

Description:

The specified group brainwashes the other group into acting negatively against a specified group.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The targeted group takes the specified negative action against the targeted group.

Basic Course of Action:

1. The player selects the group-specific brainwash sub-action.The game highlights all cards that option can be taken against.
2. The player selects the group they wish to take the sub-action against.
3. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
4. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
5. The game prompts the player to specify the recipient of the brainwash group’s attack.
6. The player chooses the desired group.
7. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event* [Group Variants, Generic Implementers]
9. The defending group uses a specified subaction against the specified group.
10. Any negative or positive effects that come about by that subaction affect the defending group, not

the offending group.
11. The offending group's influence is positively affected.
12. The game checks to see if this fulfills any attack requirements and updates as necessary.
13. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Unmasked, Hidden Connection, Subliminal, or Secrets Man Was not Supposed to Know special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #8*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #7*

Alternate Course E. *The defending group was not successfully brainwashed.*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's influence, justification toward the defending group, and corruption are negatively affected.

Alternate Course F. International Communist Conspiracy Variant

1. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group has 0 power and defense when dealing with any group that has a communist trait.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

Alternate Course G. Kiddle TV/ Saturday Morning Cartoons Variants

1. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. *The defending group's leader's wealth is negatively affected.*
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

Alternate Course H : Indoctrinate

1. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The defending group's trait is switched to align with the offending group's trait.
3. The defending group cannot take any negative actions against the offending group.
4. The offending group's influence is positively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Group Variants:

- **International Communist Conspiracy:** Brainwash into supporting Communism [Alt. Course F]
- **Kiddie TV/Saturday Morning Cartoons:** Brainwash leader's childrens into running parents dry on toys. [Alt Course G]
- **Universities:** Indoctrinate [Alt Course H]

Generic Implementers

- All media groups
- All media jobs
- TV Preachers
- All government groups

Figure 14. Initiate

Name: Initiate

Identifier: SUC 14

Description:

The Illuminati group uses Initiate sub-action to prime a group to be taken control of.

Preconditions

It is the players turn and they have selected their illuminati card to use. Can only be used against the top 2 tiers. No other sub-actions have been used that turn.

Postconditions

The targeted group becomes much more likely to be controlled.

Basic Course of Action:

1. The player selects the intiate sub-action option on their illuminati card.
2. The game highlights all cards that option can be taken against.

3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B][Alt Course C]
6. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E][Alt. Course F]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The probability of any group taking control of the defending group substantially increases.
9. All sub-actions are taken up for the turn.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Reorganization special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #7*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #6*

Alternate Course E. *The group resisted initiation*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The use case ends.

Alternate Course F. *The illuminati was exposed*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. All groups controlled by the illuminati have their corruption affected negatively and their defense decreased.
3. All Tiers below Tier 4 have increased power against Illuminati.
4. The use case ends.

Figure 15. Hire

Name: Hire

Identifier: SUC 15

Description:

A business group can hire an individual group.

Preconditions

It is the players turn and they have selected their illuminati card to use. The card being hired is an individual group and the card doing the hiring is a business group.

Postconditions

The hired group gains wealth but is more in control by the hiring group.

Basic Course of Action:

1. The player selects the Hire option on their card. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B]
6. The game performs an algorithm to determine the success of that sub-action. [Alt. Course C]
7. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
8. The hired group loses influence against the hiring group and their leader has their susceptibility negatively affected.
9. The hiring group loses wealth.
10. The game checks to see if this fulfills any attack requirements and updates as necessary.
11. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The group did not want to be hired.*

1. The hiring group loses influence.

2. The hired group gains influence but loses wealth.
3. The game checks to see if this fulfills any attack requirements and updates as necessary.
4. Use case ends.

Generic Implementers:

- All business groups
- All corporate groups

Figure 16. Hack

Name: Hack

Identifier: SUC 16

Description:

The desired group hacks into the computer game of the targeted group and performs some sort of malicious action.

Preconditions

It is the players turn and they have selected a group that has the desired subaction.

Postconditions

The desired group inflicts some sort of damage on the targeted group.

Basic Course of Action:

1. The player selects the group-specific haack sub-action. [Generic Implementers]
2. The game highlights all cards that option can be taken against.
3. The player selects the group they wish to take the sub-action against.
4. A UI menu opens that displays three options, either a prompt to take the desired sub-action or “Cancel”. Both options are clickable. [Alt Course A].
5. The player chooses the desired sub-action option. [Alt. Course B], [Alt Course C]
6. The game prompts for the specific type of hack [Alt.Course F], [Alt.Course G], [Alt.Course H], [Alt.Course I]
7. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
9. The player chooses to take control of the computer game.
10. The offending group gains control of the computer game.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Alternate Course A: The player decides to cancel

1. The use case ends.

Alternate Course B: The player has exceeded the number of allowed sub-actions per turn

1. The player is notified that they have exceeded the number of allowed sub-actions per turn. *Notify Player of Something Procedural UC 17*
2. The UI menu is closed and the player may not take another sub-action that turn.
3. The use case ends.

Alternate Course C: *The player has a Computer Espionage special card.*

1. The game notifies the player that they have a special card that can guarantee success and asks if they want to use it.
2. The player chooses the option to use the card. [Alt course D].
3. The game prompts the player whether they want to direct the action against the group or the leader.
4. The player chooses the group. [Alt Course E.]
5. The use case returns to *Basic Course of Action Step #9*

Alternate Course D: *The player chooses not to use the special card.*

1. Return to *Basic Course of Action Step #8*

Alternate Course E. *The group gets caught hacking*

1. The game notifies the player that the sub-action was unsuccessful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
2. The offending group's wealth, corruption, justification, toward the group, and diplomacy are all severely negatively affected.
3. Any law enforcement groups gain significant power advantage over the offending group and their justification toward that group is positively affected.
4. The game checks to see if this fulfills any attack requirements and updates as necessary.
5. Use case ends.

Alternate Course F: *Send Malicious Virus*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The offending group's influence and followers increase.
4. The defending groups wealth, influence, and followers are negatively affected.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Alternate Course G. *Steal Financial Info*

1. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
2. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*
3. The offending group's wealth, influence, and followers are affected positively.
4. The defending groups wealth, influence, and followers are severely hurt.
5. The game checks to see if this fulfills any attack requirements and updates as necessary.
6. Use case ends.

Alternate Course H. *Steal Sensitive Personal Info*

7. The game performs an algorithm to determine the success of that sub-action. [Alt. Course E]
8. The game notifies the player that the sub-action was successful by recounting the events that have taken place because of the sub-action. *UC 16 Notify Player of Event*

9. The offending group's influence over the defending group is substantially increased.
10. The defending group's leaders susceptibility and corruption are negatively affected.
11. The game checks to see if this fulfills any attack requirements and updates as necessary.
12. Use case ends.

Generic Implementers

- All Intelligence agencies
- Science groups
- Interplanetary groups
- Special Agent groups
- All criminal groups