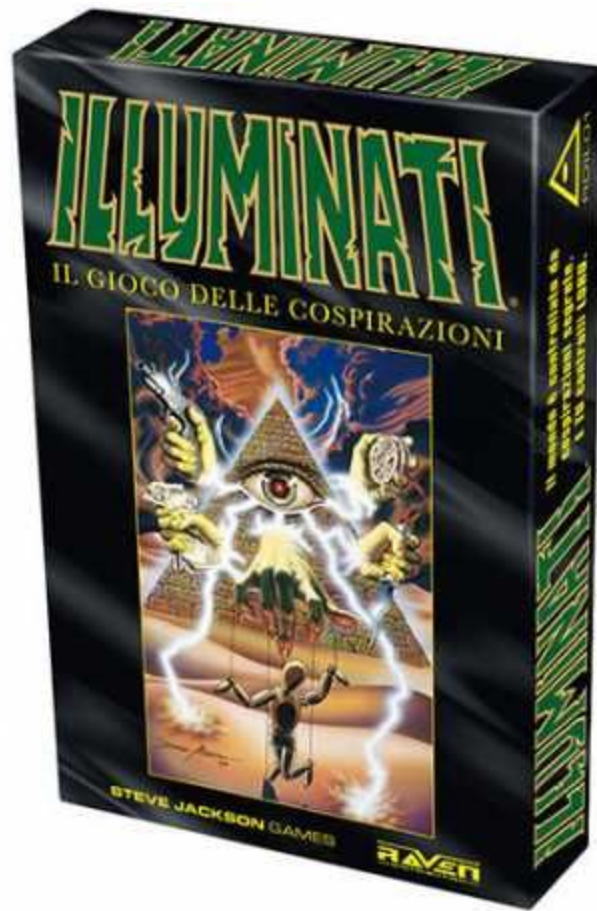


# Illuminati Game

## User Manual



Team C:

Eunho Lee    Adan Hernandez    Cassandra Flores

# Table Of Content

<b>General Information</b>	<b>4</b>
Introduction	4
Using the Manual	4
<b>System Summary</b>	<b>5</b>
System Requirements	5
Software Requirements	5
Installation Instructions	6
Java Runtime Environment 8 Installation	6
Game Installation	7
<b>Getting Started</b>	<b>8</b>
Game Objective	8
Number Of Players	8
Game Card Components	8
Game Settings Setup	9
Intro	9
Amount Of Players	9
Player Username Setup	10
Welcome Message	10
Beginning The Game	10
Choosing Your Illuminati	11
Drawing the Original Uncontrolled Groups	11
Who Gets To Go First	12
Game Deck	12
Uncontrolled Group Cards	13
Players Special Card Area	13
Players Power Structure	13
Current Player's Turn	14
Game Action Menu	14
Sequence Of Play	14
Megabucks	15
Special Cards	16
Group Cards	16
Alignments	18
Illuminati Cards	18
Power Structure	18
<b>Welcome to The Illuminati</b>	<b>19</b>

Who are the Illuminati and What Are They For	20
Illuminati Special Abilities	20
Illuminati Treasury	20
<b>Illuminati Societies</b>	<b>20</b>
The Bermuda Triangle	20
Who Are They	21
Power and Goals	21
Special Ability	21
Playing with The Bermuda Triangle	21
Fighting The Bermuda Triangle	22
The Gnomes Of Zurich	22
Who Are They	23
Power And Goals	23
Special Ability	23
Playing With The Gnomes of Zurich	23
Fighting The Gnomes of Zurich	23
The Servants Of Cthulu	24
Who Are They	24
Power And Goals	24
Special Ability	24
Playing With The Servants Of Cthulu	24
Fighting The Servants Of Cthulu	25
The Bavarian Illuminati	25
Who Are They	25
Power And Goals	25
Special Ability	26
Playing With The Bavarian Illuminati	26
Fighting The Bavarian Illuminati	26
The Network	27
Who Are They	27
Power And Goals	27
Special Ability	27
Playing With The Network	27
Fighting The Network	27
The UFOs	28
Who Are They	28
Power And Goals	28
Special Ability	28

Playing With The UFOs	28
Fighting The UFOs	28
The Discordian Society	29
Who Are They	29
Power And Goals	29
Special Ability	29
Playing With The Discordian Society	29
Fighting The Discordian Society	29
The Society Of Assassins	30
Who Are They	30
Power And Goals	30
Special Ability	30
Playing With The Society Of Assassins	30
Fighting The Society Of Assassins	30
<b>Taking Over The World</b>	<b>31</b>
Alignment	31
Attack/Defend	31
Opposite Alignment	31
Summary	32
Privileged Attacks	32
Spending MegaBucks To Attack	32
Aiding Attacks	33
Regular Actions	33
Attacking A Group	33
Attack To Control	34
Attack To Destroy	36
Attack To Neutralize	37
Transferring Money Over Controlled Groups	38
Moving A Group	38
Giving A Group Away	38
Passing A Turn	38
Performing Action: Passing A Turn	38
Free Actions	39
Drop A Group	39
Give Away Money	40
Give Away Specials	40
Use A Special	40
<b>Defending From Annihilation</b>	<b>40</b>

Spending To Defend	40
<b>The Enemy Of Your Enemy Is Your Friend</b>	<b>40</b>
Interference	40
Threats and Negotiations	40
Deals	41
<b>Technical Support</b>	<b>41</b>

## General Information

### Introduction

Welcome to the java implementation of the Illuminati game! This implementation was created by Adan Hernandez, Eun Lee, and Cassandra Flores. The Illuminati card game is a standalone card game made by Steve Jackson Games (SJG), inspired by the 1975 book, The Illuminatus! Trilogy, by Robert Anton Wilson and Robert Shea. The game has ominous secret societies competing to control the world through sinister means, including legal, illegal, and even mystical. It was designed as a "tongue-in-cheek rather than serious" take on conspiracy theories. It contains groups named similarly to real world organizations, such as the Society for Creative Anarchism and the Semiconscious Liberation Army.

### Using the Manual

This manual is intended to give assistance in playing the Illuminati Game.

This user manual consists of eight sections: General Information, System Summary, Getting Started, Welcome To The Illuminati, Illuminati Societies, Taking Over The World, Defending From Annihilation, The Enemy Of Your Enemy Is Your Friend, and Technical Support.

The General Information Section provides some history to the Illuminati Game and its origins as well as a brief overview of all sections provided in the user manual.

The System Summary section provides information of the minimum requirements needed to run the Illuminati Game, such as needed hardware, software , and system configurations

The Getting Started section introduces major sections of the game like sequence of play , the various types of cards in the game, the concept of card alignment and other key sections of the Illuminati Game.

Welcome To The Illuminati section provides some information as to who and what the Illuminati are, their possession of special abilities and the treasury each one has.

The Illuminati societies section introduces all of the eight illuminati societies available in the game. It introduces each society , who they are , power and goals their special abilities, gameplay using that specific society and if they are your enemy, fighting that Illuminati Society.

Taking Over The World section discusses the “group alignment” aspect of the game, how currency can be used to aid game attacks, the possible attack actions, group actions and various other actions a player can take during their turn.

Defending From Annihilation section describes how one can defend from an attack, interfere in an attack , use in game currency to offset an attack and various other actions that a player can take defending themselves from being attacked by another player.

Finally , the Technical Support section provides information of how customer support can be contacted and contact information.

## System Summary

The following section will provide information on what requirements must a system meet to be able to run the Illuminati Java Program and installation instructions.

## System Requirements

Laptop/Desktop with the following minimum requirements:

- Pentium 2 266 MHz processor.
- 2GB of Ram
- OS: WIndows XP 32 bit/64 bit or Newer

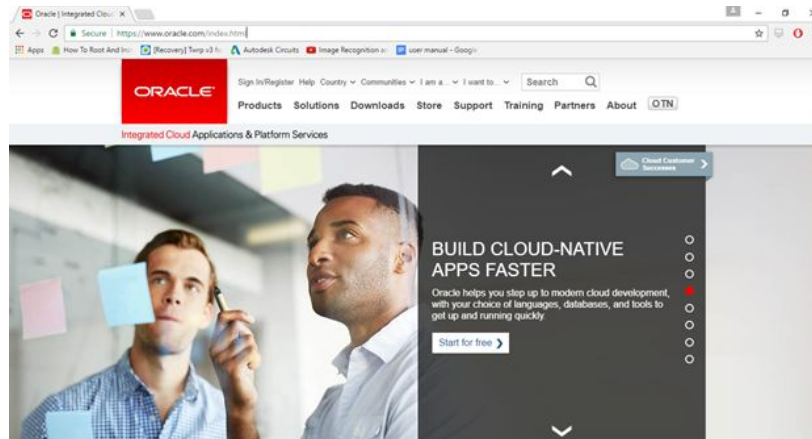
## Software Requirements

- Java Runtime Environment 8

## Installation Instructions

### Java Runtime Environment 8 Installation

1. **Go to Oracle Website**



## 2. Click On Download Tab and Look for the link : *Java Runtime Environment*

Technology Network, Oracle Software Delivery Cloud and My Oracle Support. To learn more, refer to the Sun Download Center Announcement.

**Browse by Category:**

**Java**

- Java SE (includes JavaFX) | Early Access
- Oracle Java SE Embedded
- Java Card
- Event Processing for Java Embedded
- Oracle Java Embedded Suite
- Java EE & GlassFish Server
- Java Runtime Environment (JRE)**
- Java ME
- Oracle Java ME Embedded
- Java ME SDK
- Oracle Java ME Embedded Client
- Java for Mobile
- Java TV

**Database**

- Database 12c Enterprise/Standard Editions Including: Client, Grid Infrastructure, Examples, Gateways, more
- ILM Assistant
- Instant Client
- MySQL

## 3. Click on Free Java Download



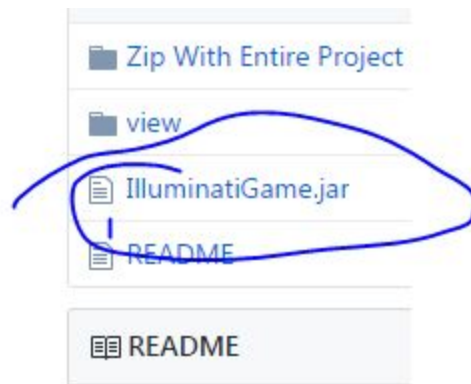
4. Only if running a 64 bit Windows OS, click on **Agree and Start Free Download button**. If this is not your OS, click on **see all java downloads at the bottom of the page and download the Java RunTime Environment that matches your system**

## Game Installation

1. Head to the Illuminati GitHub Repository and click on **Code** folder

Branch: master ▾ New pull request		Create new file Upload files Find file Clone or download ▾
KassandraFlores54 committed on GitHub File Terminates incorrectly. Instead please head to folder : Zip Wit... Latest commit 61777d1 2 minutes ago		
Code	File Terminates incorrectly. Instead please head to folder : Zip Wit...	2 minutes ago
Test Cases	Add files via upload	24 days ago
Use Cases	Add files via upload	26 days ago
ThisisaTest.txt	Testing	a month ago
UML_CEC5343_TeamC.pdf	Final UML	a month ago
VisionDoc.docx	Add files via upload	a month ago

## 2. Download File : illuminatiGame.jar



## Getting Started

### Game Objective

The object of Illuminati is to take control of the world. You start with a single Illuminati card, representing your own secret conspiracy. During the game, you take over other Groups (represented by cards). These Groups are added to your Power Structure and do your bidding – unless a foe takes them from you. You may win either by controlling enough Groups, or by fulfilling the special goal of your own Illuminati

### Number Of Players

Illuminati is best for four to six players. You can play with three or even two, but this limits the possibilities for diplomacy and negotiation. With seven or eight, some rule changes will be needed to keep the game moving quickly

### Game Card Components

- 8 illuminati Cards

- 83 Group Cards
- 15 Special Cards

## Game Settings Setup

### Intro

The illuminati game allows for amount of players and player name setup before the actual game begins

The first menu available is the **Start Game** menu.

From this menu you can quit the game by selecting the **Exit Game** or being user game settings setup by selecting **Start Game**. **Exit Game** option throughout the game will cause the application to terminate .



### Start Game

Starts a new game. This selection brings up the *Amount Of Players* settings page.

### Exit Game

This selection terminates the game.

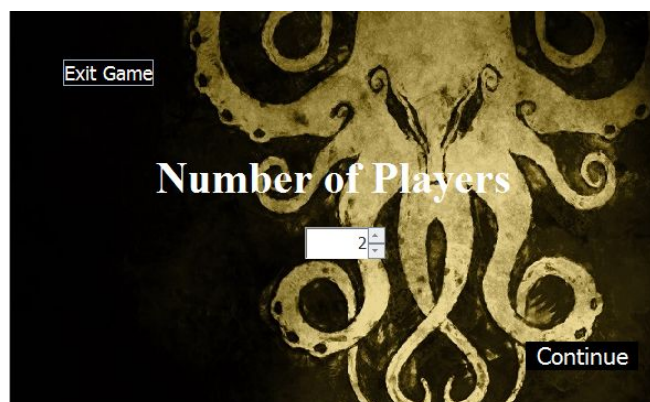
### Amount Of Players

Screen to select the amount of players in game. Default amount of players is two with a maximum amount of players being 8.

**Continue** selection proceeds to the next screen that asks for each player to enter their player name for the game.

### Continue

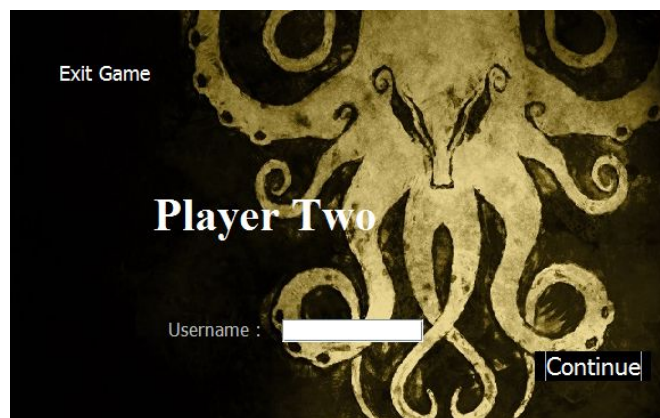
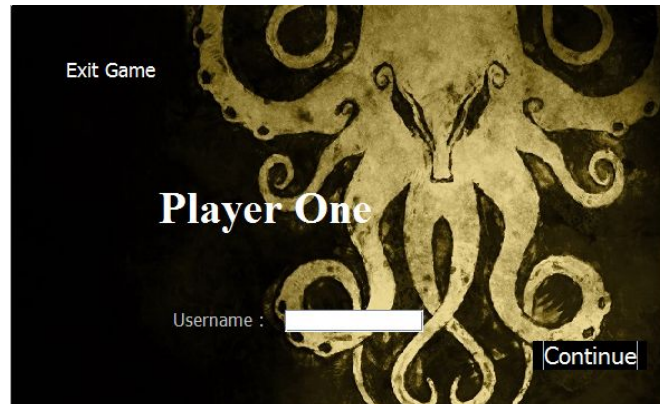
Confirms the total amount of players in game and proceeds to *Player Username Setup*



## Player Username Setup

Player username setup screen. It will prompt for a username for each player in game and will continue to prompt a username for each player till all player names have been set. If no player user name is entered and **Continue** is pressed, a default username will be set for the player that entered no username.

**Continue** selection confirms the entered username for the stated player and proceeds to the next screen asking for the username of the next player if all player usernames have not been set. If all usernames have been set, will proceed to the games *Welcome Message* screen.



## Welcome Message

After all game setup settings have been set, the last screen before game play starts is the welcome message to the game.

**Start Game** selection officially starts the Illuminati Game with the previously entered settings and usernames.



## Begging The Game

The beginning of the game is to setup up the board, each player's Illuminati, which player's turn is it first and the original four uncontrolled group cards.

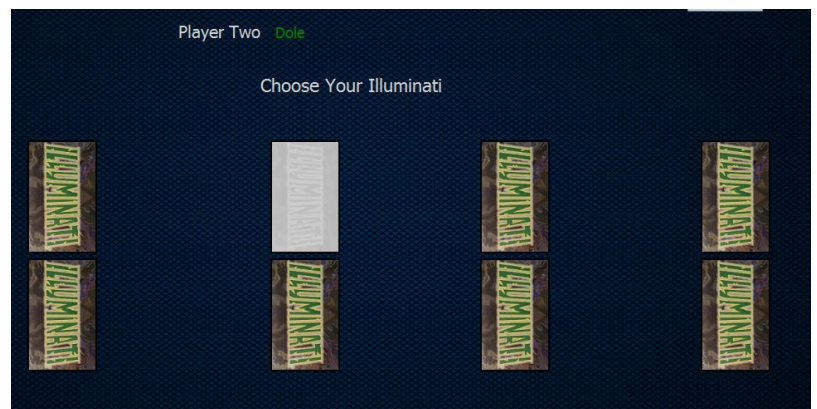
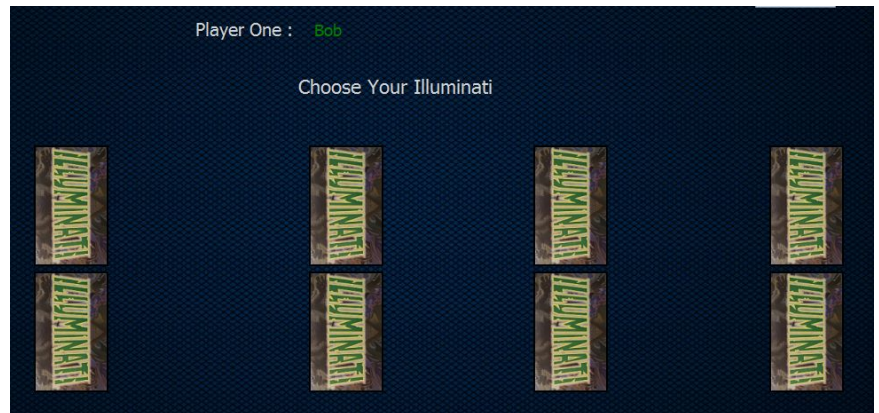


## Choosing Your Illuminati

This screen shows all possible eight illuminati societies to choose from.

The identity of each faced down Illuminati card hidden from the players.

Each player will be allowed to select an Illuminati card and no player can choose a previously selected illuminati card( previously selected cards will be grayed out and unclickable)



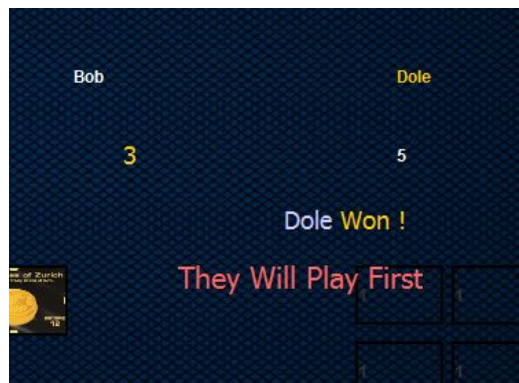
## Drawing the Original Uncontrolled Groups

This screen will appear when the original four uncontrolled group cards are being drawn



## Who Gets To Go First

Each player will be requested to roll a dice and after each player has rolled, the player with the highest roll will go first.



## Game Deck

The game deck will be used to add group cards to the uncontrolled area during a sequence of play and the original uncontrolled group cards. When it is not a sequence of play action: draw card or add targets , game deck will be disabled.



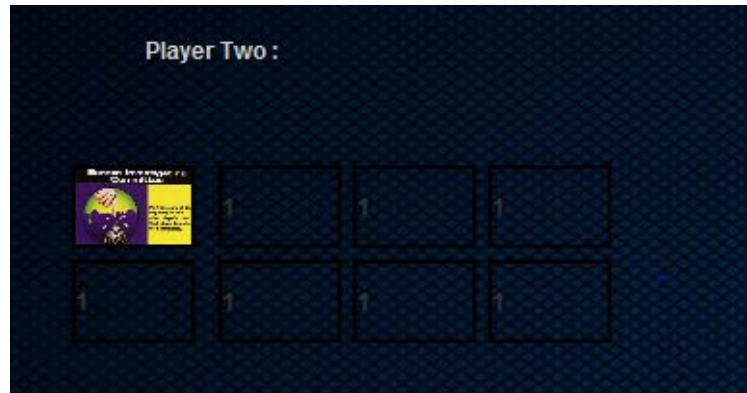
## Uncontrolled Group Cards

This area of the game will show all uncontrolled group cards currently in game



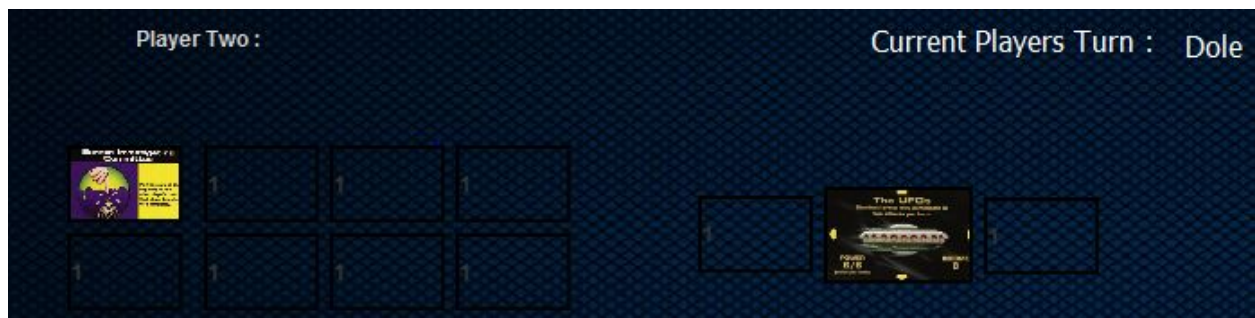
## Players Special Card Area

Each user has a special card area where all special cards acquired will appear. Player one's special card area is in the right corner, Player two's special card area is in the left corner.



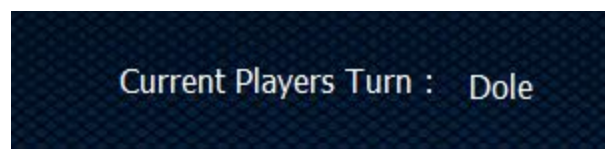
## Players Power Structure

Each user will have their illuminati card appear in their corner of the screen adjacent to the special card area and have their power structure placed there. Player one has the right corner, player two has the left corner.



## Current Player's Turn

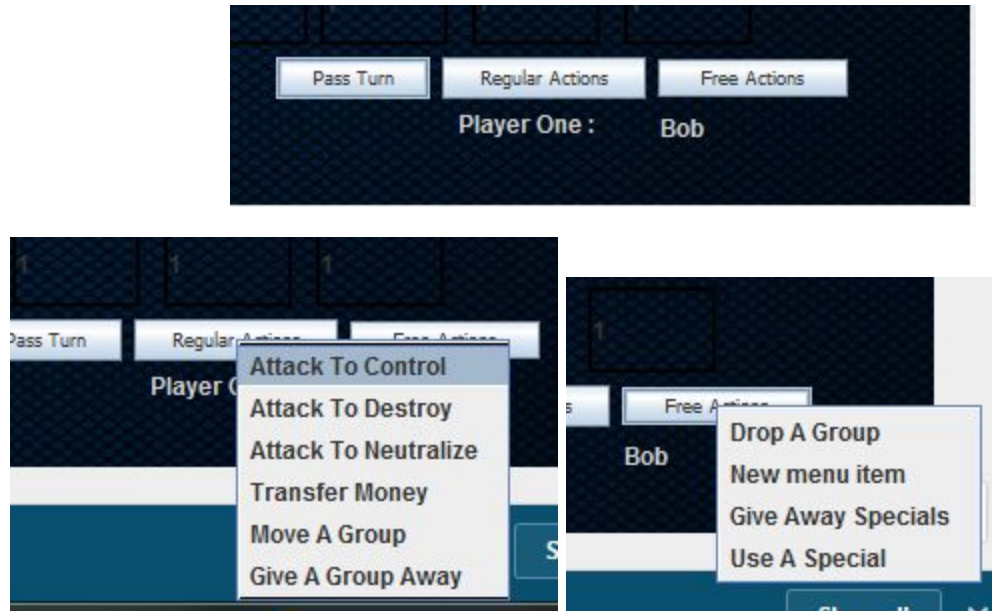
The player's username in which turn it is will appear at the top of the screen





## Game Action Menu

All possible game actions will appear on the bottom right corner of the screen. Buttons Regular Actions and Free Actions will have a drop down menu listing all actions that are categorized into those two types.



## Sequence Of Play

Illuminati Game is a turn based game. Each turn will be described as a sequence of play. Each sequence of play follows the same pattern of:

### 1. **Collect Income**

- a. Each group card that has an income will draw their income from the bank and have their respective collected income placed into their group card treasury.

### 2. **Draw a Card**

- a. Draw a card from the game deck and have it join the other uncontrolled groups in the game. However, if drawn card is a special card, the player who drew it will keep the card.

### 3. **Take two "actions"**

- a. Take any of the following actions :
  - i. Attack a Group to Control/Destroy Neutralize
  - ii. Transfer Money
  - iii. Move A Group
  - iv. Give a Group Away



- b. Only two free actions allowed per sequence of play
- 4. Take any “free actions”**
  - a. Take any of the following free actions:
    - i. Drop A Group
    - ii. Give Away Money or Specials
    - iii. Use A Special (Except Bribery , that counts as a regular action)
  - b. Free actions don't count as the two available actions per sequence of play
  - c. Free actions can be done before or after a player's two regular actions
- 5. Transfer Money**
  - a. Part or all of any group's money can be moved to an adjacent group
  - b. Two money transfers are allowed per turn
- 6. Take special power actions**
  - a. Use special ability of Illuminati Card
- 7. Add targets**
  - a. If there are fewer than two group cards in the uncontrolled group card area, draw cards until there are two uncontrolled groups

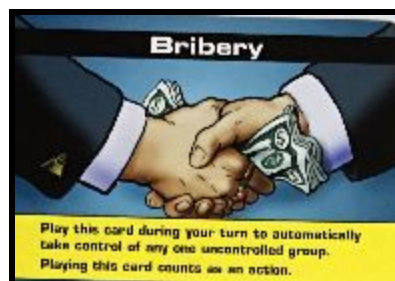
## Megabucks

Money is measured in Megabucks (MB) in the game . At the beginning of your turn, each Group you control collects the amount listed on its card. This income is placed directly on that card, becoming part of the Group's treasury. If a card has no Income, it gets no money. Uncontrolled Groups get no Income. Two cards have a special Income. The IRS gets its Income by taxing each of the other players 2 MB on the owning player's turn. The Post Office costs 1 MB per turn to control (paid by their master or their Illuminati). Megabucks can be used in game to acquire items from other players, in negotiation deals, and to aid in an attack/defend from an attack.

## Special Cards

The Illuminati game come with 15 special cards.

Each of these cards gives an advantage to the player who holds them.



Each special card states what their special ability is, the conditions for using the card, and if using the card counts as one of the two actions allowed during a sequence of play.

Each special card may be used only once and once used will be discarded. The occasion in which each special card may be used will depend on the special card; some cards can be used whenever, others have restrictions.

Discarding one special can be used to make an attack privileged and discarding two special cards can be used to abolish someone else's privileged (see Page 33. For more information on Privileged Attacks).

Special cards can be : traded, sold, or given away. However, if a privileged attack is being performed, trading/selling/giving away special cards is suspended until the privileged attack is performed.

If two special cards are played that are contradictory in application, the last special card played is the one that governs.

## Group Cards

There are a total of 83 group cards in the Illuminati Game.

Each group card has a basic structure that demonstrates the capability of that card.



### **Power:**

This value is a measure of group cards ability to dominate other groups. If a group card has two values for power in the form of **X/Y** the value of **X** is the card's own **Power** value and **Y** is its power value that can be used to assist another group in an attack, in other words it's *transferable power*.

### **Resistance:**

This is a measure of a group's ability to resist being dominated.

### **Income:**

This is the amount of income a group card draws from the bank(or other players in the case of the IRS group card) when collecting income. The drawn income of card is placed directly on the card who drew the income and is added to that group's treasury.

Should the the income be a negative value, money will have to be *paid* to the bank by either the group cards master or by their illuminati.

Uncontrolled group cards cannot draw an income.

**Card Alignment:**

Each group card has a possibility of having many political alignments or none. The political alignment of a group card have the ability to aid in a group cards ability to control/neutralize similar group card political alignments or destroy group cards of opposite alignments.

**Special Ability:**

Some cards have special abilities that pertain to game play, specific group card alignments or even specific group cards . If a group card has a special ability it will be displayed underneath the group cards name.

**Arrows:**

Inward arrows:

Every group card has one inward arrow. This inward arrow is placed next to its controlling masters outward arrow., the one who controls it.

Outward Arrows:

These arrows show the potential total groups a group card can control. If a group card has no outward arrows, it cannot control any groups.

## Alignments

Alignments in the Illuminati game are used to state the political alignments a group card has. These alignments affect game play in that if a group is attacking to control/neutralize a group of similar alignment, it will have an easier time of doing so and if attempting to control/neutralize a group , it will have a harder time .. On the opposite spectrum, if a group card is attacking to destroy a card of opposite alignment, it will be easier to do so and vice versa.

Further information on Alignments provided on Page 32

## Illuminati Cards

There is a total of 8 illuminati cards in the game. No player can have the same illuminati card as another. Each illuminati card has four outward arrows and is shielded from being able to be attacked directly but they Illuminati card itself can attack.

Each illuminati card has a special ability and is able to be used, if applicable, in sequence of play move : *take special power actions*.



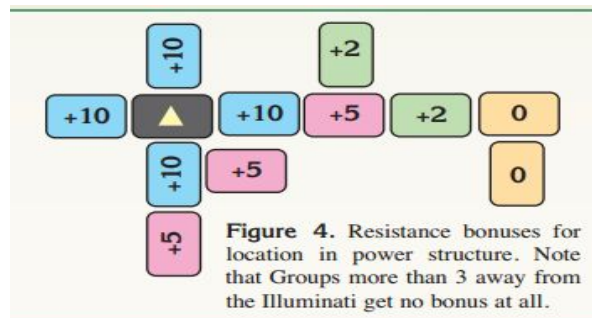
There are four total fields in a Illuminati card:

1. Its Illuminati Card Name
2. Its special ability
3. Its power value
4. Its income value

Illuminati Card treasury can be used to aid in an attack of any of its controlled group cards or use it transferable power to aid in one of the two attacks a player can do during their sequence of play.

## Power Structure

A **Power Structure** is used to describe the general structure in which group cards are positioned around the Illuminati Card, which lies in the center of the **Power Structure**.



The position of a card in relation to its distance from the Illuminati card in the power structure adds to its resistance in being attacked or Power if doing the attacking. If group card is directly controlled by the Illuminati card, it receives a +10 to its resistance/power, if it is one group away it gets +5 in resistance/power, if its two groups away it gets +2 resistance/power and after that no more resistance/power is added on.



A player is allowed to reorganize their power structure as one of their two actions during their sequence of play or, if player has the Bermuda Triangle Illuminati, use their Illuminati's special during sequence of play: *use special ability*.

## Welcome to The Illuminati

The illuminati is an elite organization of world leaders, business authorities, innovators, artists, and other influential members of this card game. Our coalition unites influencers of all political, religious, and geographical backgrounds to further the prosperity of the human species as a whole.

## Who are the Illuminati and What Are They For

The Illuminati are comprised of eight groups. These groups are called The society of Assassins, The Network, The Discordian Society, The UFO's, The Servants of Cthulhu, The Gnomes of Zurich, The Bavarian Illuminati, and The Bermuda Triangle. Each player starts with a single Illuminati card, representing your own secret conspiracy.

## Illuminati Special Abilities

Each illuminati card comes with special ability that can either be implemented through the users sequence of play actions or during the sequence of play : Take Special Power Action.

For example, some cards have a special ability will take sometimes take on the form of a +x to an attack against a certain type where x is value to increase an attack's success chance of controlling against a certain group or a specia

Each special ability is unique to their Illuminati card which means no two Illuminati societies have the exact same ability.

## Illuminati Treasury

Each illuminati card has treasury that can be used by all group cards in which it controls. It allows for its treasury to be used to defend or aid an attack, be used to spend in negotiations /trade deals, and sequence of play money transfers

## Illuminati Societies

### The Bermuda Triangle



#### Who Are They

Sinking ships is just a sideline with these people. Their philosophy is to ensure control by taking control over many different types of groups. They are so shrouded in mystery and fear that others are always taking the blame for the unexplained happenings around their headquarters off the Florida coast.

#### Power and Goals

The Bermuda Triangle player has the ability to reorganize his power structure freely at the end of each turn. The Triangle wins by collecting at least one example of each of the ten different alignments. If a group has several alignments, it counts for each of them.

#### Special Ability

Control at least one Group of each alignment. A group with more than one alignment counts for each of its alignments.

## Playing with The Bermuda Triangle



Your enemies will be continually looking over your shoulder, counting alignments. Once you get six or seven, they'll make it hard for you to add more. Often your best bet is to deal with another player – an exchange that gives you two or three Groups at once, sealing your victory, while giving him what he needs for his own Goals. The Triangle is the most likely of all the Illuminati to benefit from making a deal. Keep your lines of communication open, and always have a little spare cash and a Special card or two, to improve your bargaining position.

Alternatively, if your enemies are obsessed with counting alignments and keeping you away from your special

victory, you can make a quick stab at a regular victory. This often works, and your rivals will hate themselves for letting you get away with it. The most desirable targets for the Triangle are those combining many different alignments: the Semiconscious Liberation Army is the biggest prize of all! And the Orbital Mind Control Lasers can give you the victory by changing an alignment at the right time.

## Fighting The Bermuda Triangle

First, make absolutely sure that he doesn't get the SLA. If you can, keep him away from the IRS and KGB, too; though they have only two alignments each, they are comparatively rare ones (and, unlike the SLA, the Groups themselves are useful). Pick one relatively rare alignment, like Communist or Weird, and make sure that none are available for the Triangle to pick up. The Discordians will happily help you keep the Weird Groups out of circulation, but don't let them get too far with it! The Triangle will want the Orbital Mind Control Lasers. You must keep them out of his hands. In general, watch the Bermuda Triangle closely, but don't just concentrate on how many alignments he has picked up. Look at which ones he still needs. If he is still trying for

a Communist, he can be stopped. But if all he needs, for instance, is a Violent Group, look out! There are Violent card everywhere, and many of them are fairly easy to capture.

## The Gnomes Of Zurich



### Who Are They

This is the old nickname for the Swiss bankers who are reputed to be the money-masters of the world. Not only do they have huge amounts of money, but they can transfer it quickly and easily, and they have a finger in every financial pie.

### Power And Goals

The Gnomes may move money freely among all their Groups at the end of a turn. They win by amassing 150 megabucks – not just on their Illuminati, but in the treasuries of their whole power structure.

### Special Ability

Collect 150 megabucks (in the whole Power Structures treasuries).

### Playing With The Gnomes of Zurich

Try to take control of high Income cards like the IRS, the Multinational Oil Companies, the Republicans, the Democrats, and the International Cocaine Smugglers. However, if you openly move in on the super high Income Groups, your foes are likely to target you for extinction. Trying for a larger number of moderately lucrative Groups is often more productive. Your overall income will be the same, and your Power Structure will be dispersed and harder to hurt. If you get the Market Manipulation card, hold it until you can win at one stroke by cashing it in. Meanwhile, don't be reluctant to spend money when you need to. Don't attack indiscriminately, but defend your income-producing Groups. If you lose them, you might as well give up.



## Fighting The Gnomes of Zurich

Keep track of their overall income – the amount of money they make each turn. When the Gnomes' income gets to the 25-MB range, Zurich is probably close to a victory. Attack! A coalition is probably your only chance; attack either to control or to neutralize, even if the attacks are hopeless, to bleed the Gnomes' treasury. Attack puppets that don't have much money in their own treasuries, to make it more expensive to defend them. Whenever they try to make a deal, demand that they give you more money "because they are so rich." The longer the game runs, the richer the Gnomes get. To stop them, play aggressively.

## The Servants Of Cthulu



### Who Are They

These are the students of those things man was not meant to know. They seek to master arcane powers and inhuman forces, though they risk their own lives and souls.

### Power And Goals

The Servants of Cthulhu seek to destroy, and they are good at it; this player gets an extra +2 on any attempt to destroy any Group! Their objective in the game is to destroy eight other Groups. If they knock another Illuminati out of the game by taking away its last Group, the destroyed Illuminati counts toward their total, too.

### Special Ability

Destroy eight groups.

### Playing With The Servants Of Cthulu

Start destroying Groups early, or you'll never get your goal of eight – but don't overdo it. Whenever the other players want a Group destroyed (especially early in the game, when your

Goal is far away and you don't look dangerous), offer to do their dirty work for them. If they will help pay for the destruction, so much the better! And, if you have a chance to eliminate another player entirely, the rest of the Illuminati will probably help you, even though the destruction counts toward your own Goal. After all, knocking someone out of the game helps everyone else. After you destroy six or seven Groups, the other players may get so paranoid about your Special Goal that they will lose track of the number of Groups you control – letting you win an easy regular victory. Take over a couple of low-power Groups instead of destroying them; you can use their income during the game, and later, when you need more victims, there they are! To make your job of destruction easier, you need Groups with money and power. Also useful are those Groups that give their possessor a bonus to destroy (like the Cycle Gangs and the Semiconscious Liberation Army). But don't go out of your way to take one – they're not that much better than a Transferable Power Group, and they make you look dangerous. Remember that if you knock a foe out of the game, by capturing, neutralizing, or destroying his last Group, the destroyed Illuminati counts as a kill!

### Fighting The Servants Of Cthulu

Start while he's small; when he gets powerful, it will be too late for anything but luck to help you. There are two strategies you can use. The first is to take away his prey . . . a Group cannot be destroyed if it's already gone! When a low-power Group comes up, grab it and protect it if it is useful; if the Group is not useful, destroy it yourself before Cthulhu can get to it. Alternatively, you can conspire with the other players to deliberately leave low-power Groups vulnerable. If Cthulhu spends his first few turns gleefully killing small fry, he won't be controlling very much . . . and he can be eliminated completely by a concerted attack on the fourth or fifth turn, just when he thinks victory is within his tentacles.

## The Bavarian Illuminati



### Who Are They

Formally known as the “Ancient Illuminated Seers of Bavaria,” these are the original Illuminati. Many consider them to be the prototype of all subversive secret societies. They were indicted three times by the Spanish Inquisition but largely protected by their vows of secrecy each time.

In 1776, the Bavarians were thought to have infiltrated the Freemasons, planning to conquer that organization from within.

## Power And Goals

The Bavarians' goal is simply raw power. They can win by controlling Groups with a total Power of 35 (including their own Power of 10). They are subtler than the other Illuminati; their special ability lets them make a privileged attack each turn at the cost of 5 MB.

## Special Ability

Control Groups with a total power of 35 or more (including their own Power of 10).

## Playing With The Bavarian Illuminati



You have the highest Power, a good Income, and a special power that makes it hard for players to defend against you. Remember your special power and use it! Furthermore, your Goal is directly related to the strength of your Power Structure. When you build up your position in the game, you are also moving directly toward your victory! Your best strategy is to play firmly, but conservatively. Don't make waves or antagonize the other players. If they combine against you, they can bring you down. If they leave you alone, you have a good chance of moving steadily toward victory – or toward a sudden coup, like taking over a whole arm of someone else's Power Structure, that will give you the Power you need. The most desirable puppets for the Bavarians are the high-powered Groups: the Mafia, the International Communist Conspiracy, and so on.

## Fighting The Bavarian Illuminati

Good luck! The Bavarian Illuminati have no particular weak point. Your best bet is to watch them carefully, playing on the other Illuminati's fear of the Bavarian power and abilities. Together you may be able to bring him down, or at least keep him too weak to win.

## The Network



### Who Are They

Some say the Network is a conspiracy of the world's computer programmers; others believe that the programmers are merely the pawns, and the computers themselves have taken over. Either way, they are rich and powerful, and they are probably watching you right now. The Network knows everything, and it knows it first.

### Power And Goals

When you have this card as your Illuminati card, the system will draw two cards every turn. The user wins the game when the user collects 25 points worth of transferable power, including its own 7 points.

### Special Ability

This card increases the chance of getting good cards of all kinds and try to keep at least one Special card for backup.

### Playing With The Network

Some say the Network is a conspiracy of the world's computer programmers; others believe that the programmers are merely the pawns, and the computers themselves have taken over. Either way, they are rich and powerful, and they are probably watching you right now. The Network knows everything, and it knows it first.

### Fighting The Network

If your opponent is the Network, do not destroy Groups with Transferable Power unless you are Cthulhu, take over, protect, and use them. And later, sell the group card for more than it's value.

## The UFOs



### Who Are They

Are they creatures from outer space, or human super scientists? No one knows. These are the most elusive of all the Illuminati. Their aims are shrouded in secrecy and change constantly.

### Power And Goals

The advantage of having this as your Illuminati card is speed, because this Illuminati group can attack twice per turn. The special goal is chosen by the player. In the beginning of the game, the player has to input the special goal into the system.

### Special Ability

The special ability of this card is acting twice per single turn. Rather than acting directly, you may want to let the UFOs aid twice a turn, adding their power to that of other powerful Groups in your control, for devastating attacks that don't cost much money

### Playing With The UFOs

The biggest advantage of UFOs is that other players do not know what your special goal is. Make some fake actions throughout the game to fool other players to keep your special goal secret

### Fighting The UFOs

If you are fighting UFOs, you need to watch carefully what he/she is doing. Since UFOs select the special goal, it is your responsibility to guess what the special goal is and prevent it. During the game play, try to keep them away from Groups with especially high Power or Income, just on general principles.

# The Discordian Society



## Who Are They

Worshippers of Eris, the Roman Goddess of Strife and Chaos, they delight in confusion. The Discordians seek to bring all the strange and peculiar elements of society under their banner, and especially delight in confusing the “straights” around them.

## Power And Goals

The Discordians can win by controlling five Weird Groups, and they get an extra +4 on all attempts to control such Groups.

## Special Ability

The Discordians has immune to attacks from Straight or Government Groups. Straight or Government Group cannot attack the Discordian in any way.

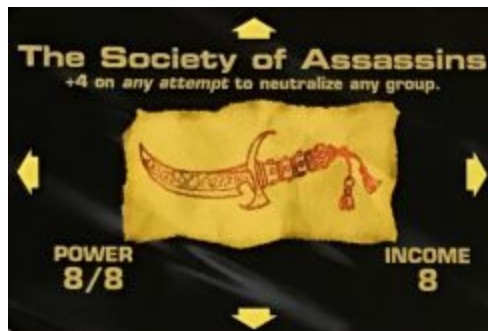
## Playing With The Discordian Society

The important role to win with the Discordian Society is taking over as many Weird cards as you can. And do not forget to get some groups with two or three control arrows to extend Weird Groups.

## Fighting The Discordian Society

To fight the Discordian Society, destroy or take over the Weird Groups that have power, because few Weird Groups that do have power are very valuable to Discordian.

# The Society Of Assassins



## Who Are They

Arising in the Middle East, the Assassins were a secret order of the Ismailite sect of Muslims. They attained the height of their power during the Middle Ages but continue even today. Often they do not need to act . . . the mere hint of their displeasure is enough to intimidate a foe. The ancient warning of the Assassins, the dagger left on a rival's pillow, has made kings tremble.

## Power And Goals

The Society of Assassins wins the game by controlling six Violent Groups.

## Special Ability

The Society of Assassins' special ability is an extra +4 on any attempts to neutralize an enemy-controlled Group.

## Playing With The Society Of Assassins

Try to take advantage of other players. Because of the ability to neutralize an enemy-controlled Groups, others will be like to offer a deal in order to benefit you and him/her. And Save MB to increase the chance of getting good Violent Groups when they are available, and keeping them. The best group cards to get are Texas and the Mafia which are both powerful and Violent.

## Fighting The Society Of Assassins

When you are fighting with the Society of Assassins, do not make him/her your direct enemy. The Society of Assassins' ability to neutralize makes them a dangerous enemy. Make a deal with them so that their attack goes to some other player.

# Taking Over The World

## Alignment

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

1. Government – An arm of the U.S. government.
2. Communist – Inspired by the Soviets or Chinese or Albanians or somebody.
3. Liberal – Politically “left,” whatever that means.
4. Conservative – Usually mad at the Liberals.
5. Peaceful – Philosophically opposed to the use of force.
6. Violent – Armed and/or dangerous; not necessarily vicious.
7. Straight – Socially middle-of-the-road; Middle American.
8. Weird – Peculiar, offbeat, notably different from the neighbors.
9. Criminal – Extorting money from citizens through force or threat, and/or breaking the law professionally.
10. Fanatic – Adhering to a limited system of beliefs in defiance of all others.

## Attack/Defend

The alignment also play an important role in attacking and defending Groups. Cards with same alignments make control easier; opposed alignments make it harder. If the Groups have any identical alignments, add 4 to the attacker’s effective Power for each identical alignment. If they have any opposite alignments, subtract 4 for each.

**Example:** A Weird, Communist Group is trying to control a Straight, Government Group. Two sets of opposite alignments subtract 8 from the attacking power on this attack.

## Opposite Alignment

1. Government – its opposite is Communist.
2. Communist – its opposite is Government.
3. Liberal – its opposite is Conservative.
4. Conservative – its opposite is Liberal.
5. Peaceful – its opposite is Violent.
6. Violent – its opposite is Peaceful.
7. Straight – its opposite is Weird.



8. Weird – its opposite is Straight.
9. Criminal – there is no opposite.
10. Fanatic – any two Fanatic Groups are considered “opposite” to each other.

## Summary

Government is the opposite of Communist.

Liberal is the opposite of Conservative.

Peaceful is the opposite of Violent.

Straight is the opposite of Weird.

Criminal has no opposite alignment.

Fanatic – Any two Fanatic Groups are considered “opposite” to each other.

## Privileged Attacks

An attacker may prevent the interference by clicking “Privileged” button on the game screen. Then the player must select a Special card to discard when first declaring the attack. With the “Privileged,” no other player can interfere.

The Bavarian Illuminati have the Special Ability to declare on attack per turn Privileged, with the cost of 5 MB from his/her Illuminati treasury. If the player with the Bavarian Illuminati card wants to use the Special Ability, the player must click “Privilege” and the system will automatically decrement 5 MB from his/her Illuminati card. If the Illuminati card does not have more than 5 MB the “Privilege” button will not be clickable.

Privilege can be abolished by use of Deep Agent, or any other two Special cards. Those two Special cards have to be discarded together, by same player. If the Privilege is abolished, it cannot be reinstated on that attack.

### Example:

If Secrets Man Was Not Meant To Know is used to cancel one of those cards, the other one is lost unless the player can replace it! (Remember that no one may exchange or give away Specials after privilege has been declared. And once an attack loses its privilege, it may not get it back.)

If two specials are played and one contradicts the other (for example, Assassination and Murphy’s Law), the last card played is the one that governs.

## Spending MegaBucks To Attack

An attacker may also improve their chances by using some of their money in the attack. Each MB spent (returned to the bank) adds one point of Power to that attack. However, all Transferable Power to be used must be added and announced before any money is spent. Attacking money may be spent from both the attacking Group’s treasury and the Illuminati treasury. Other Groups in the Power Structure cannot spend money to aid the attack. Example: In the instance above, the attacker was afraid he might not roll a 7 or less. So he spent 3 MB. Now he needs to roll a 10 or less, which is much easier. Once the roll needed to succeed has

reached 10, additional spending will not improve the attacker's odds; an 11 or 12 always fails. But additional money or power can still be useful. For instance, if an attacker uses enough money and power to exceed the target's resistance by 20, the defender would have to spend 20 MB to get the attacking roll back down to zero again!

## Aiding Attacks

All Illuminati, and some other Groups, have transferable power. If a Group has two Power numbers separated by a slash (like 5/2), the second number is its transferable power. If a Group does not attack during a turn, it may use its transferable power to aid an attack made by any other Group in its Power Structure. Any number of Groups may aid one attack by adding Transferable Power. However, any one Group may participate in only one attack per turn. (Exception: The Special Ability of the UFOs lets them participate in two attacks per turn.) Example: A Group with a power of 6, aided by another Group with a transferable power of 4, is attacking a Group with a resistance of 3. The attacker has a total power of 10 (6 plus 4), and will have to roll a 7 or less (10 minus 3) to succeed. When an attack is announced, all transferable power to be used in that attack must be announced before any money is spent (see below) to support the attack. No transferable power may be added in the middle of the attack. Alignment of the Group(s) transferring power does not matter.

## Regular Actions

Two total regular actions are allowed during any given player's sequence of play. The following are all the base regular actions each player is allowed to perform during their sequence of play.

### Attacking A Group

During a player's sequence of play there are three total attacks that can be done in the game : Attack To Control , Attack To Destroy, and Attack To Neutralize. It is up to the player to decide which attack to perform to better their odds in taking over the world.

The success of an attack on a group card is dependent on the characteristics of both the attacking card ,the card being attacked , both cards alignments and the outcome of the attacking players two dice roll amount that is used to be the determining factor of whether the attack as a success or failure. However automatic failure of the attack will occur if the attacking player rolls a value of 11 or 12.

Any group card that is used to participate in an attack, either by aiding or being the main attacker, is only allowed to participate in one attack per turn ( with the exception of the UFO Illuminati Card, they are allowed to perform twice).

Any attack either as the attackee or attacker can benefit from using transferable power to aid in an attack, spending megabucks to aid the attack or if applicable use the attacking attackees

group card special powers. ( See Page 34 for more information on Transferable Power and Spending Megabucks To Attack and Page 41 for more information on Spending Money To Defend).

## Attack To Control

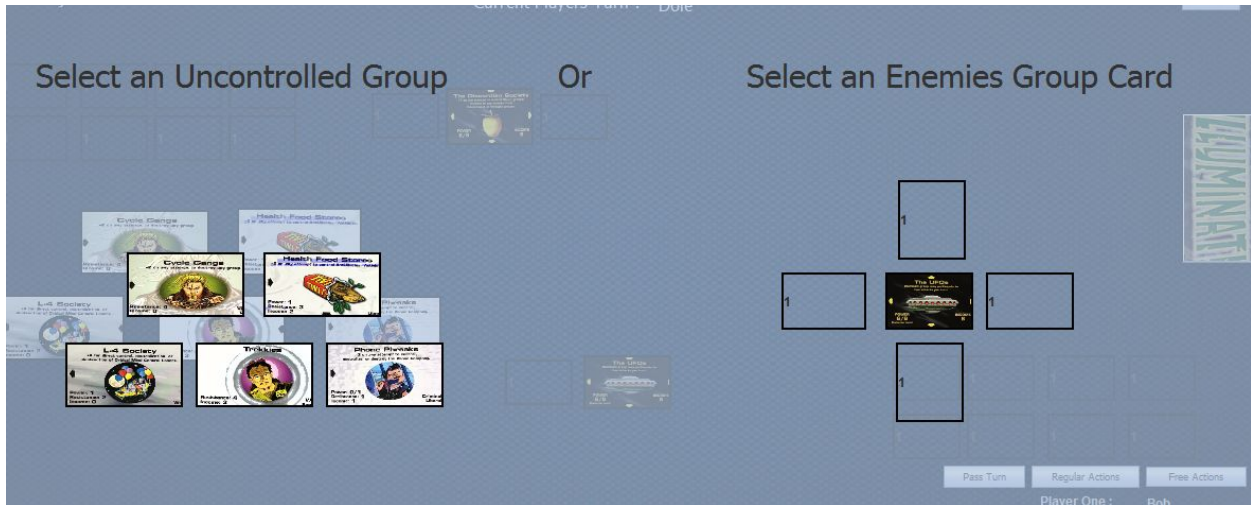


To perform an attack to control, can click on Regular Action drop down menu and select *Attack To Control*.

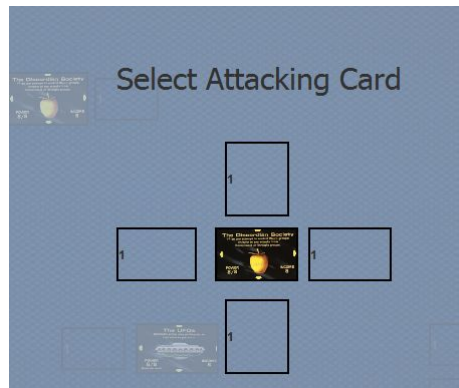


Notification that will appear that an attack to control has been initiated

After having selected to initiate an Attack To Control, a enemy card, being any group in game besides another Illuminati card or a group you already control, can be selected to be controlled. A card must be selected from the attacking players held cards to lead the attack and if applicable, any other held group cards that will be aiding in the attack. The card selected to lead the attack must have at least one open control arrow available.



Screen that shows all possible enemies to be selected to perform an Attack To Control On



Screen that shows all cards a player can use to attack with

The success of an Attack To Control is determined by the attacking cards power value minus the attacked cards resistance value ( this resistance value held by the attacked card may be increased depending on its position in an enemy's power structure). This product from subtracting these two properties is the maximum value that a player can roll to have a successful attack.

If the attacking player rolls a number that exceeds this value or is greater than 10, the attack is a failure.

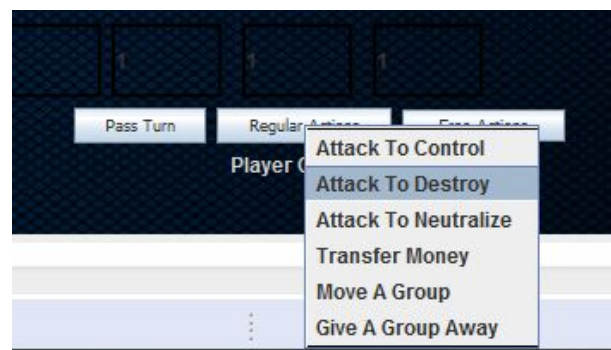


Screen shows which card is leading the attack, which card is the attachee , the maximum roll amount allowed for a successful attack to occur and the two dice the player needs to roll to be used as the determining factory of the success of the attack

If the attacking player rolls a winning number, they will receive the attacked group card, any puppets it controlled, half of its treasury amount, and have it added to the card that attacked its open arrow.

This acquired group card still follows the same overlapping restrictions, where if any of the acquired group cards puppets overlap and cannot be made to not overlap, will be lost and placed into the uncontrolled area.

## Attack To Destroy



To perform an attack to control, can click on Regular Action drop down menu and select *Attack To Destroy*.

After having selected to initiate an Attack To Destroy, a enemy card, being any group card in game besides another Illuminati card or a card with no power value can be selected to be destroyed. Even you , the attacker, can decide to destroy your own group cards as long as they aren't your Illuminati Card and have a power value.

A card must be selected from the attacking players held cards to lead the attack and if applicable, any other held group cards that will be aiding in the attack. However a group card cannot aid an attack or be the leader of an attack to destroy itself.

The success of an Attack To Destroy is determined by the attacking cards power value minus the attacked cards power value. This value is the maximum value that a player can roll to have a successful attack.

If the attacking player rolls a number that exceeds this value or is greater than 10, the attack is a failure.

If the attacking player rolls a winning number, they attacked card will be destroyed and if controlling any puppets, its puppets will be moved into the uncontrolled group. This destroyed card will be considered a dead card in game and will no longer be in the game unless brought ba to life by special card: Whispering Campaign.

## Attack To Neutralize



After having selected to initiate an Attack To Neutralize , an enemy card, being any controlled group in game besides another Illuminati card or a group you already control, can be selected to be neutralized..

A card must be selected from the attacking players held cards to lead the attack and if applicable, any other held group cards that will be aiding in the attack.

The success of an Attack To Neutralize is determined by the attacking cards power value (with an added +6 in power bonus) minus the attacked cards resistance value ( this resistance value held by the attacked card may be increased depending on its position in an enemy's power structure). This product from subtracting these two properties is the maximum value that a player can roll to have a successful attack.

If the attacking player rolls a number that exceeds this value or is greater than 10, the attack is a failure.



If the attacking player rolls a winning number, the attacked card and all of its puppets are placed into the uncontrolled cards group

## Transferring Money Over Controlled Groups

Money can be transferred between two adjacent groups treasures aka its master or its puppet. A player can either perform a sequence of play. *Transfer Money* to transfer money amongst their groups or use Regular Action: *Transfer Money* or use both their sequence of play and regular actions to perform a total of three *Transfer Money* events during their turn.

## Moving A Group

A player as an action can reorganize their power structure by moving a group to another vacant outgoing arrow of the same master or another group card with a vacant outgoing arrow. Any puppets attached to the group card being moved will be moved as well.

This movement of group card can cause cards to overlap and this is not allowed. The puppets of the card that are causing overlapping must be reorganized as long as they stay controlled by the same master. Any puppet cards that cannot have their overlapping fixed will be removed from the player's power structure and be placed into the uncontrolled area of the game.

## Giving A Group Away

A player may choose to give away/sell/trade one of their group cards as one of their actions, You may only give away/sell/trade a group to a player if they agree to the trade. If a group card is being traded for another group card, this will count as two actions, because it counts as an action for the transfer of the player's group card and another action to receive the group card that the player traded for.

## Passing A Turn

Passing a turn can be performed at the beginning of a player's turn before taking any actions of any sort. When a player passes their turn they receive 5 megabucks into their Illuminati treasury and the next player in game is allowed to perform their sequence of play

Performing Action: Passing A Turn

### 1. Press Pass Turn Button



2. A screen with 5 megabucks collected will appear and the username of the next player to perform their sequence of play will appear.



## Free Actions

The following are free actions a player can perform during their sequence of play. These actions can be performed before , between or after a player has performed their two regular actions. Free actions do not count against the two actions a player can perform.c

### Drop A Group

You can removing a Group from your Power Structure and returning it to the uncontrolled area. (Its puppets must also become uncontrolled.)



## Give Away Money

A player may give away/trade money as one of their free actions. Money may not be given away if a privileged attack is being performed.

## Give Away Specials

A player may give away/sell/trade special cards with another player except when a privileged attack is underway.

## Use A Special

You can use a Special card as a free action(Exception: Bribery is a regular action.)

## Defending From Annihilation

IF you come under attack and your attacker is unwilling to bend to your negotiations,possibility of gifts /trade deals ,,,, or threats, there is a way from defending from their attack: Spend to Defend

## Spending To Defend

If an attack is being done against you, you can spend megabucks to defend from the attack. Resistance to the attack will increase by 2 for each megabuck spent from the defending group's treasury and will increase b 1 megabuck spent from their Illuminati's treasury.. No other group can aid in spending money to defend from the attack .

## The Enemy Of Your Enemy Is Your Friend

### Interference

A player may interfere other player's attack, either by helping or opposing the attacker. To interfere an attack, a player must click "interfere an attack" button on the game screen, then contributes money from his/her *Illuminati treasury only*. The money goes to the bank and it affects the needed die roll by 1 for each MegaBuck spent.

## Threats and Negotiations

On the game screen, there is a button name “Threats and Negotiations.” This button will allow communication between two players and any agreement between players, secret or otherwise, is permitted as long as it does not actually violate the rules of the game. For more information, see the Advanced Rules section on the manual. Moreover, trying to change a player’s mind, by promises or threats, is legal during game play.

## Deals

The “Deal” button allows trade between two players with agreement from both players. When two players agree to a deal, it is binding if they make the exchange immediately. A deal is not binding if it involves an exchange of one thing now for something in the future. Example: If you say “I’ll give you 10 MB for the Boy Sprouts, right now,” and the other player gives you the Boy Sprouts, you have to pay. But if you say “If you give me the Boy Sprouts next turn, I’ll pay you 10 MB next turn,” and he gives you the Group, you don’t have to pay next turn, unless you want to!

## Technical Support

### Support Services

Personal Technical Support, with email capability for most problems, is currently available twenty-four hours per day, seven days a week.

You may contact

1. Adan Hernandez: [ahaiden21@gmail.com](mailto:ahaiden21@gmail.com)
2. Eun Lee: [ehlee512@gmail.com](mailto:ehlee512@gmail.com)
3. Kasandra Flores: [kassandrafloressc54@gmail.com](mailto:kassandrafloressc54@gmail.com)

We will contact you as soon as we receives email from you.

Before you contact for technical support, check

- The manufacturer of your computer and the CPU type/speed
- How much RAM your system has
- The version and type of operating system that you are using
- The proper installation Java Runtime Environment program