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Luke: 1-18
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Use Case: #19. Use a Special Card: Assassination

Actor: Player

Pre-Condition:

1. The dices are rolled by any player's attempt to attack to destroy, control, or neutralize.

2. The player has an "Assassination" card in his Special Card pile.

3. The player selects the "Assassination" card to play.

Post-Condition:

1. The "Assassination" card is discarded into the dead pile.

Events:

1. System checks the player's Special Card pile to see if he has an "Assassination" card.

2. System gives the player the option to use the "Assassination" card after the dices are rolled by any player.

3. Player plays the "Assassination" card.

4. The player that rolled the dice will change, retroactively to a value of 2

5. "Assassination" card is discarded into the dead pile.

Extensions:

4.

a.

1. "Murphy's Law" Special Card is played.

2. The player that rolled the dice will change, retroactively to a value of 12.

3. "Murphy's Law" Special Card is discarded into the dead pile

4. System goes to step 5.

    b.

1. "Secrets Man Was Not Meant To Know" Special Card is played.

2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the

dead pile.

3. System goes to step 5.

Use Case: #20. Use a Special Card: Bribery

Actor: Player

Pre-Condition:

    1. It is the player's turn to take any free actions.

    2. The player has at least one available regular action.

    2. The player has a "Bribery" card in his Special Card pile.

    3. The player selects the "Bribery" card to play.

Post-Condition:

    1. The "Bribery" card is discarded into the dead pile.

Events:

    1. System gives player the option to take any free actions or any available regular

actions.

    2. Player decides to take a free action.

    3. Player looks into his Special Card pile.

    4. Player plays the "Bribery" card.

    5. Player automatically takes control of one uncontrolled group

    6. Player's action count goes up by 1.

    7. "Bribery" card is discarded into the dead pile.

Extensions:

    6.

      a.

1. "Secrets Man Was Not Meant To Know" Special Card is played.

2. "Secrets Man Was Not Meant To Know" is discarded into the dead pile

3. System goes to step 7.

Use Case: #21. Use a Special Card: Computer Espionage

Actor: Player

Pre-Condition:

    1. It is the player's turn to take any free actions.

    2. The player has a "Computer Espionage" card in his Special Card pile.

    3. The player selects the "Computer Espionage" card to play.

Post-Condition:

    1. The "Computer Espionage" card is discarded into the dead pile.

Events:

1. System gives player the option to take any free actions or any available regular actions.

2. Player decides to take a free action.

3. Player looks into his Special Card pile.

4. Player plays the "Computer Espionage" card.

5. System ask the player to decide to count the money on any one group or examine all of one player's special cards.

6. Player can count the money on any one group.

7. "Computer Espionage" card is discarded into the dead pile.

Extensions:

    4.

      a.

          1. "Secrets Man Was Not Meant To Know" Special Card is played.

          2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

          3. System goes to step 7.

Sub-Variation:

    6.

      a.

          1. Player's can examine all of one player's special cards.

          2. System goes to step 7.

Use Case: #22. Use a Special Card: Deep Agent

Actor: Player

Pre-Condition:

    1. Attack privilege is in effect.

    2. The player has a "Deep Agent" card in his Special Card pile.

    3. The player selects the "Deep Agent" card to play.

Post-Condition:

    1. The "Deep Agent" card is discarded into the dead pile.

Events:

    1. System checks the player's Special Card pile to see if he has an "Deep Agent" card.

    2. System gives the player the option to use the "Deep Agent" card after attack privilege is in effect.

    3. Player plays the "Deep Agent" card.

    4. The attack privilege is abolished.

    5. "Deep Agent" card is discarded into the dead pile.

Extensions:

    3.

      a.

          1. "Secrets Man Was Not Meant To Know" Special Card is played.

          2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

3. System goes to step 5.

Use Case: #23. Use a Special Card: Interference

Actor: Player
Pre-Condition:

1. Attack privilege is in effect.
2. The player has an "Interference" card in his Special Card pile.
3. The player selects the "Interference" card to play.

Post-Condition:

1. The "Interference" card is discarded into the dead pile.

Events:

1. System checks the player's Special Card pile to see if he has an "Interference" card.
2. System gives the player the option to use the "Interference" card after attack privilege is in effect.
3. Player plays the "Interference" card.
4. Player can interfere with the privileged attack.
5. "Interference" card is discarded into the dead pile.

Extensions:

3.
   a.
      1. "Secrets Man Was Not Meant To Know" Special Card is played.
      2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.
      3. System goes to step 5 .

Use Case: #24. Use a Special Card: Market Manipulation

Actor: Player
Pre-Condition:

1. Player is in the "Income Phase."
2. The player has a "Market Manipulation" card in his Special Card pile.
3. The player selects the "Interference" card to play.

Post-Condition:

1. The "Market Manipulation" card is discarded into the dead pile.

Events:

1. System checks the player's Special Card pile to see if he has an "Market Manipulation" card.
2. System gives the player the option to use the "Market Manipulation" card during his "Income Phase."
3. Player plays the "Market Manipulation" card.
4. Double all of the player's groups' incomes for one turn only.
5. "Market Manipulation" card is discarded into the dead pile.

Extensions:

3.

a.
                1. "Secrets Man Was Not Meant To Know" Special Card is played.
                2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the
        dead pile.
                3. System goes to step 5.
        4.
            a.
                1. I.R.S Group Card cannot collect income twice.
                2. Post Office Group Card is not required to pay twice.
                3. System goes to step 5.

Use Case: #25. Use a Special Card of Media Campaign
Actor: Player
Pre-Condition:
        1. There is at least one group in the dead pile.
        2. It is the player's turn to take any free actions.
        3. The player has a "Media Campaign" card in his Special Card pile.
        4. The player selects the "Media Campaign" card to play.
Post-Condition:
         The "Media Campaign" card is discarded into the dead pile.
Events:
        1. System gives player the option to take any free actions or any available regular
actions.
        2. Player decides to take a free action.
        3. Player looks into his Special Card pile.
        4. Player plays the "Media Campaign" card.
        5. System ask the player to pick a group in the dead pile to revive.
        6. The revived group goes to the uncontrolled area.
        7. "Media Campaign" card is discarded into the dead pile.
Extensions:
        4.
            a.
                1. "Secrets Man Was Not Meant To Know" Special Card is played.
                2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the
        dead pile.
                3. System goes to step 7.

Use Case: #26. Use a Special Card: Murphy's Law
Actor: Player
Pre-Condition:
        1. The dices are rolled by any player's attempt to attack to destroy, control, or neutralize.
        2. The player has a "Murphy's Law" card in his Special Card pile.
        3. The player selects the "Murphy's Law" card to play.

Post-Condition:
      1. The "Murphy's Law" card is discarded into the dead pile.

Events:
      1. System checks the player's Special Card pile to see if he has an "Murphy's Law" card.
      2. System gives the player the option to use the "Murphy's Law" card after the dices are rolled by any player.
      3. Player plays the "Murphy's Law" card.
      4. The player that rolled the dice will change, retroactively to a value of 12
      5. "Murphy's Law" card is discarded into the dead pile.

Extensions:
      3.
         a.
            1. "Assassination" Special Card is played.
            2. The player that rolled the dice will change, retroactively to a value of 2.
            3. "Assassination" Special Card is discarded into the dead pile
            4. System goes to step 5.
         b.
            1. "Secrets Man Was Not Meant To Know" Special Card is played.
            2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the
     dead pile.
            3. System goes to step 5.

Use Case: #27. Use a Special Card: Secrets Man Was Not Meant To Know

Actor: Player

Pre-Condition:
      1. A Special Card that is not "Secrets Man Was Not Meant To Know" is played.
      2. The player has a "Secrets Man Was Not Meant To Know" card in his Special Card pile.
      3. The player selects the "Secrets Man Was Not Meant To Know" card to play.

Post-Condition:
      1. The "Secrets Man Was Not Meant To Know" card is discarded into the dead pile.

Events:
      1. System checks the player's Special Card pile to see if he has an "Secrets Man Was Not Meant To Know" card.
      2. System gives the player the option to use the "Secrets Man Was Not Meant To Know" card after any other Special Card is played.
      3. Player plays the "Secrets Man Was Not Meant To Know" card.
      4. The other Special Card is neutralized.
      5. The other Special Card has no effect.
      6. "Murphy's Law" card is discarded into the dead pile.

Extensions:
      Not Applicable.

Use Case: #28. Use a Special Card: Senate Investigating Committee

Actor: Player

Pre-Condition:

       1. It is the beginning of any other player's turn.

       2. The player has a "Senate Investigating Committee" card in his Special Card pile.

       3. The player selects the "Senate Investigating Committee" card to play.

Post-Condition:

       The "Senate Investigating Committee" card is discarded into the dead pile.

Events:

       1. System checks the player's Special Card pile to see if he has an "Senate Investigating Committee" card.

       2. System gives the player the option to use the "Senate Investigating Committee" card during the beginning of any other player's turn.

       3. Player plays the "Senate Investigating Committee" card.

       4. The other player's turn is over completely.

       5. "Senate Investigating Committee" card is discarded into the dead pile.

Extensions:

       3.

         a.

            1. "Secrets Man Was Not Meant To Know" Special Card is played.

            2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

            3. System goes to step 5.

Use Case: #29. Use a Special Card: Slush Fund

Actor: Player

Pre-Condition:

       1. It is the player's turn to take any free actions.

       2. The player has a "Slush Fund" card in his Special Card pile.

       3. The player selects the "Slush Fund" card to play.

Post-Condition:

       1. The "Slush Fund" card is discarded into the dead pile.

Events:

       1. System gives player the option to take any free actions or any available regular actions.

       2. Player decides to take a free action.

       3. Player looks into his Special Card pile.

       4. Player plays the "Slush Fund" card.

       5. Player's Illuminati treasury gains 15 MB.

       6. "Slush Fund" card is discarded into the dead pile.

Extensions:

       4.

         a.

1. "Secrets Man Was Not Meant To Know" Special Card is played.

2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

3. System goes to step 6.

Use Case: #30. Use a Special Card: Swiss Bank Account

Actor: Player

Pre-Condition:

1. It is the player's turn to take any free actions.

2. The player has a "Swiss Bank Account" card in his Special Card pile.

3. The player selects the "Swiss Bank Account" card to play.

Post-Condition:

The "Swiss Bank Account" card is discarded into the dead pile.

Events:

1. System gives player the option to take any free actions or any available regular actions.

2. Player decides to take a free action.

3. Player looks into her Special Card pile.

4. Player plays the "Swiss Bank Account" card.

5. Player's Illuminati treasury gains 25 MB.

6. "Swiss Bank Account" card is discarded into the dead pile.

Extensions:

4.

a.

1. "Secrets Man Was Not Meant To Know" Special Card is played.

2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

3. System goes to step 6.

Use Case: #31. Use a Special Card: Whispering Campaign

Actor: Player

Pre-Condition:

1. It is the player's turn to take any free actions.

2. The player has at least one available regular action.

3. At least one group card with Power 0 is in the uncontrolled area.

4. At least one group card with Power 0 is part of another player's power structure.

5. The player has a "Whispering Campaign" card in his Special Card pile.

6. The player selects the "Whispering Campaign" card to play.

Post-Condition:

1. The "Whispering Campaign" card is discarded into the dead pile.

Events:

1. System gives player the option to take any free actions or any available regular actions.

2. Player decides to take a free action.

3. Player looks into her Special Card pile.

4. Player plays the "Whispering Campaign" card.

5. Player decides to take a regular action of attacking a group card with Power 0.

6. Player rolls attacking power versus defending resistance.

7. The defending group card with Power 0 is sent to the dead pile after a successful attack.

8. Player's action count goes up by 1.

9. "Whispering Campaign" card is discarded into the dead pile.

Extensions:

   4.

     a.

       1. "Secrets Man Was Not Meant To Know" Special Card is played.

       2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

       3. System goes to step 9.

Sub-Variation:

   7

     a.

       1. The defending group card with Power 0 is not sent to the dead pile after an unsuccessful attack.

       2. System goes to step 8.

Use Case: #32. Use a Special Card: White Collar Crime

Actor: Player

Pre-Condition:

1. It is the player's turn to take any free actions.

2. The player has at least one group card in his power structure, not including his Illuminati.

3. The player has at least one megabuck.

2. The player has a "White Collar Crime" card in his Special Card pile.

3. The player selects the "White Collar Crime" card to play.

Post-Condition:

1. The "White Collar Crime" card is discarded into the dead pile.

Events:

1. System gives player the option to take any free actions or any available regular actions.

2. Player decides to take a free action.

3. Player looks into his Special Card pile.

4. Player plays the "White Collar Crime" card.

5. System ask the user which group card will get an extra 5 megabucks.

6. System ask the user if he would like to transfer megabucks between any of his groups.

7. "Slush Fund" card is discarded into the dead pile.

Extensions:

4.

    a.

        1. "Secrets Man Was Not Meant To Know" Special Card is played.

        2. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

        3. System goes to step 7.

Sub-Variation:

6.

    a.

        1. Player decides to transfer megabucks between any of his groups.

        2. System ask the user which group card will be the source of megabucks transfer.

        3. System ask the user how many megabucks he would like to transfer from the source group card.

        4. System ask the user which group card will be the destination of megabucks transfer.

        5. Megabucks are transferred from the source group card to the destination group card.

        6. System goes to step 6.

    b.

        1. Player decides to not transfer anymore megabucks between any of his groups.

        2. System goes to step 7.

Use Case: #33. Discard a Special Card to Make Attack Privilege

Actor: Player

Pre-Condition:

    1. The player has at least one available regular action.

    2. The player has at least one Special Card in her pile.

Post-Condition:

    1. The discarded Special Card is sent into the dead pile.

Events:

    1. System gives player the option to take any free actions or any available regular actions.

    2. Player decides to take a regular action by attacking a group.

    3. Player looks into her Special Card pile.

    4. Player discards one Special Card.

    5. Player declares attack as privileged

    6. Player's action count goes up by 1.

    7. "The discarded Special Card is sent into the dead pile.

Extensions:

    5.

       a.
              1. A "Deep Agent" Special Card is played by another player.
                        i. Player's privilege attack is now abolished.
                        ii. System goes to step 6
              2. "Secrets Man Was Not Meant To Know" Special Card is played.
                        i. "Deep Agent" Special Card has no effect on the player's privilege attack.
                        ii. System goes to step 6.
       b.
              1. Another player discarded two Special Cards
                   i.   i. Player's privilege attack is now abolished.
                        ii. System goes to step 6.
              2. "Secrets Man Was Not Meant To Know" Special Card is played.
                     i. One of the discarded Special Card is canceled.
                           a. Another Special Card is discarded to replace the canceled Special Card.
                                   i. Player's privilege attack is now abolished.
                                   ii. The discarded Special Card is sent to the dead pile.
                                   iii. System goes to step 6.
                          b. Other player did not discard another Special Card to replace the canceled Special Card.
                                   i. Player's privilege attack is still in effect.
                                   ii. System goes to step 6.

Use Case: #34. Discard two Special Cards to Abolish Someone Else's Attack Privilege

Actor: Player
Pre-Condition:
       1. Another player has an attack that is privileged.
       2. The player has at least two Special Cards in his pile.
Post-Condition:
       1. At least two Special Cards are discarded into the dead pile.
Events:
       1. System checks the player's Special Card pile to see if he has at least two Special Cards.
       2. System gives the player the option to discard two Special Cards during the attack phase of another player where the attack is privileged.
       3. Player discards two Special Cards
       4. The other player's privilege attack is now abolished
       5. The discarded two Special Cards are sent to the dead pile.
Extensions:
       3. "Secrets Man Was Not Meant To Know" Special Card is played.

i. One of the player's discarded Special Card is canceled.

    a. Player discard another Special Card to replace the canceled Special Card.

        i. The discarded Special Card is sent to the dead pile.

        ii. System goes to step 4.

    b. Other player did not discard another Special Card to replace the canceled Special Card.

        i. The other player's privilege attack is still in effect.

        ii. System goes to step 5.

Use Case: #35. Meets Basic Goal

Actor: Player

Pre-Condition:

    1. It is the end of a player's turn.

    2. All active players have power structures with controlled groups, including their Illuminatis.

Post-Condition:

    1. System ends the game.

Events:

    1. System checks how many controlled groups is controlled by all player(s).

    2. System decides the winner when the right number of controlled groups is met based on the amount of players at the beginning of the game.

    3. System checks if there are more than one player who meet the basic goal.

    4. System declares the winner.

    5. System congratulates the winner.

    6. System ends the game.

Extensions:

    3

      a.

        1. System checks if there are more than one player who meet the basic goal.

        2. System decides the winners.

        3. System declares the winners.

        4. System congratulates the winners.

        5. System goes to step 6.

Sub-Variation:

    2

      a.

        1. System checks if there are 2 to 3 players were playing at the start of the game.

          i. System checks if any of the players have 13 controlled groups.

          ii. System goes to step 3.

        2. System checks if there are 4 players were playing at the start of the game.

          i. System checks if any of the players have 12 controlled groups.

          ii. System goes to step 3.

3. System checks if there are 5 players were playing at the start of the game.
   - i. System checks if any of the players have 10 controlled groups.
   - ii. System goes to step 3.
4. System checks if there are 6 players were playing at the start of the game.
   - i. System checks if any of the players have 9 controlled groups.
   - ii. System goes to step 3.
5. System checks if there are 7 to 8 players were playing at the start of the game.
   - i. System checks if any of the players have 8 controlled groups.
   - ii. System goes to step 3.