Use Cases

Luke: 1-18
Patrick: 19-35
Zubeir: 36-52

List of Use Cases

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17. Trade Groups
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45.   Use a Special Ability of The Bermuda Triangle
46.   Use a Special Ability of The Discordian Society
47.   Use a Special Ability of The Gnomes of Zurich
48.   Use a Special Ability of The Network
49.   Use a Special Ability of The Servants of Cthulhu
50.   Use a Special Ability of The Society of Assassins
51.   Use a Special Ability of The UFOs
52.   Leave the Game

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:

      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:
Pre-Condition:
Post-Condition:
Events:
Extensions:
3a. "Secrets Man Was Not Meant To Know" Special Card is played.
3b. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.
3c. System goes to step .

Use Case: #21. Use a Special Card: Computer Espionage
Actor:
Pre-Condition:
Post-Condition:
Events:
Extensions:
3a. "Secrets Man Was Not Meant To Know" Special Card is played.
3b. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.
3c. System goes to step .

Use Case: #22. Use a Special Card: Deep Agent
Actor:
Pre-Condition:
Post-Condition:
Events:
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 .

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

Actor:
Pre-Condition:
Post-Condition:
Events:
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 .

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

Actor:
Pre-Condition:
Post-Condition:
Events:
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 .

Use Case: #25. Use a Special Card of Media Campaign

Actor:
Pre-Condition:
Post-Condition:
Events:
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 .

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 an "Murphy's Law" card in his Special Card pile.

      3. The player selects the "Murphy's Law" card to play.

Post-Condition:

      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:

      4.

        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:

Pre-Condition:

Post-Condition:

Events:

Extensions:

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

Actor:

Pre-Condition:

Post-Condition:

Events:
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 6.

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:
        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:
       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 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:

      3a. "Secrets Man Was Not Meant To Know" Special Card is played.

      3b. "Secrets Man Was Not Meant To Know" Special Card is discarded into the dead pile.

      3c. System goes to step 6.

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

Actor:

Pre-Condition:

Post-Condition:

Events:

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 .

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

Actor:

Pre-Condition:

Post-Condition:

Events:

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 .

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

Actor:
Pre-Condition:
Post-Condition:
Events:
Extensions:

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

Actor:
Pre-Condition:
Post-Condition:
Events:
Extensions:

Use Case: #35. Meets Basic Goal

Actor:
Pre-Condition:
Post-Condition:
Events:
Extensions: