**Use Case: #36. Meets Special Goal of The Bavarian Illuminati**

Actor: Player  
Pre-Condition:

1. Game is still taking place(Any players turn)
2. Player has controlling groups
3. Player total power of controlling groups is Power 35

Post-Condition:

1. Game is over and this player wins

Events:

1. System checks the players power structure to see if its legal
2. System checks the players power structure to see it is 35
3. Bavarian Illuminati Special Goal is activated
4. The Game is over and player wins

Extensions:

1. None

**Use Case: #37. Meets Special Goal of The Bermuda Triangle**

Actor: Player  
Pre-Condition:

1. Must be end of players turn
2. All ten different alignments must be satisfied

Post-Condition:

1. Game is over and this player wins

Events:

1. System checks the alignment of the players group structure
2. System checks the alignment of other group structures
3. System checks to see if all ten different alignments are in effect
4. The Bermuda Triangle Special Goal is activated
5. The game is over and player wins

Extensions:

1. None

**Use Case: #38. Meets the Special Goal of The Discordian Society**

Actor: Player  
Pre-Condition:

1. Must be players turn
2. Control 5 Weird Groups

Post-Condition:

1. The game is over and the player wins

Events:

1. System checks if players turn
2. System checks to see how many controlling groups are part of structure
3. System checks if there are 5 weird groups controlled
4. The Discordian Society Special Goal is activated
5. The game is over and the player wins

Extensions:

1. None

**Use Case: #39. Meets the Special Goal of The Gnomes of Zurich**

Actor: Player  
Pre-Condition:

1. Must be players turn
2. Must amass 150 megabucks
3. On either their Illumaniati or
4. On or their treasuries of their whole power structure

Post- Condition:

1. The game is over and the player wins

Events:

1. System checks to see if players turn
2. System checks players megabucks and treasuries
3. System counts to see if players megabucks is 150 or more
4. The Gnomes of Zurich special goal is activated
5. The game is over and the player wins

Extensions:

1. None

**Use Cases: #40. Meets the Special Goal of The Network**

Actor: Player  
Pre-Condition:

1. Must be players turn
2. Player has total of 25 points of transferable power, including its own 7

Post-Condition:

1. The game is over and the player wins

Events:

1. System checks to see if players turn
2. System checks players transferable powers
3. System counts if transferable power is 25 or more
4. The Network Special Goal is activated
5. The game is over and the player wins

Extensions:

1. None

**Use Case: #41. Meets Special Goal of The Servants of Cthulhu**

Actor: Player  
Pre-Condition:

1. Must be players turn
2. Must have destroyed 8 other groups

Post-Condition:

1. They game is over and the player wins

Events:

1. System checks to see if players turn
2. System checks how many groups player has destroyed
3. System counts if groups destroyed is 8
4. The Servants of Cthulhu Special Goal is activated
5. The game is over and the player has won

Extensions:

1. None

**Use Case: #42. Meets the Special Goal of The Society of Assassins**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must own 6 Violent groups

Post-Conditions:

1. The game is over and the player wins

Events:

1. System checks to se if players turn
2. System checks players violent groups
3. System counts if players violent groups is more than 6
4. The Society of Assassins Special Goal is activated
5. The game is over and player has won

Extensions:

1. None

**Use Case: #43. Meets the Special Goal of The UFO’s**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must satisfy goal they set for themselves
3. Goal must be valid

Post-Conditions:

1. The game is over and player has won

Events:

1. System checks if game still in progress
2. System will check players chosen special goal
3. System will check if chosen goal is valid
4. System will check if players goal is satisfied
5. The UFO’s special goal is activated via chosen goal
6. The game is over and player has won

Extensions:

1. None

**Use Case: #44. Use a Special Ability of The Bavarian Illuminati**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must have an action available
3. Player must be attacking

Post-Conditions:

1. Player completes a privileged attack
2. Player loses 5 megabucks

Events:

1. System check if its players turn
2. System check if player has attack actions available
3. Player will declare attack
4. Player will spend 5 megabucks
5. Special Ability of The Bavarian Illuminati is activated
6. System will block any interference
7. Now privileged attack takes place
8. Attack is over

Extensions:

1. None

**Use Case: #45. Use a Special Ability of The Bermuda Triangle**

Actor: Player  
Pre-Conditions:

1. Must be end of players turn

Post-Conditions:

1. Players power structure is re-organized
2. Players turn is over

Events:

1. System checks if it’s the end of players turn regardless of action usage
2. Special Ability of The Bermuda Triangle is activated
3. System checks if reorganized structure is legal
4. Players turn comes to an end

Extensions:

1. None

**Use Case: #46. Use a Special Ability of The Discordian Society**

Actor: Player  
Pre-Condition:

1. Either
2. Must be players turn
3. Player must have action to attack
4. Player must be attacking to control
5. Player must be targeting weird groups
6. Any time during the game

Post-Conditions:

1. Either
2. Player has received +4 boost on attack to control weird groups
3. Attacks by Straight and Government have no effect

Events:

1. Either
2. System checks if players turn
3. System checks if player has action to attack
4. Player must be attacking to control Weird groups
5. Player declares attack
6. System checks if attack is on controlling Weird groups
7. The Special Ability of The Discordian Society is activated
8. Attack to control weird groups takes place
9. Attack is over
10. Game is still going
11. Opposition declares attack on player
12. System checks if its attack to control
13. System check if attacking group is Straight or Government
14. The Special Ability of the Discordian Society is activated

Extensions:

1. None

**Use Cases: #47. Use the Special Ability of The Gnomes of Zurich**

Actor: Player  
Pre-Conditions:

1. Must be end of players turn

Post-Conditions:

1. Players money is restructured
2. Players turn is over

Events:

1. System checks if the end of players turn
2. Special Ability of The Gnomes of Zurich is activated
3. System checks if the restored megabucks is legal
4. Players turn is over

Extensions:

1. None

**Use Case: #48 Use a Special Ability of The Network**

Actor: Player  
Pre-Conditions:

1. Must be start of players turn

Post-Conditions:

1. Player has an extra card in hand
2. Players turn continues

Events:

1. System checks if start of players turn
2. Special Ability of The Network is activated
3. Players turn continues

Extensions:

1. None

**Use Case: #49. Use a Special Ability of The Servants of Cthulhu**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must have attack action left
3. Player must be attacking to destroy

Post-Conditions:

1. Player receives boost on attack to destroy
2. Players turn is over

Events:

1. System checks if Players turn
2. System checks if player has attack action available
3. Player declares attack
4. System checks if player is attacking to destroy
5. The Special Ability of The Servants of Cthulhu is activated
6. Attack takes place
7. Attack is over

Extensions:

1. None

**Use Case: #50. Use Special Ability of The Society of Assassins**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must have attacking action
3. Player must be attacking to neutralize

Post-Conditions:

1. Player receives boost on attack to neutralize
2. Players turn is over

Events:

1. System checks if players turn
2. System checks if player has attack action available
3. Player declares attack
4. System checks if player is attacking to neutralize
5. The Special Ability of The Society of Assassins is activated
6. Attack takes place
7. Attack is over

Extensions:

1. None

**Use Case: #51. Use Special Ability of The UFO’s**

Actor: Player  
Pre-Conditions:

1. Must be players turn
2. Player must have already attacked or aid an attack

Post-Conditions:

1. Player will have aided attack or attacked twice in turn
2. Players turn is over

Events:

1. System checks if players turn
2. System checks if player has attack action available
3. System checks if player has already attacked
4. Special Ability of The UFO’s is activated
5. Second attack/aid has taken place
6. Second attack/aid is over

Extensions:

1. None

**Use Cases: #52. Leave Game**

Actor: Player  
Pre-Conditions:

1. A winner has been declared

Post-Conditions:

1. None

Events:

1. System checks if winner has been declared
2. Leave the game

Extensions:

1. None