A list of use cases:

1. Initialize the Game
2. Roll Dice
3. Draw Card
4. Attack to Control
5. Attack to Destroy
6. Attack to Neutralize
7. Money Transfer
8. Group Transfer
9. Interfere an Attack
10. Call Off an Attack
11. Passing a Turn
12. Dropping Groups
13. Aiding an Attack
14. Giving away Special Cards
15. Trade Special Cards
16. Giving away Groups
17. Trade Groups
18. Gift Money
19. Use a Special Card of Assassination
20. Use a Special Card of Bribery
21. Use a Special Card of Computer Espionage
22. Use a Special Card of Deep Agent
23. Use a Special Card of Interference
24. Use a Special Card of Market Manipulation
25. Use a Special Card of Media Campaign
26. Use a Special Card of Murphy’s Law
27. Use a Special Card of Secrets Man Was Not Meant To Know
28. Use a Special Card of Senate Investigating Committee
29. Use a Special Card of Slush Fund
30. Use a Special Card of Swiss Bank Account
31. Use a Special Card of Whispering Campaign
32. Use a Special Card of White Collar Crime
33. Discard a Special Card to Make Attack Privilege
34. Discard two Special Cards to Abolish Someone’s Else Attack Privilege
35. Meets Basic Goal
36. Meets Special Goal of The Bavarian Illuminati
37. Meets Special Goal of The Bermuda Triangle
38. Meets Special Goal of The Discordian Society
39. Meets Special Goal of The Gnomes of Zurich
40. Meets Special Goal of The Network
41. Meets Special Goal of The Servants of Cthulhu
42. Meets Special Goal of The Society of Assassins
43. Meets Special Goal of The UFOs
44. Use a Special Ability of The Bavarian Illuminati
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