Illuminice

Use Cases
Group C
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Use case: Beginning the Game

Actor: All Players

Pre-Condition: None

Post-Condition: Each Player has an Illuminati Card, Four Group Cards are in the Center, a Player is determined to go first

Events:

1. Remove eight Illuminati Cards from the deck

    2. Get the eight Illuminati Cards from the deck

    3. Remove the eight Illuminati Cards from the deck

    4. Set the eight Illuminati Cards on the Table face down

2. Player chooses an Illuminati Card

    3. Player taps on Illuminati Card they wish to choose

    4. Remove Illuminati Card from the Table

    5. Add Illuminati Card to Player's Power Structure face up

    6. Go to Step 3 until number of Players is finished

7. Destroy remaining Illuminati Cards

    8. Remove Illuminati Card from the Table

    9. Add Illuminati Card to Destroyed Card Pile

    10. Go to Step 8 until there is no more Illuminati Cards on Table

11. Shuffle cards

12. Turn four Group Cards face up in Center

    13. Draw card

    14. If the card is a Group Card remove from deck and add to Center

    15. If the card is a Special Card burry in deck

    16. Go to Step 13 until there are four Group Cards in Center

17. Roll Dice to see who goes first

    18. Player Rolls Dice

    19. Compare Player's Dice Roll to Highest Roll

    20. Go to Step 18 until all Players have rolled the dice

    21. Player with Highest Roll goes first

Use case: Sequence of Play

Actor: Current Player

Pre-Condition: Game has been started

Post-Condition: A Player Wins or Current Player is Next Player

Events:

1. Player collects Income

    2. Illuminati Card collects Income from Bank

        3. Check Illuminati Card's Income

        4. Decrement Bank by Illuminati Card's Income

        5. Increment Illuminati Card's Treasury by amount decremented from Bank

    6. Group Cards collect Income from Bank

        7. If Illuminati Card has connected arrow to a Group Card collect Group Card's Income

            8. Check Group Card's Income

            9. Decrement Bank by Group Card's Income

            10. Increment Group Card's Treasury by amount decremented from Bank

        11. If Group Card has connected arrow to a Group Card collect Group Card's Income

            12. Check Group Card's Income

            13. Decrement Bank by Group Card's Income

            14. Increment Group Card's Treasury by amount decremented from Bank

            15. Go to step 11 until Group Card has no more Group Cards connected

        16. Go to back to Step 7 until Illuminati Card has no more Group Cards connected

17. Draw a Card

    18. Remove Card from the Deck

    19. Display Card to Player

        20. If the Card is a Group Card

            21. Add Group Card to Center face up

        22. If the Card is a Special Card

            23. Give Player the option to place the Special Card face up or

face down

24. If Player chooses to place Special Card face up

25. Add Special Card to Player's Special Card Area
face up

26. If Player chooses to place Special Card face down

51. Add Special Card to Player's Special Card Area
face down

27. User takes Actions

28. Display: **Regular Actions**:
- Attack a Group
- Transfer Money
- Move a Group
- Give a Group Away

Free Actions:
- Drop a Group
- Give Away Money
- Give Away Special
- Use a Special

Special Power Action

Pass

29. If user chooses to Pass

30. Go to Use Case: Passing

31. If user chooses to Attack a Group go to Use Case: Attack a Group

32. If this is the first Regular Action, new display

33. Display: **Regular Actions**:
- Attack a Group
- Transfer Money
- Move a Group
- Give a Group Away

Free Actions:

- Drop a Group
- Give Away Money
- Give Away Special
- Use a Special

Special Power Action

Done

34. If this is the second Regular Action, new display

35. Display: **Free Actions**:

- Drop a Group
- Give Away Money
- Give Away Special
- Use a Special

Special Power Action

Done

35. If Player chooses to Transfer Money go to Use Case: Transfer Money

36. If this is the first Regular Action, go to Step 32

37. If this is the second Regular Action, go to Step 34

38. If Player chooses to Move a Group go to Use Case: Move a Group

39. If this is the first Regular Action, go to Step 32

40. If this is the second Regular Action, go to Step 34

41. If Player chooses to Give a Group Away go to Use Case: Give a Group Away

42. If this is the first Regular Action, go to Step 32

43. If this is the second Regular Action, go to Step 34

44. If Player chooses to Drop a Group go to Use Case: Drop a Group

45. If zero or one Regular Actions have been taken go to Step 32

46. If two Regular Actions have been taken go to Step 34

47. If Player chooses to Give Away Money go to Use Case: Give Away Money

48. If zero or one Regular Actions have been taken go to Step 32

49. If two Regular Actions have been taken go to Step 34

50. If Player chooses to Give Away Special go to Use Case: Give Away Special

51. If zero or one Regular Actions have been taken go to Step 32

52. If two Regular Actions have been taken go to Step 34

53. If Player chooses to Use a Special go to Use Case: Use a Special

54. If zero or one Regular Actions have been taken go to Step 32

55. If two Regular Actions have been taken go to Step 34

56. If Player chooses Special Power Action go to Use Case: Special Power Action

57. If zero or one Regular Actions have been taken go to Step 32

58. IF two Regular Actions have been taken go to Step 34

59. If Player chooses Done, continue

60. Add Targets

61. If there is less than two Group Cards in the Center

62. Draw Card

63. Remove Card from Deck

64. If Card is Special Card

65. Add Special Card to Destroyed Card Pile

66. If Card is Group Card

67. Add Group Card to Center

68. Return to Step 61

69. If there is at least two Groups in the Center

70. Continue

71. Check if a Player has Won

72. Go to Use Case: Winning

73. If a Player has Won

74. Go to Use Case: Ending Game

75. If no Player has Won

76. Increment Player in Circular Queue of Players

Use case: Attack a Group

Actor: Attacking Player, Defending Player, Interfering Player(s)

Pre-Condition: Current Player has chosen to Attack a Group

Post-Condition: Attacked Group is Controlled, Neutralize, Destroyed, or Left Alone

Events:

1. Announce Attack button is now displayed, disabled on the screen

2. Display: Attack to Control

              Attack to Neutralize

              Attack to Destroy

   3. If Player taps Attack to Control the Attack Type is Control

   4. If Player taps Attack to Neutralize the Attack Type is Neutralize

   5. If Player taps Attack to Destroy the Attack Type is Destroy

6. Player taps on Group they would like to Attack

   7. If Player taps on a Special Card return to Step 6

   8. If Player taps on an Illuminati Card return to Step 6

   9. If Attack Type is not Destroy

      10. If Player taps on a Group Card they already control return to Step 6

   11. If Attack type is Neutralize

      12. If Player taps on a Group in the Center return to Step 6

   13. Add this Group to Attack Announcement

14. Player taps on Group or Illuminati they would like to use to Attack

   15. If Player taps on a Card that is not theirs return to Step 14

   16. If Player taps on a Special Card return to Step 14

   17. If Attack Type is Control

      18. If selected Attacking Group or Illuminati has no open arrows return to

          Step 14

   19. Add this Group or Illuminati to Attack Announcement

20. Power Structure Position added to Attack Announcement see Use Case: Power Structure

   Position

21. Alignment Bonuses added to Attack Announcement see Use Case: Alignment Lookup

22. Special Power Attack added to Attack Announcement see Use Case: Special Power Attack

23. If Attack Type is Destroy

   24. Roll "power minus Power," instead of "Power minus Resistance."

25. +4 for *opposite* alignment; –4 for *identical*.

26. Attacking Group does not need an open control arrow.

27. If Attack Type is Neutralize

28. Add Attacker Gain of +6 Bonus to Attack Announcement

30. Announce Attack button is now enabled

31. Player can tap on a Card to Aid in the Attack or tap Announce Attack Button

32. If Player taps on a Card to Aid in the Attack

33. If Player taps on a Special Card return to Step 32

34. If Player taps on a Card with no Transferable Power return to Step 32

35. Add Card to Announcement

36. Return to Step 34

34. If Player taps on Announce Attack button continue

35. All Players Receive the Attack Announcement

36. Spending Money to Attack

37. If attacker chooses to spend money on attack

38. Display: **Spend Money from Attacking Group Treasury**

Spend Money from Illuminati Treasury

39. If Player chooses to spend money from Attacking Group Treasury

40. Allow Player to enter the amount they would like to spend

41. If Player enters more money than their Group has

42. Return to Step 40

43. Go to Step 49

44. If Player chooses to spend money from Illuminati Treasury

45. Allow Player to enter the amount they would like to spend

46. If Player enters more money than their Illuminati has

47. Return to Step 45

48. Go to Step 49

49. Increase in Power is added to the Attack Announcement

50. Increase in Power is equal to the amount of MB spent

51. Attack Announcement is re-sent to each Player

52. Spending Money to Defend

53. If defender chooses not to spend money to defend, go to step 70

54. If defender chooses to spend money to defend

55. Display: **Spend Money from Defending Group Treasury**

   Spend Money from Illuminati Treasury

56. If Player chooses to spend money from Defending Group Treasury

57. Allow Player to enter the amount they would like to spend

58. If Player enters more money than their Group has

59. Return to Step 57

60. Increase in Resistance is equal to two times the amount of MB spent

61. If Player chooses to spend money from Illuminati Treasury

62. Allow Player to enter the amount they would like to spend

63. If Player enters more money than their Group has

64. Return to Step 62

65. Increase in Resistance is equal to two times the amount of MB Spent

66. Increase in Resistance is added to Attack Announcement

67. Attack Announcement is re-sent to each Player

68. If Attacker chooses to spend money again, go to Step 36

69. Otherwise continue

70. Dice Roll

71. Die 1 Roll, Die Two Roll

72. Random number between 1 and 6 is chosen

73. Die values are added together and returned to Attack

74. If Roll is 11 or 12, go to Step 96

75. Attack

76. The Overall Power is retrieved from the Attack Announcement

77. Attacker Group Power is added to Overall Power

78. Attacker Money Spent Increase is added to Overall Power

79. The Overall Resistance is retrieved from the Attack Announcement

80. Defender Group Resistance is added to Overall Resistance

81. Defender Money Spent Increase is added to Overall Resistance

82. The Outcome is determined

83. The Overall Resistance is subtracted from the Overall Power

84. The Bonuses are retrieved from Attack Announcement and added to the Outcome

(If Bonuses benefit Defender, they will be negative)

85. Power Structure Bonus is added to Outcome

86. Alignment Bonus is added to Outcome

87. If Special Powers were applied to Attack Announcement

88. Special Power Bonus is added to Outcome

89. If Attack Type from Attack Announcement is Neutralize

90. Attacker Bonus is added to Outcome

91. Dice Roll Value is retrieved from Dice Roll

92. Outcome is compared to Dice Roll

93. If Attacker's Roll achieved the Outcome

94. Go to Step 97

95. If Attacker's Roll did not achieve the Outcome

96. The Defending Group remains in the same position

97. Successful Attack

98. If Attack Type is Control

99. If Defending Group has Puppets (Puppet Master Flag is true)

100. Defending Group and Puppets are placed in Attacking Player's Power Structure

101. If Attacking Player's Power Structure has room (see Use Case: Checking for Power Structure Room)

102. Remove any connected arrows from Defending Group and Puppets from Defending Player's Power Structure

103. Add Defending Group and Puppets to Attacking Player's Power Structure (see Use Case: Adding Cards to a Power Structure)

104. If Attacking Player's Power Structure does not have room

105. Go to Use Case: Adding Cards to a Power Structure Without Enough Room

106. Set Attacking Group's Puppet Master Flag to true

107. If Defending Group does not have Puppets

108. Attach Defending Group to Attacking Group's open arrow

109. Set Attacking Group's Puppet Master Flag to true

110. Set Defending Group's Puppet Flag to true

111. If Attack Type is Neutralize

112. If Defending Group has puppets (Puppet Master Flag is true)

113. Detach Defending Group and all puppets

114. Remove any connected arrows from Defending Group and Puppets from Defending Player's Power Structure

115. Add Defending Group and Puppets to Center

116. Return Defending Group and Puppet's Money to the Bank

117. Increment Bank's Total Money by amount Decremented from Defending Group and Puppet's Treasuries.

118. If Defending Group does not have Puppets

119. Detach Defending Group

120. Add Defending Group to Center

121. Increment Bank's total Money by amount Decremented from Defending Group's Treasury

122. If Attack Type is Destroy

123. If Defending Group has puppets (Puppet Master Flag is true)

124. Defending Group is Destroyed

125. Remove all connected arrows from Defending Group, Defending Group's Puppets, and Defending Group's Power Structure

126. Add Defending Group to Destroyed Card Pile

127. Add Defending Group's Puppets to Center

128. If Defending Group has no puppets

129. Remove connected arrow from Defending Group

130. Add Defending Group to Center

Extensions:

If you're Destroying a Group you Control

        Pre-Condition: Attacking Group cannot be Defending Group

        21a. Returns 0

Interference

1b. -70b. A Player that is not the Attacking Player nor the Defending Player can Interfere

        131. Player declares who they will aid

            132. Display: Aid Attacking Player

                              Aid Defending Player

                133. If Player chooses to aid Attacking Player

                    134. Aid Bonus will be Positive

                135. If Player chooses to aid Defending Player

                    136. Aid Bonus will be Negative

        137. Player chooses amount of money they with to spend from Illuminati Treasury

            138. Bank's Total Money is incremented by the amount decremented from

                Player's Illuminati Treasury

            139. Aid Bonus is determined by amount of MB spent by the Player

        140. Aid Bonus is added into Attack's Outcome

Privilege

131c. - 140c. Declaring Privilege

        141. Attacker declares Privilege

            142. Attacker discards Special Card

                143. Special Card is removed from Player's hand

                144. Special Card is added to Destroyed Cards Pile

            145. Interferences for attack are blocked

Bavarian Illuminati Privilege

34d. Attacking Player announces Privilege with Bavarian Illuminati

        146. Attacker pays 5 MB

            147. Attacker's Illuminati Treasury is decremented by 5 MB

            148. Bank's Total Money is incremented by 5 MB

149. Interferences for attack are blocked

Privilege Abolishment

131ce. – 140ce. A Player can announce Privilege Abolishment

150. Player announces Privilege Abolishment

151. Player discards two Special Cards

152. Special Card 1 is removed from Player's hand

153. Special Card 1 is added to Destroyed Cards Pile

154. Special Card 2 is removed from Player's hand

155. Special Card 2 is added to Destroyed Cards Pile

152. Privileges for attack are blocked

153. Interferences for attack are unblocked indefinitely

Deep Agent Privilege Abolishment

131cf. –140cf. A Player can announce Privilege Abolishment with Deep Agent Special Card

154. Player discards Deep Agent Special Card

155. Deep Agent Special Card is removed from Player' s hand

156. Deep Agent Special Card is added to Destroyed Cards Pile

157. Privileges for attack are blocked

158. Interferences for attack are unblocked indefinitely

Calling off an attack

1e. – 36g. Attacker can quit attack

159. Return to Use Case: Sequence of Play Step 54 (User Takes Action)

Use case: Transfer Money

Actor: Current Player

Pre-Condition: It is currently Player's turn

Post-Condition: Money from one Group (or Illuminati) is successfully transferred to another Group (or Illuminati)

Events:

1. Player chooses to transfer money from one Group to an Adjacent Group

    2. Player taps on Giving Group (Can be Illuminati as well)

        3. If Player does not own this Group Card return to Step 2

    4. Player taps on Giving Group (Can be Illuminati as well)

        5. If Player does not own this Group Card return to Step 4

        6. If this Card is the same the Giving Card return to Step 4

        7. If this Card is not adjacent (i.e. is not connected) to Giving Card return to Step 4

    8. Allow Player to choose the amount of money they would like to transfer

        9. If Player enters a larger amount of money than their Giving Group Treasury Has return to Step 8

    10. Decrement Player's Giving Group Treasury by the amount entered in Step 8

    11. Increment Player's Receiving Group Treasury by the amount entered in Step 8

Use case: Move a Group

Actor: Current Player

Pre-Condition: It is currently Player's turn

Post-Condition: Power Structure is rearranged, Groups and Puppets that do not fit are lost to the Center

Events:

1. Player taps on Group Card they would like to move

    2. If Player does not own Group Card return to Step 1

    3. Group Card is selected

    4. If Group Card is a Puppet Master (Puppet Master Flag is true)

        5. Group Card's Puppets are selected

6. Player taps on Group Card (or Illuminati Card) they would like to move the selected Group Card (and it's Puppets if any) to

    7. If Player does not own Group Card return to step 6

    8. If Group Card has no Vacant Arrows return to step 6

    9. If Group Card or any Puppet does not fit if it were to be attached (see Use Case: Checking for Power Structure Room)

        10. Display to the Player what Cards would be lost and ask if this is ok

            11. If Player selects yes

                12. Disconnect arrows to Select Group and Puppets

                13. Connect arrows to Group and Puppets that fit in the Power Structure

                14. Add Group and Puppets that do not fit in the Power Structure to the Center

Use case: Give A Group Away

Actor: Giving Player, Receiving Player

Pre-Condition: It is currently Giving Player's turn (Current Player is Giving Player)

Post-Condition: A Group is transferred to another player or declined

Events:

1. Giving Player chooses to give away a Group Card to Receiving Player

    2. Giving Player taps on the Group they would like to give away

        3. If Player does not own Group Card return to Step 2.

    4. Group Card is selected

        5. If Group Card has Puppets (Puppet Master Flag is true)

            6. Puppets are selected

7. Giving Player requests a Trade

    8. If Giving Player requests a Group Card

        9. Player taps on Group Card they are requesting

            10. If Player owns the Group Card they are requesting return to Step 9

    11. Group Card is added to Trade Request

    12. If Giving Player requests Money

        13. Allow Player to enter the amount of money they are requesting

            14. If amount is Zero go to Step 13

    15. Amount is added to Trade Request

    16. If Giving Player wants to Give Group Away

    17. Trade Request has Free set to true

18. Receiving Player receives trade request

    19. If Receiving Player Accepts

        20. If Request is a Group Card

            21. That Group and its Puppets are removed from the Receiving Player's Power Structure

            22. That Group and its Puppets are added to the Giving Player's Power Structure (see Use Case: Adding Card to a Power Structure)

            23. The Group Being Given and its Puppets are removed from the Giving Player's Power Structure

            24. The Group Being Given and its Puppets are added to the Receiving Player's Power Structure (see Use Case: Adding Card to a Power

Structure)

25. If Request is Money

    26. Amount requested is decremented from Receiving Player's Illuminati Treasury

    27. Amount requested is incremented for Giving Player's Illuminati

    28. The Group Being Given and its Puppets are removed from the Giving Player's Power Structure

    29. The Group Being Given and its Puppets are added to the Receiving Player's Power Structure (see Use Case: Adding Card to a Power Structure)

30. If Request is Free

    31. The Group Being Given and its Puppets are removed from the Giving Player's Power Structure

    32. The Group Being Given and its Puppets are added to the Receiving Player's Power Structure (see Use Case: Adding Card to a Power Structure)

33. If Receiving Player declines

    34. No action is taken, Return to Use Case: Sequence of Play Step

Use case: Drop a Group

Actor: Current Player

Pre-Condition: Current Player has chosen to Drop a Group

Post-Condition: Current Player's Group gets placed backed into uncontrolled area.

Events:

1. Current Player chooses to drop a group
    2. Current Player taps on the Group Card they would like to drop
        3. If Current Player does not have Group Card return to step 2
    4. Group card is selected
        5. If Group Card has Puppets (Puppet Master Flag is true)
            6. Puppets are selected
    7. Remove Group Card and Puppets from Player's Power Structure
    8. Add Group Card and Puppets to Center

Use case: Give Away Special Card

Actor: Giving Player, Receiving Player

Pre-Condition: It is currently Giving Player's turn (Current Player is Giving Player)

Post-Condition: A Special Card is transferred to another player or declined

Events:

1. Giving Player chooses to give away a Special Card to Receiving Player

    2. Giving Player taps on the Special they would like to give away

        3. If Player does not own Special Card return to Step 2.

    4. Special Card is selected

5. Giving Player requests a Trade

    6. If Giving Player requests a Group Card

        7. Player taps on Group Card they are requesting

            8. If Player owns the Group Card they are requesting return to Step 7

        9. Group Card is added to Trade Request

    10. If Giving Player requests Money

        11. Allow Player to enter the amount of money they are requesting

            13. If amount is Zero go to Step 11

        14. Amount is added to Trade Request

    15. If Giving Player wants to Give Group Away

        16. Trade Request has Free set to true

17. Receiving Player receives trade request

    18. If Receiving Player Accepts

        19. If Request is a Group Card

            20. That Group and its Puppets are removed from the Receiving Player's Power Structure

            21. That Group and its Puppets are added to the Giving Player's Power Structure (see Use Case: Adding Card to a Power Structure)

            22. The Special Card is removed from Giving Player's hand

            23. The Special Card is added to Receiving Player's hand

        24. If Request is Money

            25. Amount requested is decremented from Receiving Player's Illuminati Treasury

            26. Amount requested is incremented for Giving Player's Illuminati

27. The Special Card is removed from Giving Player's hand

28. The Special Card is added to Receiving Player's hand

19. If Request is Free

20. The Special Card is removed from Giving Player's hand

21. The Special Card is added to Receiving Player's hand

33. If Receiving Player declines

34. No action is taken, Return to Use Case: Sequence of Play Step

Use case: Give Away Money

Actor: Current Player

Pre-Condition: Current Player has chosen to Give Away Money from the Illuminati Treasure

Post-Condition: Current Player's Illuminati Treasure will be decreased

Events:

1. Giving Player choose to give away money
    2. Giving Player enters the amount of MBs to give from Illuminati Treasure
        3. If Giving Player enters an amount to high
            4. Repeat Step 3
        5. Amount of MBs entered from Giving Player is decreased from Illuminati Treasure
6. Giving Player selected a Receiving Player
    7. If Receiving Player accepts
        8. Amount of MBs from Giving Player is added onto Receiving Player's Illuminati Treasure
    9. If Receiving Player rejects
        10. Amount of MBs entered from Giving Player is re-entered onto his/her Illuminati Treasure

Use case: Winning

Actor: All Players

Pre-Condition: Turn is over

Post-Condition: Either the game continues or ends

Events:

1. A Player's turn ends
2. If two or three players are playing, 13 or more groups must be controlled to win
3. If four players are playing, 12 or more groups must be controlled to win
4. If five players are playing, 10 or more groups must be controlled to win
5. If six players are playing, 9 or more groups must be controlled to win
6. If seven or eight players are playing, 8 or more groups must be controlled to win
7. For each player
    8. Refer back to Step 2-6.
        9. If right amount of groups has been controlled
            10. Go to Use Case: End Game
        11. If right amount of groups has not been controlled
            12. Continue to Step 12
    13. If Player owns the UFOs Illuminati Card
        14. Go to Use Case: Check UFOs Special Goal
    15. If Player owns the Society of Assassins Illuminati Card
        16. Go to Use Case: Check Society of Assassins Special Goal
    17. If Player owns the Network Illuminati Card
        18. Go to Use Case: Check the Network Special Goal
    19. If Player owns the Discordian Society Illuminati Card
        20. Go to Use Case: Check the Discordian Society Special Goal
    21. If Player owns the Servants of Cthulhu Illuminati Card
        22. Go to Use Case: Check the Servants of Cthulhu Special Goal
    23. If Player owns the Gnomes of Zurich Illuminati Card
        24. Go to Use Case: Check the Gnomes of Zurich Special Goal
    25. If Player owns the Bavarian Illuminati Illuminati Card
        26. Go to Use Case: Check the Bavarian Illuminati Special Goal
    27. If Player owns the Bermuda Triangle Illuminati Card
        28. Go to Use Case: Check the Bermuda Triangle Special Goal

29. Return

Use case: Check UFOs Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If a player owns the UFOs Illuminati card
    2. If UFOs *special* goal resembles the Bavarian Illuminati *special* goal
        3. Go to Use Case: Check the Bavarian Illuminati Special Goal
    4. If UFOs *special* goal resembles the Bermuda Triangle *special* goal
        5. Go to Use Case: Check the Bermuda Triangle Special Goal
    6. If UFOs *special* goal resembles the Discordian Society *special* goal
        7. Go to Use Case: Check the Discordian Society Special Goal
    8. If UFOs *special goal resembles the Gnomes of Zurich special* goal
        9. Go to Use Case: Check the Gnomes of Zurich Special goal
    10. If UFOs *special* goal resembles the Network *special* goal
        11. Go to Use Case: Check the Network Special Goal
    12. If UFOs *special* goal resembles the Servants of Cthulhu *special* goal
        13. Go to Use Case: Check the Servants of Cthulhu Special Goal
    14. If UFOs *special* goal resembles the Society of Assassins *special* goal
        15. Go to Use Case: Check the Society of Assassins Special Goal
16. If a player does not own the UFOs Illuminati card
    17. Return

Use case: Check the Society of Assassins Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If a player owns the Society of Assassins Special Goal
    2. If player has controlled groups
        3. If player controlled six Violent Groups.
            4. Go to Use Case: End Game
        5. If a player has not controlled six Violent Groups
            6. Return
    7. If a player does not have controlled groups
        8. Return
9. If a player does not own the Society of Assassins Special Goal
    10. Return

Use case: Check the Network Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If a player owns the Network Illuminati Card
    2. If player have controlled groups
        3. Add up all transferable power from all controlled groups
            4. If total amount of transferable power equals or is greater than 25
                5. Go to Use Case: End Game
            6. If total amount of transferable power does not equal or is greater than 25
                7. Return
    8. If a player does not have controlled groups
        9. Return
10. If a player does not own the Network Illuminati Card
    11. Return

Use case: Check the Discordian Society Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If player owns the Discordian Society Illuminati Card
    2. If player has controlled groups
        3. If player has five Weird groups
            4. Go to Use Case: End Game
        5. If player does not have five Weird groups
            6. Continue
    7. If player does not have controlled groups
        8. Continue
9. If player does not own the Discordian Society Illuminati Card
    10. Return

Use case: Check the Servants of Cthulhu Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If player owns the Servants of Cthulhu Illuminati Card
    2. If player destroyed eight groups
        3. Go to Use Case: End Game
    4. If player did not destroy eight groups
        5. Return
6. If player does not own the Servant of cthulhu Illuminati Card
    7. Return

Use case: Check the Gnomes of Zurich Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If player owns the Gnomes of Zurich Illuminati Card
    2. If player has controlled groups
        3. Count all MB in each controlled group's treasury (not including Illuminati treasury)
            4. If MB is equal to or greater than 150
                5. Go to Use Case: End Game
            6. If MB does not equal to or greater than 150
                7. Return
    8. If player does not have controlled groups
        9. Return
10. If player does not own the Gnomes of Zurich Illuminati Card
    11. Return

Use case: Check the Bavarian Illuminati Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If player owns Bavarian Illuminati Illuminati Card
    2. If player has controlled groups
        3. Add all powers of controlled groups together
            4. If total power is equal to or greater than 35
                5. Go to Use Case: End Game
            6. If total power is not equal to or greater than 35
                7. Return
    8. If player does not have controlled groups
        9. Return
10. If player does not own Bavarian Illuminati Illuminati Card
    11. Return

Use case: Check the Bermuda Triangle Special Goal

Actor: N/A

Pre-Condition: Player's turn is over

Post-Condition: Player wins or game continues

Events:

1. If player owns the Bermuda Triangle Illuminati Card
    2. If player has controlled groups
        3. Check if player controls at least one Group of each alignment
            4. If player controls at least one Group of each alignment
                5. Go to Use Case: End Game
            6. If player does not control at least one Group of each alignment
                7. Return
    8. If player does not have controlled groups
        9. Return
10. If player does not own the Bermuda Triangle Illuminati Card
    11. Return

Use case: Use a Special

Actor: Current Player

Pre-Condition: None

Post-Condition: Special is used (Results may vary)

1. If using Assassination: See Use Case: Assassination
2. If using Bribery: See Use Case: Bribery
3. If using Computer Espionage: See Use Case: Computer Espionage
4. If using Deep Agent: See Use Case: Deep Agent
5. If using Interference1: See Use Case: Interference (Special Card)
6. If using Interference2: See Use Case: Interference (Special Card)
7. If using Market Manipulation: See Use Case: Market Manipulation
8. If using Media Campaign: See Use Case: Media Campaign
9. If using Murphy's Law: See Use Case: Murphy's Law
10. If using Secrets Man Was Not Meant To Know: See Use Case: Secrets Man Was Not Meant To Know
11. If using Senate Investigating Committee: See Use Case Senate Investigating Committee
12. If using Slush Fund: See Use Case: Slush Fund
13. If using Swiss Bank Account: See Use Case: Swiss Bank Account
14. If using Whispering Campaign: See Use Case: Whispering Campaign
15. **If using White Collar Crime: See Use Case: White Collar Crime**

Use case: Assassination

Actor: Current Player

Pre-Condition: Dice Roll has been completed

Post-Condition: Dice Roll is now a value of 2

Events:

1. Update Dice Roll value to 2
2. Remove Assassination Special Card from Player's hand
3. Add Assassination Special Card to Destroyed Cards Pile

Use case: Bribery

Actor: Current Player

Pre-Condition: Current Turn is Player's Turn

Post-Condition: Player now controls a previously uncontrolled group

Events:

1.   Player taps on the uncontrolled Group Card they would like to control

2.   If Player taps on a Group Card that is not in the Center

3.   Return to Step 1

4.   Remove Group Card from Center

5.   Add Group Card to Player's Power Structure (see Use Case: Adding Group Card to Power Structure)

6.   Action Counted against Player (see Use Case: Sequence of Play)

7.   Remove Bribery Special Card from Player's hand

8.   Add Bribery Special Card to Destroyed Cards Pile

Use case: Computer Espionage

Actor: Player1, Player2

Pre-Condition: Current Turn is Player1's Turn

Post-Condition: Player1 now has knowledge of Player2's special cards

Events:

1. Player1 chooses Player they would like to examine
     2.   If Player1 chooses himself go back to Step 1
3. Display chosen Player,'s Player2's, Special Cards
     4.   Add each of Player2's Special Card's images to a notification that is sent to Player1 only
     5.   After exiting the notification, the notification is destroyed manually
6. Remove Computer Espionage Special Card from Player1's hand
7. Add Computer Espionage Special Card to Destroyed Cards Pile

Use case: Deep Agent

Actor: Current Player

Pre-Condition: Attack has been declared Privileged

Post-Condition: Attack's Privilege has been abolished

Events:

1. Privileges for attack are blocked indefinitely
2. Interferences are unblocked indefinitely
3. Deep Agent Special Card is removed from Player's hand
4. Deep Agent Special Card is added to Destroyed Cards Pile

Use case: Interference (Special Card)

Actor: Current Player

Pre-Condition: Attack has been declared privileged

Post-Condition: Player can now interfere with the attack

Events:

1. Player can interfere with attack (see Attack a Group Extension: Interference)
     2. Attack is still privileged
     3. Interferences unblocked
     4. Player interferes with attack (see Attack a Group Extension: Interference)
     5. Interferences blocked
6. Remove Interference Special Card from Player's hand
7. Add Interference Special Card to Destroyed Cards Pile

Use case: Market Manipulation

Actor: Current Player

Pre-Condition: Current Turn is Player's Turn

Post-Condition: Player doubles their Group's incomes

Events:

1. If the Group Card is not the I.R.S.
    2. If the Group Card is not the Post Office
        3. Group Card's income = 2* Group Card's Income
        4. Check Group's connected Cards
        5. Return to Step 1
6. Player's turn is over
    7. If the Group Card is not the I.R.S.
        8. If the Group Card is not the Post Office
            9. Group Card's income = Group Card's Income /2
            10. Check Group's connected Cards
            11. Return to Step 7
12. Remove Market Manipulation Special Card from Player's hand
13. Add Market Manipulation Special Card to Destroyed Cards Pile

Use case: Media Campaign

Actor: Current Player

Pre-Condition: None

Post-Condition: A previously destroyed Group is now revived and Uncontrolled

Events:

1. Show Player all Destroyed Cards
   2. Add all Group Cards' images from Destroyed Cards Pile to a notification that is sent to Player only
   3. If Card from Destroyed Card Pile is a Special Card, dismiss it
4. Player chooses Group Card they would like to revive
   5. Player taps on the Group Card on the notification that they would like to revive
6. Remove Group Card from Destroyed Cards Pile
7. Add Group Card to Center
8. Remove Media Campaign Special Card from Player's hand
9. Add Media Campaign Special Card to Destroyed Cards Pile

Use case: Murphy's Law

Actor: Current Player

Pre-Condition: Dice Roll has been completed

Post-Condition: Dice Roll is now a value of 12

Events:

1. Update Dice Roll value to 12

2. Remove Assassination Special Card from Player's hand

3. Add Assassination Special Card to Destroyed Cards Pile

Use case: Secrets Man Was Not Meant to Know

Actor: Current Player

Pre-Condition: A Special Card has been Played

Post-Condition: The Played Special Card is Neutralized and Destroyed

Events:

1. The Played Special Card is neutralized
    2. Played Special Card is removed from it's Player's hand
    3. Played Special Card is added to Destroyed Cards Pile
4. Secrets Man Was Not Meant to Know Special Card is removed from Player's hand
5. Secrets Man Was Not Meant to Know Special Card is added to Destroyed Cards Pile

Use case: Senate Investigating Committee

Actor: Current Player

Pre-Condition: It is currently Current Player's turn

Post-Condition: Current Player's turn ends

Events:

1. Current Player's turn ends (see Use Case: Sequence of Play)
    2. Call the Player's end of turn sequence
3. Remove Senate Investigating Committee Special Card from Player's hand
4. Add Senate Investigating Committee Special Card to Destroyed Cards Pile

Use case: Slush Fund

Actor: Current Player

Pre-Condition: None

Post-Condition: Player's Illuminati Treasury increases by 15 MB

Events:

1. 15MB is decremented from Bank
2. 15MB is incremented on Player's Illuminati Treasury
3. Remove Slush Fund Special Card from Player's hand
4. Add Slush Fund Special Card to Destroyed Cards Pile

Use case: Swiss Bank Account

Actor: Current Player

Pre-Condition: None

Post-Condition: Player's Illuminati Treasury increases by 25 MB

Events:

1. 25MB is decremented from Bank
2. 25MB is incremented on Player's Illuminati Treasury
3. Remove Swiss Bank Account Special Card from Player's hand
4. Add Swiss Bank Account Special Card to Destroyed Cards Pile

Use case: Whispering Campaign

Actor: Current Player

Pre-Condition: It is currently Player's turn, The Group has a Power of 0

Post-Condition: Player's Illuminati Treasury increases by 25 MB

Events:

1. Attack to Destroy Group Card (even though Group card has Power of 0, see Use Case: Attacking a Group)
2. Action is counted against Player
3. Remove Whispering Campaign Special Card from Player's hand
4. Add Whispering Campaign Special Card to Destroyed Cards Pile

Use case: White Collar Crime

Actor: Current Player

Pre-Condition: None

Post-Condition: Player's money is reorganized with an increase of 5 MB

Events:

1. Reorganize Money (See Use Case: Transfer Money)
2. Collect 5MB
   3. Decrement the Bank by 5 MB
   4. Increment any Group Treasury of Player's choice by 5 MB
5. Remove White Collar Crime Special Card from Player's hand
6. Add White Collar Crime Special Card to Destroyed Cards Pile

Use case: Power Structure Position

Actor: Current Player

Pre-Condition: Player has at least one group attached to the power structure

Post-Condition: The location of a card in the power structure is found and represented as a path of cards from the illuminati card to the specified card.

Events:

1. Player specifies a card to be located
2. A list of all the groups controlled by the player appears
3. The player clicks on group in the list
4. Create the path recursively
5. Create a temporary card to store card history
6. Store the currently selected card in the temporary card
7. Create a path represented by an array list
8. Add the temporary card to the beginning of the path
9. Get the puppet master of the temporary card
10. Set the temporary card to the puppet master
11. Repeat steps 8 – 10 until the end condition is met
12. The end condition is met when the temporary card's puppet master is the illuminati card of that player's power structure
13. Add the illuminati card to the beginning of the path
14. Return the path to the player

Use case: Special Power Attacks

Actor: Current Player

Pre-Condition: Attack on Group has been initiated, it is Player's turn

Post-Condition: Special Power is acted out for Attack

Events:

1. If Attacking Group is Anti-Nuclear Activists
    2. If Defending Group is Nuclear Power Companies
    3. If Attack Type is Destroy
    4. Return +2 to Attack
5. If Attacking Group is Chinese Campaign Donors
    6. If Defending Group's alignment is Government
    7. Set Chinese Campaign Donors' alignment to Government
8. If Attacking Group is Clone Arrangers
    9. If Attack Type is Destroy
    10. Return +3 to Attack
11. If Attacking Group is Cycle Gangs
    12. If Attack Type is Destroy
    13. Return +2 to Attack
14. If Attacking Group is Evil Geniuses for a Better Tomorrow
    15. If Defending Group is Orbital Mind Control Lasers
    16. Return +4 to Attack
17. If Attacking Group is Feminists
    18. If Defending Group's alignment is Liberal
    19. Return +3 to Attack
20. If Defending Group is Gun Lobby
    21. If Attack Group's alignment is Liberal, Communist, or Weird
    22. Set Gun Lobby's Resistance to 10
    23. Otherwise, set Gun Lobby's Resistance to 3
24. If Attacking Group is Hackers
    25. If Attack Type is Neutralize
    26. Return +3 to Attack
27. If Attacking Group is Health Food Stores
    28. If Defending Group is Anti-Nuclear Activists

29. If Attack Type is Control
30. Return +2 to Attack
31. If Attacking Group is International Cocaine Smugglers
32. If Defending Group is Punk Rockers, Cycle Gangs, or Hollywood
33. If Attack Type is Control
34. Return +4 to Attack
35. If Attacking Group is International Communist Conspiracy
36. If Defending Group's Alignment is Communist
37. If Attack Type is Control
38. Return +3 to Attack
39. If Attacking Group is Junk Mail
40. If Defending Group is Post Office
41. If Attack Type is Control
42. Return +4 to Attack
43. If Attacking Group is KGB
44. If Attack Type is Destroy
45. Return +2 to Attack
46. If Attacking Group is L-4 Society
47. If Defending Group is Orbital Mind Control Lasers
48. Return +4 to Attack
49. If Attacking Group is Madison Avenue
50. If Defending Group is Big Media or Empty Vee
51. If Attack Type is Control
52. Return +5 to Attack
53. If Attacking Group is The Mafia
54. If Defending Group's Alignment is Criminal
55. If Attack Type is Control
56. Return +3 to Attack
57. If Attacking Group is Militia
58. If Defending Group's Alignment is Communist
59. If Attack Type is Destroy
60. Return +6 to Attack
61. If Player owns Orbital Mind Control Lasers

62. Allow Player to choose which group he would like to switch the alignment of

63. Allow Player to choose which alignment he would like to change it to

64. If Attacking Group is Phone Phreaks

65. If Defending Group is the Phone Company

66. Return +3 to Attack

67. If Attacking Group is Semiconscious Liberation Army

68. If Attack Type is Destroy

69. Return +1 to Attack

70. If Attacking group is S.M.O.F.

71. If Attack type is Control

72. If Defending Group is S.F. Fans

73. Return +5 to Attack

74. If Defending Group is Trekkies

75. Return +2 to Attack

76. If Player owns Survivalists

77. If Player owns Defending Group

78. Set Defending Groups Resistance to Defending Groups Resistance *2 for this Attack

79. If Attacking Group is Tabloids

80. If Defending Group is Convenience Stores

81. If Attack Type is Control

82. Return +3 to Attack

83. If Attacking Group is TV Preachers

84. If Defending Group is Moral Minority

85. If Attack Type is Control

86. Return +3 to Attack

87. If Attacking Group is Video Games

88. If Defending Group is Convenience Stores

89. If Attack Type is Control

90. Return +3 to Attack

91. If Attacking Group is The Society of Assassins

92. If Attack Type is Neutralize

93. Return +4 to Attack

94. If Attacking Group is Discordian Society

95. If Defending Group's Alignment is Weird

96. If Attack Type is control

97. Return +4 to Attack

98. If Defending Group is Discordian Society

99. If Attacking Group's Alignment is Government or Straight

100. Attack fails

101. If Attacking Group is Servants of Cthulhu

102. If Attack Type is Destroy

103. Return +2 to Attack

104. If Player owns The Bavarian Illuminati

105. If Player wants to call Privilege

106. 5MB are decremented from The Bavarian Illuminati's Treasury

107. 5MB are incremented in the Bank

108. Player calls Privilege (see Use Case: Privilege)

Use case: Special Power Action

Actor: Current Player

Pre-Condition: It is currently Player's turn

Post-Condition: Special Action has been taken as indicated on card

Events:

1. If Player is transferring money from Federal Reserve
    2. If Card to be transferred to is within the same Power Structure
    3. Money is transferred (see Use Case: Transferring Money)
4. If Player owns I.R.S.
    5. Player taxes all other players 2MB
    6. For each player, a Group is Chosen
    7. 2MB is decremented from that Group's Treasury
    8. 2MB is incremented in I.R.S.'s Treasury
9. If Player owns Recyclers
    10. If Player chooses to draw an extra card
    11. Recycler's Group Treasury is decremented by 5MB
    12. The Bank is incremented by 5MB
    13. Player Draws a new card
    14. No action counted
15. If Player owns The Network
    16. Draw another Card
17. If Player owns The UFOs
    18. The UFOs can attack twice in one turn
    19. Disable the Attacked Flag
20. If Player owns Gnomes of Zurich
    21. Money can be moved around freely (see Use Case: Transferring Money)
22. If Player owns The Bermuda Triangle
    23. Player may reorganize groups (see Use Case: Move a Group)
    24. If Player is not done with moving groups, return to step 23.

Use case: Checking For Power Structure Room

Actor: Current Player

Pre-Condition: It is currently Player's turn and they are attempting to add a group to his power structure

Post-Condition: A true or false boolean is returned representing whether the group can be added or not

Events:

1. Player gives the location on the power structure where they would like to add a card
    2. The location is specified by the card they are trying to attach to and the side on which to attach it
3. Player gives the inward arrow position on the card that they are trying to add
    4. This arrow, the location of the host card, and the orientation of the host card will determine the orientation of the card being added
    5. If the arrow specified on the host card already has a card attached to it, return false
    6. If the host card is in landscape
        7. If the top or bottom arrow on the host card is being used
            8. If the top or bottom arrow on the placed card is being used the card is placed in landscape
            9. If the left or right arrow on the placed card is being used the card is placed in portrait
        10. If the left or right arrow is being used on the host card
            11. If the top or bottom arrow on the placed card is being used the card is placed in portrait
            12. If the left or right arrow on the placed card is being used the card is placed in landscape
    13. If the host card is in portrait
        14. If the top or bottom arrow on the host card is being used
            15. If the top or bottom arrow on the placed card is being used the card is placed in portrait
            16. If the left or right arrow on the placed card is being used the card is placed in landscape
        17. If the left or right arrow is being used on the host card

18. If the top or bottom arrow on the placed card is being used the card is placed in landscape

19. If the left or right arrow on the placed card is being used the card is placed in portrait

20. If the arrow is open, reference the grid of the power structure

21. The grid is a representation of each card's position on the power structure

22. Each card represents 8 grid positions
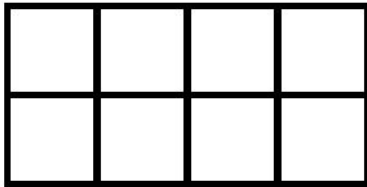
23. Build the grid by starting at the illuminati card

24. The top left square of the illuminati card will represents position (0,0) on the grid

25. For each occupied outgoing arrow, add those cards to the grid based on their orientation
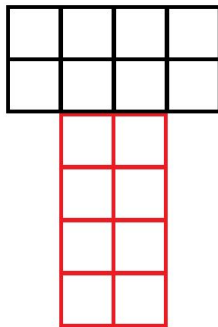
26. Repeat step 11 for each subsequently attached cards until every card on the power structure has been reached and the grid has been built

27. Find the host card on the grid

28. Using the determined orientation, the position, and the outgoing arrow of the host card, determine the 8 grid positions in which the incoming card is attempting to occupy

29. If any 8 of those grid positions is already occupied by a card, then the card cannot be added

30. Return false

31. If the 8 grid positions are all free, then the card may be added

32. Return true

Use case: Adding Cards To A Power Structure

Actor: Current Player

Pre-Condition: It is currently Player's turn and they are attempting to add an already specified group to their power structure

Post-Condition: The card is added to the power structure

Events:

1. The player has already chosen a group card to add to their power structure
2. The player is asked where they would like to place the card
    3. The player is shown a grid of their current power structure
        4. See Use case: Checking for power structure room for grid creation
    5. The player is given a drop down list of their current cards
    6. The player chooses from that list which card they would like to add the new card to
    7. The player is given a drop down list of the outgoing arrow directions on the host card
        8. Check the directions of all of the outgoing arrows in relation to the card and add them to the list
    9. The player chooses from that list which arrow direction they would like to add to
10. Check to see if the card can be added to the power structure
        11. Go to Use case: Checking for power structure room
        12. After checking, it returned true, meaning the card that the user selected can be added to the host card they specified on the outgoing arrow they specified
    13. On the host card, add the new card to the connected cards hashmap with the key of the new card and the value of the direction
    14. On the new card, set the puppet master to be the host card
15. A dialog box pops up and tells the user that their card has been successfully added

Use case: Adding Cards To A Power Structure Without Enough Room

Actor: Current Player

Pre-Condition: It is currently Player's turn and they are attempting to add an already specified group to their power structure

Post-Condition: The card is not added to the power structure

Events:

1. The player has already chosen a group card to add to their power structure
2. The player is asked where they would like to place the card
    3. The player is shown a grid of their current power structure
        4. See Use case: Checking for power structure room for grid creation
    5. The player is given a drop down list of their current cards
    6. The player chooses from that list which card they would like to add the new card to
    7. The player is given a drop down list of the outgoing arrow directions on the host card
        8. Check the directions of all of the outgoing arrows in relation to the card and add them to the list
    9. The player chooses from that list which arrow direction they would like to add to
10. Check to see if the card can be added to the power structure
    11. Go to Use case: Checking for power structure room
    12. After checking, it returned false, meaning the card that the user selected cannot be added to the host card they specified on the outgoing arrow they specified
13. A dialog box pops up and tells the user that their card has not been successfully added because there is not enough space

Use case: Alignment Lookup

Actor: Attacking Card, Defending Card

Pre-Condition: A player is performing an attack with one group against another group

Post-Condition: The value for the change in the attacking group's power is returned

Events:

1. Get the alignments of the attacking group

2. Get the alignment of the defending group

3. Create value to store the change in the attacking group's power

4. For each alignment that the attacking card has, check to see if any of the defending card's alignments are the same, and add 4 to the change in power

   5. Check for both cards having the "Government" alignment (+4)

   6. Check for both cards having the "Communist" alignment (+4)

   7. Check for both cards having the "Liberal" alignment (+4)

   8. Check for both cards having the "Conservative" alignment (+4)

   9. Check for both cards having the "Peaceful" alignment (+4)

   10. Check for both cards having the "Violent" alignment (+4)

   11. Check for both cards having the "Straight" alignment (+4)

   12. Check for both cards having the "Weird" alignment (+4)

   13. Check for both cards having the "Criminal" alignment (+4)

   14. Special case: This rule excludes the "Fanatic" alignment, as sharing this alignment is considered opposite and does not grant the bonus

15. For each alignment that the attacking card has, check to see if any of the defending card's alignments are opposite, and subtract 4 from the change in power

   16. If attacking card alignment is "Government", check for opposing defending card alignment "Communist" (–4)

   17. If attacking card alignment is "Communist", check for opposing defending card alignment "Government" (–4)

   18. If attacking card alignment is "Liberal", check for opposing defending card alignment "Conservative" (–4)

   19. If attacking card alignment is "Conservative", check for opposing defending card alignment "Liberal" (–4)

   20. If attacking card alignment is "Peaceful", check for opposing defending card alignment "Violent" (–4)

21. If attacking card alignment is "Violent", check for opposing defending card alignment "Peaceful" (-4)

22. If attacking card alignment is "Straight", check for opposing defending card alignment "Weird" (-4)

23. If attacking card alignment is "Weird", check for opposing defending card alignment "Straight" (-4)

24. Note: the "Criminal" alignment has no opposite alignment

25. Special case: Two groups with "Fanatic" alignments are considered opposite

26. Check for both cards having the "Fanatic" alignment (-4)

27. After every attacking group alignment has been checked against every defending group alignment for pairs and oppositions, return the total change in power for the attacking group