Illuminice Mobile Card Game
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SOFTWARE DESCRIPTION

The Illuminice Mobile Card Game version 0.0.1 allows users to play Steve Jackson Games' Illuminati on Android powered mobile devices.

Description

This software uses Android devices and Java to simulate playing the Illuminati card game on a mobile phone. The software is free to download and free to play. No additional expenses will be incurred to be able to fully experience the game. To access peer to peer messaging, an additional free application will need to be installed.

Benefits and Value

Values and benefits provided by the Illuminice Mobile Card Game are:
- A portable card game that can be played on a mobile device
- An easy to use, intuitive design
- Free for all users with no hidden fees

Platform Requirements

A mobile device running Android 6.0 or above (sdk version 23 or above)

Keywords

Illuminati – a card game made by Steve Jackson Games

CONTENTS

Features Included

Components

All components are virtual and fit in the palm of your hand! 8 Illuminati Cards, 83 Group Cards, 15 Special Cards, dice, and a Bank filled with 160 Mega Bucks.

Number of Players

You can face off against one to seven other opponents locally or online! If you're lonely, play with a computer!

Contents

This game and manual includes the basic rules only. Advanced Rules and Strategy coming soon to a theatre near you!

Installing the Software

Future releases of the software will be available on the Google Play Store and by direct download from the upcoming Illuminice website. Other inquiries about obtaining the game can be sent to illuminicecardgame@gmail.com.

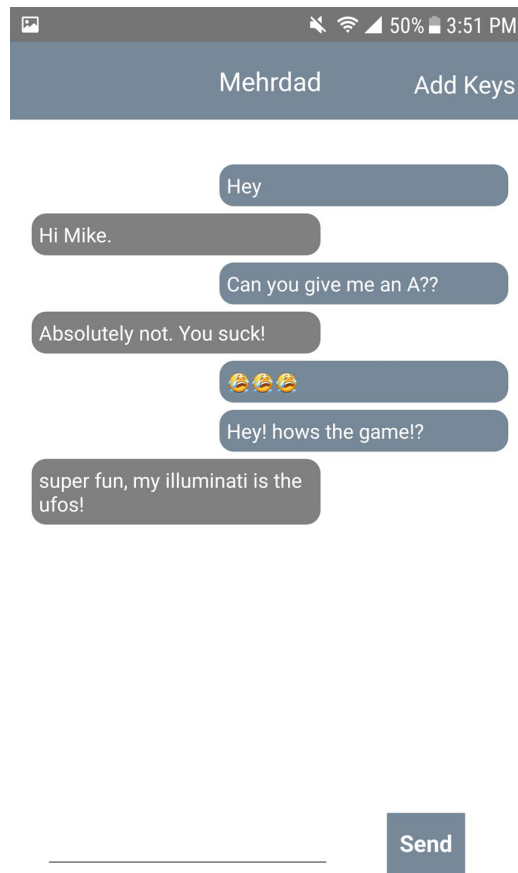To use the chat, follow the in app instructions and download the chat application from github link https://github.com/derrickhnguyen/CECS-478-Project.git

Figure 1 Chat Application

GAME SEQUENCING

Object of the Game

Basically, take over the world. You start off with your very own Illuminati Card. Start taking control of Group Cards and add them to your Power Structure, but careful, other Players might try to take them away. Win the game by controlling enough Group Cards, or by fulfilling your Illuminati's Special Goal.

Beginning the Game

At the start, eight Illuminati Cards are up for grabs. Choose one at random and the core of your Power Structure is initiated. Four Group Cards are placed in the Center of the table, uncontrolled. Choose the number of Players on the opening screen. Each Player rolls dice to see who goes first. Let the game begin!

Sequence of Play

The first thing you do is collect income. This is supplied by the bank and placed on your controlled Illuminati and Group Cards.

Then, you draw a card. If it's a Group Card, it's added to the center. If it's a Special Card, it's added to your hand. You can choose if you want the Special Card face up, or face down.

Now, take some Actions. Some Actions are Free. They don't count against your count of 2, count em, 2 allowed Actions per turn. So, you take 2 Actions, and any Free Actions. I can't make it any simpler than that.

You can Transfer Money between your adjacent Groups. You can take Special Power Actions as listed on your Groups. Before your turn is over you add Group Cards to the Center until there are at least 2 in there if necessary of course.

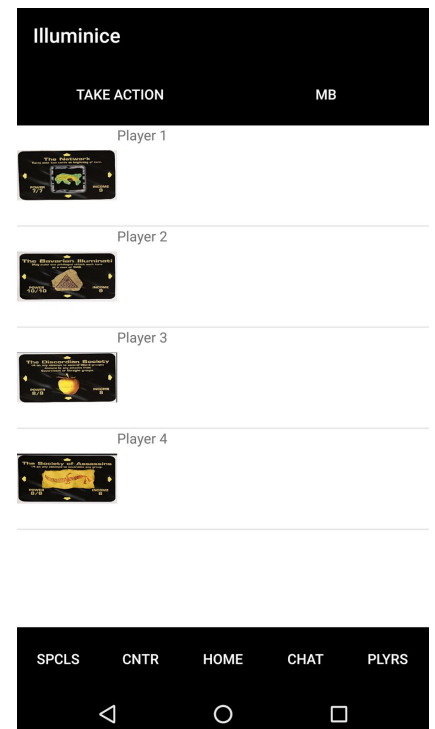Every player goes counter-clockwise style until someone wins.

Figure 2 List of Players

The Groups

Alignment

There's different political alignments for each Group. It's easier to Control or Neutralize Group's with the same Alignment. It's harder to Destroy Group's with the opposite Alignment. Here they are:

Government – Merica. Opposite of Commies.
Communist – Those people we fought in that one war. Opposite of Government.
Liberal – Bernie supporters. Opposite of Conservative.
Conservative – Make Illuminati a Card Game Again. Opposite of Liberal.
Peaceful – What would Buddha do? Opposite of Violent.
Violent – WWE chair throwers. Opposite of Peaceful.
Straight – Not like that. Opposite of Weird.
Weird – Peculiar. Opposite of Straight.
Criminal – Black and white stripes. But not a hipster. No opposite.
Fanatic – A lil cray cray. Opposite to any other Fanatic Group.

Figure 3 List of Player Group Cards

Power

The Power listed on each Group is what is used to roll to Attack. It's your brute force. If there's two numbers, the second one is Transferable power, as in, how much Power you can Transfer to another Group if that Group's Attacking someone.

Resistance

This is like the opposite of Power. It's how much you can resist an Attack. Like your defense. Illuminati Groups have no Resistance, because they can't be Attacked. Whaaa

Income

There's the amount of Mega Bucks you pick up per turn on your Group as well. The IRS and Post Office have special Incomes. The IRS taxes people, of course, 2 Mega Bucks on their turn and the Post Office costs 1 Mega Buck per turn to control.

Special Abilities

There's special abilities on your cards, most of these are handled by us, your Software. You'll be notified if any of the Special Abilities need your human choice in handling them. Otherwise you'll just be notified when we've done something to (hopefully) benefit you.
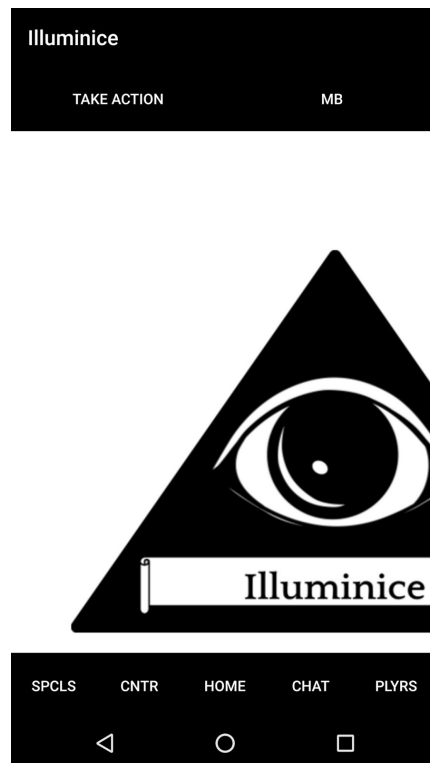

Figure 4 Start Screen

Actions

Attacks

You can Attack to Control, Neutralize, or Destroy. Attacking to Neutralize or Destroy is basically the same thing as Attacking to Control, with some subtle differences in the Attack, and some pretty big differences in the outcome.

Attack to Control

Attacking to Control works on any Group except for one that you own. The Group you're using to Attack with has to have at least one open control arrow. You announce who and with what Group you are attacking. An Attack's success is based on a dice roll. The outcome of the dice roll is compared to the desired outcome as distinguished by the adding of Attacking Power and Bonuses minus Defending Resistance. Bonuses include the Position in your Power Structure, +10 for closest, then +5, then +2, then 0, an Alignment Bonus, +4 for the same alignment, –4 for opposites. Special Power Bonuses are added automatically and are listed on the card. The Attacker can Spend Money on an Attack Bonus, +1 for each Mega Buck Spent. The Defender can Spend Money on an Attack Bonus, –1 for each Mega Buck Spent. The Attacker and Defender can go back and forth until both of them are satisfied. After all of the Bonuses have been added together, they are compared to the Dice Roll. If the Bonus is equal to or greater than the Dice Roll, the Attacker wins the Attack, otherwise they don't. Oh, I almost forgot to mention, if the Dice Roll is 11 or 12, the Attacker automatically loses the Attack. If the Attacker successfully gains Control of the Group, the Group is removed from the Center or another Player's Power Structure and added into your Power Structure! Ba Baaaa!

Figure 5 List of Actions

Attack to Neutralize

Attacking to Neutralize is mostly the same, except for a few things. First off, the Group Card has to be owned by another Player. As an Attacker, you receive an automatic
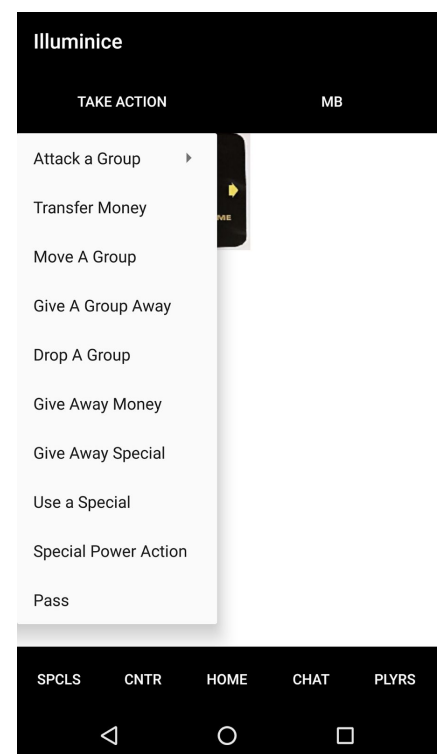
Bonus of +6. The Attacking Group Card also doesn't need an open control arrow, unlike Attack to Control. If the Attack succeeds, then the Group Card and any of the Puppets that Group Card controls are put into the Center, neutralized. All of their money is transferred to the Bank.

Attack to Destroy

Attacking to Destroy is mostly the same, except for a few things. Whoa, I think I've been here before. Let's begin. Instead of rolling Power minus Resistance, you roll Resistance minus Power. Remember kids, a group with no Power can't be destroyed unless you're using the Whispering Campaign Special Card. Flip the Alignment Bonus– now the same alignment gets –4 for the same alignment and +4 for opposite alignments. A group doesn't need an open control arrow, unlike Attack to Control. If the Attack succeeds, the Group Card is sent to the Destroyed Cards Pile, kinda like a graveyard. All of its puppets, if any, are sent to the Center. You can destroy a Group Card you control, but a Group Card can't destroy itself.

Figure 6 Completing an Attack

Interference

During an Attack, a Player can interfere. The Player announces who they will help and transfers money from their Illuminati's Group Treasury to the Bank. Each Mega Buck adds a bonus of +1 for aiding an attacker or –1 for aiding a defender.

Privilege

An Attacker can prevent others from Interfering by declaring Privilege. They discard a Special Card from their hand and lock Interferences. Privilege can be abolished by another Player by discarding two Special Cards. The Bavarian Illuminati can call Privilege by paying 5 Mega Bucks to the Bank. The Deep Agent Special Card can abolish Privilege by being discarded.
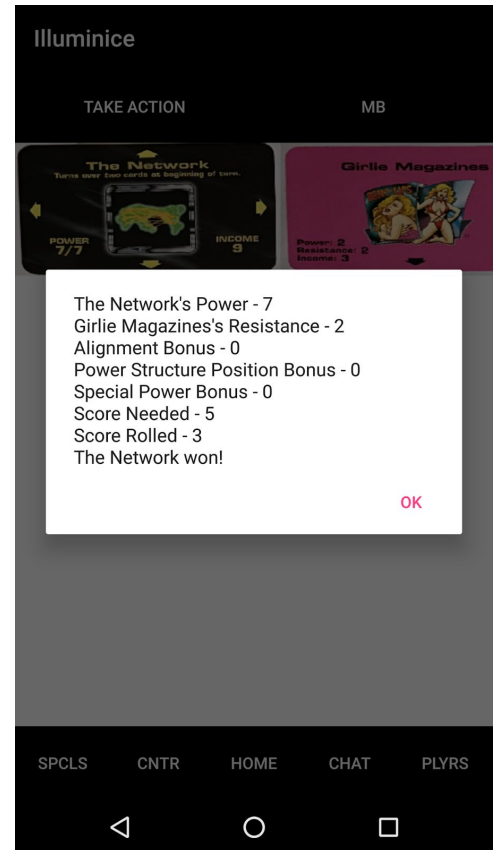
Calling Off an Attack

A Player can call off an attack as long as there is no money put down on the attack.

Transferring Money

A Group can transfer money to an adjacent group

Moving a Group

A player can reorganize their Power Structure as long as the cards don't overlap. We will let you know if they'll fit. Don't worry.

Free Actions

Dropping Group

A Player can drop their Group and add it to the Center. Tap to do so.

Aiding an Attack

As mentioned before, a Player can aid another Player in an Attack.

Giving Away a Special

A Player can give away a Special Card to another Player. Tap to do so.

Using a Special

Use a special Card by tapping on your hand and choosing the Special you wish to use.

Passing

If a Player has not taken any regular actions on their turn, they can choose to Pass, collecting by 5 Mega Bucks and ending their turn

Gifts and Trades

A Player can give a gift or request a trade using our state of the art Trade Request. Select the Trade Request from the drop down menu. Select the Group, Money, or Special you are requesting and what you want in return. A Player can accept or decline your Trade Request and the world moves on!

Figure 7 List of Player Special Cards

Winning the Game

At the end of each turn, a Player's Illuminati is checked to see if it has achieved the Generic or Special Goal. If it has, obviously, the Player wins! Here are the goals from the original card game instructions:

Illuminati Cards

Bavarian Illuminati

Control Groups with a total power of 35 or more (including their own Power of 10).

Bermuda Triangle

Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.
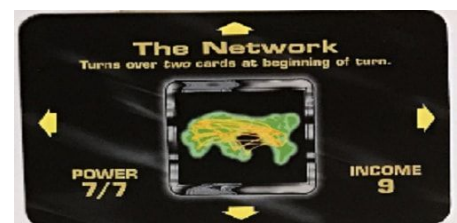
Discordian Society

Control five Weird Groups.

Gnomes of Zurich

Collect 150 Mega Bucks (in the whole Power Structure's treasuries).

The Network

Control Groups with a total Transferable Power of 25 (including their own 7).

Servants of Cthulhu

Destroy eight Groups.

Society of Assassin

Control six Violent Groups.

UFOs

At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.
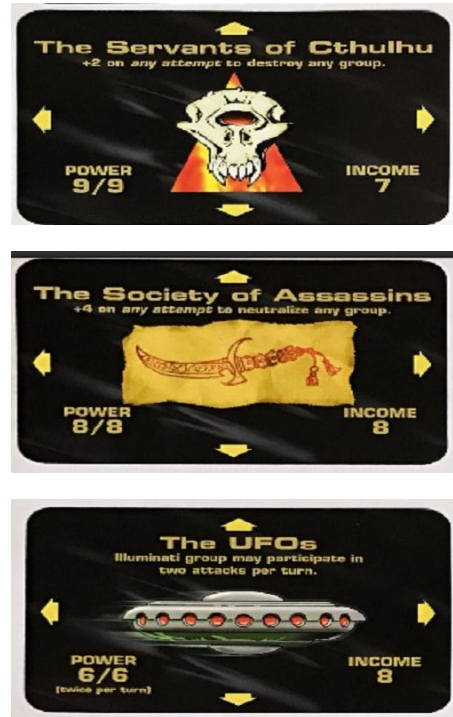

Figure 8 List of Illuminati Cards