

# Illuminice

Use Cases

Group 3

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Illuminice

**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 Decrementated 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 Decrementated 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 wish 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 have 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.  $\text{Group Card's income} = 2 * \text{Group Card's Income}$
  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.  $\text{Group Card's income} = \text{Group Card's Income} / 2$
  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

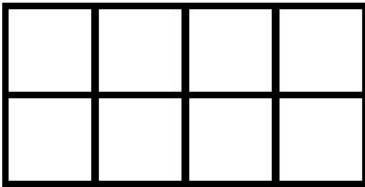
**Pre-Condition:** It is currently Player's turn and they are attempting to add a group to his power structure

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

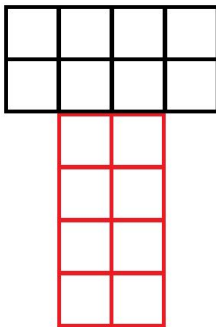
**Events:**

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 represent 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