

# ILLUMINATI<sup>®</sup>

THE GAME OF CONSPIRACY

## User Manual



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### Introduction

In Illuminati, you represent a secret conspiracy that aims to control the world. You first start off with a single Illuminati card, and amass group cards to do your biddings. Be warned! Other groups will try and take your group cards from you and you will have to fight to race to control the world! You win the game by either controlling a certain number of groups or completing the special goal of your own conspiracy group.

This recreation of the Illuminati Card game by Steve Jackson Games is based on the June 2013 Ruleset (version 3.2).

### Summary of Software Manual

This software, inspired by Steven Jackson's Illuminati card game will give its players to enact their conspiratorial genius to complete their goals and dominate the world. The player will manipulate their power structure to dominate, destroy, and neutralize other Groups and claim victory. In order to give our devoted players the best opportunity to enact their strategic conquest, this User Manual will do it's best to guide them through the basics of maneuvering through gameplay, along with the basic rules of play. The manual will also encourage minimum hardware requirements for optimal gameplay.

Before a player can begin their conquest, this manual will depict how a player can start, join, and leave a game. A player may also choose to manipulate the settings in the options panel in the Main Menu.

For gameplay, the player will learn important information of the types of cards in play including Illuminati, Groups, and Special Cards. The manual will provide the player with the means to understand how to traverse basic gameplay on a virtual platform, and how to interact with the



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interfaces provided. As the player will learn, the game will be developed in a way to guide all possible and valid actions, it is up to the player to devise their own unique strategy! Remember, trust no one, except this manual of course. Have fun!

### Environment

Users are encouraged to acknowledge the following requirements and standards to enjoy the game as it was intended.

### System Requirements

- OS: Windows 7 SP!+, macOS 10.11+, Ubuntu 12.04+
- Graphics Card with DX10 (Shader Model 4.0) capabilities
- CPU: SSE2 Instruction Set Support
- Resource: <https://support.humblebundle.com/hc/en-us/articles/360008630654-Humble-Unity-Bundle-System-Requirements>

### Hardware Requirements

- Machine in compliance with above System Requirements
- Monitor
- Keyboard
- Mouse
- Microphone (recommended)
- Speaker (recommended)

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### Software Requirements

- Web Browser
- VoIP (recommended)

### Installation Guide

Install the Unity Web Player [here](#) before playing the game.

### Game Setup

Illuminati's core gameplay resides in being able to play with friends; hence, the game is based on multiplayer for gameplay. The following sections will provide the user with guidance from load-up to end game.

### Main Menu

When you start the Illuminati program, you will first see the main menu. You can quit the game by pressing the "quit program" button. If you are not in the Main Menu, pressing the back button on the screen or pressing the "esc" key will bring you back to the previous screen.

### Create Game

You use this to create a game lobby for you and your friends to join to begin a game of Illuminati. First, you create your custom in-game name. Afterwards, you are sent to a game lobby with the game code displayed, as well as a back button and a "start game" button. Your friends can use the game code displayed in order to join your lobby.

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### Join Game

You use this option to join a game lobby of Illuminati. First, you enter in the game code that was provided by the lobby host. After the game code has been verified, you will create your custom in-game name. Afterwards, you will be sent to the game lobby where the game host will start the game. A player may not join a game after it has already begun.

### Leave Game

A player who chooses to leave the game can do so by accessing the Options Panel by clicking on the Options button at the bottom of the screen. Within this Options Panel the player may choose to leave the game. A player may also leave the game simply by exiting the application. A player who has partaken in an in-progress game will have all of their money returned to the bank and any Groups and Special Cards that they own will be returned to the deck. A player who has been eliminated does not immediately have to leave the game, they may stay and spectate if they wish.

### Stopping/Suspending Game

A game cannot be officially “paused”. Instead, gameplay can be temporarily suspended at any point when the current player withholds from ending their turn. This is a very simple way of suspending the turn rotation.

In order to stop a game, a game must be played to completion, or all players must leave until there is only one player left. As soon as only one player remains during an initiated game, the game will be ended and the user will be notified and sent to the main menu.



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### Options

You can use the Options Panel to mute the main menu music. Within the settings tab, you can also access the game rulebook.

While in game, the Options Panel will instead contain a Leave Game button instead of a main menu music option.

### Recovery from Error

In the case of some malfunction or error, users should exit and restart the software. The user is also advised to submit a bug report, as mentioned in later in the Assistance and Problem Reporting section.

## Gameplay

### Introduction

This section of the manual aims to give players enough knowledge about the game to get started. After getting the hang of the game, refer to the Advanced Rules to make gameplay more interesting!

Since this online version of Illuminati is in accordance with the Illuminati Rules version 3.2 (June 2013), we have opted to refrain from regurgitating to this User Manual. As mentioned earlier, the **Rulebook** will also be available in-game in the Options Panel. For The Basics of the game, please refer particularly to pages 2 through 8 of the Illuminati Rulebook (available on the team GitHub and in the Options Panel). For Advanced Gameplay, please refer to page 9.

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On the same note, the development team has discussed and agreed that it would also be inefficient to describe, again, (or even copy and paste) the same cases regarding the operation of the game and all interfaces embedded within. For this reason, we are opting to refer the user to the **Use-Case document** which provides the user with complete instructions and alternate scenarios regarding every in game function. The Use-Case document is also available on the team GitHub.

The team has come to a consensus that the minute gameplay details within the Illuminati rulebook, along with the advanced instruction set provided by the Use-Cases, provide the user with the optimal understanding of how to operate the software.

Team GitHub: <https://github.com/bryanvu82000/343-GroupL-IlluminatiGame>

### Automatic Economy

The game automates any calculation involving money, including collecting MB at the start of each turn. The amount of MB distributed to each Group and Illuminati treasury will be determined by that Group's or Illuminati's income indicated on the card.

### Resolution of an Attack

The software will automatically take into account all Transferable Power put into an attack during the Transfer Power Phase of the Attack Interface. Any money also contributed by either the attacker, defender, or any interferers will also be automatically factored into the outcome of the "dice roll".



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### Input Values

While users are always encouraged to responsibly pick their in-game names, inputs for in-game names will be constricted to a character set as follows.

- . ( ) @ # \$ % ^ & \*
- 1-9
- A-Z
- a-z

Valid inputs for MB values will be non-negative integers. Any amount greater than the amount of MB within the treasury in question will produce a transfer or spending of the total amount held by that treasury, rather than the input value.

### Assistance and Problem Reporting

Users are highly encouraged to email [illuminati.customerhelp@gmail.com](mailto:illuminati.customerhelp@gmail.com) for any assistance regarding gameplay and accessing the software.

Users are also encouraged to contact this same email with any information regarding any encountered bugs. A user reporting a bug should report in as great detail as possible what circumstances the bug occurred under, and if the bug has been recreated through any means.

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### Privacy and Security

The security and privacy conditions with this software have prioritized that the users are put at minimal risk. The users are put in a lobby without generating an account, meaning that we hold no database record tied to any of our users and any aliases, usernames, or passwords that they choose to use or associate themselves with.

Since users are allowed to use disposable and anonymous usernames, further enhancing privacy measures, they are allowed to securely disclose their true identities over VoIP connections with known affiliates.

Any further means of upholding optimal privacy and security standards are left to the responsibility of the user base. Users are encouraged to refrain from giving out any private information through our platform. Users are also encouraged to responsibly indulge in communication protocols with other players. Users are advised to use only trusted third-party software when using VoIP.

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## THE GAME OF CONSPIRACY

### Credits

#### Game Design

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