

ILLUMINATI



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-Chapter 1-

INTRODUCTION:

Welcome to Illuminati: The Game of Conspiracy; originally, a board game, was created by Steve Jackson Games, and now remastered by Group-B-CECS343. The beloved turn-based board game is now remastered for our digital future. Every player shares the ultimate goal of world domination but has to complete their own unique set of goals in order to achieve the ultimate goal.

Welcome to the test of strategy. Your success depends on the following: How well can you use the resources provided to get to your goal? Will you persevere to do whatever is needed to succeed or will you fold like a cheap suit? Only time will tell.

USING THIS MANUAL:

This manual shall serve as a one-stop shop for all your Illuminati needs.

Over the next few pages, we will cover where you can locate, the basic rules of the game, what to expect in a round of gameplay, how to navigate the game-interface, and the complex card structure used in this gameplay.

Additionally, it lists the type of cards and actions the user may perform during their turn or during another players' turns as an "interference".

INSTALLATION:

The source code and executable file for this game will be found on our github repository. The master branch will hold a live stable-build of the game. For players who wish to opt-in to the Beta version may access it under the branch labelled "beta". For a clean install of the game, the user may check and download the latest compressed folder placed in the "release" module of the github repository.

After installing the folder and decompressing it to the location of choice, the player may simply double-click the executable labelled "Illuminati.exe" file in order to start the program.

SYSTEM REQUIREMENTS:

Not all computers are built the same so these are the necessary parts needed to run this game:

- Operating System: Microsoft Windows 10 64-bit
- Processor: Intel Core i3 or better
- Memory: 2 GB RAM
- Graphics: Nvidia GeForce GTX 460 or better
- DirectX: Version 11
- Network: Internet connection (for online multiplayer)
- Storage
- Java - Version 11 or the latest one
- Java Compiler (Recommended: JetBrains IntelliJ)

GAME SETUP:

- Initial Startup:

Beware: Initial bootup may take more time as the program scans for software and hardware specifications in order to calibrate appropriate in-game settings.

Each bootup will instantly launch the application and direct the player to the loading screen and then to the main menu tutorial. The loading screen will show the bootup progress through a loading-bar.

Once fully loaded, the main menu will be displayed.

- Main Menu Tutorial:

Main Menu is the initial screen that the players will interact with. This screen has features such as selecting the number of players and entering their usernames, selecting the order of turns for each player, beginning a game, reading game rules, changing audio settings, changing video settings, and exit application.

The main menu is a feature rich introduction screen that is meant to help the player transition into a game with all resources at their disposal. The players may use this screen to modify default or pre-set settings from their game as desired.

- Gameplay Tutorial:

The gameplay window is displayed when you successfully select

press “start game”. This window is split into two parts. First section emulates a table-top which covers a majority of the window. The bottom line of the window comprises all actions that any player can perform during their turn.

- Help Tab:

This informational tab displays the rules of the game. Additionally, any user may access the “Objectives” tab to read the special objectives for their Illuminati group.

-Chapter 2-

GETTING STARTED:

Hello friend, what if I told you that there's a conspiracy out there about a group of people who secretly control every aspect of our world? This entity comprises less than 1% of the wealthiest top 1%. Their reach knows no bounds and their decisions; no regret. These are the individuals who play God without permission.

You have been selected to be a part of this entity. Every step you take will be watched, recorded, and may be used against you. Your success depends on the cards dealt to you by the RNG gods and your survival depends on how you strategize your hand to achieve your goals.

Once you get to the gameplay board, you will be dealt an Illuminati card (which represents your group). This card is the key to your victory. You must assess your strengths and weaknesses based on every group you add to your increasing control.

Tread carefully, your livelihood depends on it.

BEGINNING THE GAME:

In order to begin a game, you must successfully traverse through the options available in the main menu.

1. Number of players: You must click "add player" and enter a username for that user. The game will not start if you have less than 2 players in the queue to play. You will not be permitted to add more than 4 players.
2. Select Turn Order: You must select from one of the four options (Automatic, Random, Roll Dice, Custom/User Decided) to determine the order of turns for gameplay. This will generate a seating scheme for all players in the lobby.
3. Click Start Game: In order to begin the game successfully, you must successfully complete steps 1 and 2, in that order. Once the number of players are confirmed along with their turn order, you will be redirected to the gameplay board with a fresh distribution of Illuminati Cards. Good Luck!

SEQUENCE OF PLAY:

Play proceeds in turns. On player's turn, a player does the following:

1. Collect Income. For each Group that has an Income, it will get that income from the bank.
2. Draw a card from the deck. If the card is a Group card it will be placed in the center of the table, with the other uncontrolled Groups. If it is a Special card, it will be added to the player's inventory.

3. Take two “regular actions” as explained in Chapter 4 (page - 12)

4. Take any “free actions”. Free actions (also explained in Chapter 4 (page - 14) do not count against the two actions a player is allowed during each turn. Free actions may be taken before, between, or after a player’s regular two actions.

5. Transfer Money. Part or all of the contents of two treasuries may be moved to the treasuries of adjacent Groups. See page 14.

6. Take special-power actions. If the player is the Gnomes of Zurich, this is the time when he may redistribute his money between treasuries. If he is the Bermuda Triangle, this is the time when he may reorganise his Power Structure.

Play continues as the order of play is decided until a player wins by achieving their Goals. See more about winning in the next section.

ENDING THE GAME:

There are multiple ways of ending a game in session.

First, if a player completes all the goals of their Illuminati card, then the player is crowned the winner.

Next, if all players quit and leave a single player in the lobby, then that player will be crowned the winner and the game will end.

Another method for winning is to control enough Groups to be qualified as undefeatable.

A game may also end if any player decides to click on the “Exit Game” button which will immediately exit the application.

Lastly but not the least, every gamers favorite tactical exit; the player may use the keyboard to press ALT+F4 to instantly quit the desktop.

SOFTWARE SUMMARY

Application

This product includes a rich user interface for your comfort. We have optimized the program to ensure accelerated and seamless delivery of features to all our users through a least-click process which minimizes the amount of mouse clicks a user enters before arriving at the desired section of the game.

Organization

The organization of the manual is to have the initial set up in Chapter 2. Then it is followed by description of Illuminati cards, Group cards, Special cards in Chapter 3 and actions that can be taken in Chapter 4 . Any technical difficulties will be addressed after actions in Chapter 6.

Overview of Operation

The overview of this operation is done by Professor Anthony Giacalone who has assigned Group B in CECS 343 for this product. The team members are Keval Varia, Parth Patel, and Jonathan Saucedo. Keval worked on front end

development. Parth worked on back end development. Jonathan worked on the testing of the program.

Privacy

In an effort to ensure a proper balance of confidentiality, integrity, and availability, we have changed our privacy policy with regards to Personally Identifiable Information (PII) such as names, birthdays, etc. . Your privacy is our utmost priority and so we allow for players to enjoy this platform under an alias to keep their identities private. The only PII that we collect is the name, birthday, and valid email ID at the time of purchase of the game.

Users may opt-in to receive email updates with regards to any activity regarding their accounts.

Problem Reporting

If our little creation happens to act out, we have technical support on standby ready to make sure no incident ruins your game experience. For more on tech support, see Technical Support on pg. 16

Assistance

If there seems to be an issue that you just can't resolve, you should refer to our Troubleshoot section located on pg. 15. If more assistance is required, see Technical Support on pg. 16

Security

The installation of our product also includes installation of an in-house anti-cheat software which constantly

scans for unauthorized changes made to the program files. Players found guilty of using any form of cheats will be banned.

Inventory

Here lies a list of files that will be needed.

- Illuminati.exe
- Source Code
- User Manual
- Personal Log of PII

-Chapter 3-

ILLUMINATI CARDS:

The Bavarian Illuminati



Powers: The Bavarians seek to overwhelm their enemies through sheer power. At the cost of 5 MB per attack, they can make a privileged attack against another.

Goals: None shall stand before you. The Bavarians win if their total power is 35 or higher, including their own

Strategy: The most well rounded of all the other groups. The Bavarians best course of action relies on others leaving them alone, or sweeping action against an arm of another player. Seek control over the higher powered groups and hold onto them. For most other groups, you will be very hard to suppress entirely.

Opposition: The Bavarians have no clear weaknesses. Watch their actions carefully, especially when they move to control high powered groups. Work

with others to slow down or weaken them to outlast them.

The Bermuda Triangle



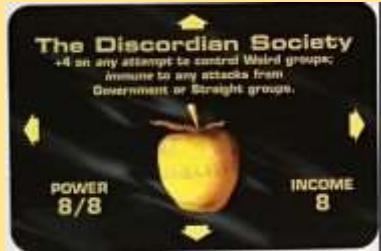
Powers: The Triangle is allowed to restructure their groups at the end of each of their turns.

Goals: If the Triangle controls at least one group from each of the ten alignments, they win. A single group can count for multiple alignments.

Strategy: Your opponents will be watching your alignment count, use it to your advantage. If an opponent is watching too much, go for a Basic Victory instead. Always be willing to make trades in your favor. The main targets should be groups that have more than one alignment, particularly the Semiconscious Liberation Army.

Opposition: If an opponent has obtained the SLA, then there is a high probability that they are Bermuda. Focus on denying Bermuda an alignment, or ally with another to work to keep several alignments out of Bermuda's control.

The Discordian Society



Powers: +4 to all attempts to control Weird groups. Immunity to attacks from Straight or Government groups, including aiding an attack.

Goals: Propagate chaos by controlling 5 Weird groups.

Strategy: Try to fly under the radar of the other Illuminati. Be sure to control groups that have multiple control arrows, otherwise it'll make further control harder. Pass on occasion to show your "harmlessness".

Opposition: Many of the Weird groups the Discordanians are seeking don't have power, and hence cannot be destroyed by normal means. Seek to control or destroy the Weird groups that do have power to further deny the Discordanians an easy victory.

The Gnomes of Zurich



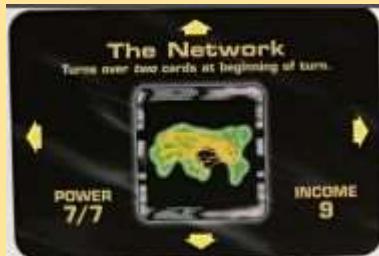
Powers: The Gnomes may move money freely among all their Groups at the end of a turn.

Goals: To acquire 150 MB across their entire power structure.

Strategy: Seek higher income groups like the IRS or Multinational Oil Companies. This will also make others suspect you if you focus too hard on acquiring these groups. Try to control groups that have moderate incomes, dispersing your Power Structure, making it harder to damage.

Opposition: Keep track of the income of other players. Seek to pick off the poorer groups of their power structure to lessen their income. Push for deals that cost them more if you suspect that they are Gnomes. Act quickly, as the longer the game goes, the higher the likelihood that the Gnomes will achieve their goal.

The Network



Powers: Draw two cards per turn, every turn.

Goals: Collect 25 points of transferable power, including the Network's 7.

Strategy: Your skill increases the chance of acquiring a beneficial card. Use them if needed as bargaining tools to acquire the groups you need. Most of the time, you will not be able to acquire your special victory, so a normal victory may be easier.

Opposition: If a group has transferable power, seek to control it, not destroy it. The Bavarians is likely to be the biggest rival to the Network, as they seek to control the same groups. Like most other Illuminati, watch how many groups the Network has, as they may be attempting a normal victory instead of their special victory.

The Servants of Cthulhu



Powers: +2 on any attempt to destroy any group

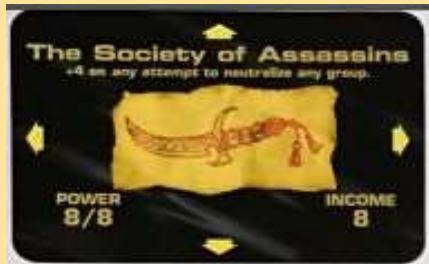
Goals: Completely destroy 8 groups, including other Illuminati.

Strategy: Play aggressive, but not enough to draw attention. Offer to destroy groups for other Illuminati. If seeking to remove another Illuminati from play, others will likely join you to make their game easier as well. As you near eight groups, players will focus on denying

you further destruction, allowing you to a regular victory. Acquire sacrificial groups to gain some income. Focus on groups that have bonuses to destroying others, but don't overly rely on them.

Opposition: Take weaker groups for your own, either by destroying them yourself, or by controlling them. Use Cthulhu's aggression towards weaker groups against him and eliminate him early while he focuses on destruction.

The Society of Assassins



Powers: +4 on any attempt to neutralize an enemy-controlled group.

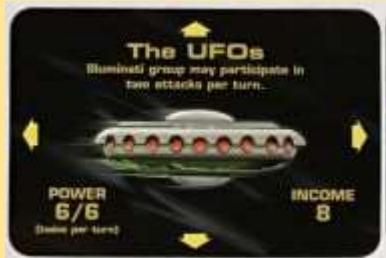
Goals: Control 6 Violent groups.

Strategy: Use your skill sparingly. Most players will allow you to neutralize a group, which will allow you to control them later. Always have money in the treasury to acquire the more powerful Violent groups like the Mafia or Texas.

Opposition: Don't become a target! The Assassins' ability to neutralize is a threat, so use it to your advantage to rein in other groups. Stay aware of how many Violent groups they have, and act

if they are approaching their special victory.

The UFOs



Powers: Take two attacks (or aiding an attack) per turn.

Goals: The UFOs choose what their goal is from the seven other groups at the beginning of the game. This can be revealed to other players at any time.

Strategy: Keep your opponents in the dark by acting like different Illuminati. Seek to deny others their special victories by impersonating them yourself. Enable others to make attacks by aiding more than you attack. It will make attacks cheaper, and move pressure as to your true objective away from you.

Opposition: Try to identify the UFOs early! If a player is not moving toward any one goal, or is playing passively, they may be UFOs. Keep track of the goals and watch if they are approaching any of them. Generally, keep them away from more desirable groups.

GROUP CARDS:

The basic elements of the Illuminati are the Group Cards, ranging from Illuminati themselves to the Yuppies and the Boy Sprouts. (Any resemblance to real organizations is purely satirical in nature.) Each Group has certain characteristics. See the Figure below:



The Mafia card. Each card, except for Illuminati, has an arrow pointing inward. (1) When a card becomes part of a Power Structure, this arrow is placed next to the Group which controls it. There may also be one to three arrows pointing outward. (2) These arrows pointing outwards are very powerful. If a Group has no arrows pointing outward, it will have no Power at all. (3) The Group's name is at the top of the card. (4) If it has any special abilities, they will be listed just below the Group's name. (5) Its political alignments will be shown at the lower right. (6) Its characteristics in terms of

Power, Resistance, and Income are shown at the lower left.

Alignments

There are ten possible political alignments that a group can have. If two groups have the same alignment, it is easier to attempt to control or neutralize. If they are opposite, then it is easier for them to destroy each other. Some groups have several alignments, some only one, few have none.

Government – An arm of the US government; opposite Communist.

Liberal – Politically “left”, whatever that means; opposite Conservative.

Peaceful – Philosophically opposed to the use of force; opposite Violent.

Straight – Socially middle-of-the-road; Middle American; opposite Weird.

Communist – Inspired by the Soviets or Chinese or Albanians or somebody; opposite Government.

Conservative – Usually mad at the Liberals; opposite Liberals.

Violent – Armed and/or dangerous; not necessarily vicious; opposite Peaceful.

Weird – Peculiar, offbeat, notably different from the neighbors; opposite Straight.

Criminal – Extorting money from citizens through force or threat, and/or breaking the law professionally; there is no opposite.

Fanatic – Adhering to a limited system of beliefs in defiance of all others; any two Fanatic Groups are considered “opposite” each other.

Power

The Power number shown on the card is a measure of its ability to dominate other Groups. The higher the number, the greater the Power. If a Group has two numbers (for example: 7/4), the first number is its regular Power and the second represents the portion of that Power which can be used to assist another Group in an attack (Transferable Power).

A card with no Power cannot attack. A few Groups have transferable power only (Power 0/1, for instance). This means they cannot attack, but can help another Group attack.

Resistance

This is a measure of a Group's ability to resist domination. The lower its Resistance, the easier it is to take over and harder it is to protect when you control it.

The Illuminati Groups have no Resistance number, because they cannot be attacked directly.

Income

Money is measured in Megabucks(MB). At the beginning of your turn, each Group you control collects the amount listed on its card. This income is placed directly on that card, becoming part of the Group's treasury. If a card has no Income, it gets no money. Uncontrolled Groups get no Income.

Two cards have a special Income. The IRS gets its Income by taxing each of the other players 2 MB on the owning player's turn. The Post Office costs 1 MB per turn to control (paid by their master or their Illuminati).

Special Abilities

All Illuminati, and some other Groups have “*special abilities*” shown on their cards. There are two kinds of special abilities.

“*Any attempt*” abilities give an extra power to the holder of the card. Any attempt by that player to do that thing, regardless of which Group tries it, will receive the indicated bonus. For instance, if you control the Cycle Gangs, any attempt you make to destroy another Group with any of your Group will get a +2 bonus. This ability comes to you as soon as you take over the Cycle Gangs, and is lost as soon as you lose

them. A Group may give a bonus on “any attempt to control,” even if it has no outgoing arrows.

Other abilities apply only to the card itself. For instance, the Mafia have a +3 to control any Criminal card. This means you get a 3-point bonus when trying to take over a Criminal Group with the Mafia. If you try to take over a Criminal Group with another card, the fact that you hold the Mafia makes no difference. Note, though, that a special bonus like this is in addition to any regular bonus a Group gets for alignment. The Mafia would also have a +4 bonus to control other Criminal cards because its own alignment is Criminal. Thus, it would have a total of +7 for control of other Criminal cards!

For oddball special abilities like that of the IRS, follow the instructions on the card.

SPECIAL CARDS

Each of these cards gives an advantage to the player who draws it. Special cards may be traded, sold, or given away at any time; this is a free action. Each Special may be used only once. Some may be used at any time; others have restrictions, stated on the card. Playing a Special is not an action unless the card says it is. After a card is used, it is discarded.

Any special card may also be discarded to make an attack “privileged”. Any two special cards may be discarded together, by the same person, to abolish someone else’s privilege. If Secrets Man Was Not Meant To Know is used to cancel one of those cards, the other one is lost unless the player can replace it! (Remember that no one may exchange or give away Specials after privilege has been declared. And once an attack loses its privilege, it may not get it back.)

If two specials are played and one contradicts the other (for example, Assassination and Murphy’s Law), the last card played is the one that governs.

-Chapter 4-

REGULAR ACTIONS:

There are three types of actions: an attack, a money transfer, and moving a Group.

Each action must be completed before beginning another. A player may elect to take no actions (not even free actions, free money transfers or special actions) and collect 5 MB for his Illuminati treasury instead. Actions cannot be saved for later turns.

Attacks:

The most important actions of Illuminati are attacks. In an attack, a Group uses its Power, and probably its money, in an attempt to either control, neutralize, or destroy another Group. Illuminati cards themselves can attack, but cannot be attacked. No Group, except the UFOs, can attack more than once per turn.

- *Attack to Control:* An attack to control must not be directed towards an illuminati group directly. The attacking group must have at least one outward going arrow in order to have the ability to control the target card in case of victory. An attacking group without an available outward arrow will not be allowed to perform this attack. The result of an attack to control depends on the roll of two dice and the difference

between the resistance of the target group and the power of the attacking group. In order for the attack to be successful, the result of the roll must be greater than the result of the subtraction.

Additionally, any roll resulting in a total of 11 or 12 means the attack has failed by default.

When an attack is announced, all players must decide whether they would like to help the attackers, the defenders, or follow Mahatma Gandhi by taking up the role of non-violence. Additionally, any transferable power must be announced before any money is spent for the attack.

If an attack to control is successful, the target card must be placed under an open arrow under the attacking cards control. Further, all subsequent cards which were previously under the targeted groups control must continue to stay under that card in its new location.

One caveat for an attack to control is that both; attacking and target groups may be under the overall control of the same player/illuminati group.

- *Attack to Neutralize:* This attack is similar to an Attack to Control, but does not require the attacking group to have an outward arrow as the goal is not to control the target. For this attack, the

attacker also gains a +6 bonus towards their power.

Additionally, the attacking player is not allowed to attack a group within their own Illuminati group structure.

Lastly, if the attack succeeds, then the target group and all its subsequent groups must be placed into the uncontrolled deck as they are no longer led by any groups.

- *Attack to Destroy:* Similar to an attack to neutralize, this attack does not require the attacking group to have an outward arrow as there is no fight for control. This attack also protects the groups with no Power by making them “unattackable”.

The result of the attack depends on the difference of the power of the target group and that of the attacking group. If the result of the dice roll is greater than or equal to the result of the subtraction.

If the attacking group and target group have different philosophies then the attack to destroy receives a +4 bonus.

If an attack to destroy yields a successful result for the attacking group, then the target group is played in the “dead” pile. All subsequent groups under the targeted card are placed into the “uncontrolled” pile.

- One rule: The single rule that all groups must follow is not to attack itself.

Transfer Money

A Group may, as a regular action, transfer any of its money to an adjacent Group - either its master, or a puppet. A player may make two money transfers as part of his turn (Sequence of Play). But if necessary, he can also make a transfer as a regular action. By successive transfers, the same money may be moved two or more Groups in one turn.

Moving a Group

A player may, as a regular action, reorganize his Power Structure by moving a Group to a vacant outgoing control arrow. The new control arrow may be on the Group's master, or any other Group the player controls. If the moving Group has any puppets, then they (and their own puppets, and so on) are also moved.

Cards may not overlap. If moving a Group would cause some of its puppets (or theirs) to overlap, any of them may also be moved to different control arrows, as long as they are still controlled by the same master. Any puppet that cannot be prevented from overlapping is lost. It, and its own puppets, are returned to the uncontrolled area.

FREE ACTIONS

Some things may be done during the “regular action” part of a turn without counting as “actions”. These includes:

Dropping Groups

Removing a Group from your Power Structure and returning it to the uncontrolled area. (Its puppets must also become uncontrolled.)

Giving away a Special Card or Money

This may be done at any time, not just during your turn. Money may be transferred only between Illuminati treasuries when it goes to another player.

Use a Special Card

Follow the instructions on the card. (Exception: Using the Bribery card is a regular action.)

Trade

Groups, Special Cards, and Money may be transferred between players: traded, sold (that is, traded for money) or given away. Cash or special cards may be transferred any time (except when a privileged attack is underway). This does not count as a regular action. When cash is transferred, it must come from an illuminati card and go to another one. Other Groups cannot give their money to another

player, or receive money from another player.

-Chapter 5-

Tips for Power Structure

Building a good power structure is what separates a good player to a real mastermind. In a quick definition, a power structure is how you lay your groups out once you have control over them.

When building your structure, have a plan on what your structure needs. If your goal is to destroy groups, build a power structure that will be towards destroying groups. For this, you would look for groups such as Clone Arrangers which has a power of 6, can transfer power of 2, and has a special ability to gain +3 on any attempt to destroy any group. This isn't to say that you should be picky with your selection of groups as you need groups to survive.

However when the opportunity presents itself with a valuable piece, don't think twice about getting it. Keep in mind that your power structure can be attacked at part of the structure except the Illuminati group. With this in mind, make sure there are no weak links that can cause your carefully crafted structure to crumble.

Take advantage of the fact you use an action to rearrange your structure. It doesn't matter how many strong cards you have in one power

structure if it is carelessly compiled. Always make sure that you are using all available outward arrows as a blocked arrow is a wasted arrow.

Alignments could make or break an attack so be aware of who you are attacking with as it will cost you if you have chosen poorly.

-Chapter 6 -

TROUBLESHOOT

If the game isn't running properly on your machine, the following problem explanations will help.

Please ensure that your machine meets the specifications needed in the System Requirements section before you start the game. In many cases the cause of program errors is outdated technology or faulty or not updated drivers.

To play Illuminati you need Java version 11 or above. You can download it from <http://www.oracle.com>. Follow the installation prompts from the java installation process found at the Oracle's website.

If you encounter problems with the sound or graphics after the above tip, please ensure you have the most recent drivers installed.

TECHNICAL SUPPORT

If you still face problems after following the tips from the troubleshoot section. Try contacting Technical Support at xyz@cecs.illuminati.org

APPENDIX A : Summary of Rules

Alignments

Government is opposite **Communist**

Liberal is opposite **Conservative**

Peaceful is opposite **Violent**

Straight is opposite **Weird**

Criminal has no opposite

Fanatic - any two Fanatics Groups are considered “opposite” to each other.

Sequence of Play:

1. Collect money from all cards that have an Income number
2. Draw a card. If it is a Special card, the player keeps it. If it is a Group card, it will go to the uncontrolled area
3. Use two regular actions. (List of actions below)
4. Use any free actions. These are NOT the same as regular actions. These actions can be taken before, between or after the two regular actions. List below of free actions
5. Transfer money
6. Take special powers action if there are any
7. Add targets

Actions:

Regular Actions: Attack (To control, to neutralize, to destroy), Transfer Money, Move a Group, Give a Group away

Free Actions: Drop a Group, Give away money or Specials, Use a Special (Except Bribery as that is considered a Regular Action)

Pass: A player may choose to not use any of the 2 regular actions and get 5 MegaBucks instead

Attacks:

To Control:

Attacking Group's Power minus Defending Group's Resistance. (This should include any additional power for the attacking group and any additional resistance for the defending group. Transferable power is added to the attacking group's power if they are aiding. Keep in mind that only Groups in the attacker's power structure can aid in attacking) If 11 or 12 is rolled, the attack has failed.

Factors to consider when attacking (all numbers are for the attacker's power):

Same alignment: +4

Opposite Alignment: -4

Each MB (MegaBuck) spent on attacker: +1

Each MB spent on defender's resistance: -2

Each MB spent to Interfere: -1

Each MB spent to Assist: +1

Defending Group attached to Illuminati card: -10

Defending Group ONE group away from Illuminati card: -5

Defending Group TWO groups away from Illuminati card: -2

To Neutralize:

Same as Control, ,but attacker receives +6 bonus, and does not need an open control arrow.

To Destroy:

Similar to control except for:

1. Power vs Power instead of Power vs Resistance.
2. +4 to opposite alignments; -4 to identical alignments
3. Attacker does not need a control arrow.

Basic Goals:

Control 12 Groups

Special Goals:

Bavarian: Total power of 35 or more

Bermuda: Control each alignment

Discordian: Control 5 Weird groups

Gnomes: Collect 150MB, across all groups

Network: Total transferable power of 25

Cthulhu: Destroy 8 groups

Assassins: Control 6 violent groups

UFOs: Chosen by the UFO, from one of above illuminati. Hidden to other players.

APPENDIX B : Group Cards

This section covers all the various groups you can manipulate.













APPENDIX C: Special Cards

This section covers all the various special actions that can be conducted with the corresponding card.



Citations

NASA Software User Manual Guidelines, NASA

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