

Use Cases

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Use case: **Draw Card**

Actor:

- Player

Pre-Condition:

- Card is not drawn

Post-Condition:

- Income is collected
- Card is drawn from the main deck

Events:

1. Player clicks "Draw Card" button
2. Income is collected
3. One card is drawn from the main deck
4. Card is classified as group card
5. Card is placed face-up in its respective panel
6. Player does NOT have Illuminati Card – "The Network"
7. Main Menu appears

Extensions:

- 4a. Card is classified as a special card
 - 4a.1. Rejoin step 5
- 6a. Player does have Illuminati Card – "The Network"
 - 6a.1. Repeat steps 3 - 5
 - 6a.2. Rejoin step 7

Use case: **Attack a Group**

Actor:

- Player

Pre-Condition:

- Player has not been approved to attack a group

Post-Condition:

- Player has been approved to attack a group
- Player has declared the attack privileged or non-privileged

Events:

1. Player clicks the "Attack a Group" button from the main menu
2. Player has not yet used up all their maximum actions for their turn
3. Player has not yet attacked a group
4. Player has the ability to make a privileged attack
5. Privileged Attack Menu appears
6. Player wants to make attack privileged by selecting "Yes"
7. A special card is discarded or money is spent to be able to make the attack privileged
8. Actions Menu appears

Extensions:

2a. - 8a. Player has used up all their maximum actions for their turn

2a.1. Print "You have no more regular actions left for this turn"

2a.2. Main Menu appears

2b. - 8b. Player selects "Cancel"

2b.1. Main Menu appears

3a. Player has already attacked a group

3a.1. Player has the Illuminati Card – "The UFOs" which allows 2 attacks

3a.2. Rejoin step 4

3b - 8b. Player has already attacked a group

3b.1. Player does not have the Illuminati Card – “The UFOs”

3b.2. Print “You cannot attack twice”

3b.3. Main Menu appears

4a. - 7a. Player has does not the ability to make attack privileged

4a.1. Rejoin step 8

Use case: **Attack to Control**

Actor:

- Player

Pre-Condition:

- Player has not yet been approved to control another group

Post-Condition:

- Player has been approved to control another group

Events:

1. Player selects “Attack to Control” from the Actions Menu
9. Print “Choose an attacker group that has one free outward arrow”
10. Player chooses a valid attacker group
11. Player chooses a victim group
12. Power is adjusted via power boosts or opposite/identical alignments
13. Options Menu A appears

Extensions:

3a. Player chooses an invalid attacker group

3a.1. Jump back to step 2

2a. - 6a. Player selects “Cancel”

2a.1. Go back to Actions Menu

Use case: **Attack to Neutralize**

Actor:

- Player

Pre-Condition:

- Player has not yet been approved to neutralize another group

Post-Condition:

- Player has been approved to neutralize another group

Events:

1. Player selects "Attack to Neutralize" from the Actions Menu
14. Print "Choose an attacker group"
15. Player chooses an attacker group
16. Player chooses a victim group
17. Power is adjusted via power boosts or opposite/identical alignments
18. Options Menu A appears

Extensions:

- 2a. - 6a. Player selects "Cancel"
- 2a.1. Go back to Actions Menu

Use case: **Attack to Destroy**

Actor:

- Player

Pre-Condition:

- Player has not yet been approved to destroy another group

Post-Condition:

- Player has been approved to destroy another group

Events:

1. Player selects "Attack to Destroy" from the Actions Menu
19. Print "Choose an attacker group that has one free outward arrow"
20. Player chooses a valid attacker group
21. Player chooses a victim group
22. Power is adjusted via power boosts or opposite/identical alignments
23. Options Menu A appears

Extensions:

- 3a. Player chooses an invalid attacker group
 - 3a.1. Jump back to step 2
- 2a. - 6a. Player selects "Cancel"
 - 2a.1. Go back to Actions Menu

Use case: **Spend Money**

Actor:

- Player

Pre-Condition:

- The Attacker has not boosted their power
- The Defender has not boosted their resistance
- Money is not moved

Post-Condition:

- The Attacker has boosted their power by spending money
- The Defender has boosted their power by spending money
- Money is subtracted from the correct treasuries and added to the bank

Events:

1. Player selects "Spend Money" from Options Menu A
24. Player has sufficient funds
25. Print "Which Player?"

26. Options Menu D appears
27. Player selects "Attacker" from Options Menu D
28. Print "How Much?"
29. Player inputs a valid number
30. Adjust Power
31. Options Menu A appears

Extensions:

- 2a. - 9a. Player does not have sufficient funds
 - 2a.1. Print "You do not have any money to spend"
 - 2a.2. Go back to Options Menu A
- 5a. - 8a. Player selects "Defender" from Options Menu D
 - 5a.1. Print "How Much?"
 - 5a.2. Player inputs a valid number
 - 5a.3. Adjust Resistance
 - 5a.4. Rejoin step 9
- 7a. Player inputs an invalid number
 - 7a.1. Print "That number is invalid. Try again."
 - 7a.2. Jump back to step 6

Use case: **Roll Dice**

Actor:

- Player

Pre-Condition:

- Dice not yet rolled
- Attack has not been deemed successful or failed

Post-Condition:

- Dice are rolled
- Attack is classified as success or fail

Events:

1. Player selects "Roll Dice" from Options Menu A
32. Dice roll commences
33. the value of the resulting dice roll is compared with the require value for a success
34. Attack is deemed successful and the Player's respective successful attack counter is incremented
35. Print "Attack Successful"

Extensions:

- 4a. - 5a. Attack is deemed unsuccessful
 - 4a.1. Print "Attack Failed"
 - 4a.2. Go back to Main Menu

Use case: **Attack Successful - Goal Reached**

Actor:

- Player

Pre-Condition:

- Player has not reached special or basic goal
- Player has not won and game has not ended

Post-Condition:

- Player has reached their special goal or basic goal
- Player wins
- The game ends

Events:

1. Player's attack has just been deemed successful
36. Player's successful attack counters are compared to their special goal requirement and their required goal requirement
37. Player has reached their special goal
38. Print message for the rightful winner
39. End game

Extensions:

- 3a. Player has reached their basic goal
 - 3a.1. Rejoin step 4

Use case: **Attack Successful - Controlling**

Actor:

- Player

Pre-Condition:

- Player has not taken control of victim group
- No movement of the victim group and its treasury

Post-Condition:

- Player has taken control of victim group
- Player has added victim group to their power structure
- Any unfit groups are discarded along with half their treasuries (goes back to the bank)

Events:

1. Player's attack to control has just been deemed successful
40. Print "Add the new group and its puppets if there are any. When placing them in your power structure, you may rearrange them, as long as they are still controlled by the same 'master' group. The groups that cannot fit are put into the uncontrolled field and money in their treasuries to the bank."

41. Player adds the new group and their puppets (if any) to their power structure
42. Player to confirm changes
43. All groups were able to fit into the Player's power structure
44. Options Menu F appears
45. Player selects "Transfer Money" from Options Menu F
46. Player Transfers money as needed
47. Go back to Main Menu

Extensions:

- 5a. All groups were not able to fit into the Player's power structure
 - 5a.1. Unfit groups are placed into the neutral card panel
 - 5a.2. Player keeps half of the total money of unfit groups (round down)
 - 5a.3. The other half goes to the bank
 - 5a.4. Rejoin step 6
- 7a. - 8a. Player selects "Go to Main Menu" from Options Menu F
 - 7a.1. Rejoin step 9

Use case: **Attack Successful - Neutralizing**

Actor:

- Player

Pre-Condition:

- Player has not neutralized the victim group

Post-Condition:

- Player has neutralized the victim group

Events:

1. Player's attack to neutralize has just been deemed successful
48. The victim group is returned to the neutral card panel

49. Any money that was in its treasury is returned to the bank

Extensions: None

Use case: **Attack Successful - Destroying**

Actor:

- Player

Pre-Condition:

- Player has not destroyed the victim group

Post-Condition:

- Player has destroyed the victim group

Events:

1. Player's attack to destroy has just been deemed successful
50. The victim group is discard to the "dead pile"
51. Any money that was in its treasury is returned to the bank

Extensions: None

Use Case: Call Off Attack

Actor: User (Player)

Pre-Condition: A Player has started an attack

Post-Condition: A Player has stopped an attack

Events:

- Player selects Attack
 - Player selects type of Attack
- Player selects target
- Player selects to add 0 money to the attack.
 - If Player adds money, the attack is Committed
- Another Player does not Interfere
 - If another Player adds money to Interfere, the attack is Committed

- Attacking Player selects “Cancel” before selecting to Roll Dice
- Return to Main Menu

Extensions:

1b-4b: Player may select “Cancel” at any point during this sequence

1b.1: Return to Main Menu

NOTE: Adding money to the attack (by any Player) will result in the attack proceeding. At this point, it cannot be cancelled.

Use Case: **Drop Group**

Actor: User (Player)

Pre-Condition: A Group and all its puppets are controlled by a player

Post-Condition: A Group and all its players are returned to the uncontrolled area

Events:

- User chooses to drop a group from the (Free) Action menu
 - Player’s Power Structure appears
- User selects Group to drop from Power Structure
 - That Group and all its puppets are returned to the uncontrolled area
- Return to (Free) Action menu

Extensions:

1b - 2b: User presses “Cancel” button

1b.1: User returns to (Free) Action menu

Use Case: **Give Away Money/Specials**

Actor: User (Player)

Pre-Condition: A Player has money/Specials he/she wishes to give to another Player

Post-Condition: Player receives the money/Specials given by another Player

Events:

- I. User chooses to give away money/Specials to another Player
 1. Menu appears to select which Specials and/or how much money to give away to another Player.
- II. User loses that amount of money and selected Special cards.
- III. Player gains that amount of money and Special cards, if any, are added to the Player's hand.
- IV. Return to (Free) Action menu

Extensions:

- 1b: User presses "Cancel" button
 - 1b.1: Return to (Free) Action menu

Use Case: **Using a Special Card**

Actor: User (Player)

Pre-Condition: A Player has a Special card they wish to use, either to give themselves an advantage or to counter another Player's action.

Post-Condition: The Player loses the Special card, and its effect is activated.

Events:

- A Player chooses to use a Special card
 - A menu appears asking the Player to select which Special they would like to use
- Player selects the appropriate card
 - Presses OK button to lock in choice
- Player loses the card, but its effect is activated
- Return to the (Free) Action menu if it is the Player's turn or continue with play if it is not the Player's turn.

Extensions:

1b-2b: User presses "Cancel" button before Player locks in choice

1b.1: Return to the (Free) Action menu if it is the Player's turn or continue with play if it is not the Player's turn.

Use Case: **Free Money Transfers**

Actor: User (Player)

Pre-Condition: Player has money that they want to move to adjacent Groups

Post-Condition: Adjacent Groups have money added or subtracted from their treasuries

Events:

- II. Player selects Move Money from the (Free) Action menu
 - 1. Menu appears asking from which Group to which Group and how much money to move
- III. Player makes selections to fill appropriate fields
 - 1. Presses OK to lock in choice
- IV. Money is moved from the source Groups to the destination Group
- V. Return to (Free) Action menu

Extensions:

1b-2b: Player presses "Cancel" before locking in choice

1b.1: Return to (Free) Action menu

NOTE: Player may make only two Free Money Transfers to adjacent Groups per turn, after which Money Transfers require use of an Action.

Use Case: **Interfere**

Actor: User (Player)

Pre-Condition: A Player makes an attack which another Player wishes to either aid or impede

Post-Condition: The Power of the attacking player is increased or the Resistance/Power of the defending entity is increased

Events:

- During a Player's attack, another Player selects Interfere from their Action menu.
- The Interfering Player selects whether to Aid the attacker or Impede the attacker.
- The Interfering Player selects how much money to use in their Interference.
 - Interfering Player presses OK to lock in choice.
- Money is removed from the Interfering Player's Illuminati treasury only to augment the attacking Player's Power or the defending entity's Power/Resistance.
- Return to the Options Menu A with the augmented values.

Extensions:

1a-3a: Player presses "Cancel" after selecting Interfere

1a.1: Return to attack

1b: If an attacking Player defines the attack as Privileged, no Interference is possible.

1b.1: If Bavarian Illuminati, Privilege is achieved w/ 5 MB on an Attack.

1b.1.1: Else, a Special card must be consumed to define an attack as Privileged. If no Special available, option will be unavailable.

1b.2: Interfere option will be unavailable

Use case: **Move Group**

Actor: Player

Pre-Condition 1: The player has a group under the control of his or her Illuminati card.

Pre-Condition 2: There is a vacant outgoing control arrow.

Post-Condition: A group and all its subordinate groups are relocated to a new position.

Events:

- Player Clicks "Move Group" button
- Player has not used up the maximum number of actions allowed
- Display "Choose a group to move"
- Player selects group to move.
- Display "You may move this group and any of its puppets to a vacant outgoing arrow"
- Player selects a valid position
- Group is moved
- No Groups Overlap
- Display "Group has been relocated"
- Main menu appears

Extensions:

2a. Player has used up the maximum number of actions allowed

2a 1. Display "You have used up all of your allowed actions this turn"

2a 2. Main menu appears

6a. Player selects a non-valid position

6a 1. Display "Invalid spot. Try again"

6a 2. Rejoin at step 4

8a. One or more groups overlap

8a 1. Display "Moving to this position will result in losing the highlighted groups to the uncontrolled area. Is this OK?"

8a 2. User clicks OK

8a 3. Move every overlapping group to the uncontrolled area

8a 4. Rejoin at step 9.

8a 2b. User clicks NO. Rejoin at step 4.

Use case: **Pass**

Actor: Player

Pre-Condition 1: Player Has not taken any regular actions or free actions

Post-Condition: Player collects 5 megabucks from bank and ends turn.

Events:

- Player Clicks "Pass" button
- Player has not used up any actions yet
- Player collects 5 megabucks from bank
- Player ends his turn.

Extensions:

2a. Player has used up one or more actions already

2a 1. Display "You have taken an action already you cannot collect 5"

2a 2. Return to main menu.

Use case: Take Special Power Action

Actor: Player

Pre-Condition 1: The player has "Gnomes of Zurich" or "The Bermuda Triangle Card"

Pre-Condition 2: It is the players turn.

Post-Condition: Player transferred money or moved a group

Events:

- Player Clicks "Take a special power action" button
- Player has "Gnomes of Zurich" card or "The Bermuda Triangle" card.
- Player takes special action indicated on their illuminati group.
- Return to main menu.

Extensions:

2a. Player does not have "Gnomes of Zurich" card or "The Bermuda Triangle" card.

2a 1. Display "You do not have any special powers available right now"

2a 2. Return to main menu.

Use case: Transfer Money

Actor: Player

Pre-Condition 1: The group we want to transfer money from has some money

Pre-Condition 2: The player has made less than 2 transfers this turn.

Post-Condition: The amount of money has been subtracted from one group and added to another group.

Events:

- Player Clicks "Transfer Money" button
- Player has not used up the maximum number of actions allowed

- Player selects group to transfer money from.
- Display amount of money available
- Player inputs amount of money to transfer
- Input amount is valid
- Player selects group to transfer money to
- Subtract input amount from first group
- Add input amount to second group
- Main menu appears

Extensions:

2-6 Player selects cancel

2-6 1. Main menu appears

2a. Player has used up the maximum number of actions allowed

2a 1. Display "You have used up all of your allowed actions this turn"

2a 2. Main menu appears

6a. Input amount is not valid

6a 1. Display "Not enough funds available"

6a 2. Rejoin at step 4