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Draft:Illuminati: Project 323

Illuminati: Project 323 is a fan project based off the game Illuminati(game) where you can play the game with others online. The game is a card strategy game where players compete against one another by controlling cards, money and hiding secrets in order to complete their goal to win the game. The game can be played with up to 8 players, but 3 players is suffice. The game was created with the idea to update the existing card game by moving it online with new features that can change or make the game easier to play.

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Introduction

The Illuminati refers to a German secret society founded by Adam Weishaupt in 1776 and dissolved in 1785. According to a widespread conspiracy theory, the illuminati designate a secret society that would dominate the whole world. In this game, your objective is simple, you must take control of the world. You will have, thanks to your card received at the beginning of the game, a group that you control. Your objective of victory is on your card and you must put everything in place to prevent your opponents from winning. You will then have to take the upper hand over the other groups. Above all, don't forget to structure your playing cards and make your choices and completes. You can also win by controlling enough groups. My advice is simple, be smarter than the others.

The story of the Illuminati

In the greatest secrecy, an ancient sect is spreading its influence and pulling the strings of power around the world. In the greatest secrecy, an ancient sect is spreading its influence and pulling the strings of power around the world. So we're going to let you in on that secret. It all began when the Protestant mystic theologian Adam Weishaupt (1748-1830) dreamed of a universal brotherhood and founded the Order of the Enlightened of Bavaria on May 1, 1776. The owl, a symbol of wisdom, became the emblem of the Order. Weishaupt himself was nicknamed Spartacus to underline his ambitions.

The society, which was intended to be secret and revolutionary, within the movement of Freemasonry, was banned and dissolved in 1785.

Its members presented themselves as freethinkers and followers of the "progress of the Enlightenment", hence the name "Illuminati" which was given to them and made them forget that of "Perfectibilists" that they had given themselves. You thus incarnate the role of an illiminati who tries to regain the upper hand over all other groups.

Using the Manual

If this is the very first time you've ever played Illuminati, we recommend that you read the pages you are interested in and not read the whole manual at once (but as you go along). If you do not find an answer in this manual, please feel free to contact us by email at: groupf@student.csulb.edu and we guarantee a reply within 24 hours (working days).

Requirements

Operating System

- DX10 compatible graphics card (shader model 4.1)
- Mac OS X10.10+
- Ubuntu 16.04, 18.04
- Cent OS 7

Hardware

- CPU: SSE2 instruction set support

- Processor: 1.1 GHz Processor Dual Core

- Memory: 2 GB RAM

- Additional: Requires web browser

- DX10 compatible graphics card (shader model 4.1)

Installation

The first thing you need to do is to go to our website available at: www.groupf-illuminati.com and download the launcher. If you have Windows 10 or higher, you will just have to launch the launcher for the game to install. If an error occurs, we invite you to follow the installation guide available on our website.

Authentication

Register

In order to be able to play the game and enjoy all the content, you will need to create an account. You can create an account from the "Register" menu. You can access it after starting the game, you will have a "register" button that will take you to the appropriate menu. You will be asked for several information: email, username, password.

Confirmation

Once your registration is complete, a confirmation email will be sent to the address you provide in order to activate your account. If you can't find the email, remember to check your spam and verify the address you entered. After confirming your address you will be able to login to the game.

Login

For the connection, when you launch the game, you will automatically be on the login interface. Enter your username and password and press the "Login" button. Welcome to your new world, don't forget to take control of it.

Options Menu

To let you take the lead on the sound of the game? We have an options menu that can be accessed from the main menu by clicking on the menu button. A slider will be available, and you can change it to increase or decrease the sound of the game. If you don't hear any sound, please make sure your computer's sound is turned on.

Launch a game

You can start an individual game by playing against BOTS or start a multiplayer game to play against players from all over the world.

Single player

To play an individual game, click on the Play button and select Single Player. In the next menu, you will be asked to choose the number of opponents you want to play against. For an ideal game we recommend you to choose 5 opponents for an ideal playing time. You can play against a minimum of 2 other opponents and a

maximum of 7 opponents. Then start the game by clicking OK and the game will automatically start.

Multiplayer mode

It's easy to play a multiplayer game, just click on the play button and you will be connected to a chat room, as soon as there are enough players, the game will automatically start. The maximum waiting time is 2 minutes and a timer is available so you can see how long you have to wait. If after these two minutes, you are redirected to the main menu, it means that there are not enough players connected at the moment.

Rules

Rules of the game are can be changed in the game but there are basic rules that cannot be removed or altered. These rules do have exceptions which will be noted on the side or in the advanced section of the game.

Beginning of the game

At the beginning of the game a card will be randomly dealt to you and will be face down for the other players. Your opponents can try to guess your card but it will cost them one action point. If their guess is correct, you must reveal your card to all players present (no cheating!). In order to avoid giving an advantage to any one player, one player will be designated by our game to start. On the table 4 groups will be placed and the game will begin.

Winning the Game

Every player can win the game through either controlling groups or completing special goals that are specifically specified to the group. The player can choose to go about the group however they want, whether that is with other players or alone. A player may choose to "team up" with other players in order for both of them to win the game. There are some groups that may have goals that have good synergy, however at any time your "team member" can choose to back stab you if they please.

How to attack/neutralize

The defender does have some default resistance built in to the game. The closest cards to the main group gain additional resistance.When attacking players cards that have the same alignment also have a -4, however if the attacker has opposite alignment then the attacker has an advantage of +4. When the attacker is trying to control uncontrolled cards in the middle then the attacker gains +4 if the alignment is the same and -4 if the alignment is different.

When players are going to control an uncontrolled card or another players card the attack must declare the card they will be attacking. This can be done by initializing the attack by using the menu and selecting the card they are going to attack. Once the players choose their defense and attacks the attacking player must roll dies, if the value of both dies are 11 or 12 the attack automatically fails. For the attack to be successful the attacker must roll between the difference of the attack and resistance.

$RollValue = Attack - Resistance$ If the player who is rolling fails to roll 2(being the minimum theoretical value) or at maximum the *RollValue* then the attack/neutralize attempt fails.

Controlling Cards

Cards are added to your main group in order to grow you power structure which can only be acquired through the uncontrolled cards group. You can choose to force users to take their cards in their structure and place them in the uncontrolled cards group by attacking if another player contains a card that you wish to have or want to cause ruin to another player.You must have an open arrow for the attacking card to attack an uncontrolled card.
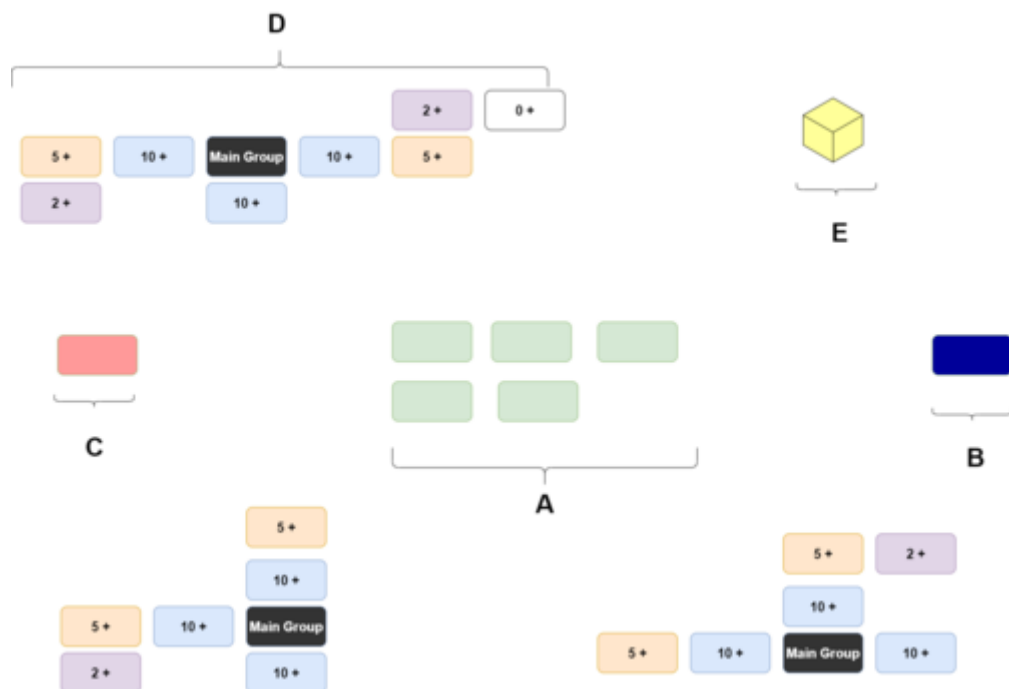
Your main card/group can be left flipped upside down if you wish at the start of the game, but other players can choose to guess your group and if they are correct your main card is flipped over. No other cards may be hidden from sight.

Attacking and Neutralize

A player may choose to attack a player which can have many outcomes depending on the way players choose to attack. The player does not need an open arrow for a card to attack unlike when trying to controlling cards.There is a time limit to how long the attack can last to restrict attacking phases. A player must also use transferable power before using currency to aid their attack.

When a player can choose to attack they can do two types of attacks

Destroy

If a player chooses to destroy a another players card this means the card and any cards attached to the card will not be added to the uncontrolled cards group, but rather to the discard pile.

Neutralize

If a player chooses to neutralize another players card this means the card and any cards attached to the chosen card will be sent to the uncontrolled cards group. The attacker is also granted a bonus of +6 to the attack.

Retreating from Attacks

If a player is to choose a group to attack the defender can choose to spend money to have a higher defense. However, once the attacker chooses to spend money to have a higher attack they can no longer retreat from the attack.

Interference in Attacks

Another outside player may choose to spend money in order to add to the attacker or the defender. The outside player does not need to add after the attacker or defender. Instead during the attack phase anyone can add money to the attack or defense. There is a exception to this in which the attacker uses the <u>privileged</u> special card or if the attacker is the <u>Bavarian Illuminati</u>.

Transferable power

When a player wants to use transferable power in their structure the cards from which the power is coming from can no longer attack in the turn unless stated by an ability or special card. Transferable power does not cost action points. In order for a card to be able to transfer its power the card

Sequence of Play

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

1 Collect Income. For each Group that has an Income, draw that income from the bank. Put the money directly on that card (the Group treasury).

Hint: The game will go faster if players count up their Income before their turn starts, and have it ready beside each Group card. Money should not be placed on the card until that player's turn actually begins. A player may stack his money so only the top one can be seen, or spread them out to flaunt his wealth.

2 Draw a card. If the card is a Group, it is placed face-up in the center of the table, with the other uncontrolled Groups.

3 Take two "actions," as explained below.

4 Take any "free actions." Free actions (also explained below) 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.

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 reorganize his Power Structure.

7 Add targets. At the end of each turn, if the uncontrolled area has fewer than two Groups, draw cards until there are two uncontrolled Groups. If a Special is drawn, discard it.

Play continues counter-clockwise until a player (or coalition of players) wins by achieving their Goals.

Alignment

Alignments are an attribute present in the groups, it is possible to have no alignments or to have several alignments. Usually there is one alignment. It is easier to control or neutralize groups with similar alignments. And it's easier to destroy groups with similar alignments.

Here is the list of alignments:

Government – An arm of the U.S. government; its opposite is Communist.

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

Liberal – Politically "left," whatever that means; its opposite is Conservative.

Conservative — Usually mad at the Liberals; its opposite is Liberal.

Peaceful — Philosophically opposed to the use of force; its opposite is Violent.

Violent — Armed and/or dangerous; not necessarily vicious; its opposite is Peaceful.

Straight — Socially middle-of-the-road; Middle American; its opposite is Weird.

Weird — Peculiar, offbeat, notably different from the neighbors; its opposite is 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" to each other.

Using Actions

There are several types of actions, action for an attack, action for a money transfer between your own groups and action to move a group to another location. A player may elect to takes 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. A player may only use two actions per turn.

Free Actions

Free actions are actions that may be used without the use of the two points given per turn. There is a list of default free actions available but there may be certain instances where this list can change. The list proceeds as:

Dropping Groups

Aiding an attack - This can mean in the use of transfer power or the aid of another players attack. Both would be considered free actions.

Giving away a Special card or money - This may be done at any point in the game unless explicitly stated that a player may not be able.

Using a Special card

Special Cards

Throughout the game if you draw a special card you may use it whenever you can use your free actions. You may as well discard a card per turn in order to have a privileged attack. The defender may also choose to discard to two special cards in order to negate the privilege and once this is done the attacker can no longer discard cards to negate the negation. Special cards may be switch between groups except when there is a privileged attack or when there can be no outside interference. If two special cards are played and they negate one another or have opposite effects than the last card's effect is the outcome between those two cards.

Special Abilities

Throughout the game you will come into contact with cards that have special abilities that give hopefully advantages to you the player. These abilities on the card depend on the wording for example if the card says "Any attempt" this means the cards in your power structure gain the ability as well. If the card does not have that statement this means the card with the ability may only use this power. Depending on the card there may be instances where ability may not be valid or unusable, so keep it in mind when placing cards in your structure.
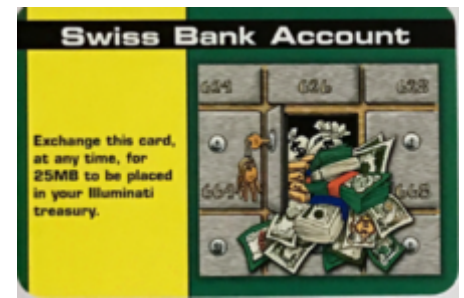
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Collecting Income

Before a player does anything in the game(with exceptions) the player must collect income dependent on the cards and bonuses they have when the turn starts. The player may choose to skip their turn in order to collect an extra 5 MB that can be more beneficial to some players than others. The player then places the money from where the source of income derived from, such as card The Yuppies should receive 2 MB if the player controlled it, if the does not have a source from where it derives from then the player can choose to place it freely.

Main Groups

There are many main groups in the game which all have different abilities and goals that make them different when playing the game. This is a list of each main group there is in the game as of release:

The Bavarian Illuminati

Goal:Control Groups with a total power of 35 or more.

Background:Formally known as the "Ancient Illuminated Seers of Bavaria," these are the original Illuminati. Many consider them to be the prototype of all subversive secret societies. They were indicted three times by the Spanish Inquisition but largely protected by their vows of secrecy each time. In 1776, the Bavarians were thought to have infiltrated the Freemasons, planning to conquer that organization from within.

The Bermuda Triangle

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

Background:Sinking ships is just a sideline with these people. Their philosophy is to ensure control by taking over many different types of Groups. They are so shrouded in mystery and fear that others are always taking the blame for the unexplained happenings around their headquarters off the Florida coast

The Gnomes of Zurich

Goal: Collect 150 megabucks.

Background:This is the old nickname for the Swiss bankers who are reputed to be the money-masters of the world. Not only do they have huge amounts of money, but they can transfer it quickly and easily, and they have a finger in every financial pie.

The Discordian Society

Goal:Control five Weird Groups.

Background:Worshippers of Eris, the Roman Goddess of Strife and Chaos, they delight in confusion. The Discordians seek to bring all the strange and peculiar elements of society under their banner, and especially delight in confusing the "straights" around them.

The Network

Goal:Control Groups with a total Transferable. Power of 25 in which their power is inclusive.

Background:Some say the Network is a conspiracy of the world's computer programmers; others believe that the programmers are merely the pawns, and the computers themselves have taken over. Either way, they are rich and powerful, and they are probably watching you right now. The Network knows everything, and it knows it first.

The Servants of Cthulhu

Goal: Destroy eight Groups.

Background:These are the students of those things man was not meant to know. They seek to master arcane powers and inhuman forces, though they risk their own lives and souls.
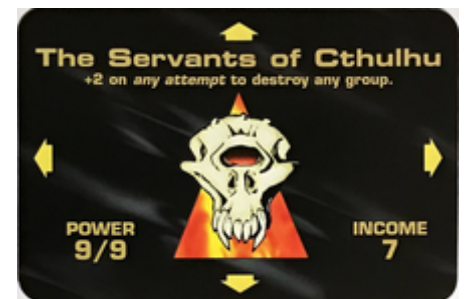
The Society of Assassins

Goal:Control six Violent Groups.

Background:Arising in the Middle East, the Assassins were a secret order of the Ismailite sect of Muslims. They attained the height of their power during the Middle Ages but continue even today. Often they do not need to act . . . the mere hint of their displeasure is enough to intimidate a foe. The ancient warning of the Assassins, the dagger left on a rival's pillow, has made kings tremble.

The UFOs

Goal:The player may choose any of the other goals to follow and does not has to share it with the other groups.

Background:Are they creatures from outer space, or human superscientists? No one knows. These are the most elusive of all the Illuminati. Their aims are shrouded in secrecy and change constantly.

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