

USER'S

MANUAL

Illuminati Game

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1.0 GENERAL INFORMATION:

Illuminati game is a card game. The game was designed by STEVE JACKSON. But we took it a step forward and developed it in Java. Where it can be played digitally. The game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical. In this game there is a deck of special cards, money and two dice. There are three types of cards: Illuminati, groups, special cards. To get more information about how to play the game go to page # 5.

1.1 System Overview

Illuminati card game is application game, that allows players to play with each other. The game connect players in an online server and create a new game. The game currently on Windows and Mac OS.

1.2 Organization of the Manual

The user's manual consists of five sections: General Information, System Summary, Getting Started, How to play.

General Information section explains in general idea about the product, in this case "Illuminati card game". Also, a system summary that provides a general overview of the system. It will provide more information about hardware and software requirements.

Getting Started section explains how to get Illuminati game and install it on the device. This section teaches you how to setup a new game.

How to play section explains how the game work, how buttons work, and how to win the game. It also gives you more information about the game.

2.0 GETTING STARTED:

2.1 Installation: The game can be downloaded by clicking on this link: <https://github.com/nasseralsuhaimi/CECS-343-MW-GroupI> . When you download the file which is .exe file, follow the instruction to complete the the installation.

2.2 Setting up: click on the game icon to start setting up the game. After that the game will ask you for an IP address where the game will be hosted by. Enter the the IP address and click “Enter” . Then the game will ask you for a nickname, enter the nickname and click “Enter”. Now all other players should follow the same steps. And make sure that the IP address is the same. When all players entered the session the game will ask all players to click “Start” to start the game.

2.3 The interface: On the top right there is a box for the logs of the game, if any player confirms an action or a move, the logs will notify all other players. On the bottom right there is a box for chat. The chat can be used to communicate with other players. The box in the middle is the board where all the played card are. On the bottom there is a box with the cards it the hand of the player

2.4 Exit Game : The game will close if a player chooses to click on the Exit button.

3.0 How to play:

3.1 Game Initialization

Selecting Illuminati Cards:

Illuminati cards will be displayed face down before the game begins. Game will prompt players to pick an Illuminati card in a clockwise rotation. After player picks an Illuminati card, Illuminati card will be assigned to player, removed from available cards and next player will be prompted to pick a card.

Selecting Four Uncontrolled Groups:

Game will automatically pick four groups from deck place them in the uncontrolled area.

Selecting Order of Players:

Players will be prompted to roll dice in order to determine the order of players. Game will prompt players in a clockwise rotation until all players have rolled dice. Game will save the order of the players based on the highest number rolled and after it is recorded, game will be ready to begin.

3.2 Buttons: There are different buttons that the players can click during the player's turn; Attack, Move money, Use specialty, Drop a group, Transfer money, Give a group, Give a card.

Give a card & Give a group:

Players can give other players a card or a group. They can ask for trade (cash, card, group) or sell, or nothing in return. Each group exchanged counts as an action for the player whose turn it is, whichever way the group moves. So if you trade a group for a group on your turn, that counts as two actions – one to move the first group, one to move the second one! You may only give a group away with the permission of the player who receive it! This action can only be done in the player's turn.

Transferring

Transfer Money Between Player's Groups:

Player will be able to move money between adjacent groups. When transferring money, move could be count as either an Action or Sequence of Play. Game will highlight groups player can transfer money between. If player tries to pick a group outside the highlighted groups, Game will prompt player to pick a qualifying group to transfer money to.

Transfer Money Between Players:

Players can transfer money between each other. Transferring money between players is not considered an Action. Players can transfer money at any time of the game except when a privileged attack is in play and only from Illuminati card. Player will be prompt to choose how much MB they would like to transfer and to whom.

How much money? ×

?

\$ MB:

Give money to ×

?

Player:

Transfer Groups Between Players:

Players can either sell, trade, or gift a group to any other player with their permission. For a player to transfer a group, it must be one of the receiving or giving player's turn. Giving a group is counted as an action and receiving a group and placing in player's structure is considered another action. If giving player transfers a group, all puppets of group must go with the transfer. If receiving

player can not fit all receiving groups into their structure, all that they could not fit must be moved to uncontrolled groups.

Transfer Special Cards Between Players:

Players can either sell, trade, or gift special cards with any other player.

This is not considered an action and can happen any time during the game.

Special Cards

Players are allowed to either show or hide special cards from remaining players. When players gain a new special card Game will prompt players to either hide or show special card. Players will be allowed to hide or show cards at anytime during gameplay. Special cards are only allowed to be used once and after use special cards are discarded.

Selecting a Special Card:

Bribery and Whispering Campaign are the only special cards that require player to have at least one action left. If it is not the player's turn and player does not have at least one action remaining, Game will not allow player to use these Special Cards and prompt player to pick another qualifying card.

The Interference Special Card is allowed to play only when there is a privileged attack in play. If there is not a privileged attack in play and if the player clicks to play Interference, Game will prompt player to pick another card.

At any other time during game play, player will be allowed to pick any other Special Cards.

Moving Groups

Players can move Groups within their Power Structure only during their turn. Moving groups is considered an action. When a player moves a group with puppets, all puppets must move along with it. If puppets happen to overlap, puppet group can be moved to another control arrow if the master group still controls it. If puppet cannot be connected to another group controlled by the master group, group or remaining groups

are lost and returned to the uncontrolled area. Player will be allowed to move groups only during their turn. Anytime else, moving group option will not be allowed to use.

Free Action

Dropping Groups, aiding an attack, giving away a special card or money, or using a special card (unless stated otherwise) is considered a free action that does not count towards player's actions. These can be done anytime during gameplay. Player will be allowed to make any of these actions anytime during the gameplay.

Dropping Groups

Players can drop groups from their Power Structures anytime during gameplay. If player decides to drop a group, dropped group is returned to the uncontrolled area as well as it's puppets. Player will be prompt to pick which group they would like to drop.

3.3 Attacking

Attacking is the core action a player can take in *Illuminati*. The player selects a group in his or her power structure in order to attack another group. This group must have a power statistic in order to attack another group. Illuminati groups can take part in attacks, but cannot be the target of an attack. There are three types of attacks: Attack to control, attack to neutralize, and attack to destroy.

Many factors and actions influence the success rate of an attack; these are explained below. The success rate is quantified by the "attack modifier" value. The attack is more likely to succeed the higher the attack modifier is. The attack modifier is displayed during an attack and is updated as the actions below are taken.

Selecting the Type of Attack

After selecting the *Attack* action during the player's turn, the player is prompted to select the attack type, as shown below:



Here, the player is free to select the attack type to continue with the attack, or cancel the attack at no penalty.

Below are the differences among the attack types.

Attack to Control

The attack to control is an attempt to bring a target group into the player's power structure. In order to accommodate the new group, the attacking group must have an open control arrow. The target group can be either owned by an opposing player or in the *uncontrolled* area. The base formula to determine the outcome of the attack is:

$$\text{Attacking Group's Power} - \text{Defending Group's Resistance}$$

Attack to Neutralize

The attack to neutralize is similar to an attempt to control in that it attempts to wrest an opposing player's control over a target group, however, instead of adding the targeted group to the attacker's power structure, it is instead added to the *uncontrolled* area. Thus, the attacking group is not required to have any open control arrows for this type of attack. The targeted group must be under another player's control.

The base formula to determine the outcome of the attack is:

$$(\text{Attacking Group's Power} + 6) - \text{Defending Group's Resistance}$$

Attack to Destroy

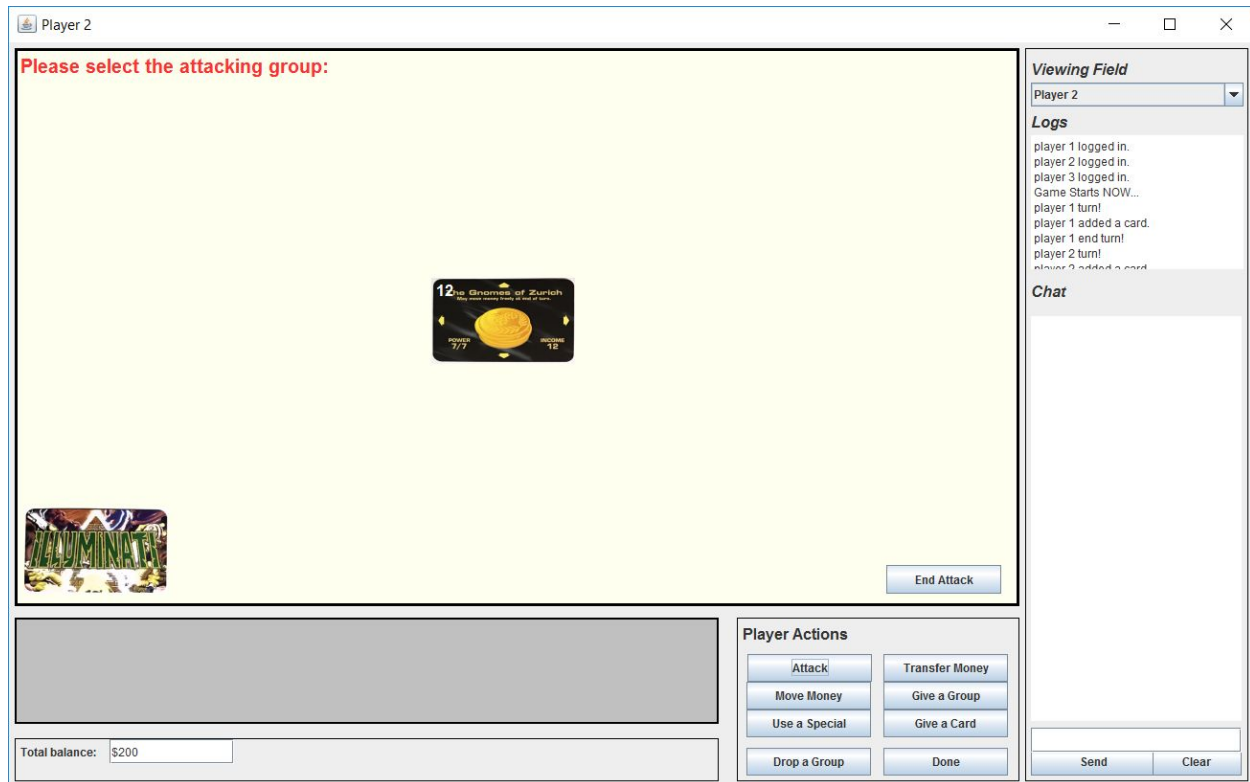
The attack to destroy is an attempt to remove a selected group from the game (and, in the case of *The Servants of Cthulhu*, it is a victory condition). The target group is any group that has a power statistic (this includes groups within the attacking player's own power structure!). Why? The factors keeping groups with no power from organizing enough to control other groups also make them too diffuse to wipe out. If the attack is successful, the target group is placed in the "dead" pile and is no longer in the game (unless revived by the *Media Campaign* special card). The attacking group is not required to have any open control arrows for this type of attack. The base formula to determine the outcome of the attack is:

$$\text{Attacking Group's Power} - \text{Defending Group's Power}$$

Selecting the Attacking Group and Target Group

After selecting the attack type, the attacking player will be prompted by the game to select the group to attack with. Click on a card in the power structure to select the group. The player will be asked to select another attacking group if that group has already made an attack or aided in an attack this turn (unless it's the Illuminati *UFOs*, which can attack or aid twice in one turn), or if the attacking group does not have a power statistic.

The game will then prompt the attacking player to select a target group. Click on a card to select the group. The player will be asked to select another target if the target group is the attacking group, is owned by the player if the attack type is control, is not owned by a player if the attack type is neutralize, or does not have a power statistic if the attack type is destroy (unless *Whispering Campaign* is played).



Adjustments to the Attack Modifier

After calculating the initial attack modifier based on attack type, the attack modifier can be adjusted in a variety of ways to favor either the attacker or defender.

The following adjustments are automatically made after the attack type, attacking group, and defending group are selected:

- The Effect of Group Alignments
- The Effect of Power Structure Placement
- Group Special Powers

The following adjustments are made during the aiding and spending phase of the attack

- Transferable power of aiding groups
- MB spent by attacking player
- MB spent by defending group
- MB spent by defending player's Illuminati

- MB spent by other players to interfere
- MB spent by other players to assist

These adjustments are described in further detail in the sections below

The Effect of Group Alignments

In order to maximize an attack's success, the attacking player must take into account the alignments of the attacking and defending groups. During an attack to control or neutralize, for each alignment shared by the attacking and defending groups, 4 is added to the attack modifier. For each alignment of the attacking group that is the opposite of a defending group's alignment (listed below), 4 is subtracted from the attack modifier.

During an attack to destroy, the effects are reversed: 4 is subtracted from the attack modifier for each identical alignment, and 4 is added to the attack modifier for each opposite alignment.

Alignment	Opposite Alignment
Government	Communist
Liberal	Conservative
Peaceful	Violent
Straight	Weird
Fanatic	Fanatic
Criminal	No opposite alignment

The Effect of Power Structure Placement

When attacking a group owned by another player, its proximity to the Illuminati who controls it influences the success of the attack. If the group is adjacent to the Illuminati, 10 is subtracted from the attack modifier. If the group is one group away from the Illuminati, 5 is subtracted from the attack

modifier. If the group is two groups away from the Illuminati, 2 is subtracted from the attack modifier. If the group is more than two groups away from the Illuminati, the attack modifier is unaffected.

Group Special Powers

Some groups have special powers that can improve the chances of a successful attack. These abilities may only apply to a specific type of attack, when the defending group has a certain alignment, or when the defending group is a specific card.



“Any attempt” abilities apply on any attack as long as that card is in the player’s power structure. If a card that is not the attacking card has an “any attempt to control” ability, it does not need any open control arrows for the ability to work.

“Direct control” abilities apply only when the attack type is control, and the attacking group itself has the ability.

Aiding in the Attack

If the power statistic has two numbers separated by a slash (e.g. 5/2), the second number is the group’s transferable power. A group may add its transferable power to the attack modifier if it hasn’t attacked or aided in an attack this turn (unless it’s the Illuminati *UFOs*, which can attack or aid twice in one turn).

The game will prompt the attacking player to select groups to aid in the attack. Click on a group card to select it. Click the card again to cancel the selection. The player can select as many cards as he or she wants in this way. Click “Done” when finished selecting aiding groups.



Privilege

If an attack is declared “Privileged”, other players are not allowed to interfere to assist or oppose the attacker (unless the player who wishes to interfere has played *Interference* during this attack). To declare an attack as privileged, the attacking player discards one special card (or, if the player is *The Bavarian Illuminati*, the Illuminati’s special power can be used to make one attack per turn privileged for 5 MB).



The game will prompt the attacking player, asking if he or she wishes to make the attack privileged by discarding a special card. If the player selects yes, the player is prompted to select a card to discard. Click on a special card to discard it. The attack is now privileged.

If the attacking player is *The Bavarian Illuminati* and the Illuminati’s special ability has not been used this turn, the game will prompt the player if he or she wishes to make the attack privileged by

spending 5 MB from the Illuminati treasury. If the player selects yes, 5 MB are removed from the Illuminati treasury and placed in the bank, and the attack is now privileged.

Abolishing Privilege

If the attack is made privileged, an opposing player may choose to abolish the privilege. This can be done by either playing the special card *Deep Agent* or by discarding two special cards.

If a player chooses to abolish privilege by discarding two special cards, the game will prompt the player to select two specials to discard. Click on a special card to select it. Click the card again to cancel the selection. After two cards are selected this way, click “Done” to discard the cards and abolish privilege.

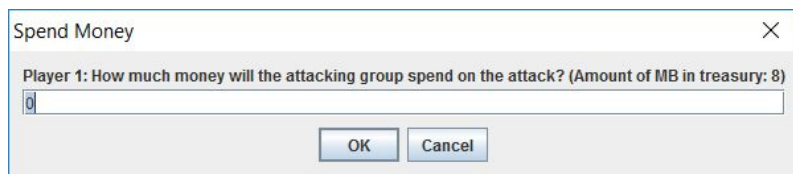
If a player chooses to abolish privilege by using *Deep Agent*, *Deep Agent* is discarded and privilege is abolished.

Once privilege has been abolished for an attack, the attack cannot be made privileged again.

Spending Phase of an Attack

After the attack has been declared, the spending phase of the attack begins. In this phase, the attacking player, defending player, and any players allowed to interfere spend MB to influence the attack’s chance of success.

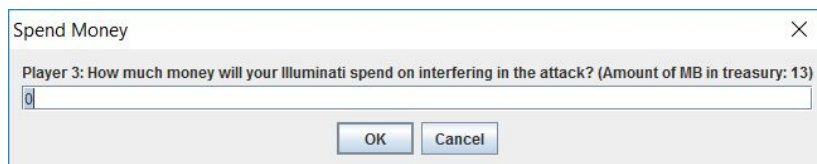
First, the attacking player is allowed to spend MB. The attacking player is prompted to spend MB on the attack, and can select the amount of MB to spend from his or her Illuminati treasury and the attacking group’s treasury. All MB spent in this way is returned to the bank, and 1 is added to the modifier for each MB spent.



Next, the defending player is allowed to spend MB. The defending player is prompted to spend MB on the attack, and can select the amount of MB to spend from his or her Illuminati treasury and the defending group’s treasury. All MB spent in this way is returned to the bank, and 1 is subtracted from the modifier for each MB spent from the Illuminati treasury, and 2 is subtracted from the modifier for each MB spent from the defending group’s treasury.

Finally, the other players are allowed to interfere in the attack. If a player chooses to interfere, the player is prompted to spend MB on the attack, and can select whether he or she is assisting or interfering

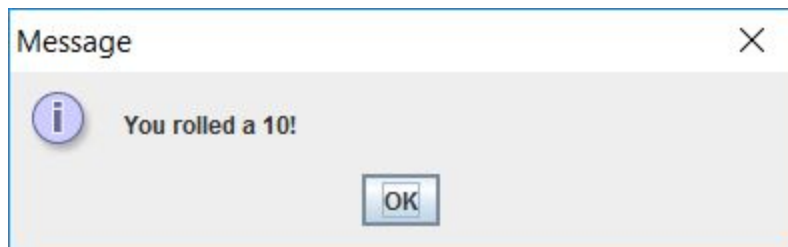
in the attack, and the amount of MB to spend from his or her Illuminati treasury only. All MB spent in this way is returned to the bank, and 1 is subtracted (if interfering) or 1 is added (if assisting) to the attack modifier for each MB spent.



Afterwards, the attacking player is again asked if he or she wishes to spend MB on the attack, and another cycle of the spending phase begins. The spending phase ends when all players do not spend any MB during a single cycle of spending.

Outcome of the Attack

After the attack modifier has been calculated, the attacking player rolls the dice to determine the outcome of the attack. The attacking player is prompted to roll the dice.



Two dice are rolled when the player clicks the “Roll” button, revealing a number between 2 and 12. If the roll is less than or equal to the attack modifier, the attack is a success. If the roll is greater than the attack modifier, the attack is a failure. If the attacking player rolls an 11 or 12, the attack is an automatic failure no matter what the attack modifier is.

After the roll, a player may wish to use either the *Assassination* or *Murphy’s Law* special card. If a player selects to use *Assassination*, the roll value is set to 2. If a player selects to use *Murphy’s Law*, the roll value is set to 12. If both specials are played, the card played last takes precedence.

Successful Attack Aftermath - Control

The defending group is now a newly acquired group under the attacking player’s control. The new group must be placed into the attacking player’s power structure. The attacking player is prompted to select an outward control arrow on the attacking group. The player selects an arrow by clicking on it. The new group is placed so its inward control arrows lines up with the selected outward control arrow (the

card's orientation doesn't matter. It can be sideways or upside-down, as long as the arrows line up). If the new group overlaps with another group in the power structure, the selected control arrow is invalid, and the player is prompted to select a different outward control arrow.

The new group's children are now under the attacking player's ownership as well. The new group's children remain on the same control arrows they were on prior to the attack. However, if a child overlaps with another card in the power structure, the attacking player is prompted to select a different outward control arrow on that child's parent. The player selects an arrow by clicking on it. The child is placed on the selected control arrow. Note that a child group cannot change parents during this process.

If, at any time during the placement, a group overlaps with another group in the power structure and this cannot be avoided by placing the group on a different control arrow, the overlapping group and its children must be returned to the *uncontrolled* area, and all of their MB are returned to the bank.

After the new group and its children are placed in the power structure, half of the MB of each of these groups (rounded down) are placed in the bank.

The attacking player is then prompted to transfer MB from the attacking group to the new group. This allows the player to solidify control over the group when it is in a vulnerable state. The player enters the amount of MB to transfer and selects OK.

Successful Attack Aftermath - Neutralize

The defending group is no longer under the control of the defending player. The defending group and its children are returned to the *uncontrolled* area, and all of their MB are returned to the bank.

Successful Attack Aftermath - Destroy

The defending group is no longer under the control of the defending player. The defending group is placed in the "dead" pile, and all of its MB is returned to the bank. The defending group's children are returned to the *uncontrolled* area, and all of their MB are returned to the bank.

The *Servants of Cthulhu* are also one step closer to victory.

Canceling an Attack

An attack can be canceled by the attacking player at any time *until* any player spends money on the attack or the dice are rolled. To do this, click on the "Cancel Attack" button.

3.4 Illuminati Abilities

Each Illuminati has a unique special ability that can aid the player. The following abilities are applied automatically under the proper circumstances:

- **The Society of Assassins:** +4 on any attempt to neutralize any group
- **The Servants of Cthulhu:** +2 on any attempt to destroy any group
- **The Network:** Turns over two cards at beginning of turn
- **The Discordian Society:** +4 on any attempt to control Weird groups; immune to any attacks from Government or Straight groups
- **The UFOs:** Illuminati group may participate in two attacks per turn.

The following abilities are automatically applied at the end of a player's turn:

- **The Gnomes of Zurich:** May move money freely at end of turn. The player selects a group to transfer MB from, selects a group to transfer MB to, enters the amount, and selects OK. These actions can be repeated until the player selects "Done".
- **The Bermuda Triangle:** May reorganize groups freely at end of turn. The player selects a group to move, then selects an open control arrow to move the group to. These actions can be repeated until the player selects "Done".

The following ability occurs after the attack is declared:

- **The Bavarian Illuminati:** If *The Bavarian Illuminati* is attacking and the Illuminati's special ability has not been used this turn, the game will prompt the player if he or she wishes to make the attack privileged by spending 5 MB from the Illuminati treasury. If the player selects yes, 5 MB are removed from the Illuminati treasury and placed in the bank, and the attack is now privileged.

3.5 Game Information:

Logs

Game will display every action Game or players take, whether their turn or not.

Chat

Players will be allowed to chat at any time during the game with each other.

Groups

Each group contains certain characteristics, alignment, power, resistance, income, and special activities.

Alignment:

There are 10 political alignments that make it easier for a group to control or neutralize, or destroy other groups. Groups can have from multiply to no alignments. 10 political alignments are Government, Communist, Liberal, Conservative, Peaceful, Violent, Straight, Weird, Criminal, or Fanatic.

Power:

A group's power measures the ability to dominate other groups. Groups with higher numbers mean they have higher power and makes it easier to dominate other groups. Groups can have up to 0 – 2 power numbers. If a group does not have any power they cannot attack only assist other attacking groups. If a group has 2 set of numbers the first number is the power group has and the second is the power they can transfer when assisting an attack. Player will be allowed to transfer power if group has transfer power when player is being attacked.

Resistance:

Resistance is a group's ability to resist an attack from another group. The higher the number the harder for a group to dominate, while a smaller number makes it easier for another group to attack. A smaller number makes it harder for a player to protect.

Income:

Income is the amount of MB a group gets every time it is a player's turn. The MB collected is placed on the group and not the Illuminati card.

3.6 Winning the game

A player will win at the end of a turn when the player meets one of his goals. If two or more players meet their goals at the same time, they both win the game. There are two ways to win the game:

1) The basic goal is the same for all the other players, which is to control a certain number of groups. This number depends on the number of the players at the beginning of the game. And if in any case one of the players left or got eliminated, the number of the groups required to win does not change.

2) The special goal is another way to win the game. This will be different for each player, representing a specific goal or aim of that particular illuminati. A player will win if he meets his Special goal at the end of the turn.

The Bavarian Illuminati	Control groups with a total power of 35 or more (including their own Power of 10)
The Bermuda Triangle	Control at least one Group of each alignment. A Group with more than one alignment counts for each of its alignments.
The Discordian Society	Control five Weird Groups
The Gnomes of Zurich	Collect 150 megabucks (in the whole Power Structure's treasuries)
The Network	Control Groups with a total Transferable Power of 25 (including their own 7)
The Servants of Cthulhu	Destroy eight Groups
The Society of Assassins	Control six Violent Groups
The UFOs	At the beginning of the game, after players choose their Illuminati, the UFO player picks the Special Goal of any other Illuminati group. He writes it down, keeping it secret from the other players.

