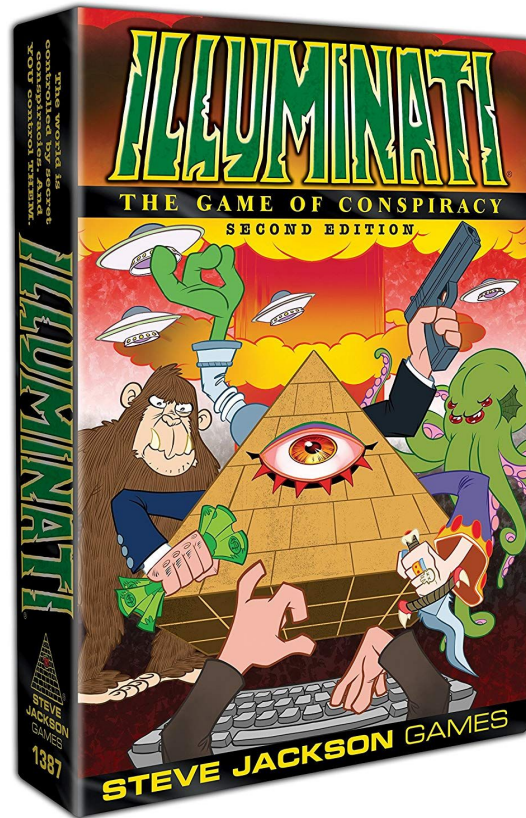


User Manual for Illuminati: The Game of Conspiracy



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1. Getting Starting

1.1 Introduction

In Illuminati: The Game of Conspiracy a game consists of two to eight people. Your goal is world domination, battling against opponents trying to do the same. You may attack different groups and take control of them, destroy them, or neutralize them on your way towards your group's goal. In this game you are allowed to trade and gift with different players, but don't forget anyone could be your enemy. You have conquered the world once you have completed your designated goal or controll a certain amount of group.

1.2 The Manual

This manual is a guide to introduce you to our software to play the game Illuminati. The contents of this manual will help you learn about the different cards that are at your disposal in the game, the special features that are included in the digital version, and the basic rules along with how the game is played. So if you have any questions about world domination please refer to this user manual.

1.3 Installation

Illuminati the game software will be available to download on our project repository on github.

<https://github.com/richard-pho/343-GroupC-illuminati>

You must have the Illuminati.exe executable file and the Illuminati.pck file in the same file for the game to run.

 Illuminati	4/21/2020 4:09 PM	Application
 Illuminati.pck	4/21/2020 4:09 PM	PCK File

1.4 System requirements

Minimum System Requirements:

OS: Windows 7

Processor Core: Intel Core i3 Gen 6

Memory: 2 GB RAM

Video Card: None

Recommended System Requirements:

OS: Windows 10

Processor Core: Intel Core i5 Gen 6

Memory: 4 GB RAM

Video Card: None

2. How to Start a Game

2.1 Start the Illuminati game software

To start the software you need to open the executable file called 'Illuminati.exe'.

2.2a Adding Players to Lobby

Once the Illuminati software has been opened, you are going to need players. To add a player to the lobby simply locate the login textbox and enter in a valid username. Once the players enter a valid username he/she presses the login button. The player will then be added to the lobby.

Username Requirements

- No special characters
- Minimum of 3 characters
- Username can not already exist in the current lobby

2.2b Removing Players from Lobby

Once players are added to the lobby, you can remove them by right clicking on their name.

2.3 Starting the Game

To start a game there must be two to eight players added in the lobby. Once you have the required amount of players, to start the game on the home screen just locate the start game button labeled "Start Game" and click it. Once the button is clicked you have successfully started the game and can start on your journey of world domination.

3. About The Game

3.1 Illuminati Cards

There are eight Illuminati cards in total. Each player picks one random Illuminati card to be theirs in the beginning of the game. Each Illuminati card has a special goal that has to be completed to win the game. They also have a unique ability, power, transferable power, and income. At the sides of an Illuminati card are outward arrows that show that they can control a group in that direction. The Illuminati card and all the groups connected to it is called the power structure.

Example:



How it works in game:

At the beginning of a game a screen with eight illuminati cards will be faced down. Each player in the lobby will get to pick their Illuminati card at random.

3.2 Special Cards

Special cards are cards that have an ability when played. A special card's ability can only be used once, so after it is used the special card is discarded. By discarding a special card (not by using it) the player can make their attack privileged. To stop someone else's privileged attack, a player can discard two special cards. If two special cards are played at the same time and they contradict each other, then the special card that was played last takes effect while the first one's effect doesn't activate.

Example:



How it works in game:

If a player draws a special card, it goes into their hand. The system will reveal that the player has drawn a special card, but won't reveal what the card is.

Special cards can be activated, when on a player's turn they pick the option to play their special card. Then the special card will take effect.

Note: if two contradicting special cards are played only the second one takes effect.

3.3 Group Cards

Group cards are cards that can be added to a player's power structure. Possible statistics they may have on them include: power, transferable power, resistance, income, and alignments. Unlike Illuminati groups, these cards can both control and be controlled by other groups so they may have inward arrows and outward arrows. Groups that are controlled by other groups are called puppets.

Example:



3.3.1 Moving groups

In your power structure you are able to move your group to another group with an arrow pointing out. However, if your group is a parent to other groups, moving your parent group will move the other groups as well. If the moving of the parent and all its child groups causes an overlap then the children can be moved around until there is no overlap. If this overlap is not fixable then the children overlapping are discarded to the uncontrolled group area.

How it works in game:

When it is a player's turn, he/she will be able to pick a card out of the pile of shuffled cards by clicking a deck. If the card chosen is a group card then it will be placed in the uncontrolled group pile.

A group can be moved, to move a group at the beginning of a player's turn simply choose the button option to move a group. Click the group that you want to move and click where you want to move it. Make sure it follows the rules described in section 3.3.1 above.

3.4 Types of Attacks

There are three different types of attacks that a player can make: attack to control, attack to neutralize, and attack to destroy. Illuminati cards can attack but cannot be attacked.

How it works in game:

When player clicks the attack button they will have three options: Attack to control, Attack to neutralize, and Attack to destroy

3.4.1 Attack to Control

A player can attack to control any group other than an Illuminati group or a card the player already controls. The attacking group must have an outward arrow that isn't occupied by another group.

After choosing which group the player wants to control, they must roll two dice to determine whether or not the attack was successful. For the attack to be successful, the player has to roll a number less than or equal to their power minus the other group's resistance. Rolling a 11 or 12 would result in an automatic failure.

After a successful attack, the player of the attacking group gets to put the defending group and its puppets somewhere in their power structure. Half of the money in the

defending group is moved with it when it gets transferred to its new owner while the other half goes to the bank. The group that attacked can transfer its money to the treasury or the group it just attacked. If the attack was not successful then the defending group remains where it is.

How it works in game:

The player will have the ability to choose another player's group or an uncontrolled group from the middle.

The attack will then be carried out as described above

3.4.2 Attack to Neutralize

Attack to neutralize is similar to attack to control but can only be used on groups controlled by other players. The attacker gains six extra powers and if the attack is successful, instead of the group and its puppets moving to the attacker's power structure, it is moved to the uncontrolled group area.

How it works in game:

The player will have the ability to choose another player's group to neutralize.

The attack will then be carried out as described above

3.4.3 Attack to Destroy

Attack to destroy is similar to attack to control with just a couple of differences. Instead of having to roll less than the attacking group's power minus the defending group's resistance, it will be the attack group's power minus the defending group's power.

A group with no power can't be targeted by this attack. The attacking group doesn't need an open outward arrow. If the attacking group and defending group have opposite alignments, then the attacking group gets four extra power, but if they have the same alignment then the attacking group's power is subtracted by four. If the attack is successful, then the defending group goes to the dead pile. If not then the defending group remains where it is.

How it works in game:

The player will have the ability to choose another player's group or their own group to destroy.

The attack will be carried out as described above.

3.5 Trading

Groups cards, special cards, and money can be traded between players. If there is a trade that involves group cards then it must be done during either of the players' turn. Each group exchanged counts as an action for the player whose turn it is. When a group is traded all of the puppets it had will go along with it. If money is being traded it must come from an Illuminati card. Group cards cannot receive or give money.

How it works in game:

Player has an option to trade at the beginning of the player's turn.

Player then has the option to choose what they want to trade.

Player then has the option to choose what they want to trade for.

Player will then choose which player to trade with.

Other player in the trade will then have the option to accept or reject the trade.

Trade will then either go through or be rejected.

3.6 Gifting

Groups cards, special cards, and money can be gifted between players. If a group card is being gifted it must be the turn of one of the players involved. When a player wants to gift away one of their groups the other player can choose to accept or reject it. If money is being gifted it must come from an Illuminati card. Group cards cannot receive or give money.

How it works in game:

Player has an option to gift at the beginning of the player's turn. Once the player picks that option a menu will pop up giving the player the option to choose what they want to gift. After choosing what to trade, you will pick the player you want to give a gift too.

The player you pick to give the gift too has the option to accept or reject.

3.7 Winning

How it works in game:

At the end of any player's turn, the system will check to see if a player has reached the basic goal or their own Illuminati special goal as described in the image below. When a player wins their name will be added to the ranking

system. If their name is already in the ranking system the amount of wins they have goes up by one.

BASIC GOALS

Groups to be controlled, *including Illuminati*

2 or 3 players (not recommended)	13
4 players	12
5 players	10
6 players	9
7 or 8 players (not recommended)	8

SPECIAL GOALS

Bavarian Illuminati. Control Groups with a total power of 35 or more (including their own Power of 10).

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

Discordian Society. Control five Weird Groups.

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).

Servants of Cthulhu. Destroy eight Groups.

Society of Assassins. Control six Violent Groups.

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.

3.8 Money: MegaBucks

The currency in the game is called MegaBucks. MegaBucks are earned at the beginning of your turn based on the amount specified on your group cards and illuminati card.

How it works in game:

At the beginning of a player's turn the software will calculate your income based on the group cards and illuminati card in your power structure. After that the software will add the income earned to your personal savings located next to your name.

3.9 Uncontrolled groups

The uncontrolled groups are in the uncontrolled group area. These groups are up for grabs for players to take.

3.9.1 Uncontrolled group pile

The uncontrolled group is an area where all the uncontrolled groups are placed

How it works in game:

In the beginning of the game there will be four uncontrolled groups randomly chosen by the software. When it is a player's turn to draw and there are less than two uncontrolled groups, that player must draw until there are at least two groups in the uncontrolled group pile by clicking on the deck of cards. These groups can be targeted by attack to control attacks so that they can leave the uncontrolled group pile and be added to a player's power structure. These groups can also be targeted by attack to destroy attacks. Groups neutralized by an attack to neutralize attack would be added to the uncontrolled group pile.

4. Special Features

4.1 Music

There will be royalty free music that will be played from the start of the game. To mute the music you may click the music symbol button located in the menu option in the game. To unmute you can just locate the menu option button and find the music symbol and click on it again. Once the music symbol is pressed again the music will start playing again.

4.2 AFK Detector

During a player's turn if they do not click any button or make an action for 90 seconds then they will lose their turn. The timer will start again for the next person's turn and so on. This feature is used so that a player does not take too long, prolonging the game for everyone else.

4.3 Ranking System

There will be a ranking system that keeps track of the amount of wins a player has. At the end of every game the rankings are updated.

4.3.1 How it works

Once a username has been used to login, it will be added to the database. When that username has won a game, one point will be awarded. The username with the most points will be ranked number 1.

4.3.2 How to view the rankings

To view rankings, the user must navigate to the homescreen where there will be a rankings button labeled "Rankings". Once the button is pressed the list of rankings will appear with position 1 being the username with the most wins. To have your username appear on the list a minimum of one win is required.

4.4 Pause/Unpause Game

When you are in a game, and everyone in the lobby has agreed to pause the game the player whose turn it is can locate and click the pause button. Once the pause button has been pressed the AFK detector is paused and the game will take you to a screen with an unpause button. When everyone is ready to play again a player can click the unpause button to resume the game and the AFK detector's timer continues to run.