

ILLUMINATI

THE GAME OF CONSPIRACY
REMASTERED

USER MANUAL

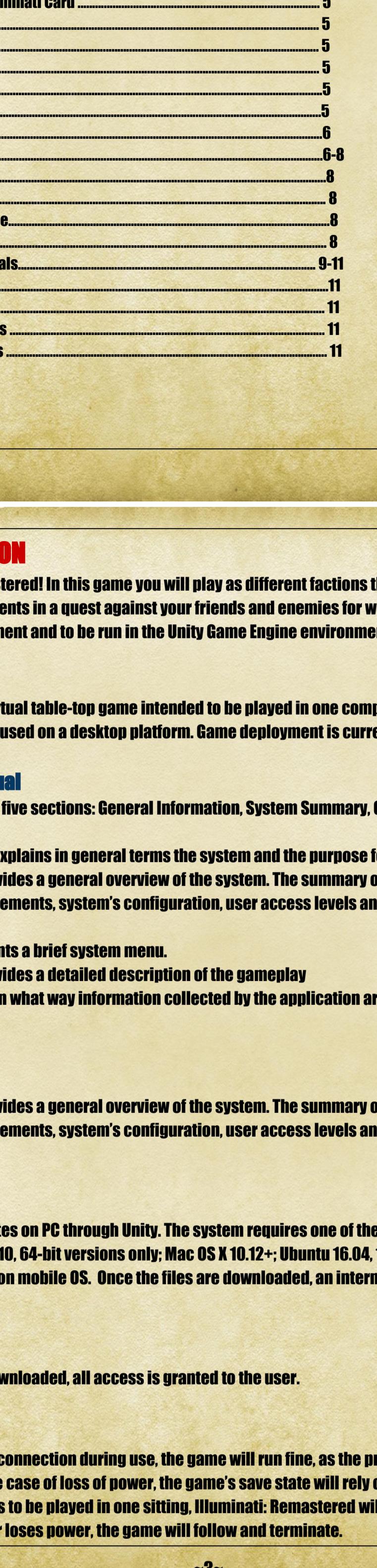


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GENERAL INFORMATION

Welcome to Illuminati: Remastered! In this game you will play as different factions that secretly pull the strings of the world's social and political events in a quest against your friends and enemies for world domination. Our program is meant for recreational enjoyment and to be run in the Unity Game Engine environment.

System Overview

Illuminati: Remastered is a virtual table-top game intended to be played on one computer. Illuminati: Remastered runs on Unity and is intended to be used on a desktop platform. Game deployment is currently under development.

Organization of the Manual

The user's manual consists of five sections: General Information, System Summary, Getting Started, Playing the Game, and Reporting.

General Information section explains in general terms the system and the purpose for which it is intended.

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

Getting Started section presents a brief system menu.

Playing the Game section provides a detailed description of the gameplay.

Reporting section describes in what way information collected by the application are presented and how to access the information.

SYSTEM SUMMARY

System Summary section provides a general overview of the system. The summary outlines the uses of the system's hardware and software requirements, system's configuration, user access levels and system's behavior in case of any contingencies.

System Configuration

Illuminati: Remastered operates on PC through Unity. The system requires one of the following OS as a minimum for operation: Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.12+; Ubuntu 16.04, 18.04, and CentOS 7. Illuminati: Remastered is not supported on mobile OS. Once the files are downloaded, an internet connection is no longer needed to use the program.

User Access Levels

Once the program files are downloaded, all access is granted to the user.

Contingencies

In the case of loss of internet connection during use, the game will run fine, as the program requires no internet access for normal functionality. In the case of loss of power, the game's save state will rely on the current Unity engine the user has running. Since the game is to be played in one sitting, Illuminati: Remastered will not support save states at this time. Once Unity terminates or loses power, the game will follow and terminate.

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GETTING STARTED

Installation and Logging In

The entirety of the game will be contained in a .zip folder to be downloaded and unzipped on a user's personal computer.

No changes to the computer will be requested from the game files.

Illuminati: Remastered will not use any login credentials.

Once files are on the computer a file path adjustment will be required. The adjustment is as follows: [placeholder for instructions to be completed]

System Menu

Illuminati: Remastered opens with a main menu screen consisting of a 'Start Game', 'Settings' and 'Exit' options. All options will have an icon and are to be left-clicked on to be used.

[placeholder for main menu screen]

Start Game Option

The Start Game option, once activated, is going to prompt the user for the four names of the players participating.

[placeholder for start game prompt image]

Settings Option

The Settings option will be used for you to customize the following: toggle option for background music.

[placeholder for settings icon and menu images]

Exit Game Option

The Exit Game option will be used to exit the program and terminate the game.

[placeholder for Exit Game option image]

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PLAYING THE GAME

Entering Player Names

When the game is started, you will have to enter the names of the four participants playing.

Rolling the dice to decide order

At the start of the game, once player names have been established, each player will be prompted to roll 2 6-sided dice. The dice result will decide the order of when players get to choose their Illuminati card.

Choosing your Illuminati Card

Each player will pick an Illuminati card. Each Illuminati card has a unique goal that each player will need to know.

Shuffle Deck

The Remaining cards, including special cards, will be randomized.

Power

The Power value shows a Group's ability to dominate other Groups.

If two numbers are shown the first is the power to attack, and the second represents the power that can be used to assist another group. The Power is shown on the left hand side of a Group card.

[placeholder for Group card image]

Resistance

Resistance is the measure a Group has at resisting domination. A Group with a lower Resistance value is easier to take over but also harder to protect. Your Illuminati Group has no Resistance value because it cannot be attacked. The Resistance value is found on the left hand side of the card.

[placeholder for Group card image]

Income

Megabucks (MB) are the in-game currency. At the beginning of each turn, each Group you control collects the amount listed on the card. Income is collected automatically at the beginning of your turn. Some Groups have unique abilities and collect from other players.

[placeholder for Group card image]

The Group Cards

Group cards are the foundation of Illuminati: Remastered. Group cards are used to expand your underground secret empire. Though goals to winning the game vary, Group Cards are fundamental to victory. Group Cards have different uses and attributes such as: Power, Resistance, Income, possibly a special ability and an alignment.

Sequence of Play

Each player takes turns performing their sequence of play.

1. Collecting Income

At the start of each player's sequence of play, income is collected automatically based on the income level of all Group cards in your possession.

2. Drawing a card

When the Drawing a Card option comes up, it is your turn to draw a card. Drawing a card is done by left clicking the deck up on the start of your turn. If it is a special card, you keep it and an announcement is made that the card is a group card then it is placed in the center and is now an uncontrolled area if the attack was successful.

Attack to Control

When you attack another player card or an uncontrolled card to take it for yourself. To perform an Attack to Control, you're going to left click on the Group you would like to attack with. The Group must have a free, unblocked, outwardly pointing arrow. You'll left click on the attack Group, select 'Attack with'. You'll then select the Group you are attacking. The difference between the Power of the attacker and Resistance of the defender is a positive integer you must now roll lower than or equal to. If an 11 or 12 is rolled, the attack is a fail.

Attack to Neutralize

Attack to Neutralize is identical to the process of Attack to Control however it is used when you attack another player card to make that card go neutral so they don't have ownership of that card anymore. The card is then moved to the uncontrolled area if the attack was successful.

Attack to Destroy

When you attack another player card to destroy. The destroy card is now out of the game. This is very similar to an Attack to Control with some modifications.

1. Instead of rolling "Power minus Resistance," the attacker rolls "Power minus Power." In other words, the defending Group defends with its Power rather than its Resistance. A Group with no Power cannot be destroyed except by the Special card Whispering Campaign. The factors which keep powerless Groups from organizing enough to control other Groups also make them too diffuse to wipe out.

2. Groups with different philosophies destroy each other more easily. An Attack to Destroy gets a +4 bonus for every opposite alignment, and a -4 for every identical alignment.

3. A Group does not need an open control arrow in order to attempt destruction.

4. If the attack succeeds, the Target Group goes to the "dead pile." Its subordinate Groups are not destroyed, but can be revived only by the Special card Media Campaign.

5. You may try to become uncontrolled. It can be revived only by the Special card Media Campaign. In this case, the target's closeness to its Illuminati Group does not protect it. But no Group may attack itself, or aid an attempt to destroy itself.

Calling off an Attack

An Attack may be called off in its earliest stages and no Megabucks have been committed to the attack.

Money Transfer

When you move Megabucks to a different location around your territory. There will be a button to click on when you want to start moving money. It will then ask from which group and how much money you are going to transfer.

Lastly, you select another group to place your money on.

Moving a Group

When you move a group/card to another location around your territory. There will be an option you can click on to move a group. Then you click on the card you want to move and drag it to another free space.

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