

Use case: Illuminati: Remastered

Actor: User (Players)

Pre-Condition:

Post-Condition:

Events:

Use case: Launch Game

Actor: User (Player)

Pre-Condition: Illuminati: Remastered is downloaded

Post-Condition: Game is launched and ready to play

Events:

1. User double clicks, or right-clicks and clicks on the application
 - a. Video intro displays

Use case: Start Game

Actor: User (Player)

Pre-condition: Illuminati has been launched

Post-condition: Illuminati game has been started

Events:

1. Introductory video is played
2. User decides between basic rules or advanced rules
 - a. Depending on the decision, the game's pace and playthrough will change and the sequence of prompts will be set to fit the user preference
3. User enters names of 4 players participating
 - a. Name attributes are assigned positions around the table top board.
- 4.

Use case: Roll Dice

Actor: User (Player)

Pre-condition: Game has been started

Post-Condition: A user will be chosen to start

Events:

1. User rolls one die
2. User roll second die
- 3.

1. User launch game
 - a. Display intro video
2. User click "Play" button or **[Alt Course A]** or **[Alt Course B]**
3. User is prompt: Entering each players names
4. User if prompt if they want to play with Basis Rules or Advance Rules**[Advance Rules]**
5. Camera angle is moved to the board
6. Each player will be given a random Illuminati card
7. Each player collects their income from the bank placing it on their illuminati card
 - a. Remainder of illuminati cards are discarded
8. Camera moves to the center of the board
9. The game Shuffle remaining cards, including specials
 - a. Then placed deck in the center of the board
10. Game draws four cards from deck face-up and place them in the center of the board and **[Discard Special]**
 - a. These 4 Groups are the original "uncontrolled Groups"
11. First player is picked by random
12. -----
13. Player collects income form his/her Groups that has Income
14. Player draw a card
15. If the card is a Group, it is placed face-up in the center of the board, with the other uncontrolled Groups or **[Alt Course D]**
16. Player takes 2 "Actions"
 - a. There are 3 action type you can do, (An Attack), (Money Transfer), and (Moving a Group)
 - b. User is given option to "Attack" = 3 option of attacking - **[Attack to Control]** or **[Attack to Neutralize]** or **[Attack to Destroy]**
 - c. User is given the option to "Money Transfer" = move money to an adjacent Group
 - d. User is given the option to "Move a Group" =
 - e. "Interference" - Any player may interfere in an attack, either by helping the attacker or by opposing him. The person can only contribute money from his Illuminati treasury
17. When the player is finished with their first action, the player then takes their second action.
 - a. Same as step 16 but it's for their second action
18. Player may move two treasuries to adjacent Groups
 - a. In rule book this is part of ("free action")(Transfer money)

19. If the player is the Gnomes of Zurich, this is the time when he may redistribute his money between treasuries. If he is in the Bermuda Triangle, this is the time when he may reorganize his Power Structure.
 - a. In rule book this is part of ("free action")(Take special-power action)
20. At the end of turn, if there are less than 2 uncontrolled Group, draw cards until there are two uncontrolled Group and **[Discard Special]**
 - a. In rule book this is part of ("free action")(Add targets)
21. Continue back at step 13 until a player wins by achieving their Goals. **[Goal A]** or **[Goal B]** or **[Goal C]** ... or **[Goal I]**
22. *
23. *
24. *
25. *
26. *
27. *
28. *
29. *
30. *
31. *
32. *

[Alt Course A] : Main menu - Setting

- A1. User click "Setting" button
 - a. User can change in-game sounds settings

[Alt Course B] : Main menu - Exit

- B2. User click "Exit" button
 - a. Game shuts down

[Discard Special] : If any Special cards are turned over, bury them in the deck and turn over new cards to replace them.

[Alt Course D] : If it is a special card, the player keeps it ...

[Attack to Control] : Player can attack against any other Group in play except another Illuminati or Group you already control

- a. The attacking Group must have at least one outward-pointing arrow free

- b. (Aiding Attacks) - If a Group has two power numbers the second number is transferable. If a Group does not attack during a turn, it may use its transferable power to aid an attack made by any other Group in its Power Structure.
- c. (Power Structure Position) -
- d. (Alignments) - Groups having an identical alignment ADD 4 to the attacker's effective Power for each identical alignments. If they have any opposite alignments, SUBTRACT 4 for each. **[Alignments List]**
 - Ex. A Weird, Communist Group is trying to control a Straight, Government Group. Two sets of opposite alignments subtract 8 from the attacking power on this attack.
- e. (Special Powers) -
- f. (Spending Money to Attack) - Spend megabucks to increase Power to that attack. Money used can only be on the attacking Group or Illuminati card.
- g. (Spending Money to Defend) - Money spent on the Group that is being attacked will increase Resistance by 2. While money on Illuminati card will count as 1.
- h. Goes back to step f and g until both players are satisfied.
- i. Takes (power - resistant + megabucks)
- j. Roll die and adds the two numbers
- k. If the roll of the die is lower than (power - resistant + megabucks), then the player now controls that card. [Alt Course H]
- l. Player can now connect uncontrolled card to the card that did the attacking
- m. Half of the money remaining on the captured Groups' (round down) goes with the new owner and the rest is returned to the bank.
- n. Group which attacked may transfer any or all its money to the group it just captured.

[Attack to Neutralize] : Same as [Attack to Control] except:

- a. The target must be controlled by another player
- b. Attacker gains an additional +6 bonus
- c. Attacker does not need an open control arrow
- d. If attack succeeds, the target Group and any subordinates are placed in the "Uncontrolled Area" and all money goes to the bank.

[Attack to Destroy] : Same as **[Attack to Control]** except use the power instead of resistance (Power-Power) .

- a. A group with Zero power cannot be destroyed except with Special Card "Whispering Campaign"

[Alt Course H] : If the roll of the die is higher than “(power - resistant + megabucks)” or lands on 11 or 12, then the player doesn't control that card and the card remains where it is

- a. Player action turn ends

[Alt Course I] :

[Alignments List] :

[Goal A]: When a player controls 10 groups, they win.

[Goal B]: If the player has the Bavarian Illuminati card:

- a. Must control groups with a total power of 35 or more (including their own Power of 10).

[Goal C]: If the player has the Bermuda Triangle:

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

[Goal D]: If the player has the Discordian Society:

- a. Control five Weird Groups.

[Goal E]: If the player has the Gnomes of Zurich:

- a. Collect 150 megabucks (in the whole Power Structure's treasuries).

[Goal F]: The Network. Control Groups with a total Transferable Power of 25 (including their own 7).

[Goal G]: If the player has the Servants of Cthulhu:

- a. Destroy eight Groups.

[Goal H]: If the player has the Society of Assassins card:

- a. Control six Violent Groups.

[Goal I]: If the player has the UFOs card:

- a. At the beginning of play, the player picks the Special Goal of any other Illuminati group
- b. The player writes it down, keeping it secret from the other players.
- c. When achieved, the player wins

[Advance Rules] :