



# **Illuminati: The Game of Conspiracy**

## **Application Game**

### **Manual**

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SECTION 1  
*IN THE  
BEGINNING*



## Introduction

### What is IGTC?

IGTC is short for Illuminati The Game of Conspiracy Application. This application is made for fans of Steve Jackson Games.

### What is the objective of Illuminati The Game of Conspiracy?

There are secret conspiracies everywhere. In Illuminati, the players will need to increase their wealth and power to take over the world until ONE player will reign supreme over their opponents.

## Using the Manual

### Navigation:

In order to navigate through the manual, you are able to reference the table of contents for any questions on how to run this application and play the game. The manual is divided into two sections, "In the Beginning", and "The Basics", which will contain everything you need to know to start and play the game.

## System Requirements

### Minimum System Requirements:

OS: Windows 98 / ME / 2000 / XP with DirectX 9.0c

CPU: Pentium III with 600 MHz

RAM: 128 MB

Graphic Card: DirectX-Compatible Graphic card with a minimum of 32 MB Ram

Sound Card: DirectX-Compatible Soundcard

CD-ROM: 2-fach Speed

Hard Disk Space: 270 MB of free discspace

## Installation Steps

### Procedures:

1. Start your computer.
2. Download the game by clicking the link which will send you to your default web browser: <https://biturl.com/IGTCA>
3. Save the game to your desktop.
4. Run the application to start the game.



SECTION 2

*THE*

*BASICS*



## Game Setup

### I. Starting the game

Start by opening the ITGCA. After the application has opened, you can either choose to start a new game or quit the application.

### II. Choosing how many players

Using the drop down menu, you can choose anywhere from 1-5 players.

### III. Entering your name

Type your game name into the text field.

### IV. Picking your player icon

Using the drop down menu, you can choose your player icon for the game.

### V. Changing the music

Select your choice of music from 1 of 3 songs in the drop down menu.

## Game Flow

### I. Getting your Illuminati

After you have started a new game, you will be given 1 of 8 Illuminati cards. Some cards require further input choices. Once all choices are chosen, confirm to continue.

### II. Collect income

Income will be based on your Illuminati group card. The amount will be automatically added into your bank. Once the income is given to you, a message will pop up saying that you have received your income from your Illuminati group card.



### III. Drawing a Card

At the beginning of each turn, the player will start by drawing a card from the deck. The card will be automatically drawn and shown to you.

### IV. Choosing Two Actions

After drawing a card, the user will be given a drop down menu to choose one of three actions. The user will then confirm their choice to execute the command.

#### A. Attacks

The User will be given a drop down menu to choose from three types of Attacks. Confirm your choice to execute the command.

See Attacks for further types of Attacks and Attack details

#### B. Money Transfer

See Money Transfer

#### C. Moving a Group

The user chooses an available group, from a drop down menu, to move and moves them to an open Power Structure spot.

### V. Choosing a Free Action

Free actions do not count as a normal action you take during your turn. They can be done during your turn or during another event depending on the free action. During this phase, a drop down menu will contain 5 choices. After confirming your choice, it executes the command.

#### A. Dropping Groups

If for any reason you no longer want a group in your power structure, you can drop that group. The group will be returned to the uncontrolled area. You may choose to exchange your discarded group for another group if you want to. This is done during your turn. A drop down menu will display all groups available to be dropped. There will be a checkbox for choosing to exchange or not. Clicking checkbox for exchange will then display a new drop box to choose a group to be exchanged. Confirming your choice will execute the command.

#### B. Aiding an Attack

During an attack, you may choose to aid the attack. An aid button would be displayed under each player's name during an attack action is executed. The User will click the button to aid the attack. This does not have to happen during your turn.

### C. Giving away a Special Card or money

At any point in the game, you may choose to give a special card or money to another player. Do this by choosing either give away card or give away money by clicking from the dropdown menu. Further choices will appear based on your choice. Choose the card to give away, from the drop down menu, or the amount to give away, entered in a field. Finally choose the player that will receive the card or money through a drop down menu. Confirming your choice will execute the command.

### D. Using a Special card

During your turn you can choose to play a special card from the drop down menu. After your choice, the special card's list of instructions to follow will display.

Other options will display based on the card.

## VI. Money Transfer

Money Transfer can be done in "Choosing an Action". Money Transfer is also done every turn after "Actions". The user picks another player, through a drop down menu, to transfer the money to. The user then selects an amount of money from their available money stash into a field. Once confirmed the money will be sent to another player.

## VII. Special Power Action

Each Illuminati organization has a special power action they can take during their turn. See the Illuminati section for each group's special power action.

## VIII. Add target

User will draw to add a group card to an uncontrolled area. Drawing will be done for the user and results will be displayed. When drawing, the user will discard any special drawn cards and stop when drawing when 2 group cards are drawn. The user will choose the position to place the groups.

## Attacks

### I. Attack to Control

An attack to control is done to possess another group. First choose the group you wish to attack. A successful roll will be calculated by subtracting the defending group's resistance from the attacking group's power. Then click "rolling the dice". The roll must be equal to or less than the calculated value to be a successful attack. Click from the drop down menu "Attack to Control" to execute the command.

### Attack to Destroy

This attack is done to destroy groups that have different objectives from yours. By destroying groups, you stop other Illuminati groups from joining with similar groups to gain control. During your turn, you choose a group to attack. The value is calculated by subtracting the defending group's power from the attacking group's power. Then click "roll the dice" to attack. The attack is a success if the roll is equal to or less than the calculated value. Click from the drop down menu "Attack to Destroy" to execute the command.

### II. Attack to Neutralize

This is done like attack to control. The only difference is that this is done to a group that is already under another player's control. Click from the drop down menu "Attack to Neutralize" to execute the command.

## Winning The Game

Winning the game is achieved through completing an Illuminati's goal. Each Illuminati card has its own goal. See "The Immunianti" for goal details for each Illuminati.

## The Illuminati

Each Illuminati group has a specific goal they have to accomplish in order to win the game. They each also have special powers in the game. The groups are listed below:

### I. The UFOS

- A. Goals: Achieve 1 of 7 goals chosen at the beginning of the game.
- B. Special Powers: +4 on any attempt to neutralize any group

- C. Power: 6/6 (twice per turn)
- D. Income: 8

## II. The Servants of Cthulhu

- A. Goals: Destroy other groups. The player gets an extra +2 on any attempt to destroy any Group. Since the objective of the game is to destroy eight other Groups. If they knock any other Illuminati out of the game by taking away its last group, the destroyed Illuminati counts towards their total.
- B. Special Powers: +2 on any attempt to destroy any group
- C. Power: 9/9
- D. Income: 7

## III. The Network

- A. Goals: Collect 25 points worth of transferable power.
- B. Special Powers: Turns over two cards at the beginning of turn.
- C. Power: 7/7
- D. Income: 9

## IV. The Gnomes of Zurich

- A. Goals: Collect a total of 150 megabucks, including the treasury in their power structure too.
- B. Special Powers: May move money freely at end of turn
- C. Power: 7/7
- D. Income: 12

## V. The Discordian Society

- A. Goals: Control 5 Weird Groups
- B. Special Powers: +4 on any attempt to control Weird groups; immune to any attacks from Government or Straight groups.
- C. Power: 8/8
- D. Income: 8

## VI. The Bermuda Triangle

- A. Goals: Collect at least one example of each of the ten different alignments.
- B. Special Powers: May reorganize groups freely at end of turn.
- C. Power: 8/8
- D. Income: 9

## VII. The Bavarian Illuminati

- A. Goals: Control groups with a total power of 35.
- B. Special Powers: May make one privileged attack each turn at a cost of 5MB
- C. Power: 10/10
- D. Income: 9

## VIII. The Society of Assassins

- A. Goals: Collect 6 Violent cards.
- B. Special Powers: +4 on any attempt to neutralize any group
- C. Power: 8/8
- D. Income: 8