SPAM WARS

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END OF GAME

A player shouts "SPAM WARS!"
A player thinks they've cleared their inbox and announces the end of the game.
All players reveal their 3 cards.

The points are added up:
• Clean: 0
• Spam: -1
• Phishing: -2
• Specials: 0
• Mega Virus: Elimination
The player with the fewest points wins.

If a player has a Mega Virus
They lose immediately.
The game ends, and the points are tallied among the remaining players.

GAME CONTENTS

Total : 65 cards
39 Email Cards
15 Clean (benevolent) Emails
14 Spam Emails
10 Phishing Emails
25 Special cards : unique effects
1 Mega Virus: immediate elimination

SPAM
WARS

GAMES RULES

1. Prepare the cards for the inbox.
Separate only the Clean Emails, Spam, and Phishing cards.
Do not shuffle the special cards at this time.

2. Distribution of the Mailbox
Each player receives 3 cards, face down, to form their mailbox.
Requirement: Each player must place at least one "Clean Email" card among these 3 cards and can freely choose its position.
The other 2 cards (Clean, Spam, or Phishing) can be placed in any order, secretly.

3. Dealing the Hand
Now give 2 Special cards to each player.
Then shuffle all the remaining cards together, including the unused Special cards.
Each player then draws cards until they reach a hand of 5 cards.Center Deck Formation
 All remaining cards are placed face down to form the center deck, ready for play.

4. Open an Email
You have the right to look at a card in your email inbox.

TURN PROCEDURE

On your turn, you choose one of the following actions:
1. Send an Email to an Opponent (Legitimate, Spam, or Phishing)
You choose a card from your hand and give it face down to a player.

The targeted player must then:
• Accept the email → they place it in their inbox, replacing one of their 3 current cards (without looking at the received email).
• OR defend themselves by immediately playing a Special card
You can pretend to send a legitimate email when it's actually spam... or vice versa.

2. Play a Special Card
You play a special card from your hand and apply its effect.
Some cards change the structure of the turn (Routing Loop), others target mailboxes ("Corrupted Mailbox").

3. Play nothing and draw a card
If you prefer not to act or you have a bad hand, you can discard a card and draw another.

MEGA VIRUS
If a player receives (or keeps) a Mega Virus in their inbox or in their hand, they lose instantly, even if the game is still in progress.

SPECIAL CARDS

Error 404
This card instantly cancels any special card currently in use

Return to Sender
The message goes back the other way... sometimes at the worst possible moment. With this card, you exchange one of the cards in your mailbox with a card from an opponent's mailbox. Neither player can see the exchanged cards.

Antivirus Scan
Choose a player who must randomly reveal one of the cards from their inbox.

Jumbled Mailbox
This card lets you shuffle an opponent's mailbox. Gather their three cards and shuffle them without looking at them, then place them back in front of them. This leaves them completely unsure of what they received.

Forgot Password
This card allows you to target an opponent who will have to discard a card at random from their hand.

Ghost VPN
You are temporarily invisible on the network. Thanks to this card, no player can email you or use any special cards against you.

Fake Technical Support
By playing this card, you swap your entire hand with that of an opponent of your choice. The manipulation is complete: the cards change hands.

Include in CC (Cc)
When you play this card, your next action will involve two players instead of one. You first play the special card, then perform your next action: send an email to two opponents, whether it's a Spam, a Clean, or a Phishing. The special card's effect allows you to attack two players simultaneously.

Routing Loop
Traffic changes direction and the entire game flow is reversed. This card immediately reverses the direction of the turn.