# NETWORK

# GAME RULES

# INFILTRATION

# INTRODUCTION

In this game, the digital community is under attack. Malicious hackers have infiltrated the network, threatening its survival. The users must work together to identify and ban these impostors before it's too late.

# OBJECTIVE

The goal of the **users** and **other roles** is to find and eliminate all hackers to protect the community.

**The hackers**' objective is to eliminate enough users to take control of the network.

# SETUP

**Players :** 5 - 15 players.
Playing with lots of players makes the game tougher

**Role assignment :** Each player is secretly assigned a role. Distribute roles discreetly using cards, notes, or an app.

**System admin :** In games with 7 or more players, the System Admin is elected by vote at the start of the second day.

**Game master :** Designate someone to facilitate the debates and manage the disconnected phase.

# GAMEPLAY PHASES

**Each round consists of two phases :**

- **Connection phase**
  - Discussion : All players debate and share suspicions about who might be a Hacker. Players may accuse others based on behavior or logic.
  - Voting : At the end of the discussion, all players vote to "ban" one player from the network. The player with the most votes is ban.
    - System Admin : If present, their vote counts as two.
    - If there's a tie, no one is banned.
  - The banned player reveals their role and is removed from the game.

- **Deconnection phase**
  - During the deconnection phase, Hackers and special roles act in secret :
    - Hackers' turn : Hackers secretly agree on one player to target.
    - Special roles' turn (in order) :
      - Cyber Expert
      - Moderator

- **The game ends when :**
  - Users win : All Hackers are eliminated.
  - Hackers win : Hackers equal or outnumber the remaining Users.

# MAIN ROLES

- **Users :**
Their role is to collaborate to identify and ban Hackers by debating and voting
Goal : Protect the community by eliminating all Hackers.

- **Hackers :**
These are malicious infiltrators.
Goal : Eliminate all Users and take over the network. Each disconnecting phase, they secretly agree on one player to eliminate.

- **The influencer :**
If eliminated, they can retaliate by taking down another player of their choice immediately.

- **The moderator :**
Holds two powerful abilities:
Restore : Save a player from the hacker.
Destroy : Eliminate a player with the Hammer of banishment.

- **The data analyst :**
Can spy on the Hackers while they are connected to gather clues about their actions.
Risk : If the Hackers discover their identity, they become a prime target.

- **The cyber expert :**
Can choose one person to protect from the hacker. If that person survives until the next connection (no votes or hacker attacks), they can protect another player the following cycle.

# ADDITIONAL RULES

- **No revealing roles :** Players cannot reveal their role or directly quote anything from the Game Master to prove their identity.

- **No talking at night :** During the night phase, all players must remain silent, only the game master is allowed to talk.

- **Eliminated players :** Once eliminated, players can no longer participate in discussions, vote, or use abilities.

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