**Theme:** Cyberwarfare

**Players:** 4+, preferably 5 or more

**Setup:**

* Deck of Action cards
* Deck of 13 Scenario cards
* 45 second timer ⏲
* Deck of standard playing cards w/ a Joker card

**Objective:** The enemy state wins if they complete 7 out of the 13 total objectives or they arrest the hacker

The hacker wins if they have all 9 types of action cards in their hard or if there is only one other person left

**Rules:**

At the start of the game, the “hacker” is selected.  
If the game has N players, N playing cards are drawn out of a playing card deck, one of these being the Joker card.  
Each player is given one of these cards and whoever draws the Joker is designated the hacker.  
Every other player is designated the “enemy state.”  
These cards are not needed for any other stage of gameplay, they are only needed to verify who the hacker is at the end of the game.

Every turn each player draws one action card from the Actions pile and adds it to their hand.  
Then, the players draw a scenario card from the Scenario pile  
Each scenario requires 4 action cards to complete.  
Each player is not allowed to show their action cards but they are allowed to talk about their action cards.  
The hacker can lie about their action cards.

Each player can choose to put down as many **facedown** cards into the center pile as they want to contribute to the objective.  
On every turn, at least one player is required to place down 1 card.  
The players, in total, can put down a maximum of 6 cards.  
If a specific type of action card is already in the center pile it is not allowed to be placed again (no duplicates).  
The hacker can ignore the “no duplicates” rule and can place down a duplicate card.  
Cards in the center pile are not discarded when a turn ends.

Then, everyone closes their eyes.  
The hacker can then steal one card and put it in their hand or swap out a card in the center pile with a card in their hand. They can also swap in a duplicate type of action card if they choose.  
The hacker can look at all the cards face up while deciding what to do.  
They have 45 seconds to finish making their move before the timer goes off.

Then, the cards in the center pile are all turned face up.  
If the center pile has the four cards required to complete the objective, those four cards can be used to complete that objective and they are removed from the center pile.

Finally, the scenario card on the table is placed into a separate discard pile.

At any point players can choose, via strict majority vote, to arrest who they think the hacker is.  
When someone is accused, everyone **including the accused** votes yay or nay.  
If a strict majority of the players vote yay, the accused is arrested and must leave the game.

