

"BETA" EDITION


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Institute for Dissent and Datalove - 12/2024

A GAME OF COURAGEOUS PUBLISHING...



WEKILL / LEAKS



...AND IMPERIALIST SHITF#CKERY

Beta edition

In respectful homage to
J, S, K, J, R, M, S, J, F, C, A, X,
...and all the numerous others! <3

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THIS PROJECT IS
100% SELF/FRIEND-FUNDED
100% SELF-PUBLISHED

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Immense thanks to:

A, A, M, L, JB, S, J, J, R,
A, L, M, BMG, T, O, J,...
all the playtesters, all the funders
past, present and future, and
all the supporters of the project!

This project wouldn't exist without you! <3

<3

*In loving memory of Gavin MacFadyen,
John Pilger, Daniel Ellsberg,
and their passion for
relentlessly seeking the truth.*

==== INTRODUCTION ====

WEKILL/LEAKS is a confrontation between two adversaries: The Empire and The Leak. It is meant as a two-player game, but more participants can team up in groups, playing one or the other party.

The objective for The Leak is to bring The Empire to its knees, by publishing its dirty secrets, to help provoke the historical conditions for a revolution, hopefully in a non-violent way. It is achieved by bringing the **LEGITIMACY** or **VIOLENCE** of The Empire down to 0.

The objective for The Empire is to destroy The Leak, to ensure they will never again publish its secrets and stand in its way, by any possible means. It is achieved by bringing **CAPACITY OF ACTION** of The Leak down to 0.



==== THE LEAK - MANIFESTO ====

We are The Leak.

We are a possible future for journalism and publishing.

We contribute the hackers' culture, ethos and skills to journalistic efforts of publishing truthful information online.

We defy secrets, as they are routinely used to hide the truth about crimes and corruption of The Empire from the general public.

We are a collective effort for transparency, for public scrutiny, for government accountability, for ending wars, and for bringing the bastards responsible for war crimes to be judged by History.

Together with the unleashed power of a free/libre and decentralized Internet, we will become the investigative journalism outlet of the People.

We are aware of the risks we are taking, and expect to make powerful enemies, but it does not scare us.

We do not forget. <3

==== THE EMPIRE ====

== TOP SECRET BRIEFING ==

- **The Empire's objective is to expand its political, economic, military and cultural influence. The Empire can use deception, intelligence, destabilisation and war if necessary.**

One of the most essential tools to further The Empire's objectives is the **routine use of secrecy** in its operations. Millions of documents, bits and pieces of communication in between its services and agents and with its international partners, are hidden from the general public so they cannot scrutinize its actions. Would the public know the truth about its affairs, increased accountability would make it much more difficult for The Empire to regularly violate national and international law.

- **Nothing must stand in the way of The Empire. It is a vital matter of "Lebensraum", of exporting "our good values" to the World and of combatting the dark (necessarily barbaric!) forces of those with conflicting interests.**

Appointed heads of various intelligence agencies have continuously alerted about the coming of age of The Leak, a ragtag bunch of hackers, journalists and activists who commit to **uncompromising transparency and audacious journalism**. As they already started to expose some of The Empire's most confidential secrets, causing embarrassment and tremendously unnecessary PR panics, actions must be taken to **make them stop at any cost**.

- **By nipping The Leak in the bud The Empire will not only silence a powerful force for change, but also hopefully discourage anyone from following their example.**

==== SETUP / THE CARDS ====

=== PLAYERS' SCORES ===

Players' scores are expressed in points specific to each player, of the same units as the levels of the cards:

green **CAPACITY** points for The Leak;



Golden **LEGITIMACY** points and red **VIOLENCE** points for The Empire.



- The Empire starts the game with 3 points of LEGITIMACY and 3 points of VIOLENCE. Increasing its LEGITIMACY and VIOLENCE points at any cost is the name of the game.

The Empire loses the game when its LEGITIMACY or VIOLENCE falls to 0, opening the way to a revolution.

the level of VIOLENCE of The Empire at the end of the game will determine how peaceful or violent is this regime change.

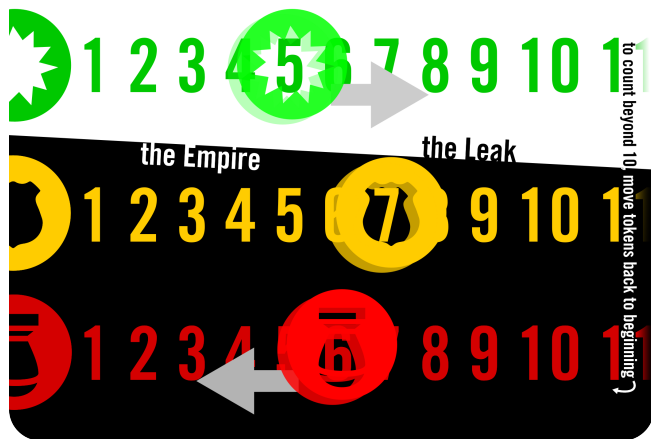
- The Leak starts the game with 3 points of CAPACITY OF ACTION (further referred to as CAPACITY). The Leak must relentlessly increase their capacity of action, in order to organize, analyze and release more authenticated information.

The Leak loses the game if its CAPACITY falls to 0, meaning the organization has been completely incapacitated.

The level of VIOLENCE of The Empire at the end of the game will determine whether this incapacitation is done through judicial persecution, or other, more brutal means...

=== THE TWO DECKS ===

LEGITIMACY, VIOLENCE and CAPACITY points are materialized at the start of the game and increased and decreased along the game, by moving the three laser-cut tokens on the score-keeping card provided within the deck of The Empire.



The Leak's CAPACITY increases as The Empire's VIOLENCE decreases

NOTE: to count score beyond 10, just move the tokens back to the beginning, where 1 becomes 11, 2 becomes 12, etc.

The cards are separated in **two distinct decks** of cards: one for The Empire and one for The Leak. Both decks must be thoroughly shuffled.

Both The Empire and The Leak pick the top 6 cards from their respective deck. Hands are kept "closed" (hidden from other player).

Remaining cards are left as a **draw pile**, next to the play area.

Next to draw pile is a **discard pile**, where discarded/removed cards are placed, face up.

All cards contain the following elements:



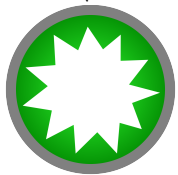
One example card

=== CARD LEVELS ===

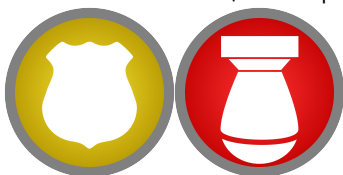
Card levels and players' scores are expressed in the same units (each with its own icon and color), specific to each player.

Each card has a certain level, expressed in points of LEGITIMACY and VIOLENCE for The Empire, or in points of CAPACITY for The Leak. Levels are represented by numbers in icons located at the top-left of each card:

CAPACITY (for The Leak)



LEGITIMACY and VIOLENCE (for The Empire)



A card can only be played if the player has enough points in their score to match the card level, ie. by having at least the same amount of LEGITIMACY and VIOLENCE, or CAPACITY as the card when playing it.

ie. The Empire with 4 points of LEGITIMACY and 3 points of VIOLENCE can play a card which level is 4 and 3, OR a card which level is 3 and 3 OR one that is 3 and 2, OR 2 and 3, OR 1 and 2, etc.

The Leak with 7 points of CAPACITY may play a card level 7, OR a card level 5, OR 4, or 1, etc..

A player can play several cards if they have enough LEGITIMACY and VIOLENCE, or CAPACITY points to match the cards' combined levels.

ie. The Empire with 6 points of LEGITIMACY and 5 points of VIOLENCE can play a 3, 2 AND a 3, 3 card.

The Leak, with 8 points of CAPACITY could play a level 1 card AND a level 3 card AND a level 4 card.



with current score of 4 LEGITIMACY and 3 VIOLENCE,

The Empire can play this card, or... this card and that card, or... this card and that card.



An example hand and what can be played from it

In case several cards are being played at the same time, only the number of points the player has at the beginning of the turn is taken into account. If cards being played are adding points, they will only be taken into account on the next turn.

When a card gets removed from play (for instance by another card), its effects are canceled. LEGITIMACY, VIOLENCE or CAPACITY points it brought get subtracted from the score.

==== CARD TYPES ====

Cards of similar types, for each player, have similar backgrounds.

Cards of type:

- **INFRASTRUCTURE, RELEASE** (for The Leak)

- **WAR, REPRESSION, MEDIA** (for The Empire)

are **put on the play area** in front of the player when they are played, and remain there until the end of the game or until an action removes them.

Cards of type **ACTION / INTERRUPT** are played, their effects accounted for, then **placed in the discard pile**.



stay
on table
while
in play

The Leak



discard
after
play



The Empire



The different card types per player

Some cards do require or allow for special actions:

Some cards can be **sacrificed**: the player can decide anytime to remove them from play in order to use its special action (usually a temporary increase of resource), **then also lose the points it brought up** when initially played at the end of the turn.

Some cards prompt to **choose** between two options (ie. +1 OR +1). When they are removed from game, either both players remember what option was chosen (and it gets subtracted), or the player who played the card chooses which will be subtracted.

INTERRUPT are special cards that can be played during the other player's turn (based on player's score as on score-card), when they are about to play a specific card, typically to prevent it from being played. The INTERRUPT card describes what type of cards it affects.

WHAT CARDS TO PLAY WHEN?

Usually, at the beginning of the game, players will need to play cards of lower levels, to "build capacity" and increase their points.

Later they will thus be able to play cards of higher levels, that will often be used for "attacking" and lowering the points of their opponents.

Sacrifice can be used either to gain an early advantage on the opponent, in order to incapacitate them, or later on when nearly incapacitated to attempt to get out of trouble. . .

==== HOW TO PLAY ====

Players play in turns. **The Empire always starts** (because of its hegemony).

Each turn of the game is organized in two phases:

==== DRAW PHASE ====

Total number of cards in player's hand cannot exceed 6.

At the beginning of each turn, **if the player has less than six cards in their hand then they draw ONE card.**

If player already has 6 cards in hand they can chose to **discard one card to draw one OR discard two cards to draw two**. This includes the first turn, in the case for instance of having drawn a bad hand.

NOTE: If all cards in the draw pile have been drawn, the discard pile is shuffled and placed face down as a new draw pile

==== PLAY PHASE ====

Player can play one or more cards from their hand and **reads out loud their name and their type**.

Player **declares their move** either by reading out loud the description of the card, or just by drawing inspiration from it.

Card(s) effects are accounted for.

NOTE: Cards that have a temporary effect ("...until the end of next turn") are set in a particular way in order to be remembered, for instance by tilting them by 45 degrees when putting them into play.

==== IN A NUTSHELL ====

THE LEAK starts with
3 CAPACITY points.

Loses if CAPACITY = 0

Players draw 6 cards each.

Draw phase: draw one card.

Maximum 6 cards in hand.

Cards can be played if their level (top-left corner) is less than or equal to player's score.

A player can play several cards if they have enough points to match the cards' combined levels.

INTERRUPT cards can be played during other player's turn, based on player's score as on score-card.

If a card is **removed from play, its effects get subtracted** from the score.

THE EMPIRE starts with
3 LEGITIMACY points
and 3 VIOLENCE points.

Loses if LEGITIMACY = 0
or VIOLENCE = 0

The Empire always starts.

Each turn: **draw phase then play phase**

If 6 cards in hand, player can choose to discard 1 card to draw 1 or discard 2 to draw 2.

ie. The Empire with score of 5/4 can play a card of level 5/4 or a card of level 4/3, etc. down to 1/1. The Leak with a score of 7 can play a card of level 7, or 5, down to 1.

ie. Empire with score of 5/4 can play a card level 2/2 and a card level 3/2. The Leak with a score of 7 can play one card level 4, one card level 2 and one card level 1

Only **score at beginning of turn** is taken into account for playing cards.

ACTION and INTERRUPT cards are played then discarded. Other types of cards stay in play.