

Edition "version 0.9"

limited run of 120 copies - 12/2025


*"We can neither
confirm nor deny
that any resemblance
to persons living or dead
and/or to existing
organisations or
institutions is
intentional..."*

PLEASE SCAN
TO PROVIDE
FEEDBACK ON
GAMEPLAY <3



pad.systemli.org/p/FB-WKL-09-keep

Made with free/libre software and datalove <3

 CopyWrong - All wrongs reversed
Institute for Dissent and Datalove - 12/2025

A GAME OF COURAGEOUS PUBLISHING...



WEKILL / LEAKS



...AND IMPERIALIST SHITF#CKERY

version 0.9

/// IN A NUTSHELL ///

The Leak starts with
3 points of CAPACITY.

Loses if CAPACITY = 0

The Empire starts with
3 points of LEGITIMACY and
3 points of VIOLENCE.

Loses if LEGITIMACY = 0
OR VIOLENCE = 0

Shuffle decks thoroughly. Players draw 7 cards each.
Discard pile face down. The Empire always plays first.

Draw phase: draw one
card if hand has less
than 7 cards.

Play phase: play one or
more card OR decide
three times to discard
one card and pick one.

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

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

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

ie. The Empire with a 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 a card level 4 AND a card
level 2 AND a card level 1.

Only score at start of turn (+ sacrifices) get counted for playing cards.

ACTION and INTERRUPT cards are played then discarded.
Cards of other types stay on table until removed.

If a card is
removed from play,
its effects on score
are undone.

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

Players can
SACRIFICE cards
from their hand
regardless of
their score.

Immense thanks to:

<3

A, L, A, M, JB, A, 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

COURAGE IS
CONTAGIOUS

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

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

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THIS GAME IS
100% SELF/FRIEND-FUNDED
100% MADE WITH
FREE/LIBRE SOFTWARE
100% SELF-PUBLISHED

PLEASE SCAN THIS QR CODE
TO SUPPORT THE COST OF
THE PROJECT IF YOU CAN!



opencollective.com/dissent-and-datalove/projects/wekillleaks

// 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 EXPOSE 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 THE BASTARDS RESPONSIBLE FOR WAR CRIMES TO BE JUDGED BY HISTORY.

TOGETHER WITH THE UNLEASHED POWER OF A FREE/LIBRE AND DECENTRALISED 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 BETWEEN ITS SERVICES AND AGENTS AND WITH ITS INTERNATIONAL PARTNERS, ARE **HIDDEN FROM THE GENERAL PUBLIC SO THEY CANNOT SCRUTINIZE ITS ACTIONS**. **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 "RAISON D'ÉTAT", 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**.

// 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 as 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 the CAPACITY OF ACTION 🟢 of The Leak down to 0.



one example game

// SETUP //

/ THE DECKS /

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

Both The Empire and The Leak **pick the top 7 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/sacrificed cards are placed **face down** (hidden from other player).

All cards have the following elements:

Name

Level

Type

Effects

Description



one example card

/ 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 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 organise, analyse and release more authenticated information.

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

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

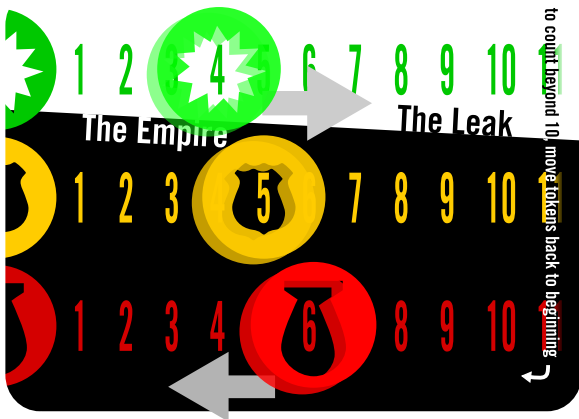
The Empire starts the game with 3 points of LEGITIMACY and 3 points of VIOLENCE.

The Empire seeks to increase its LEGITIMACY and VIOLENCE points at any cost.

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

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

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



*In this example,
The Leak's CAPACITY increases and
The Empire's VIOLENCE decreases*

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

// THE CARDS //

/ CARD LEVELS /

Card levels are expressed in the same units as players' scores (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 expressed by numbers in icons on the top-left corner of the cards:





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, in other words by having at least the same amount of LEGITIMACY and VIOLENCE, or CAPACITY matching the level of a given card when playing it.

*For instance, The Leak with a score of 7  may play... a card level 7 , **OR** a card level 5 , **OR** 1,  etc.*

*The Empire with a score of 4  and 3  may play... a card level 4 , **OR** a card level 3  and 3 , **OR** one level 1  and 2 , etc.*

One can **play several cards** if they have enough LEGITIMACY and VIOLENCE or CAPACITY points to match the cards' additioned levels.

*For instance, The Leak, with a score of 8  could play... a level 1  card **AND** a level 3  card **AND** a level 4  card.*

*The Empire with a score of 6  and 5  can play... a 3 , 2  **AND** a 3 , 3  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.



When several cards are being played at the same time, **the player's score at the beginning of the turn (plus temporary points, like the ones added by sacrifice, see p.11) is taken into account.** If cards being played are adding points, they will only be taken into account at the end of the turn, thus usable only from 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 (or removed) get subtracted from (or added to) the score.

/ CARD TYPES /

For each player, cards of the **same type** have the **same background**.

Cards of type:

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

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

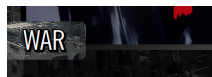
are **put on the play area** in front of the player when they are played, and **remain on the table** until the end of the game or until they get removed by another card.

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



The Leak

stay on
the table



The Empire





get
discarded
after
play



/ SPECIAL EFFECTS /

Some cards feature special actions:

Some offer 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 cards of a special type that **can only be played during the other player's turn**, when they are about to play a specific card, to prevent it from being played. The INTERRUPT card describes what type of cards it affects.

NOTE: Regardless of how many cards were played during their turn, one can play interrupts of level matching their full score during opponents' turn, based on player's score as displayed on the score-card.

For instance: The Leak with a score of 3, after playing a level 3 card during its turn, can still play a level 3 INTERRUPT card during the Empire's turn.

Some cards can be **SACRIFICED**: Once they are in play, the player can decide anytime to **remove them from game** (and place it in the discard pile) in order to use their special action, a temporary increase of score. The **card's initial score-changing effects are then undone at the end of the turn**.

Cards that can be sacrificed can also be **SACRIFICED from the player's hand, without having first to enter into play**. In which case the player **does not need to have a score matching the card's level**. They can be useful to surprise the opponent and/or as a last-ditch attempt...

For instance, a player, as The Leak can SACRIFICE from their hand a level 6 card, even if their score is just 4.

// HOW TO PLAY //

Players play in turns. **The Empire plays first** (because of its hegemony). Each turn is organized in two phases:

/ DRAW PHASE /

Total number of cards in the player's hand cannot exceed 7.

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

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** (see p.8) 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.

If no card can be played (or if choosing so), player can **instead of playing renew cards from their hand**. They can thus **choose three times to discard one card from their hand and draw one** from their pile.