Cyberwar: Shadows of the Hackers

Game Information

- **Number of Players:** 6–18
- **Duration:** 30–60 minutes
- **Genre:** Social Deduction Game
- **Recommended Age:** 12+

Background Story

The digital world is under attack! A group of cybercriminals (the Black Hats) has infiltrated the system and is planning to take control. The defenders of the network (the White Hats) must expose the Black Hats before it's too late.

Game Components

- Role cards for each character (see below)
- Moderator card with gameplay instructions

Game Setup

1. **Choose a Moderator:** One player takes on the role of the moderator and leads the game.
2. **Distribute Roles:** Shuffle the role cards and deal them randomly to each player. Everyone secretly checks their card. Depending on the difficulty it is a good start to have for every 2 White Hat Hackers 1 Black Hat Hacker in the deck.
3. **Game Start:** The game begins with the first night phase.

Detailed Gameplay

The game alternates between night and day phases.

1. Night Phase

- All players close their eyes.
- The moderator calls out the special roles one by one. The roles identify themselves for the moderator.

Night Phase Order:

1. Black Hats wake up and select a target.
2. System Administrator wakes up and investigates a player.
3. Penetration Tester wakes up and can protect a player.
4. Security Engineer wakes up and may isolate a player.
5. Other special roles (if used) wake up one after another.
6. **After all the actions, everyone goes back to sleep**

2. Day Phase

- The moderator announces who has been "hacked" (this player is eliminated).
- All players discuss and accuse each other.
- A vote follows: The player with the most votes is eliminated.
- The game continues with the next night phase.

Game End

- The **White Hats win** if all Black Hats are eliminated.
- The **Black Hats win** if they gain the majority.

Role Descriptions

White Hats (Good)

- **System Administrator:** Can check one player each night to determine if he is a Black Hat. The moderator secretly informs the System Administrator of the result (Thumbs Up / Down).
- **Penetration Tester:** Can protect a player once per night. If the target is attacked, he remains in the game.
- **Security Engineer:** Can isolate a player once per game, making him immune to hacking.

Black Hats (Evil)

- **Social Engineer:** Manipulates a player each night by feeding him false information. The moderator gives the target misleading hints.
- **Malware Developer:** Can "infect" a player once per game, preventing him from speaking.
- **Deep Fake Artist:** Can disguise himself as another role once per game. If discovered, he loses this ability.

Moderator Guidelines

- The moderator should remain neutral and ensure that all players understand their roles.
- Conduct the night phase clearly and calmly to avoid confusion.
- Keep discussions during the day phase within a reasonable time limit.

Variants & Expansions

- **Anonymous Voting:** Votes are cast in secret.
- **Double Hack:** Two hacks per night
- **New special roles:** Add more White-Hat and Black-Hat roles

System Administrator

Penetration Tester

Security Engineer

Social Engineer

Malware Developer

Deep Fake Artist

White Hat Hacker

White Hat Hacker

White Hat Hacker

White Hat Hacker

Black Hat Hacker

Black Hat Hacker

Black Hat Hacker

Black Hat Hacker

Gameplay

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Role Descriptions

White Hats (Good)

- **System Administrator:** Can check one player each night to determine if they are a Black Hat. The moderator secretly informs them of the result.
  - Player Name:_____

- **Penetration Tester:** Can protect a player once per night. If the target is attacked, they remain in the game.
  - Player Name_____

- **Security Engineer:** Can isolate a player once per game, making them immune to hacking. However, they can still participate in discussions.
  - Player Name:_____

Black Hats (Evil)

- **Social Engineer:** Manipulates a player each night by feeding them false information. The moderator gives the target misleading hints.
  - Player Name_____

- **Malware Developer:** Can "infect" a player once per game, preventing them from speaking.
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