NEWSPEAK

Citizen Moderator Network in Association with
PureView Augmented Reality Inc.

Moderator Handbook

NewSpeak is a game of code-breaking and subterfuge, set in a bleak near future for three to seven players.

In the not-too-distant future, Britain is a high-tech paradise. Moderators use augmented reality technology to make the world seem idyllic, in order to quell dissent and preserve the status quo.

A small group of Dissidents seek to challenge Moderators hold on society. Attempting to evade Moderator's notice, they swap coded messages online, planning to hack into augmented reality technology and reveal the world for the dystopia it is.

Contents

- 2 Mod Tablets[1]

- 80 Code Cards

- 40 'Hacked'/'Neutral' Location Cards

- 40 'Filter' Cards

- 60 Card Sleeves**

- 1 Dissident Timer (120s)*[2]

- 1 Mod Timer (60s)*[2]

- 6 Surveillance Tokens

- 2 Digital Pens**

- 4 Dissident Dials*[3]

- 9 Dissident ID Cards

- 4 Dissident Markers

* Not in Print & Play

** Not in Print & Play or Prototype

[1] In the Print & Play and Prototype, these are printed onto disposable sheets of paper.

[2] In the Print & Play, a smartphone timer app (or alternative timekeeping device) should be used in liu of these timers.

[3] In the Print & Play, these are replaced by 4 sets of 12 numbered cards.
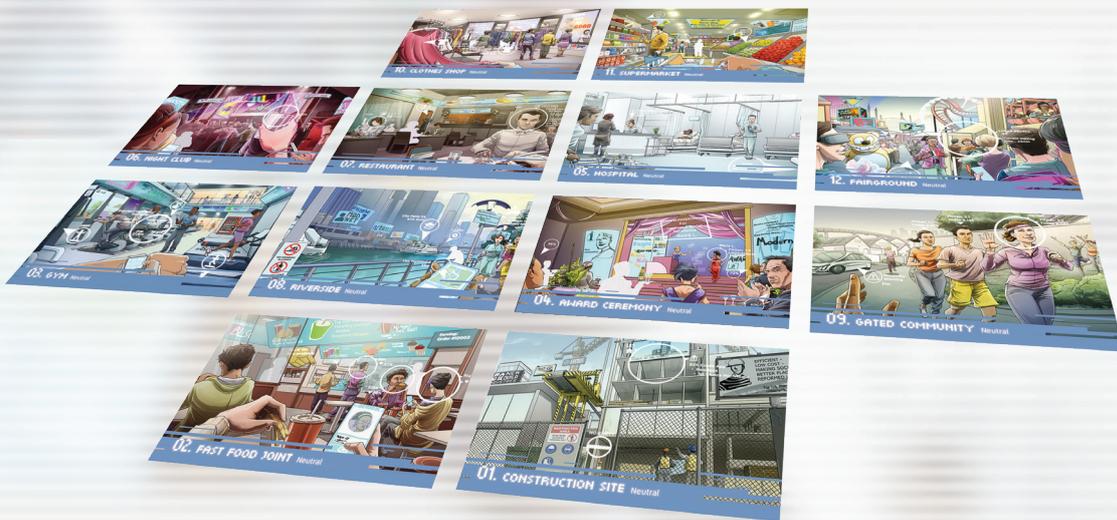
Set Up

Taking Sides

1. Decide who will play as Moderators and who will play as Dissidents. Refer to the table below for the number on each team for different sized groups.

2. Moderators should sit on one side of the play area and take 1 Mod Tablet each.

3. Dissidents should decide whether they will use Code Set A or Code Set B. Moderators should switch their tablets to the corresponding side.

4. The Dissidents should sit opposite the Moderators.

5. Players collectively decide how many of the Code Cards they will use from the chosen Code Set. The suggested range of Code Cards used at each amount of players are given in the table below.

   - Depending on the experience and code breaking skill of the Moderators, you may wish to adjust the number of Code Cards used.

   - The more Codes used, the harder the game will be for the Moderators.

   - Conversely, the fewer Code Cards used, the easier the game will be for Moderators.

6. From the chosen Code Set, deal each Dissident the Code Card for each code you are using. These cards should be left face down in a stack in front of each Dissident and will be referred to as Code Card Decks.

Number of Players	3	4	5	6
Number of Dissidents	2	2	3	4
Number of Moderators	1	2	2	2
Suggested Range of Code Cards	1-6	1-7	1-8	1-9

Setting the Scene

1. Place 12 randomly drawn Hacked/Neutral Location cards from the deck in the pattern below with the Neutral side face-up, so that everyone can see them.

2. Place the pink Filter cards, Surveillance Tokens, and both timers to one side of the player area in reach of all players.

Selecting Persona

Each Dissident player should take one Dissident dial (or set of 12 number cards in the Print & Play) and a Dissident Marker, and choose 1 ID Card (keeping it secret from the Mods.)

Lead the Resistance

1. The most decisive Dissident player should secretly choose one Code Card from their Code Deck and show this card to other Dissidents, while ensuring the Moderators do not see it.

2. Other Dissident players should then find the matching card in their Code Deck and keep it in their hand, ensuring that the information is hidden from Moderator players.

How to Play

Dissident Objective:

Show the people that they are living in a dystopia by hacking into and disabling augmented reality technology.

Dissident Objective:

Preserve the status quo by identifying the locations Dissidents are targeting and preventing Dissident hacking.

The game takes place over a series of Rounds, split into three phases; The Hack, Moderation, and Resolution:

The Hack

Start the Dissident timer. Dissidents have 2 minutes to collectively identify a target location. Dissidents do this by having a conversation with each other, utilising their common set of Codes to give each other encrypted verbal clues.

Dissidents are encouraged to think creatively about how to agree upon a target location and coordinate their attack without giving that Location or their code away. Dissidents are encouraged to ask each other coded questions about the target location, once it has been provisionally agreed upon, in order to avoid miscommunication.

Once the Dissident timer runs out, Dissidents are no longer allowed to talk.

After a target location is agreed upon, or after the timer runs out, Dissidents should secretly select their target location by adjusting the Targeting Dials on their Dissident Dashboard to match the serial number on the bottom left of that Location. (Or, in the Print & Play, place the number card with the number matching this serial number face down on the table in front of them.)

"Liquid" + "Glass" + "Loud" + "Party"
= Night Club

During The Hack, Mods can communicate with each other freely, consult their Mod Tablet, and take notes.

To avoid detection the Dissidents must ensure that their conversation is not suspicious to Modnet Users. To do this they must ensure they adhere to the following communication guidelines.

Universal Law of Communication

Dissidents can communicate with each other however they choose to, as long as it is possible for the Mods to interpret it. Any Dissident that breaks this rule will be [REDACTED] and rendered [REDACTED].

Regulations

- Dissidents should use their Code Card to give encrypted verbal clues

- Dissidents should give clues based on what is depicted on Location cards

- Dissidents may make Pop Culture References

- Dissidents should not whisper

- Dissidents should not use electronic devices to communicate

- Dissidents should not speak in a language Mods don't understand

- Dissidents should not point to words on Code Cards or give clues based on the positioning of codewords on the codecard.

- Dissidents should not refer back to conversations in previous rounds

After all Dissidents have secretly selected their target location on the Targeting Dials, Dissidents then start the Moderation Timer. Mods have one further minute to deduce what location the Dissidents are targeting. During this time, Mods must place the Moderation Timer on the Location they believe the Dissidents have targeted. (In the Print & Play game, Mods may just point at this location.)

After the 60 seconds are up, Dissidents reveal the location number on their Dissident Dial (or flip over their face down number cards) and place their dissident marker on the corresponding Location.

Strategy Tips

Dissidents are advised to disguise their use of codewords. For example, when attempting to communicate the code word 'cold' to other Dissidents, instead of simply saying 'let's target the cold location,' consider saying something like "it's chilly this time of year.' Disguising code words in this way makes it harder for other Dissidents to understand you, but it also makes it less likely that Moderators will break the code, and deduce the location being targeted.

When determining which location to place the Moderation Timer on, Moderators are advised to identify the code words that Dissidents are placing most emphasis on, and then search through each code in turn, until they identify the corresponding set of code translations that most closely match one of the locations in play.

Moderation

If more than half of the Dissidents targeted the same Location, and the Moderation Timer is not on a Location the Dissidents targeted:

Dissidents have successfully coordinated a cyber attack on the target location's servers - this locations has been compromised.

- If the compromised Location is Neutral side up, flip it over to its Hacked Side.

- If the compromised Location card is Moderated/Hacked, Dissidents choose any Neutral Location and flip it to its Hacked Side.

- Mods add 1 Surveillance Token to the Neutral Location that was flipped to it's Hacked Side (see page X for more info on Surveillance Tokens)

If the Mod Timer is on a location that at least 1 Dissident Targeted:

Mods have prevented the hack, and adjusted the Augmented Reality settings of the local servers to quell discontent.

- If the Location the Mod piece is on is on its Neutral side, place that Location's Filter card on top of it. It is now considered a Moderated Location.

- If the Location the Mod piece is on is Hacked or Moderated, Mods choose any Neutral Location and place that Location's Filter card in top of it. It is now considered a Moderated Location.

If neither more than half of the Dissidents coordinated at a location nor the Mod Timer is on a location that at least 1 Dissident targeted:

Moderators lock down the location, placing it under high security.

- If the Location the Mod Timer is on is Neutral, remove it from the game.

- If the Location the Mod Timer is on is Hacked or Moderated, Mods choose any other Neutral Location in play and remove it from the game.

Resolution

Dissidents may now collectively choose to use one of their ID Cards. See page 14 for more details.

Domino Effect

If any Neutral Location Card is orthogonally adjacent to only Hacked Locations, flip the Neutral Location to its Hacked Side.

If any Neutral Location Card is orthogonally adjacent to only Moderated Locations, add that Location's Mod Filter to it. It is now considered a Moderated Location.

For example, in the diagram above, the Domino Effect would cause locations A, B and C to be flipped to their Hacked side, and a Mod filter to be placed over locations D and E.

End Game

The game ends when either the Dissidents or the Moderators have gained ideological control.

- If the number of Moderated Locations in play is greater than or equal to the number of Neutral Locations + the number of Hacked Location in play, Mods win.

After a prolonged war of information and interpretation, the Moderators overwhelmingly succeed in reinforcing the status quo as an idyllic, problemless society.

- If the number of Hacked Locations in play is greater than the number of Moderated Locations + the number of Neutral Locations in play, Dissidents win.
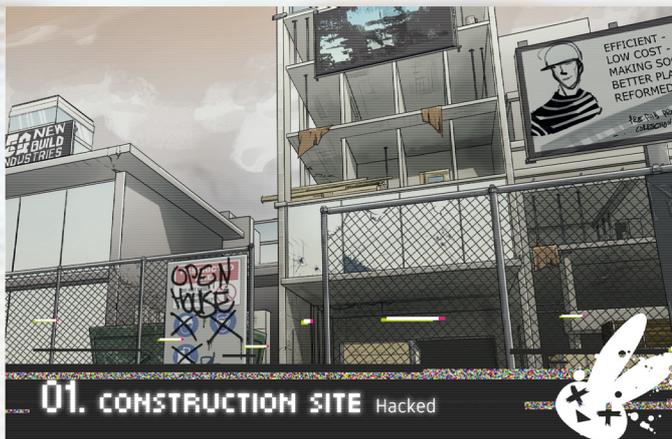
The Dissidents have succeeded in showing the people the truth. No longer comfortable with the gross invasion of privacy, the population rapidly shed their surveilling technology.

Component Breakdown

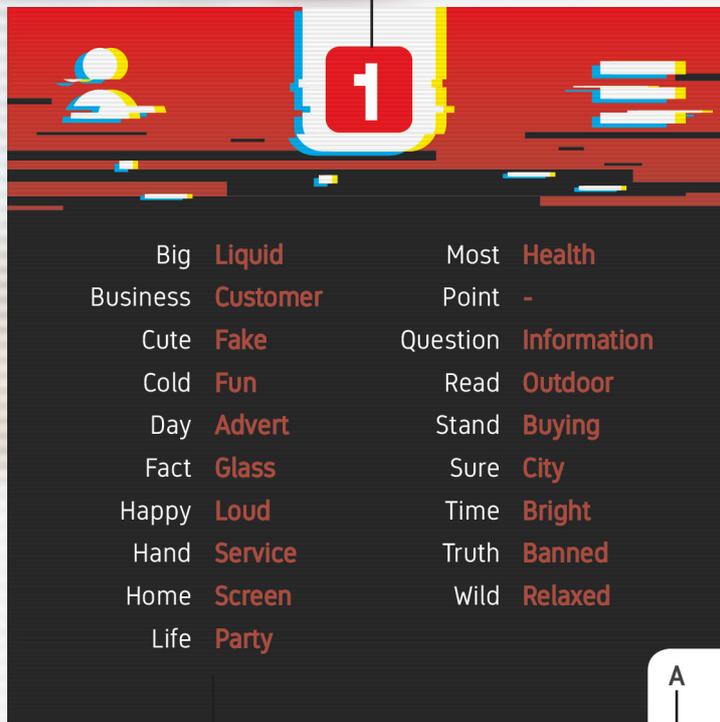## Location Cards

Neutral Location

Hacked Location

Mod Filter

Code Cards

Each Code has a number assigned to it. These numbers become relevant when hackers activate their ID cards. For example, if the Hackers are using Code 2, and then activate the ID cade that changes the code to Code +1, they should change to code 3.

Big	**Liquid**	Most	**Health**
Business	**Customer**	Point	**-**
Cute	**Fake**	Question	**Information**
Cold	**Fun**	Read	**Outdoor**
Day	**Advert**	Stand	**Buying**
Fact	**Glass**	Sure	**City**
Happy	**Loud**	Time	**Bright**
Hand	**Service**	Truth	**Banned**
Home	**Screen**	Wild	**Relaxed**
Life	**Party**		

A

Words in White are codewords. When Hackers use a codeword to describe a location, they are actually referring to the adjacent coloured word.

This letter shows whether the code card belongs to code set A or B. Only the cards from one of the two sets should be used in a given game.
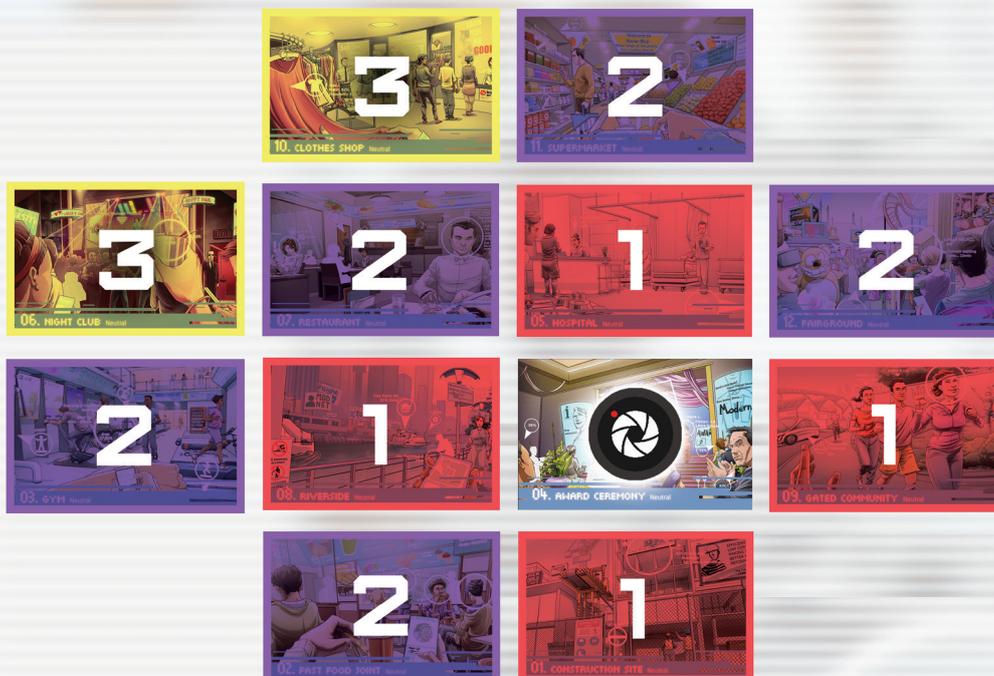
Surveillance Tokens

Surveillance tokens are placed by the Mods onto any Location that was flipped to it's Hacked Side during Moderation.

During The Hack, after the Dissidents have started the Mod Timer, but before the Mod Timer has run out, Mods may expend a Surveillance tokens. When a Surveillance Token is expended, Mods may ask one Dissident one of the following questions (which must be answered promptly and truthfully, with either an answer of 'YES' or 'NO'):

- Is your target location within 3 spaces of the location the Surveillance Token is on?

- Is your target location within 2 Spaces of the location the Surveillance Token is on?

- Is your target location within 1 Space of the Location the Surveillance Token is on?

- Is your target location the location the Surveillance Token is on?

Once a Surveillance toke has been expended, it is removed from the game.

The diagram above shows which locations are within 1, 2 and 3 spaces of the location with the Surveillance token.

Dissident ID Cards

Name of Character	When profile can be Used	Effect	Player Count Profile is Used in
Eve	Any Round	Change to Code -1	5-6
Gorden	Any Round	Change to Code +1	5-6
Julia	When Mods prevent the hack	Change to Code +1 or +2	5-6
Malkah	When Mods prevent the hack	Change to Code -1 or -2	5-6
Viktor	Any Round	Change to any Code. Add a Mod Filter to 1 Neutral Location. It is now considered a Moderated Location.	3-6
Cinna	Any Round	Change to Code +1 or +2	3-4
Trevor	Any Round	Change to Code -1 or -2	3-4
Avni	When Mods prevent the hack	Change to code +1 or +2 or +3	3-4
Greg	When Mods prevent the hack	Change to Code -1 or -2 or -3	3-4

Changing Code Cards

When changing Code, all Dissidents should remove their current Code Card from their Dashboard and return it face down to their Code Card Deck. Then, the Dissident whose profile was activated should select a Code Card from their Code Card Deck and secretly show it to all other Dissidents, then insert it into their Dashboard. All other Dissidents should then secretly select the matching card from their Code Card Deck and insert it into their Dashboard.

Dissidents are advised to keep their Code Card Deck face-down so that Moderators don't accidentally see one Code Card and eliminate it from their consideration.

If the profile that was activated has a + or - symbol, the number of the selected Code Card must equal the number of the old Code Card plus or minus the amount indicated on the Profile Card used as appropriate.

For example, if you were using Code 3, and then used Eve's profile to Change to Code -1, you should select Code 2.

If the number for the new card is less than 1 choose Code Card 1, if the number for the new card is more than the highest number, choose the highest number Code Card.

For example if you were using Code 2, and then used Malkah's profile to Change to Code -2, you should select Code 1.

This may result in Dissidents 'changing' from one code to the same code. Note that this is still important for Dissidents to go through this process because, while your code will have effectively stayed the same. Moderators may believe that your code has changed.