Datacenter Game

3-6 Players • Ages 12+

Goal
You are deciding whether and how new datacenters get built.

Each player takes on one role with different goals:
- Tech Company: Build profitable datacenters
- Government: Approve projects balancing the economy and public feelings
- Nonprofit: Protect and support the community

Players can negotiate, bluff, share information, or keep secrets.
Promises are never binding. Only cards that are actually played count.

Components
- 2 Tech Company role cards
- 2 Government role cards
- 2 Nonprofit role cards
- Datacenter Build Board
- Cards
    - Datacenter Build Cards
    - Tech Company Cards
    - Government Cards
    - Nonprofit Cards
- Board tracker for Power/Water Stability, Public Feelings, Economy
    - 3 markers
-Victor Point markers

How a Round Works
1. Each player can draw 2 cards either from the shared deck or from their personal deck.
2. Each player can play up to 1 card
3. Each player can show up to 1 card to another player

Rules
1. Power/Water Stability, Public Feelings, and the Economy start at 4
2. A datacenter requires a location, public opinion, and a workload to be constructed.
3. The location must be played before the public opinion. Public opinion must be played before the workload.
4. After construction, a new workload can be played on top of old workloads.

End of the Game
After 10 rounds, calculate each player's score based on their role card.
However, if Power/Water Stability, Public Feelings, or the Economy everyone currently loses.