Here's a clear and concise English summary of the **core rules** of *One Zero One* (without expansions or variants).

One Zero One – Core Rules Summary

Overview
One Zero One is a two-player area-control card game set inside a computer program. Players compete as **programmers** trying to dominate the memory by controlling lines of code. The game simulates writing, overwriting, and compiling code.

Components

- 1 Game Board (6 lines × 10 memory spaces)
- 80 Code Cards (two colors: 40 each, numbered 1–10)
- 8 Compile Cards
- 1 Priority Token

Setup

1. Place the game board between players with line 0 closest to one player and line 5 closest to the other.
2. Each player chooses a color and shuffles their 40 Code Cards to form a draw pile.
3. Each player draws 5 cards to form their starting hand.
4. The 8 Compile Cards are placed next to the board.
5. Determine the starting player randomly. That player takes the Priority Token.

Objective

Earn more **Victory Points (VP)** than your opponent by controlling the most memory spaces in each line of code when the program is compiled.

Gameplay

Players alternate turns. On your turn, you may perform **one of two actions**:

1. **Play a Card**
   - Place one card from your hand onto the board in an empty memory space **in the active line** (the current row being written to).
   - A card can be placed face up or face down:

- **Face up**: the number and color are visible; the number may have a special effect.
- **Face down**: represents a "1" with no effect.
  o You must always place cards adjacent (horizontally or vertically) to at least one previously placed card.
2. **Compile a Line**
   o You may choose to compile a line if it is full or meets specific compile conditions.
   o When compiling, determine control of that line:
   - The player with more visible cards (or stronger numbers in case of tie) wins control.
   - The winner takes a **Compile Card** and places it on their side of the compiled line.
   o Once compiled, that line can no longer be modified.

After performing one of the actions, draw cards until you have 5 in hand. If your draw pile is empty, reshuffle your discard pile to form a new one.

Card Abilities

Some cards have special effects triggered when played face up. Effects generally manipulate:

- Card positions (move or flip)
- Priority (change who plays next)
- The compile process (influence control)
  Each card's number corresponds to a specific command or instruction.

End of the Game

The game ends when:

- All lines are compiled, **or**
- Neither player can play or compile further.

Players count their **Compile Cards** and **controlled memory spaces**:

- Each controlled line grants points.
- Some cards may provide bonus VP effects.

The player with the higher total wins.

Core Concepts

- **Memory spaces** = cells on the board (like RAM locations).

- **Lines** = rows of memory (like lines of code).
- **Priority** = determines who acts first in certain cases.
- **Compilation** = finalizing control over a section of the program.

Would you like me to add a **reference sheet** version (with turn order, command summary, and scoring) to complement this summary?