Game objective: to assemble seven members of the O5 council.

Game play time: Not sure at this time

Players: 1 to undefined

Card types:

* Item: Represents an item in containment. Each card has a containment class (safe, Euclid, or Keter) that indicates how many procedure cards are required, and may change how procedures work. A + or - on the containment class indicates one greater or less procedure.
  + Item Classes:
    - Keter: 3 Procedures
    - Euclid: 2 Procedures
    - Safe: 1 Procedure
    - Thaumiel: 0 Procedures, and is always considered “contained”
* Procedure: Represents conditions that must be met in order to contain their associated item. The number on the card indicates how many personnel tokens need to be on the card for it to be considered satisfied. If the procedure is satisfied at the start of the day or become so at any point during the day, it counts as “fulfilled” for the rest of the day. If a procedure card is not “fulfilled” at the start of the day, containment for the item it is attached to is breached.
* Actions: Cards in the player’s hand, representing resource allotment and other actions required to satisfy conditions.
  + Betrayal: Subtype of action. Makes it possible for one player to win at the expense of the others. If a betrayal card is drawn while playing solo, it is removed from the game and the player draws again.
* Events: Cards representing random events, included in the draw pile. When an event is drawn, the player must reveal it to the other players, after which they may draw another card. If it is the first day of the game, the event card can then be discarded. If there is an event card in a player’s hand during the play step and they have an opportunity to play a card, they must play an event card.
* Character: Cards representing notable people within the SCP universe.
  + O5: Unique cards representing the O5 Council. Put into play if their conditions can be met. If 7 are in play, then the game is won by all players. There may be multiple versions of each O5 in the draw deck, but only one version of each can be in play at a time.
* Personal Tokens: Not necessary cards (can be beads, dice, etc). Represents personnel assigned to a card in play.

Game zones: There are three decks (items, procedures, and draw). Players put spent cards into a discard pile for their respective decks, and when any deck is depleted the respective discard pile is shuffled together to become the new deck. There is a general gameplay area on which all cards in play are placed.

Gameplay: At the beginning of the game, players

1. draw one item card per player and put them in play
2. then draw and put into play the appropriate number of procedure cards indicated by the item cards.

Gameplay now takes place in “days”.

Each day has four steps:

1. the draw step
2. the breach step
3. the play step
4. and the night step

During the draw step, any player with less than seven cards in hand draws until they have seven cards in hand. Event cards do not count towards this total. If no players can draw during the draw step, put an item into play.

The breach event is discussed at the end of this section

During the play step:

1. All “daybreak” triggers are enacted
2. Each player (starting with the least anomalous as determined by the players) plays 0 or 1 cards and then passes to the person to the left.
3. Step 2 is repeated until each player passes in a row without playing a card, at which point the play step ends

If there are ever no items in play, put an item into play.

During the night step, “nightfall” triggers are enacted.

Each procedure card is considered “fulfilled” on the day that it is introduced, and at the start of each subsequent day is considered “fulfilled” if its stated requirements are met. If a procedure is unfulfilled during the breach step, then the item is considered “uncontained”. If there are uncontained items in play during the breach step, any breach triggers are activated, and then each player has one opportunity to play a card, in turn order, per breached item. An item is contained again if all of the procedures attached to it become fulfilled. If any items are uncontained at the start of the play step, all players lose the game.

If an item card is neutralised, it and the cards attached to it are moved to their respective discard piles.

On Containment Classes:

Keywords:

* Daybreak: Triggers at the start of the play step
* Nightfall: Triggers at the start of the night step
* Breach: Triggers at the start of the breach step if the item is uncontained
* Reveal: Triggers when the card is flipped face-up from being face-down (not used at this time)