SCP: Downfall 13

You are a Site Director for the SCP Foundation. Your mission is contain the anomalous items that arrive at your site, long enough for the O5 Council to convene.

# Rules Overview

The game is played in terms of “Days”. Each day has four steps:

1. Draw
2. Breach
3. Daybreak
4. Nightfall

When players take turns playing cards during the Breach or Daybreak steps, each player plays zero or one cards each and then passes to the right.

The game is played with three decks, each one containing different kinds of cards:

* The Item deck, which contain Item cards
* The Procedure deck, which contain Procedure cards
* The Draw Deck, which contains Action Cards, Character Cards, and Event Cards

Each Item has a Containment Class, which determines the number of procedures that must be attached to it when the Item enters play.

* Keter: 4 Procedures
* Euclid: 2 Procedures
* Safe: 1 Procedure
* Thaumiel: 0 Procedures

If you draw an Event card, you may reveal it to the other players and then draw another card. If an Event card is in your hand during the Daybreak step, The next card you play must be an Event card.

“Personnel Tokens” are non-card counters put onto cards, to track the number of Foundation Personnel that are in use for that item/procedure/etc.

“Neutralizing” means moving from where the card currently is, to the discard pile for its deck.

An Item, Procedure, or Character card’s effects are only active while the card is in play.

The game is won when seven individual O5 Character cards are in play at a time… or when a player stabs the other players in the back with a “Betrayal” action card.

The game is lost when Daybreak begins, and an item is out of containment.

Above all else: If the rules text on a card contradicts the rules stated here, the card wins.

# Gameplay

To begin the game, shuffle the decks, then play one Item card from the item deck for each player. Attach the appropriate number of procedures from the procedure deck (check the Cards section for more information). Each player then draws until they have seven cards in their hand, discarding any Event cards.

Gameplay now happens in four steps.

## Draw Step

Each player draws until their hands have seven cards. If any player has seven or more cards in their hand and thus cannot draw, put one Item card into play.

Note the rule for drawing Event cards: If you draw one, you may reveal it to the other players and then draw another card.

## Breach

At the beginning of this step, check to see if any procedures in play are unsatisfied. If so, then the items to which those procedures are attached have breached containment. All items which have breached containment have their Breach effects trigger now in the order that the players choose. For each item not contained, each player may play one card. If the unsatisfied procedures are now satisfied, containing the items, then you’re fine, but If the next step begins and any items are uncontained, the game is over and the players lose.

Note that procedures are satisfied during the day when they are put into play, and for the rest of the day if their conditions become met.

## Daybreak

The Daybreak abilities on cards in play trigger at the beginning of this step, in the order decided on by the players.

Players may now take turns playing cards. Each player may play zero or one cards, passing to the right, and if all players pass without playing a card then this step is over. Remember the rule for playing Event cards: If an Event card is in your hand during the Daybreak step, you must play an Event card.

## Nightfall

The Nightfall abilities on cards in play trigger at the beginning of this step, in the order decided on by the players.

# Cards

Each card has a number of similar features, the important ones being: the Name at the top, the Art and Flavor Text below that, the Type and Subtype below that, and the Rules Text at the bottom. Some cards have an icon under the Name to assist with identification during the game. Several card types have an additional feature, located to the right of the Subtype.

Cards are contained within three different decks. Cards from the Item and Procedure decks are put directly into play from the top of their decks, while cards from the Draw deck are drawn into the players’ hands. If a card asks you to draw, it is from the Draw deck. Each deck has a discard pile, and if a deck runs out of cards then the discard pile is shuffled, and becomes the new deck.

## Item Deck

### Graphical user interface, text Description automatically generatedItems

Represents anomalous items that must be contained by The Foundation.

Items have a “Class”, which determines how many Procedures should be attached to it when it enters play. If the class has one or more “-“ or “+” next to it, it indicates subtracting or adding, respectively, that many procedures from the count below.

The Containment Classes:

* Keter: 4 Procedures
* Euclid: 2 Procedures
* Safe: 1 Procedure
* Thaumiel: 0 Procedures

If an Item has no procedures attached (for whatever reason, including being “Safe-“ or having had all of their procedures via card effects), then it cannot be breached. Think about it as being that the item is self-containing, somehow. If there are no items in play at any point, a new item is to be put into play immediately.

## Procedure Deck

### Procedures

Represents activities that The Foundation must engage in, in order to contain the items in containment.

Procedures have a “Target Personnel” rating, which is the minimum number of personnel tokens that must be on the card for it to be considered satisfied during the Breach step. Procedures may have other requirements specified in their rules text.

## Draw Deck

### Actions

Represents things that can be done, that have temporary or momentary effects. These cards are not “put into play” like Item, Procedure, or Character cards do unless specifically stated on the card. Rather, when they are played their effect is enacted immediately, and then they are sent directly to the Draw Deck’s discard pile. Note that during a single-player game, cards with the “Betrayal” sub-type are removed from play when drawn, and another card is drawn.

### Characters

Represents notable individuals (or teams) within the SCP Universe. When these cards are played, they are “put into play” the same way that Item or Procedure cards are, and behave similarly (ie abilities are triggered at the appropriate times, they can be selected when a card says “any card in play”, etc).

A Note about O5’s: There may only be one instance of any O5 in play at a time. This means that if two cards are named, for example, “O5-4”, then only one of them may be in play at a time.

### Events

Represents things that happen to The Foundation, and more specifically the site that the game takes place in. Most often, these will have a negative effect. Events are to be played like Actions unless specifically stated on the card.

If you draw an event, you may reveal the card to the other players and then draw another card. If you have an event in hand during the Daybreak step, then the next card you play must be an Event.

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