BEDLAM

THE RULEBOOK by Overdue Works

1 · PROLOGUE — THE WORLD OF BEDLAM

Humanity's legacy drifts across endless saltwater. A thousand years after the collapse, scattered survivors live upon floating megastructures known as chukwari—cities forged by forgotten hands, reclaimed by time.

Above all looms Babel, the alien tower that pierces both cloud and sea, a relic worshiped and feared in equal measure. Storms rage, faith falters, and once again the tides whisper of Pralay—the dissolution that resets all things.

You are an Amid (hope), leader of a chukwa and its rakyat, struggling to endure the next great undoing. Your choices will decide who rebuilds, and who is swallowed by the deep.

2 · OBJECTIVE

Each player commands a unique chukwa and rakyat, gathering resources, forging alliances, and surviving disasters until the Pralay arrives.

When it strikes, only those who meet the survival requirements—resources, stability, and favor—ascend as Bletsian: consecrated survivors who preserve humanity's flickering light.

Victory Conditions:

> Survive the Pralay event. Maintain required resource cards that indicate resilience (food, energy, shelter). Accumulate the most Sal (currency) and influence to secure dominion over the new world. If multiple players endure, the Amid with the highest combined total of Sal, resources, and influence wins.

3 · SETUP

3.1 — Components Checklist:

- Salvage Deck and Kiseki Deck
- Rēdaz Deck (Council Actions)
- Event Deck (Random Crises)
- Currency (Sal)
- d10 and d20 dice
- Pralay Timer Track.

3.2 — Initial Preparation:

1. Each player receives three Salvage cards drawn at random.
2. Each player begins the session with 5000sal.
3. Players who have previously won a session and choose to reuse their prior chukwa skip the Rakyat draft; their existing Rakyat profile carries forward.
4. New players, or those opting to begin anew, each roll a d20 to determine the pick order for Rakyat cards.
5. Once all players have their Rakyat and initial resources, play order proceeds clockwise from the first Amid.

4 · GAMEPLAY OVERVIEW

Each complete cycle is an alpha, representing one in-game year (137 days). After three alphas, players enter the Rēdaz, an intercontinental council phase.

4.1 — Turn Structure:

On your turn, complete the following in order:

1. **Icarian Interface (Optional)**

   - Roll a d10.

     - Results 1, 3, or 7 → Begin a 3-round Pralay countdown.

     - Any other number → Draw one *Kiseki (Miracle)* card for a powerful boon.

2. **Take an Action**

   - **Expedition:** Roll a d20 to draw Resource, Weapon, or Crackerjack cards (the roll determines draw count).

   - **Raid:** Attack another player's chukwa for loot and dominance.

   - **Trade:** Spend *Sal* to buy resources or tech from the Spire (Babel).

   - **City Management:** Resolve unrest, repair damage, or improve defenses.

3. **Random Event**

   - Draw one **Event Card** and resolve immediately.

   - Events can cause internal strife, natural disasters, or present moral choices that affect other players.

4. **End Phase**

   - Pass play clockwise.

   - After three full rounds (3 α), proceed to the **Rēdaz Phase**.

5 · CARD TYPES AND GAMEPLAY SYSTEMS

Every Amid shapes their fate through the cards they draw and play.

Each card type represents a different aspect of survival, discovery, or collapse within Bedlam's drowned world.

5.1 — Salvage Cards:

Purpose: Provide material resources or modifiers that enhance your chukwa.

Salvage cards are drawn during **Expeditions** or awarded from **Event** outcomes.

Each Salvage card displays:

- A short **flavor blurb** describing the object or fragment recovered.

- Its **Type** — either *Resource* or *Modifier*.

- A **Value Display**:

  - **Resource cards** show their *monetary value* (the amount of *Sal* gained if sold to the Spire) or their *defense value* (if installed into your chukwa).

  - **Modifier cards** show the *stat bonus* they contribute directly to your chukwa's operational efficiency, diplomacy, or stability.

5.2 — Kiseki Cards:

Purpose: Represent miracles—rare phenomena, forbidden technology, or divine interventions.

- Drawn through the **Icarian Interface** or triggered by specific Event outcomes.

- Offer powerful advantages balanced by significant risk; many have limited-use conditions.

- Some Kiseki cards may alter the state of the world or accelerate the Pralay countdown.

5.3 — Rēdaz Cards:

Purpose: Drive diplomacy, trade, and subterfuge during the **Rēdaz Council**, which convenes every 3 α.

- Each Amid draws 3 Rēdaz cards at the start of the Council phase.

- Cards are played face-down and resolved in secret or host-chosen order.

- Rēdaz effects influence trade, alliances, espionage, and reputation on a global scale.

5.4 — Event Cards:

Purpose: Introduce unpredictable developments that shift balance between chukwari.

- Automatically drawn at the end of each player's turn.

- Effects resolve instantly and persist for their listed duration.

- Event severity escalates as the Pralay Timer advances.

Categories:

- **Natural Disasters** — storms, floods, resource loss.

- **Social Upheaval** — riots, mutinies, ideological rifts.

- **Boons** — temporary reprieves, resource windfalls.

- **Catastrophic Triggers** — advance the Pralay Timer or destabilize the Rēdaz Council.

5.5 — Pralay Mechanic:

Purpose: Represents the inevitable reset cycle of Bedlam.

- Triggered by Icarian Interface rolls or certain Kiseki/Event effects.

- When the Pralay Timer reaches 0, the system automatically enters the **Endgame Phase** (see § 7).

- During active Pralay countdowns, all Event Card draws become catastrophic, and trade with the Spire collapses.

5.6 — Crackerjack Cards:

Purpose: Represent elite specialists or small squads providing unique modifiers.

- Assigned at start (1 per player) or earned from high-roll Expeditions.

- Each Crackerjack offers one **Passive Trait** and one **Active Ability** usable once per cycle.

- Crackerjacks can die, defect, or ascend depending on Event results.

6 · COMBAT AND RESOLUTION

Conflict in *Bedlam* is calculated, not chaotic.

Whether two chukwari clash in open waters or covert raids erupt inside the Spire's trade corridors, outcomes are determined through precise rolls and modifiers.

6.1 — Initiating Conflict:

Combat can occur when:

- An **Amid** selects **Raid** during their action phase.

- A specific **Event** or **Kiseki** card initiates forced engagement.

- Defensive triggers activate during another player's Expedition.

Once combat is declared, both attacker and defender confirm intent through the interface.

6.2 — Resolution Rolls:

Each combat round is resolved with opposed dice rolls.

- Both players roll a **d20** simultaneously.

- Add the relevant **Rakyat Modifiers** (representing the chukwa's skill stats).

- Subtract any penalties caused by damage, unrest, or active disasters.

The higher total wins the exchange.
 If tied, both sides suffer minor structural damage and lose **2 500 Sal** in recovery and repair costs.

6.3 — Damage and Consequences:

- **Victory:**
  The attacker may **seize one Resource card** from the defender's inventory **or** choose to roll again to inflict **additional damage** equal to the **difference between the original roll results** (victor – loser). This additional damage applies on top of the raid's base damage.

- **Defeat:**
  The attacker does **not** lose any cards but must pay **5 000 Sal** in recovery costs.

Severe structural failure (0 Defence Value) renders a chukwa vulnerable; it cannot perform Expeditions until repaired.

6.4 — Non-Violent Resolution:

At any time before dice are rolled, either Amid may request **Parley**.

- If accepted, both sides pay **1 000 Sal** into the neutral Spire fund.

- The system automatically opens a **Negotiation Window**, where terms — trade, alliances, or reparations — can be set.

- If agreement is reached, combat ends immediately.

Parley requests cannot be made during a Pralay Countdown.

6.5 — Post-Combat Resolution:

After each conflict:

1. **Sal Adjustments** — Transfer or loss calculated automatically.

2. **System Integrity Update** — Visual damage indicators appear on affected chukwari.

3. **Event Trigger Check** — Certain outcomes may generate follow-up Events (fires, disease, refugee movement).

6.6 — Special Conditions:

Storm Interference: During active weather Events, all combat rolls incur –2 to accuracy.

Kiseki Intervention: If a Kiseki card modifies combat, its text overrides base mechanics.

7 · VICTORY AND ENDGAME (THE PRALAY)

When the **Pralay Timer** reaches 0, the digital world of *Bedlam* enters its end state: the cataclysmic cycle of unmaking and rebirth.

All systems shift into **Endgame Mode**, and final outcomes are determined automatically by the game engine.

7.1 — The Pralay Phase:

As the Pralay descends, chaos consumes the Waters Between.

Every Event draw during this phase becomes *catastrophic*, reshaping alliances, destroying the unprepared, and sealing the fates of those too slow to act.

7.2 — Ascendancy:

When the cataclysm subsides, the system calculates each **surviving Amid's** standing.
Any chukwa that endures the Pralay intact is granted **Bletsian Status** — marking its leader and rakyat as those who have persisted through dissolution.

Bletsian Amids retain their chukwa, their legacy data, and their rakyat for the next cycle.
They carry forward into the new Age of Bedlam as living echoes of the old world.

7.3 — Legacy Mode:

After results are displayed:

- Surviving chukwari are archived in the **Legacy Ledger**.

- Players may choose to **carry forward** their chukwa into a future session, retaining one Rakyat Modifier and one Crackerjack of their choice.

- Lost chukwari are listed as *sunken*, viewable in the **Hall of Echoes** — a record of past worlds.

Legacy progression is optional but allows long-term narrative persistence and recognition across cycles.

7.4 — Post-Pralay Regeneration:

When the Pralay finally ends:

1. The world resets — resources redistribute across the Waters Between.

2. Rēdaz and Kiseki decks refresh.

3. A new cycle begins: **α 1 of the next Age of Bedlam.**

8 · GLOSSARY AND SYSTEM NOTES

A quick reference for terms, systems, and symbols encountered throughout *Bedlam*. All entries are standardized across the platform for clarity.

Amid

Title for the player and leader of a chukwa. Derived from Farsi, meaning *hope*. Each Amid acts as both strategist and caretaker of their rakyat.

Babel

A colossal, alien tower that pierces the ocean and clouds. The oldest known structure in Bedlam and the center of trade and belief.

Bletsian

A title bestowed upon any surviving Amid whose chukwa endures the Pralay. The Bletsian retain continuity into the next cycle.

Chukwa

A floating megastructure and the player's home city. Each is unique in composition and capability, representing the remnants of lost civilizations.

Crackerjack

An elite specialist or unit providing unique advantages. Each possesses one passive and one active ability.

Event Deck

A dynamic system that injects instability and opportunity into gameplay, representing the unpredictable nature of Bedlam's world.

Icarian Interface

An optional system accessed once per turn. Enables Amids to risk accelerating the Pralay in exchange for miracles (Kiseki cards).

Kiseki

"Miracle." Rare cards representing forbidden or divine phenomena that bend the world's logic—powerful, but perilous.

Pralay

The cyclical apocalypse of Bedlam. A world-ending event that resets civilization while sparing a few who adapt.

Rakyat

The populace of each chukwa. Their morale and stability directly affect an Amid's capacity for survival.

Rēdaz Council

The recurring summit of Amids every three α, where diplomacy, treachery, and alliances unfold through Rēdaz cards.

Sal

Universal currency used throughout Bedlam. Named after the salt that dominates the planet's oceans.

Salvage

Recovered remnants of pre-Pralay technology or material—essential for trade, defense, and survival.

Spire (Babel Market)

The digital trade hub where Amids exchange Sal for resources and relics.

α (Alpha)

A single gameplay cycle representing 137 in-game days. Three α mark the approach of the next Rēdaz Council.

9 · CREDITS AND DEVELOPMENT NOTES

"Every world reborn begins with remembrance."

— Fragment recovered from the Hall of Echoes, Cycle 37

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Production Notes

Bedlam was conceived as a digital web board game exploring resilience, decay, and rebirth.

Every rule, interface, and motion layer reflects the instability of its world—systems built upon the ruins of others.

Each update cycle introduces new chukwari, salvage artifacts, and Pralay variations. Future expansions continue to chart the fading frontier of human persistence.

System Attribution

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The tides reset.

Your data persists.

Begin the next cycle.