

Memedemic

Instruction Manual

Architectural requirements:

Windows is the recommended system for the game. The game has been tested on Linux, but is not guaranteed to work. This has not been tested on Mac.

Instructions for running:

When the game launches a menu will be presented in the command prompt. The menu has three options: New, Load, and Quit. Input the number corresponding with your desired operation.

When beginning a new game, you will be required to input the number of desired players. This number can be between 1 and 4, inclusive. Next, you must input the name of each player individually. Once the names have been entered, a role must be selected for each player. The chosen role will define certain abilities that player will have; each role's abilities will be defined later in this manual. To select a role input the number associated with the desired role. The game should now begin. Playing the game will be described later in this manual.

When loading a game, a prompt will appear requesting the name of the save file within the directory. You may either enter a filename from a manual save or leave the input blank and just press enter. If the input is blank, the autosave file will be used from the last played game, named autosave.txt. An error message will be output if the named file is not found. Entering "cancel" into the load screen will return to the main menu. If there are no issues with loading a save file, the game will be started at the saved game state.

If the Quit option is chosen, a message will be displayed and then the game will exit in a clean manner.

Once a game is begun, the board will be displayed in the command prompt, along with the filter list, outbreak counter, number of p-cards, viral quotient, current player, player name, player role, number of actions remaining, and a notification of an autosave. Each board location contains the name of the location, the number of each meme at that location, the existence of a Center of Meme Control server (referred to as CMC), and the players at the location. Additionally, the border of the location indicates its region. The region dictates which memes can originate from that location. If the corner of the border is "&" then the locations can originate meme 1. Border "\$" allows meme 2, border "#" allows meme 3, and border "@" allows meme 4. Coming from the borders are several visual connectors between locations. Players can access locations connected by these connectors, and memes can move across these connectors in the case of an outbreak. At the beginning of a game, several locations should be infected to begin with different counts of memes. Each region should have a location with 1, 2, and 3 for their

respective meme count corresponding with their region's meme. Every player should be spawned at the "Email" location. The "Email" location should contain a CMC by default.

In the lower right of the board is a list of stats about the game. Filter shows which regions still need to be filtered to win the game. Outbreaks counts how many outbreaks have occurred. An outbreak occurs when an infection occurs at a location where the meme counter is already at 3. This causes all connected locations to gain a meme of the initial type. P-cards counts how many cards are left in the deck. Viral quote is how many locations will be randomly infected each new turn. The viral quotient increases at certain numbers of outbreaks. The viral quotient will increase after three outbreaks and again after an additional two outbreaks.

The game will cycle through the player's turns in ascending order from player 1. Each player has several actions they can perform during their turn. They can perform up to 4 actions per turn. At the end of every turn an infection occurs. During an infection a number of random locations equal to the viral quotient will have their meme incremented by 1. If the counter is at 3, an outbreak occurs.

A player can move to adjacent websites by typing the "access" command followed by the name of the location. Players can also move to locations on held cards using the same command. However, moving to a location that is not adjacent but is on a held card will consume the card.

A player can build a CMC server on the current location if they also hold the card for that location. This is done using the "build" command.

A player can ban a meme, decrementing its counter at the player's current location by 1. This is done by typing "ban" followed by the number, 1 to 4, corresponding with the meme.

Players can give cards to other players assuming the given card is the card associated with the current location of the giving and receiving player. This is done by typing "give" followed by the number of the card in the giving player's hand followed by the number of the receiving player.

Players can also take cards from other players in a similar fashion. Under the same assumptions as giving a card, "take" can be typed followed by the number of the card in the giving player's hand followed by the number of the giving player.

Players can develop a filter for a meme assuming they are at a location with a CMC server. This is done by typing "filter" followed by 5 card numbers, separated by spaces, associated with held cards for the region.

To view a player's hand of cards and their associated numbers, type "cards". To view the cards of a player who is not the current player, type "cards" followed with the number of the player.

Two cards must be drawn once per turn. This can be done by typing "draw cards" or by ending the turn.

If an epidemic card is drawn, then a given location will have its meme counter automatically set to 3. If the counter is already at 3, it will cause an outbreak.

A hand can have a maximum of seven cards. To make room for more cards the current hand must either use enough cards during the turn or discard some cards. To discard, type "discard" followed by the number associated with the card.

A turn is ended by typing "end turn". This will cause the current player to be the next player in order, and a number of infections equal to the current viral quotient will occur on the board at random locations.

The game can be manually saved at any point by typing "save" followed by the desired name of the save file. The save file will be added to the directory of the executable.

The "help" command can be used to get more information on several topics and commands. Typing the command alone will list all the topics with available help. Typing "help" followed by a topic or command will explain or give help for the given topic.

The game is won once a filter has been developed for every meme.

The game is lost once there are no more cards to be drawn, once the outbreak counter reaches 8, or a pool of "meme cubes" runs out.

Upon the end of a game the main menu will be returned to.

There are 6 player roles that can be taken, and multiple players can be the same role.

1. The Professor can build a CMC at any time and can access any city by discarding any card in their hand.
2. The H4cker only needs four cards to develop a filter rather than 5.
3. The Moderator can entirely remove a meme from a location by banning it. They also auto-ban memes that have been filtered from visited sites.
4. The Router can move other players in addition to itself, and it can instantly move a player to another player.
5. The Firewall prevents the spread of memes to their current and adjacent sites
6. The Millennial can trade any card so long as they are at the same location as the target player, regardless of what the card is.