

BINARY REALMS™

DATA.WARRIORSTM



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Series 1 Starter Kit
Power Drive
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▼ brokerman.PRG {■■}



This card can only execute commands during their controller's turn.
If this card gets discarded from play, this desktop's user shuffles their hand into their drive.

--burst {■■}

Roll a die. If the dice roll value is greater than 3, target user discards as many cards from their drive as the amount of cards you have in your hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ brokerman.PRG {■■}



This card can only execute commands during their controller's turn.
If this card gets discarded from play, this desktop's user shuffles their hand into their drive.

--burst {■■■}

Roll a die. If the dice roll value is greater than 3, target user discards as many cards from their drive as the amount of cards you have in your hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ KMauler.PRG {■■■■}



This card can only execute commands during their controller's turn.

--chomp {■■■□}

Halt this command on your hand being empty.
Roll a die for each extra Memory point allocated. If a die roll is equal or greater than 3, target player discards a card of their drive, otherwise you discard one card of your hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ KMauler.PRG {■■■■}



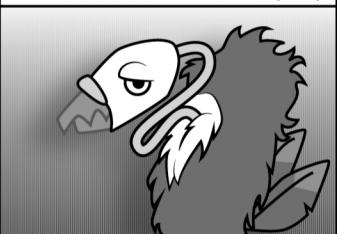
This card can only execute commands during their controller's turn.

--chomp {■■■□}

Halt this command on your hand being empty.
Roll a die for each extra Memory point allocated. If a die roll is equal or greater than 3, target player discards a card of their drive, otherwise you discard one card of your hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ vultor.PRG {■■■}



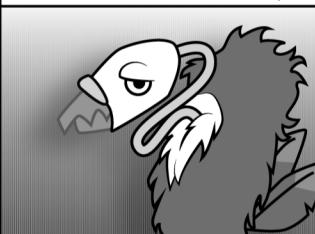
If this desktop's trash bin is empty, return this card back to their owner's hand.

--scavenge {■■■}

Put target .SCRIPT card in this desktop's trash bin back into their owner's hand.
Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ vultor.PRG {■■■}



If this desktop's trash bin is empty, return this card back to their owner's hand.

--scavenge {■■■}

Put target .SCRIPT card in this desktop's trash bin back into their owner's hand.
Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ ArcMan.PRG {■■■}



If this card executes any command successfully, this card's owner can't issue any more commands until the end of the current turn.

--undelete {■}

Issue this command only on having to discard cards from your drive into your trash bin. Roll a die. If the dice roll value is lesser than 3, discard the amount of cards indicated by the dice roll value instead.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

▼ GCMon.PRG {■■■}



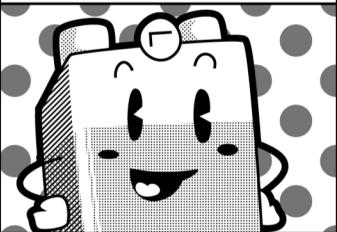
This card can only execute commands during their controller's turn.

--top-priority {■}

End your turn after resolving.
Issue a command from any other card on your desktop via this card allocating half of the Memory Cost it must allocate to resolve as extra Memory Points when issuing this card.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

◊ VDoctor.DAEMON {}



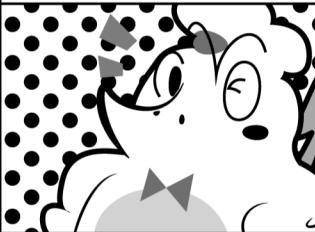
--quarantine {}

This command can only be executed once per every turn.

Discard any cards attached to any .PRG card you own in play and put it back into your hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

◊ pgCOLI.DAEMON {}



The effects of any command executed via any .DAEMON, .PRG or .CONF cards controlled issued by any user other than this card's owner won't affect this card on resolve.

--cleanup {}

This command can only be executed once per every turn.
Deallocate half of your used Memory Points.

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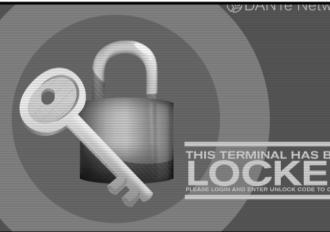
◊ DDiver.DAEMON {}



While this card is in play, this card's owner shuffles any discarded .PRG card in play under their control back into their drive.

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● Lockdown.SCRIPT {}



Halt any command or effect that may discard any .DAEMON or .PRG cards in play until the end of the current turn.

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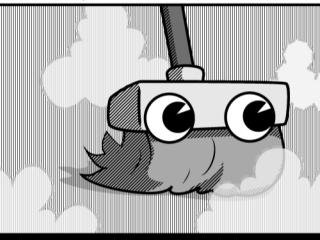
◎ bruteForce.SCRIPT { }



Target user rolls a die. If the dice roll value is equal or greater than 4, they discard as many cards from their drive as the dice roll value indicates, otherwise you discard as many cards from your hand as the roll dice value indicates. Discard this card afterwards.

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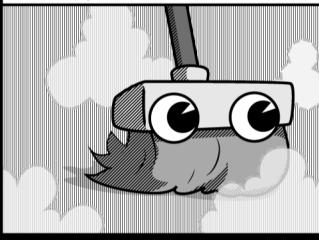
◎ Sweeper.SCRIPT { }



Target user deallocated half of their allocated Memory Points. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

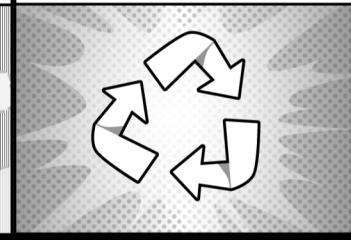
◎ Sweeper.SCRIPT { }



Target user deallocated half of their allocated Memory Points. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

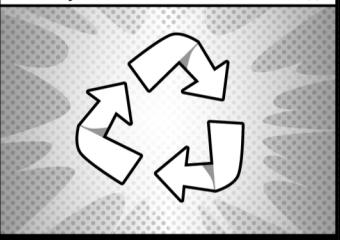
◎ Recycle.SCRIPT { }



Target user shuffles their trash bin into their drive, and draws a full hand of cards. Discard this card afterwards.

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◎ Recycle.SCRIPT { }



Target user shuffles their trash bin into their drive, and draws a full hand of cards. Discard this card afterwards.

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◎ fileLoss.SCRIPT { }



Target user discards either one card from their hand or their drive. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

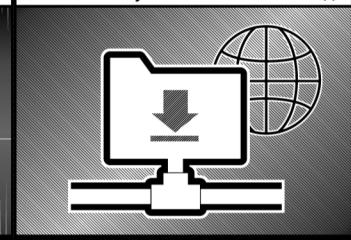
◎ fileLoss.SCRIPT { }



Target user discards either one card from their hand or their drive. Discard this card afterwards.

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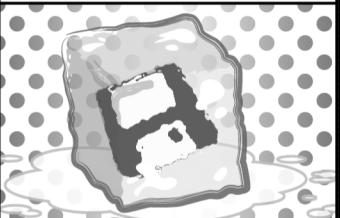
◎ RemoteSync.SCRIPT { }



Target user draws a card from their drive. Discard this card afterwards.

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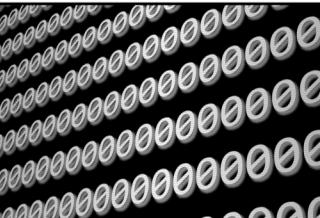
◎ fsFreeze.SCRIPT { }



Roll a die. If the dice roll value is greater than 3, commands that target any drive are halted immediately until the end of the current turn.

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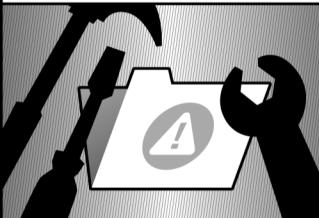
◎ zeroFill.SCRIPT { }



Target user discards their hand. Discard this card afterwards.

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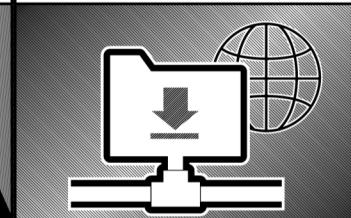
◎ SysRec.SCRIPT { }



Target user shuffles their hand and trash bin into their drive. Discard this card afterwards.

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◎ RemoteSync.SCRIPT { }



Target user draws a card from their drive. Discard this card afterwards.

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<p>SgtWally.CONF</p> <p>While this card is in play, users can't execute commands via cards outside of their desktops.</p> <p>--allow-exception {■■□} To issue this command, you must allocate the base Memory Cost of the target command.</p> <p>Execute target command via this card. Discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/059 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>SgtWally.CONF</p> <p>While this card is in play, users can't execute commands via cards outside of their desktops.</p> <p>--allow-exception {■■□} To issue this command, you must allocate the base Memory Cost of the target command.</p> <p>Execute target command via this card. Discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/059 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>data-di.CONF</p> <p>--fetch {■■■} Target user draws a card from their drive.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/034 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>DataScrubber.CONF</p> <p>Return all other cards aren't .PRG cards attached to this card that to their owner's hands. No new cards can be attached to this card.</p> <p>--reset {□} To issue this command, allocate as many extra Memory Points as the total amount of the Base Memory Cost of the attached .PRG card.</p> <p>Return all attached cards other than .PRG cards to their owner's hand.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/055 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>
<p>cpKiller.CONF</p> <p>--killall {■■■} Shuffle all .DAEMON cards in play back into their owner's drives. Discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/008 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>rktSaver.CONF</p> <p>Neither this card nor any attached .PRG cards can be discarded by effects of commands executed via .PRG, .DAEMON or other .CONF cards not attached to this card.</p> <p>--sacrifice {■■■} If a .DAEMON card in play under your control gets discarded, discard this card and return any other attached cards back to their owner's hands instead. You can't execute any other commands during the turn this command resolves.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/035 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>huVolt.PRG</p> <p>This card can only execute commands during their controller's turn.</p> <p>If this card is attached to any other card, This desktop's user chooses to either return it to their owner's hand or discard one card from their drive at the beginning of each of their turns.</p> <p>--wave {■■■} Roll a die. If the dice roll value is greater than 3, target user discards as many cards from their hand as .PRG cards on this desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/048 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>huVolt.PRG</p> <p>This card can only execute commands during their controller's turn.</p> <p>If this card is attached to any other card, This desktop's user chooses to either return it to their owner's hand or discard one card from their drive at the beginning of each of their turns.</p> <p>--wave {■■■} Roll a die. If the dice roll value is greater than 3, target user discards as many cards from their hand as .PRG cards on this desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/048 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>
<p>ledbomber.PRG</p> <p>--overcharge {■■■■■} Target user discards as many cards from their drive as you discard from your hand. Detach and discard any other cards attached to this card and return this card to their owner's hand afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/011 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>ledbomber.PRG</p> <p>--overcharge {■■■■■} Target user discards as many cards from their drive as you discard from your hand. Detach and discard any other cards attached to this card and return this card to their owner's hand afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/011 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>THORSE.PRG</p> <p>If this card is discarded from play, return it to their owner's hand.</p> <p>--attach {} Attach this card to any .PRG card on this desktop.</p> <p>--hop-to {■□} To issue this command, allocate as many extra Memory Points as the total amount of the base Memory Cost of all cards attached to this card.</p> <p>Put this card, alongside any other card attached to this card on the target desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/015 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>THORSE.PRG</p> <p>If this card is discarded from play, return it to their owner's hand.</p> <p>--attach {} Attach this card to any .PRG card on this desktop.</p> <p>--hop-to {■□} To issue this command, allocate as many extra Memory Points as the total amount of the base Memory Cost of all cards attached to this card.</p> <p>Put this card, alongside any other card attached to this card on the target desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/015 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>

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▼ PolyAgent.PRG {■■■■■}	▼ rootkat.PRG {■}	▼ SoulSeeker.PRG {■■■■}	▼ HVEye.PRG {■■■■■}
<p>This card can't change desktops while in play.</p> <p>--spoof {■□} To issue this command, allocate as many extra Memory Points as the base Memory Cost of the target .PRG card. Transform into a copy of the target .PRG card until the end of your next turn.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/029 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>This card can issue commands via any other .PRG card in play on this desktop.</p> <p>--jump-thru {} Target user discards as many cards as they want from their hand. Roll a die. If the dice roll value is greater than the amount of cards discarded by the target user, detach this card from any other attached cards and put it on the target user's desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/020 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>--remote-call {■■□} To issue this command, allocate as many extra Memory Points as the target command's base Memory Cost. Execute target command via this card.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/021 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>This card's owner shares control over any .PRG card in play attached to this card.</p> <p>--probe-host {■□} To issue this command, allocate as many extra Memory Points as the Base Memory Cost of the target .PRG card in play. Attach this card to the target .PRG card.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/028 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>
<p>--expand {■■■■} This desktop's owner allocates as much memory as .PRG cards you have in play.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/029 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>This desktop's user must allocate an extra Memory Point in order to issue commands via cards in play outside of this desktop.</p> <p>--sync {□} Overrides other commands on resolve. To issue this command, allocate an amount of Memory Points equal to the Base Memory Cost of the next .CONF card you play. The next .CONF card you play can target any .PRG card from outside of your desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/032 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>This desktop's user must allocate an extra Memory Point in order to issue commands via cards in play outside of this desktop.</p> <p>--sync {□} Overrides other commands on resolve. To issue this command, allocate an amount of Memory Points equal to the Base Memory Cost of the next .CONF card you play. The next .CONF card you play can target any .PRG card from outside of your desktop.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/032 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>While this card is in play, no new .PRG, .DAEMON or .CONF cards can be put in play by any user. If this card is the only card in play, discard this card.</p> <p>--forget {■□} To issue this command, you must allocate as many extra Memory Points as cards in your hand. Shuffle this card back into their owner's deck.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/028 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>
<p>Transform this card into the target .PRG card and put it in play on your desktop in Idle state. Discard this card at the end of the current turn.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/051 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>Transform this card into the target .PRG card and put it in play on your desktop in Idle state. Discard this card at the end of the current turn.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/051 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>Search in your drive for a .DAEMON card and put it in play, discarding any other .DAEMON card in play on your desktop if needed to play the chosen .DAEMON card. Shuffle your drive and discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/045 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>	<p>Search in your drive for a .DAEMON card and put it in play, discarding any other .DAEMON card in play on your desktop if needed to play the chosen .DAEMON card. Shuffle your drive and discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/S1/045 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA 2018 (CC BY-SA 4.0) MESMERIZE GAMES, GATO D - CARD ILLUSTRATION © BY DCAT PROTOTYPE SAMPLE FOR TESTING PURPOSES</small></p>

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DATA.WARRIOR



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Total Control
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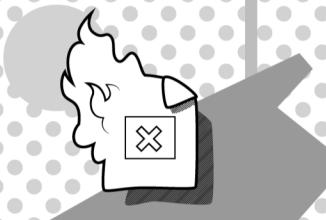
◎ FileFlare.SCRIPT {■■□}



To issue this card, allocate 5 or less extra Memory Points.
Target user rolls a die. If the dice roll value is greater than the amount of extra Memory Points allocated, target user discards as many cards from their drive as the dice roll value indicates, otherwise you discard as many cards from your drive as extra Memory Points you allocated. Discard this card afterwards.

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◎ FileFlare.SCRIPT {■■□}



To issue this card, allocate 5 or less extra Memory Points.
Target user rolls a die. If the dice roll value is greater than the amount of extra Memory Points allocated, target user discards as many cards from their drive as the dice roll value indicates, otherwise you discard as many cards from your drive as extra Memory Points you allocated. Discard this card afterwards.

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◎ rDaemon.SCRIPT {}



Shuffle target .DAEMON card in your trash bin back into your drive.
Discard this card afterwards.

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◎ reconf.SCRIPT {}



To execute this card, allocate as many Memory Points as the Base Memory Cost of the target .CONF card in your trash bin.
Put the target .CONF card in your trash bin back into your hand. Discard this card afterwards.

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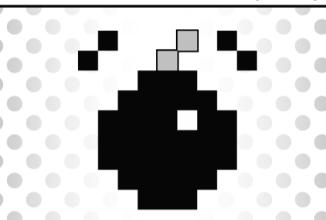
◎ memSkip.SCRIPT {}



To execute this card, you must discard one .PRG card in play under your control.
Target user skips their next Memory Cleanup step. Discard this card afterwards.

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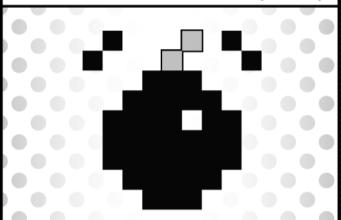
□ fbomb.CONF {}



--explode {}
Discard as many cards from this desktop's drive as you have in your hand. Discard this card alongside any other attached card to it afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES](https://datawars.gatod.xyz/S1/049)

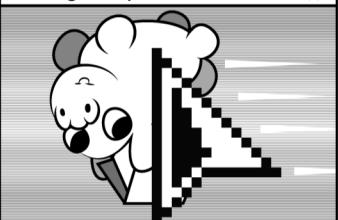
□ fbomb.CONF {}



--explode {}
Discard as many cards from this desktop's drive as you have in your hand. Discard this card alongside any other attached card to it afterwards.

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□ DragNDrop.CONF {}



This card's owner shares control over any .PRG card attached to this card.
--drop {}
Return this card and all other attached cards to their owner's hands.

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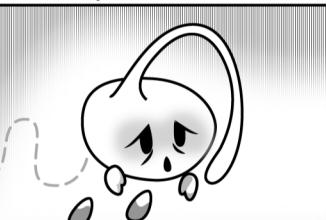
□ DragNDrop.CONF {}



This card's owner shares control over any .PRG card attached to this card.
--drop {}
Return this card and all other attached cards to their owner's hands.

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□ zombify.CONF {}



At the end of their Memory Clean phase, the owner of any .PRG card attached to this card must allocate an extra Memory Point to keep this card in play, otherwise all attached cards must be discarded alongside this card.

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□ RootAccess.CONF {}



This card's owner shares control over any .PRG card in play attached to this card.
--terminate {■■■}
Return this card to their owner's hand. Any user controlling any card attached to this card can issue this command.

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□ lilProxy.CONF {}



--query {■■■}
Search in your drive for a .CONF card and attach it to any .PRG card in play. Deattach and discard this card afterwards.

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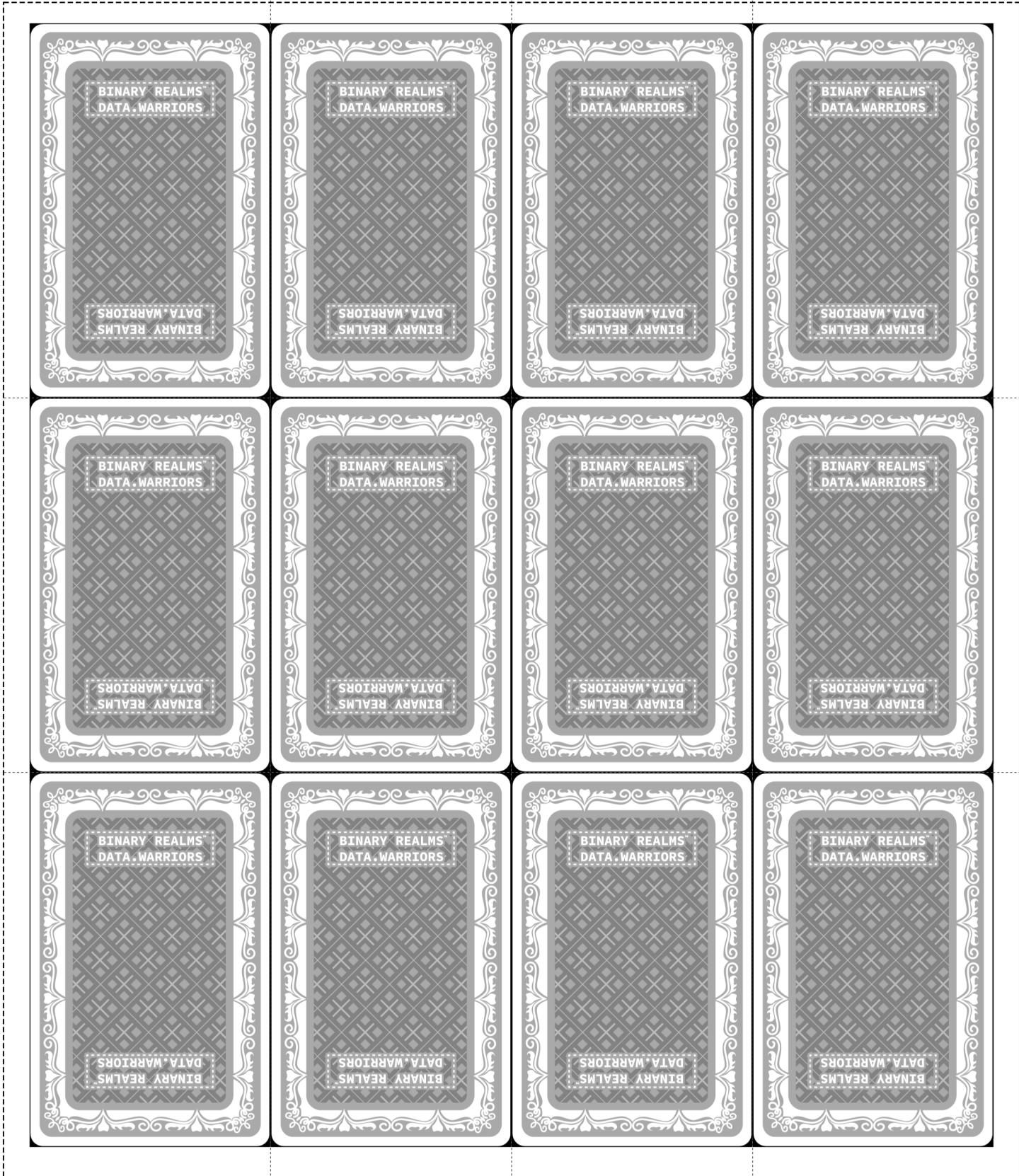
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DATA.WARRIORS



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Series 1 Starter Kit
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Setup Step

The Setup step is the third phase within a turn. It is preceded by the Memory Cleanup step. During this step, the current user can play any kind of card on their desktop, allocating Memory Points as needed. If the current user runs out of Memory Points during this step, their turn goes straight into the Exit step.

PRG Cards

Program cards. These cards enter in game directly on your Desktop and take a turn to load up and can execute commands. These cards enter in Loading state, and return to Idle state on their Memory Cleanup step. The PRG cards that execute commands enter into Running state, and can't execute more commands until they return back to Idle state.

Memory Cleanup Step

The Memory Cleanup step is the second phase within a turn. It is preceded by the Init step. In this step, the current user allocates the Memory Points used by their cards, and set all their PRG cards in play to Idle state. From this point on, any DAEMON, CONF and PRG cards in play on the current user's desktop are considered to be active.

Init Step

The Init step is the first phase within a turn. In this step, the current user draws a stack of cards as they want from their drive until they have 5 in their hand. At least one card must be drawn from the drive.

Running State

If a PRG card issues any command it's considered to be running. These cards go back to their Idle state during their next Memory Cleanup step.

PRG Cards

Program cards. These cards enter in game directly on your Desktop and take a turn to load up and can execute commands. These cards enter in Loading state, and return to Idle state on their Memory Cleanup step. The PRG cards that execute commands enter into Running state, and can't execute more commands until they return back to Idle state.

Idle State

When a PRG card is in play but hasn't issued any command nor allocated any memory, it's considered in an Idle state. Only cards in Idle state can issue commands.

Loading State

The state of a PRG card that enters in play. In this state, the card can't execute commands, but their effects are in place.

DAEMON Cards

When a PRG card is in play but hasn't issued any command nor allocated any memory, it's considered in an Idle state. Only cards in Idle state can issue commands.

Card Controller(s)

Every card you play enters in play under your control, and for every card you control you have the ability to issue the commands the controlled card is able to execute.

Trash Bin

Fantasy name for the discard pile. Cards that end up here are considered out of play. Only cards you own can go to your trash bin.

Via

Every time you issue a command that a card can execute, is that card who executes the command, hence why you're executing a command via a card. Sometimes a card may specify that you can execute a command present in another card via this card. This means that the command, even though issued in a different card, is considered to be executed via the card you're issuing the command with.

PRG Cards

Program cards. These cards enter in game directly on your Desktop and take a turn to load up, and can execute commands. These cards enter in Loading state, and return to Idle state on their Memory Cleanup step. The PRG cards that execute commands enter into Running state, and can't execute more commands until they return back to Idle state.

DAEMON Cards

Daemon cards. Similar to PRG cards, these cards stay in game, but unlike PRG cards, only one can be in play on each user's desktop, and they enter and stay in Idle state, even after executing commands. You can discard these cards from your desktop during your Setup phase.

CONF Cards

Configuration cards. These cards attach to PRG cards and alter the way they work. You can only attach them to PRG cards on your desktop. Just like PRG cards, only one can be in play on each user's desktop, and they enter and stay in Idle state, even after executing commands. You can discard these cards from your desktop during your Setup phase.

SCRIPT Card

You can play these cards pretty much at any moment, as long as it's your turn or you already can issue commands. These cards execute immediately and are not considered to be in play, but their effects apply on resolve as long as they aren't halted on execution.

Run Step

The Run step is the fourth phase within a turn. It is preceded by the Setup step. At this point, the current user can issue commands from Idle PRG and DAEMON cards in play, as long as have either control or ownership of the card, alongside .SCRIPT cards from their hand. During this step, other users can also execute commands, always starting from current user in a stack-like fashion (last commands to be executed are the first to be resolved).

Exit Step

The Exit step is the last phase within a turn. At this point, the turn is over. If the current user has more than 5 cards in their hand, they must discard cards from their hand until they have just 5. If any user has no cards left in their drive, they are considered out of the game. The last user standing in game wins.

Command Issuing

Commands can only be executed during the Run step of each turn, and the first command to be issued is always the one issued by whoever is playing their turn, at the start of their Run step. All users can issue commands during this step in a "Stack-like" fashion starting by the current user.

Command Execution

Cards have their effects printed on them, but certain effects must be manually triggered to execute. These are called commands, and are shown as specific entries within the card's body of text in between curly braces indicating the Base Memory Cost of the command with symbols. The & symbol indicates a Memory Point to allocate, while a % symbol is meant to indicate a variable amount of Memory Points to allocate, as indicated by the command's effects and/or requirements.

You can only issue commands via cards in an Idle state, and only once any prerequisites have been fulfilled and Memory Points have been allocated the command is considered to be executed.

"Stack-Like" Resolving

Commands "pile up" in a stack-like fashion and resolve from the last issued command to the first one. So, for example, if you issue a command and an opponent issues another command in return, their command must be resolved before your command is able to resolve.

Resolve

Commands "pile up" in a stack-like fashion and resolve from the last issued command to the first one. So, for example, if you issue a command and an opponent issues another command in return, their command must be resolved before your command is able to resolve.

Memory Points

Basic virtual resource unit, used to play cards and commands by allocating them. Each player starts with 8, and deallocates them at the Init step of their turn. The Memory Monitor included within the Starter Kit is meant to be a visual representation of allocated/free Memory Points each player has.

Halt

Any command that gets issued and is resolving fails is considered halted. This also works the other way around (Halted commands fail on resolve).

Requirements

Sometimes, card commands and effects require to fulfill certain conditions in order to be issued. This text is specified in cursive text, and unless the conditions laid out in this text aren't fulfilled, commands and effects that concern these requirements are specified on the text itself, otherwise a command and its effects pertinent to the conditions either aren't issued or resolve on immediate halt.

"The Convenience Rule"

If for any reason some card is not clear (i.e. "half") an amount results in a non-exact number, a card that halts on non-specified requirements, the rule specifies "either" two things without a specific way of clearly choosing etc. The game is designed around a convenience rule that specifies that these would round up, unless it's negative, in which case they round down, etc.

Card Ownership

Whoever owns the card, as in, the user playing with the deck the card came from.

Card Effects

Every card has certain text associated to it. In this text, certain rules and special considerations are depicted to be enforced by the game for the card to be considered in play. These effects are specified before the card commands within the text and their consequences are to be considered on every resolve when a situation applies.

Commands

Every card has certain text associated to it. In this text, certain parts are marked with bold text, **-a-formatted-name** and **(curly braces)**. These are commands, and can be issued by users controlling these cards on the Run step of the turn.

Memory Points

Basic virtual resource unit, used to play cards and commands by allocating them. Each player starts with 8, and deallocates them at the Init step of their turn. The Memory Monitor included within the Starter Kit is meant to be a visual representation of allocated/free Memory Points each player has.

Desktop

The playing field where you put your cards in play. If other user manages to put cards into your desktop, you don't gain control over that card, and they can still control them!

Drive

Fantasy name for each player's deck, supposed to represent an storage device full of information the players fetches from.

User

Fantasy name for the players participating in a match.

Base Memory Cost

The amount of Memory Points the card needs to allocate in order to be put in play, without considering any extra Memory Points needed to allocate for the card to be successfully played.

Final Memory Cost

The amount of Memory Points the card needs to allocate in order to be put in play, considering all extra Memory Points needed to allocate for the card to be successfully played.

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BINARY REALMS™ DATA.WARRIORS

DICTIONARY
Version 1.0



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Starter Kit

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Includes:
Two 30-card decks
Ruleset booklet
+ all you need to play!



Included in this Starter Kit is everything you need to start playing the free strategy card game Binary Realms Data.Warriors right away with a friend!

Two decks with different cards, ready to play.

Binary Realms Data.Warriors is a free, turn based strategy card game that you can print, cut and enjoy! Play with your friends in intense computer battles, hacking each other using executing commands, loading programs and daemons into your memory to delete each others drives completely. Welcome to a new kind of card game!

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 PLAYERS
2+

<https://datawarriors.gatod.xyz/>

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Supplemental materials, leaflets and additional pack-ins.
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BINARY REALMS™ DATA.WARRIORS POWER DRIVE PLAY DECK

This is a playing deck with a highly offensive playstyle. Use your program and script cards to make your opponents discard their hand and deck. If you find yourself in trouble, this deck configuration also allows you to have an ace up your sleeve and clear your desktop and programs of unwanted cards.

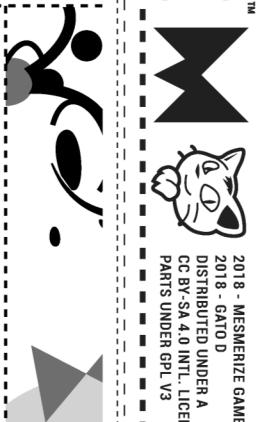
This deck is great for beginners and people with no experience playing strategy card games. Most cards are very easy to understand, and its fast-paced gameplay makes it a good pick to start playing right away!

Deck Components
 2x - BrokerMan.PRG
 2x - KMAuler.PRG
 2x - voltOr.PRG
 1x - GCMon.PRG
 1x - ArcMan.PRG

Daemon Cards
 1x - vDoctor.DAEMON
 1x - pgCOLL.DAEMON
 1x - DDriver.DAEMON

Script Cards
 2x - fileless SCRIPT
 2x - Recycle SCRIPT
 2x - bruteForce SCRIPT
 2x - Sweeper SCRIPT
 1x - Defrag SCRIPT
 1x - zerofill SCRIPT
 1x - fFreeze SCRIPT
 1x - SysRec SCRIPT
 1x - RemoteSync SCRIPT

Config. Cards
 2x - SgtWally.CONF
 1x - data-01.CONF
 1x - rtkSaver.CONF
 1x - DataCrubber.CONF
 1x - cpKiller.CONF



BINARY REALMS™ DATA.WARRIORS TOTAL CONTROL PLAY DECK

This deck is all about hacking your opponents' desktops, sneaking into their lines, sabotaging their free Memory Points and using their own power against themselves. Play a game of attrition, corner them and wait for openings to attack them!

This deck is great for people with previous experience playing strategy card games, or players with a less aggressive, more elegant style of play. Special rules are more involved on these cards and allow the players to go wild with card effects and commands.

Program Cards
 2x - hulvolt.PRG
 2x - ledChomper.PRG
 2x - THORSE.PRG
 1x - dLiz.PRG
 1x - PolyAgent.PRG
 1x - HVEye.PRG
 1x - rootkat.PRG
 1x - SoulSeeker.PRG

Daemon Cards
 2x - ReSH.DAEMON
 1x - Eppy.DAEMON

Script Cards
 2x - fork SCRIPT
 2x - binSummon SCRIPT
 2x - FileFlare SCRIPT
 1x - recon SCRIPT
 1x - memSkip SCRIPT
 1x - Daemon.SCRIPT

Configuration Cards
 2x - fbomb.CONF
 2x - DragDrop.CONF
 1x - lPProxy.CONF
 1x - zombity.CONF
 1x - RootAccess.CONF



▼ Deck #1: Power Drive

■ Deck #2: Total Control

● Supplemental Materials

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**Binary Realms
Data.Warriors**
A non-collectable card
game by DCAT

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Prototype sample for testing

Purposes
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