

# BINARY REALMS™

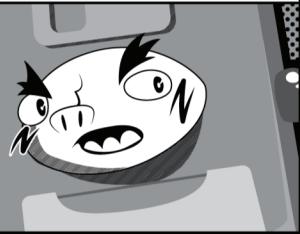
## DATA.WARRIORSTM



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Series 1 Starter Kit  
Power Drive  
Page 1 of 10

### ▼ 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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### ▼ KMauler.PRG {■■■■}



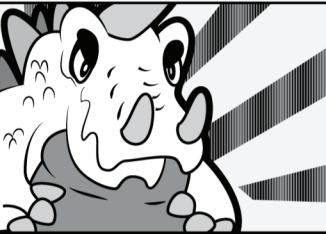
This card can only execute commands during their controller's turn.

#### --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 {■■■}



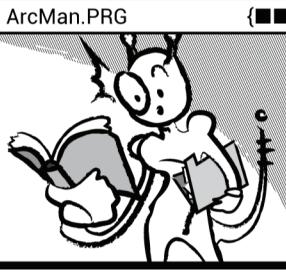
If this desktop's trash bin is empty, return this card back to their owner's hand.

#### --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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### ▼ ArcMan.PRG {■■■}



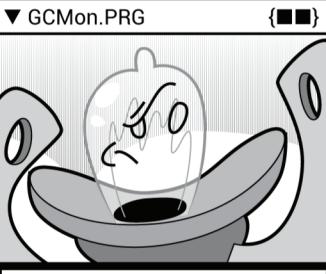
If this card executes any command successfully, this card's owner can't issue any more commands until the end of the current turn.

#### --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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### ▼ GCMon.PRG {■■■}



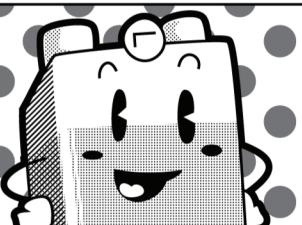
This card can only execute commands during their controller's turn.

#### --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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### ◊ VDoctor.DAEMON {}

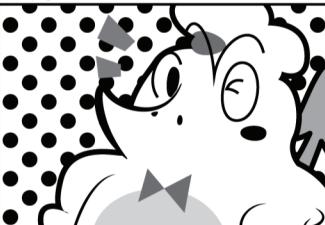


#### --quarantine {}

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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### ◊ 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.

#### --clearup {}

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

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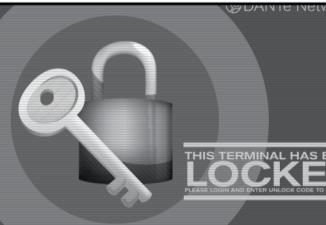
### ◊ DDiver.DAEMON {}



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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Series 1 Starter Kit  
Power Drive  
Page 2 of 10

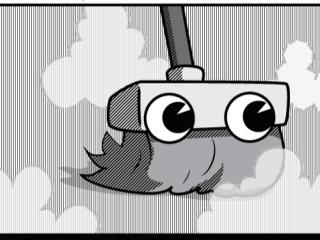
© bruteforce.SCRIPT { }



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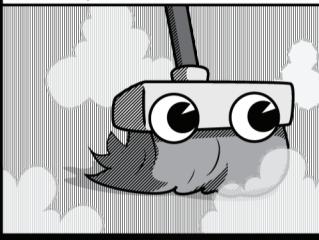
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Target user deallocates half of their allocated Memory Points. Discard this card afterwards.

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

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

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

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

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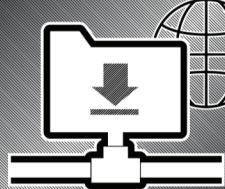
© fileloss.SCRIPT { }



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

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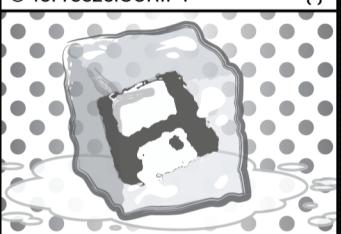
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Target user draws a card from their drive. Discard this card afterwards.

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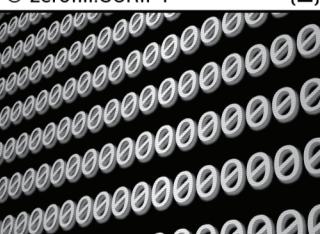
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Roll a die. If the dice roll value is greater than 3, commands that target any drive are halted immediately until the end of the current turn.

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Target user discards their hand. Discard this card afterwards.

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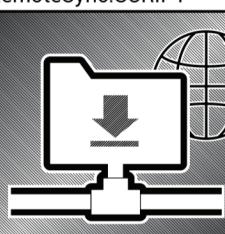
© SysRec.SCRIPT { }



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

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

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Page 3 of 10

<b>SgtWally.CONF</b>	<b>SgtWally.CONF</b>	<b>data-dl.CONF</b>	<b>DataScrubber.CONF</b>
<p>While this card is in play, users can't execute commands via cards outside of their desktops.</p> <p><b>--allow-exception {█ █ █}</b> 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><a href="https://datawars.gatod.xyz/S1/050">HTTPS://DATAWARS.GATOD.XYZ/ S1/050 - 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</a></small></p>	<p>While this card is in play, users can't execute commands via cards outside of their desktops.</p> <p><b>--allow-exception {█ █ █}</b> 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><a href="https://datawars.gatod.xyz/S1/050">HTTPS://DATAWARS.GATOD.XYZ/ S1/050 - 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</a></small></p>	<p><b>--fetch {█ █ }</b> Target user draws a card from their drive.</p> <p><small><a href="https://datawars.gatod.xyz/S1/034">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</a></small></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><b>--reset {█}</b> 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><a href="https://datawars.gatod.xyz/S1/055">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</a></small></p>
<p><b>--killall {█ █ }</b> Shuffle all .DAEMON cards in play back into their owner's drives. Discard this card afterwards.</p> <p><small><a href="https://datawars.gatod.xyz/S1/080">HTTPS://DATAWARS.GATOD.XYZ/ S1/080 - 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</a></small></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><b>--sacrifice {█ }</b> 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><a href="https://datawars.gatod.xyz/S1/038">HTTPS://DATAWARS.GATOD.XYZ/ S1/038 - 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</a></small></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><b>--wave {█ }</b> 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><a href="https://datawars.gatod.xyz/S1/048">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</a></small></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><b>--wave {█ }</b> 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><a href="https://datawars.gatod.xyz/S1/048">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</a></small></p>
<p><b>--overcharge {█ █ █ █ }</b> 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><a href="https://datawars.gatod.xyz/S1/011">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</a></small></p>	<p><b>--overcharge {█ █ █ }</b> 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><a href="https://datawars.gatod.xyz/S1/011">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</a></small></p>	<p>If this card is discarded from play, return it to their owner's hand.</p> <p><b>--attach {}</b> Attach this card to any .PRG card on this desktop.</p> <p><b>--hop-to {█ }</b> 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><a href="https://datawars.gatod.xyz/S1/015">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</a></small></p>	<p>If this card is discarded from play, return it to their owner's hand.</p> <p><b>--attach {}</b> Attach this card to any .PRG card on this desktop.</p> <p><b>--hop-to {█ }</b> 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><a href="https://datawars.gatod.xyz/S1/015">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</a></small></p>

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Page 4 of 10

▼ PolyAgent.PRG {■■■■■}	▼ rootkat.PRG {□}	▼ SoulSeeker.PRG {■■■■}	▼ HVEye.PRG {■■■■■}
<p>This card can't change desktops while in play.</p> <p><b>--spoof {■□}</b> 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><a href="https://datawars.gato.xyz/S1029">HTTPS://DATAWARS.GATOXYZ/S1029</a> - 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><b>-jump-thru { }</b> 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><a href="https://datawars.gato.xyz/S1020">HTTPS://DATAWARS.GATOXYZ/S1020</a> - 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><b>--remote-call {■■□}</b> 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><a href="https://datawars.gato.xyz/S1018">HTTPS://DATAWARS.GATOXYZ/S1018</a> - 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><b>--probe-host {■□}</b> 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><a href="https://datawars.gato.xyz/S1028">HTTPS://DATAWARS.GATOXYZ/S1028</a> - 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><b>--expand {■■■■}</b> This desktop's owner allocates as much memory as .PRG cards you have in play.</p> <p><small><a href="https://datawars.gato.xyz/S1012">HTTPS://DATAWARS.GATOXYZ/S1012</a> - 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><b>-sync {□}</b> 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><a href="https://datawars.gato.xyz/S1032">HTTPS://DATAWARS.GATOXYZ/S1032</a> - 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><b>-sync {□}</b> 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><a href="https://datawars.gato.xyz/S1032">HTTPS://DATAWARS.GATOXYZ/S1032</a> - 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><b>--forget {■□}</b> 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><a href="https://datawars.gato.xyz/S1058">HTTPS://DATAWARS.GATOXYZ/S1058</a> - 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><a href="https://datawars.gato.xyz/S1051">HTTPS://DATAWARS.GATOXYZ/S1051</a> - 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><a href="https://datawars.gato.xyz/S1051">HTTPS://DATAWARS.GATOXYZ/S1051</a> - 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><a href="https://datawars.gato.xyz/S1061">HTTPS://DATAWARS.GATOXYZ/S1061</a> - 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><a href="https://datawars.gato.xyz/S1061">HTTPS://DATAWARS.GATOXYZ/S1061</a> - 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>

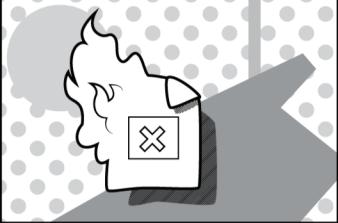
# BINARY REALMS™ DATA.WARRIOR



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Series 1 Starter Kit  
Total Control  
Page 5 of 10

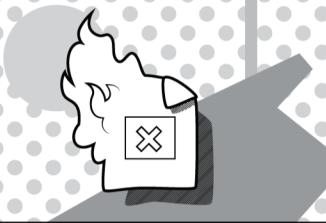
◎ FileFlare.SCRIPT {■■□}



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.

[HTTPS://DATAWARS.GATOD.XYZ/  
S1/039](https://DATAWARS.GATOD.XYZ/S1/039) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

◎ 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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S1/039](https://DATAWARS.GATOD.XYZ/S1/039) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

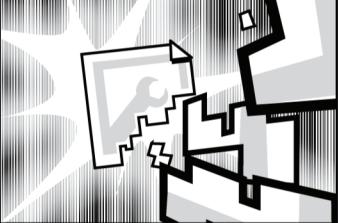
◎ rDaemon.SCRIPT {}



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

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S1/043](https://DATAWARS.GATOD.XYZ/S1/043) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

◎ 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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S1/042](https://DATAWARS.GATOD.XYZ/S1/042) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

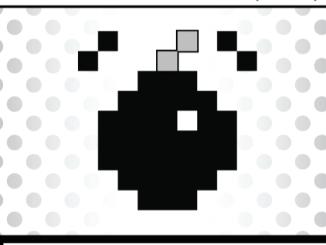
◎ memSkip.SCRIPT {}



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.

[HTTPS://DATAWARS.GATOD.XYZ/  
S1/045](https://DATAWARS.GATOD.XYZ/S1/045) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

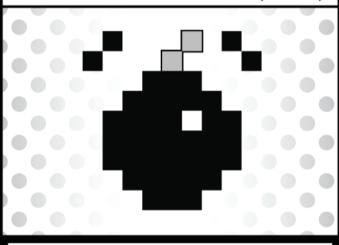
□ fbomb.CONF {}



--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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S1/009](https://DATAWARS.GATOD.XYZ/S1/009) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

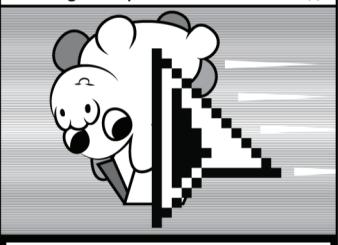
□ fbomb.CONF {}



--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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S1/043](https://DATAWARS.GATOD.XYZ/S1/043) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

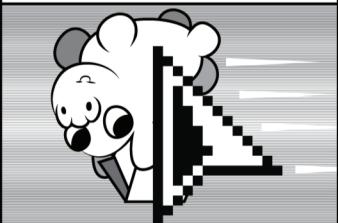
□ DragNDrop.CONF {}



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.

[HTTPS://DATAWARS.GATOD.XYZ/  
S1/052](https://DATAWARS.GATOD.XYZ/S1/052) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

□ 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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S1/052](https://DATAWARS.GATOD.XYZ/S1/052) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

□ 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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S1/053](https://DATAWARS.GATOD.XYZ/S1/053) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

□ 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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S1/053](https://DATAWARS.GATOD.XYZ/S1/053) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

□ 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.

[HTTPS://DATAWARS.GATOD.XYZ/  
S1/014](https://DATAWARS.GATOD.XYZ/S1/014) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

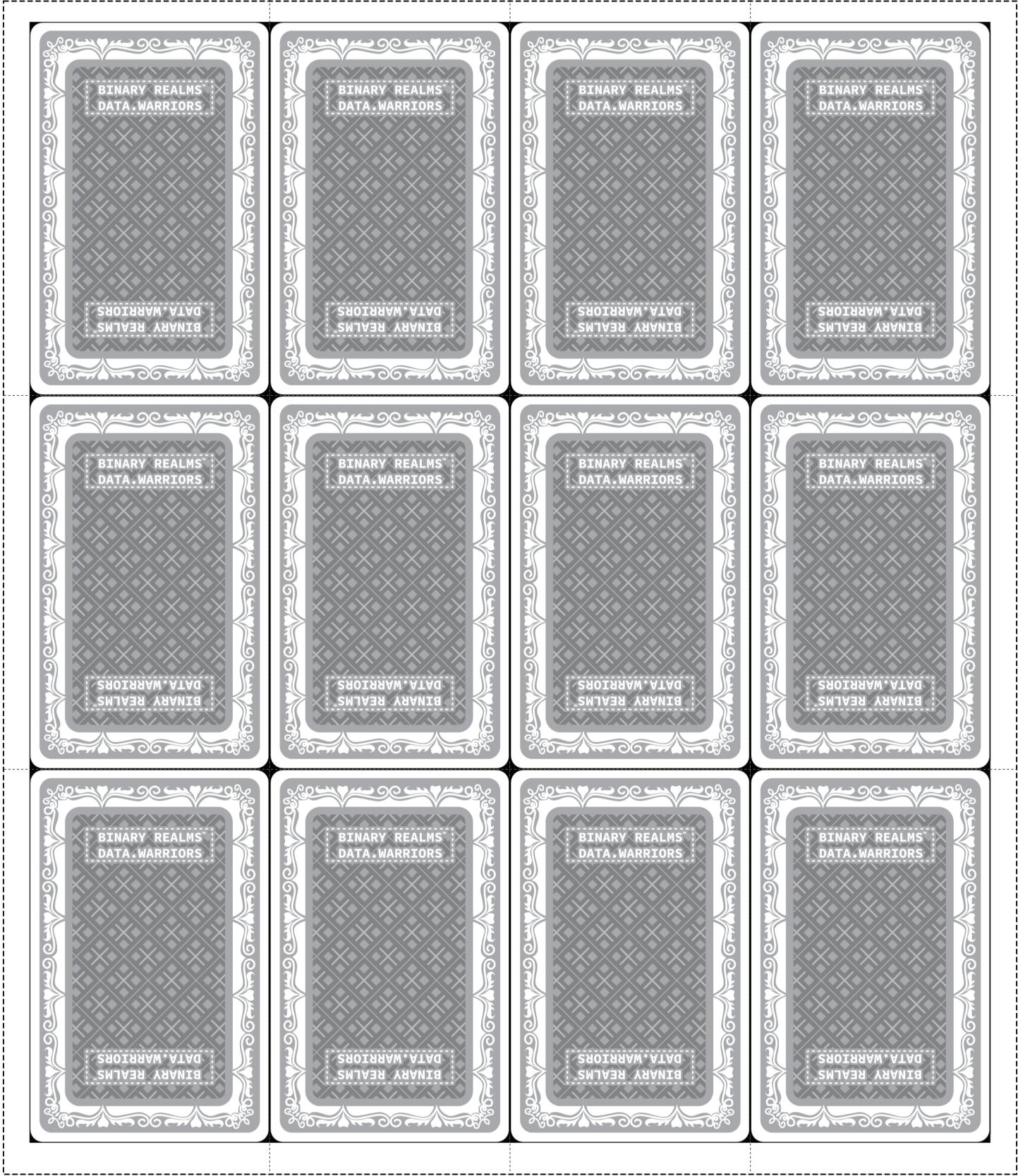
# BINARY REALMS™

## DATA.WARRIORS



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Series 1 Starter Kit  
Card backfaces  
Page 6 of 10



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## BINARY REALMS DATA.WARRIORS



Check the included Dictionary on words and terms in capsule within the manual.

A wide, augmented, reality network allows citizens of The Metropolis to aid on visualizing and interacting with information on a daily basis. And yet system also allows for clandestine, underground duels of Digital Warriors that use their skills to craft custom Battle Programs and Demons to battle each other in digital, hack-and-slash Data Wars! For some, it's just a dangerous hobby, but for others, though, it's more than just a game....

In this Starter Kit you'll find everything you need to play this card game. Included are a six-sided die, two Memory Monitors, two 30-card decks and this ruleset, that teaches you how to play the game.

### BEFORE YOU START PLAYING...

This Starter Kit includes two different decks:  
• Power Drive, a raw force-based set.  
• Total Control, an invasion-type set.

These two decks are very different, and make use of different strategies to help you win. Power Drive is a beginner deck with cards that are very easy to understand and deal direct damage to your opponents, while Total Control is an advanced deck, with more intricate cards. Don't worry about choosing the "wrong" deck when you start playing! Understanding how you use card combinations in this game is very easy, and you'll quickly learn how to use your cards for your advantage strategically. However, if you have no experience playing card games, it's recommended that you start playing using the Power Drive deck.

Check the included Dictionary on words and terms in capsule within the manual.

### YOU HAVE LOGGED IN SUCCESSFULLY...

A wide, augmented, reality network allows citizens of The Metropolis to aid on

visualizing and interacting with information on a daily basis. And yet system

also allows for clandestine, underground duels of Digital Warriors that use their

skills to craft custom Battle Programs and Demons to battle each other

in digital, hack-and-slash Data Wars! For some, it's just a dangerous hobby, but

for others, though, it's more than just a game....

### A FREE, NON-COLLECTABLE, TURN BASED, STRATEGY CARD GAME

In this Starter Kit you'll find everything you need to play this card game. Included are a six-sided die, two Memory Monitors, two 30-card decks and this ruleset, that teaches you how to play the game.

### THIS IS YOUR DESKTOP

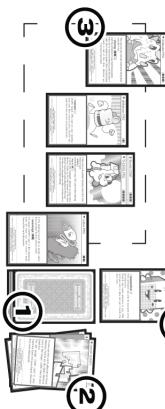
This is the field in which you'll play your cards.

1. Your Drive: This is the deck from which you draw cards. The game is over for you if you have no cards remaining in your drive.

2. Your Trash Bin: The cards that you own are discarded from the game are stored here.

3. Your Program Manager: This is where PRG cards and CONF cards, attached to them are in play. They can be in three states: loading, idle and running.

4. Your Daemon Bench: This is where your DAE-MON cards can be loaded and kept in played.



### THE CARDS

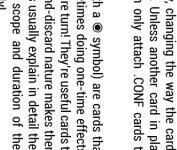
Every card in this game contains the following:

1. An unique name and kind of card indicated by both an icon and an extension appended to the name.

2. Base Memory Cost, indicating the amount of Memory Points the card needs to allocate in order to be put in play.

3. Card Effects, that change in some way the game functions.

4. Card Commands, indicated by their name and (cost)



### PRG CARDS

There are four kinds of cards with particular abilities and different rules that apply to them. You must learn how these cards work to use them in your favor and win the match by using them strategically. Cards types are indicated by the extension appended to the name, and the special icon at the top come pre-pended to their name.

5. Card Effects

PRG cards (indicated with a ▲ symbol) are permanent cards that you put in play on your desktop. These cards can execute commands—“Special abilities that use Memory Points to execute—either if the card itself contains commands available to them or if any card explicitly allows them to do so (i.e. a card that can execute commands via other cards in play), and can also have special Card Effects that affect the way the game, or certain cards work. PRG cards enter in game in Loading state, and go into Idle state on their next Memory CleanUp step, from where you're able to issue commands via this card.

6. Card Commands

PRG cards in which they enter in play on your desktop and can execute effects and commands, but they enter in play on idle state and can execute commands immediately on their next Memory CleanUp step, from where you're able to issue commands via this card.

7. Card Effects

DAE-MON cards (indicated with a ◇ symbol) are similar to PRG cards in which they enter in play on your desktop and can execute effects and commands, but they enter in play on idle state and can execute commands immediately on their next Memory CleanUp step, from where you're able to issue commands via this card.

8. Card Commands

CONF cards (indicated with a ■ symbol) are cards that attach to PRG cards in play, changing the way the cards behave, for better or worse. Unless another card in play specifies otherwise, you can only attach CONF cards to PRG cards on your desktop.

9. Card Effects

SCRIP cards (indicated with a ● symbol) are cards that come instantly in play sometimes doing one-time effects, other times lasting for an entire turn! They're useful cards to have around, but their use-and-discard nature makes them very situational. These cards usually explain in detail their very strict rules to scope and duration of their effects, so read them carefully!

10. Card Commands

11. Card Effects

12. Card Commands

13. Card Effects

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207. Card Effects

208.



# BINARY REALMS™ DATA.WARRIORS

## Starter Kit

Prototype Sample, do not distribute!

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



PLAYERS

2+

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Supplemental materials, leaflets and additional pack-ins  
Page 10 of 10

## 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.

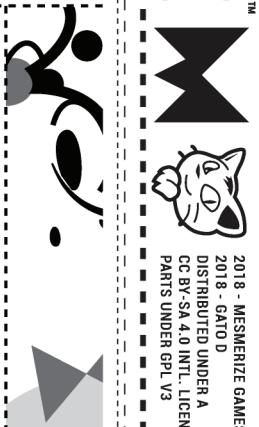
This deck is great for beginners and people with no experience playing strategy card games. Most cards are very easy to understand, and its fast-paced gameplay makes it a good pick to start playing right away!

**Deck Contents**  
 Program Cards  
 2x - BrokerMan.PRG  
 2x - KMAuler.PRG  
 2x - voltur.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 - f5freeze SCRIPT  
 1x - SysRec.SCRIPT  
 1x - RemoteSync.SCRIPT

Config. Cards  
 2x - SgtWally.CONF  
 1x - data0.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.

**Deck Contents**  
 Program Cards  
 2x - hulvolt.PRG  
 2x - ledchromer.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 - reconf.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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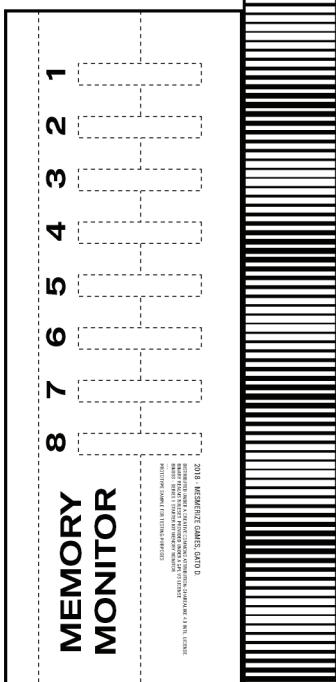
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Prototype sample for testing  
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MEMORY MONITOR

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