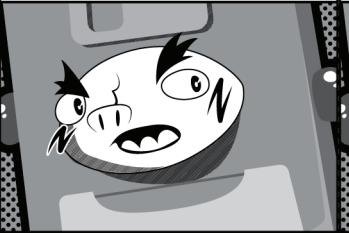


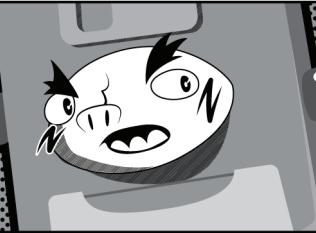


## ▼ brokerman.PRG {■■■}



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.

## ▼ 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.

## ▼ 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.

## ▼ 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.

## ▼ 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.

## ▼ 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.

## ▼ 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.  
**--delete {■}**  
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.

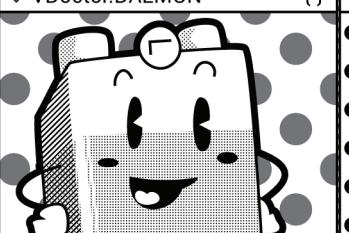
## ▼ GCMon.PRG {■■■}



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

## ◊ 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.

## ◊ 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.

## ◊ 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.

## ◎ bruteforce.SCRIPT

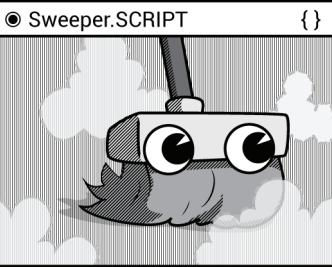


Roll a dice. If the dice is equal or greater than 4, target user discards as many cards from their drive as the dice roll value, otherwise you discard as many cards from your hand as the roll dice value. Discard this card afterwards.



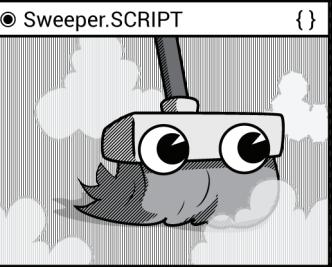
Target user rolls a die. If the dice roll value is equal or greater than 4, they discard as many cards from their drive as the dice roll value indicates, otherwise you discard as many cards from your hand as the roll dice value indicates. Discard this card afterwards.

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

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PROTOTYPE SAMPLE FOR TESTING PURPOSES



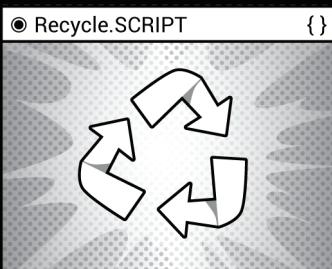
Target user deallocates half of their allocated Memory Points. Discard this card afterwards.

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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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PROTOTYPE SAMPLE FOR TESTING PURPOSES



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

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PROTOTYPE SAMPLE FOR TESTING PURPOSES



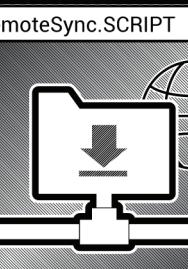
Target user discards either one card from their hand or their drive. Discard this card afterwards.

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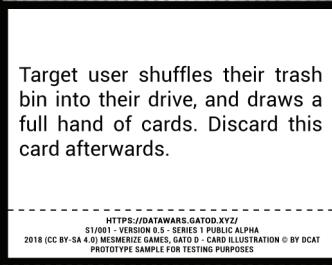
Target user discards either one card from their hand or their drive. Discard this card afterwards.

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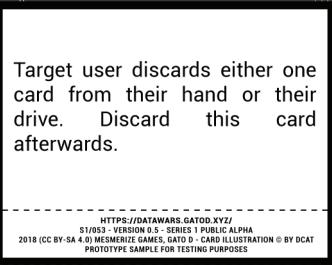
Target user draws a card from their drive. Discard this card afterwards.

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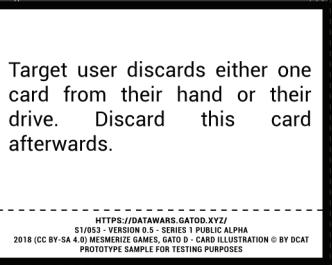
Roll a die. If the dice roll value is greater than 3, commands that target any drive are halted immediately until the end of the current turn.

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Target user discards their hand. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES



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

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Target user shuffles their hand into their drive, and draws as many cards as they choose until having a full hand. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES



## █ SgtWally.CONF {█}



While this card is in play, users can't execute commands via cards outside of their desktops.

## --allow-exception {█ █ □}

To issue this command, you must allocate the base Memory Cost of the target command.

Execute target command via this card. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## █ SgtWally.CONF {█}



While this card is in play, users can't execute commands via cards outside of their desktops.

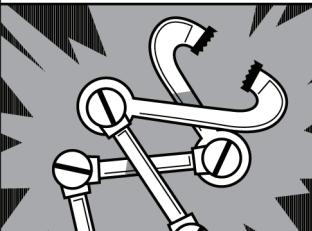
## --allow-exception {█ █ □}

To issue this command, you must allocate the base Memory Cost of the target command.

Execute target command via this card. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## █ data-dl.CONF {█}

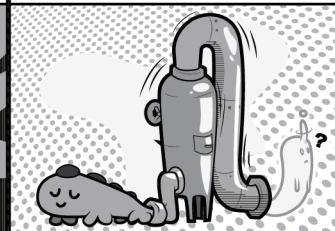


## --fetch {█ █}

Target user draws a card from their drive.

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## █ DataScrubber.CONF {█}



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.

## --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.

Return all attached cards other than .PRG cards to their owner's hand.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## █ cpKiller.CONF {█ █ □}



## --killall {█ █}

Shuffle all .DAEMON cards in play back into their owner's drives. Discard this card afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## █ rktSaver.CONF {█ █ □}



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.

## --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.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ huVolt.PRG {█ █}



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

## --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.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ huVolt.PRG {█ █}



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

## --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.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ ledbomber.PRG {█}



## --overcharge {█ █ █ █}

Target user discards as many cards from their drive as you discard from your hand. Deattach and discard any other cards attached to this card and return this card to their owner's hand afterwards.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ ledbomber.PRG {█}



## --overcharge {█ █ █ █}

Target user discards as many cards from their drive as you discard from your hand. Deattach and discard any other cards attached to this card and return this card to their owner's hand afterwards.

[HTTPS://DATAWARS.GATOD.XYZ/  
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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ THORSE.PRG {█ █ █ █}



If this card is discarded from play, return it to their owner's hand.

## --attach {}

Attach this card to any .PRG card on this desktop.

## --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. Put this card, alongside any other card attached to this card on the target desktop.

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PROTOTYPE SAMPLE FOR TESTING PURPOSES

## ▼ THORSE.PRG {█ █ █ █}

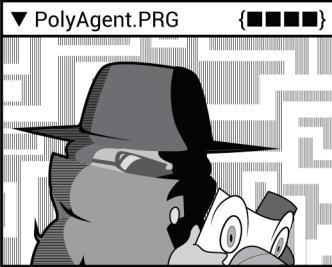


If this card is discarded from play, return it to their owner's hand. Attach this card to any .PRG card on this desktop.

## --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. Put this card, alongside any other card attached to this card on the target desktop.

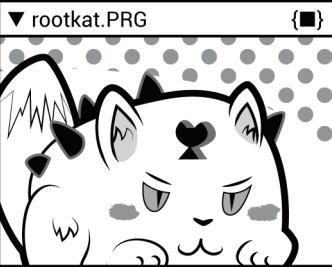
[HTTPS://DATAWARS.GATOD.XYZ/  
S1/016 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA](https://DATAWARS.GATOD.XYZ/S1/016 - VERSION 0.5 - SERIES 1 PUBLIC ALPHA)  
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This card can't change desktops while in play.

**--spoof {█ █}**

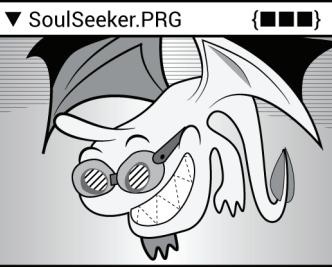
To issue this command, allocate as many extra Memory Points as the base Memory Cost of the target .PRG card.  
Transform into a copy of the target .PRG card until the end of your next turn.



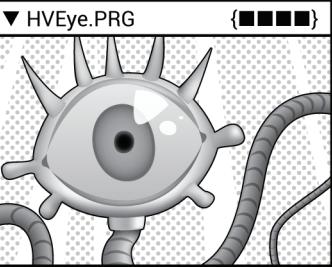
This card can issue commands via any other .PRG card in play on this desktop.

**--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, deattach this card from any other attached cards and put it on the target user's desktop.


**--remote-call {█ █ █}**

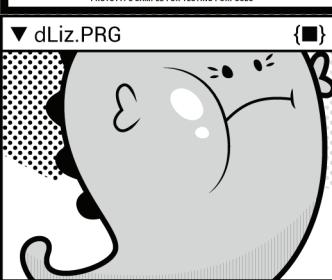
To issue this command, allocate as many extra Memory Points as the target command's base Memory Cost.  
Execute target command via this card.



This card's owner shares control over any .PRG card in play attached to this card.

**--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.


**--expand {█ █ █}**

This desktop's owner allocates as much memory as .PRG cards you have in play.



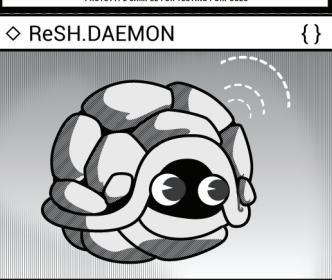
This desktop's user must allocate an extra Memory Point in order to issue commands via cards in play outside of this desktop.

**--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.



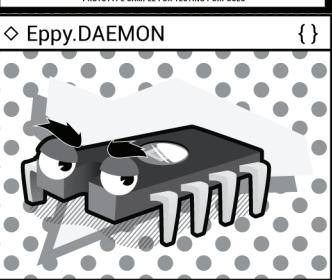
This desktop's user must allocate an extra Memory Point in order to issue commands via cards in play outside of this desktop.

**--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.

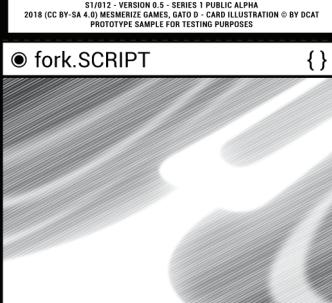
The next .CONF card you play can target any .PRG card from outside of your desktop.



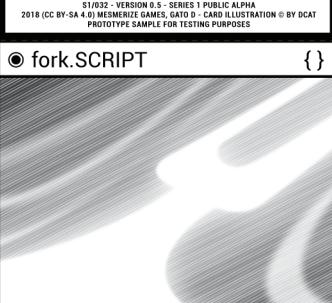
While this card is in play, no new .PRG, .DAEMON or .CONF cards can be put in play by any user. If this card is the only card in play, discard this card.

**--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.



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.



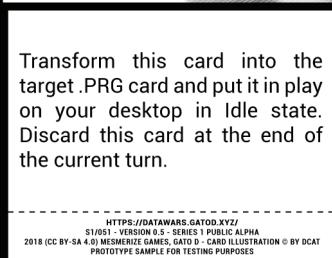
Transform this card into the target .PRG card and put it in play on your desktop in Idle state.  
Discard this card at the end of the current turn.



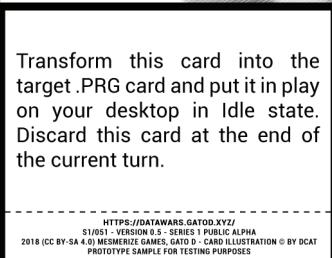
Search in your drive for a .DAEMON card and put it in play, discarding any other .DAEMON card in play on your desktop if needed to play the chosen .DAEMON card. Shuffle your drive and discard this card afterwards.



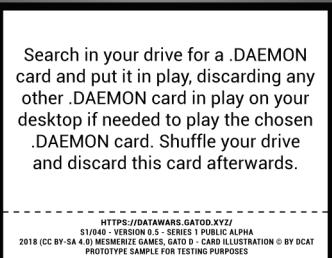
Search in your drive for a .DAEMON card and put it in play, discarding any other .DAEMON card in play on your desktop if needed to play the chosen .DAEMON card. Shuffle your drive and discard this card afterwards.



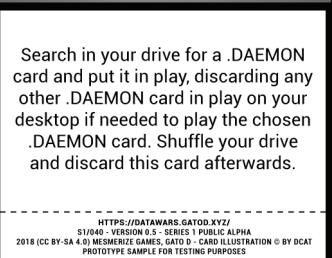
Transform this card into the target .PRG card and put it in play on your desktop in Idle state.  
Discard this card at the end of the current turn.



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.

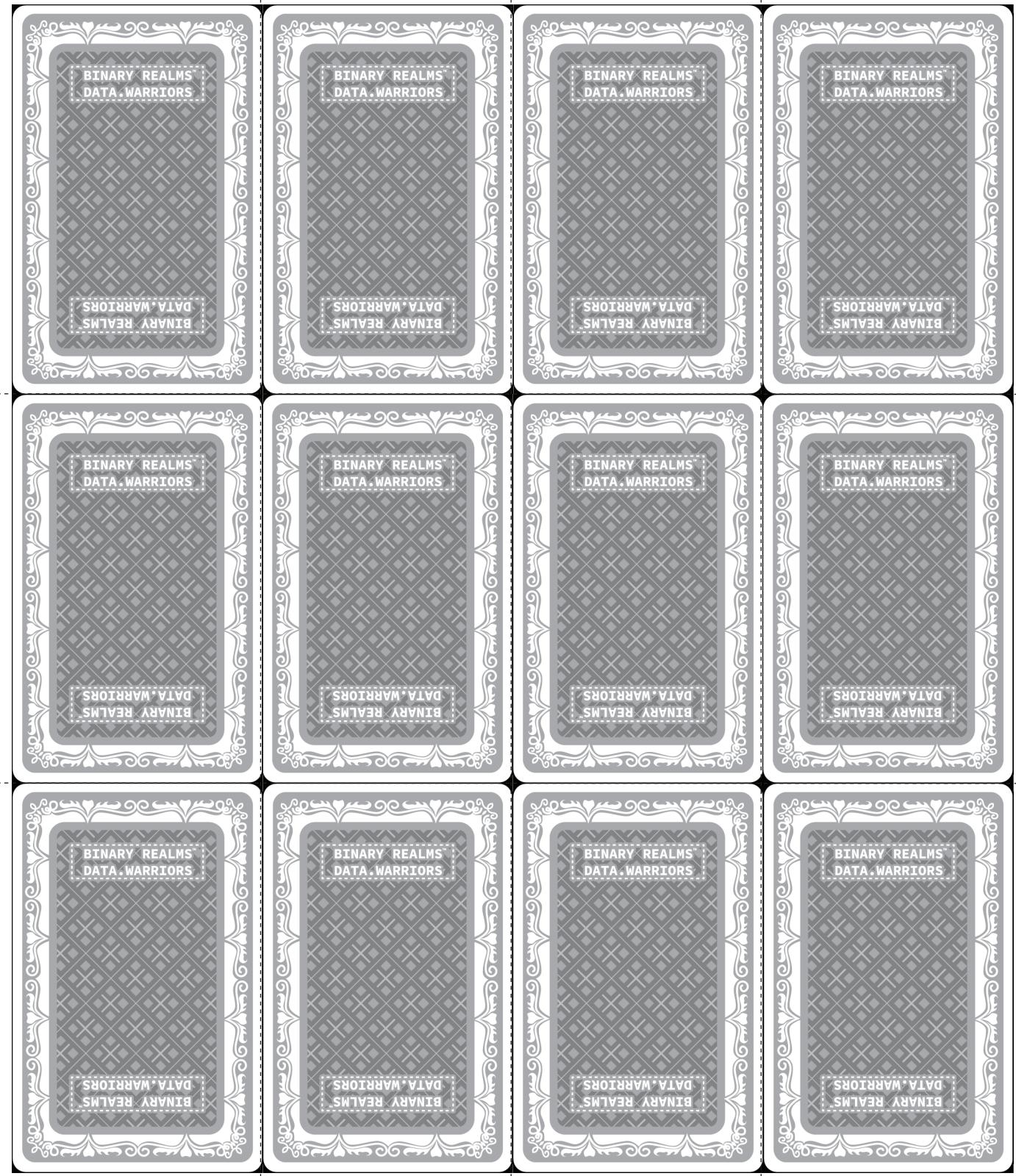


Search in your drive for a .DAEMON card and put it in play, discarding any other .DAEMON card in play on your desktop if needed to play the chosen .DAEMON card. Shuffle your drive and discard this card afterwards.





<b>● FileFlare.SCRIPT</b> {■■□}	<b>● FileFlare.SCRIPT</b> {■■□}	<b>● rDaemon.SCRIPT</b> {}	<b>● reconf.SCRIPT</b> {□}
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.	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.	Shuffle target .DAEMON card in your trash bin back into your drive. Discard this card afterwards.	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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<b>● memSkip.SCRIPT</b> {}	<b>□ fbomb.CONF</b> {■■■}	<b>□ fbomb.CONF</b> {■■■}	<b>□ DragNDrop.CONF</b> {}
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.	--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.	--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.	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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<b>□ DragNDrop.CONF</b> {}	<b>□ zombify.CONF</b> {■■}	<b>□ RootAccess.CONF</b> {■■■}	<b>□ lilProxy.CONF</b> {■■■}
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.	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.	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.	--query {■■■} Search in your drive for a .CONF card and attach it to any .PRG card in play. Detach and discard this card afterwards.
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## BINARY REALMS DATA.WARRIORS

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PROTOTYPE SAMPLE FOR TESTING PURPOSES



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

Within the manual.

This Starter Kit includes two different decks:

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 rulebook that teaches you how to play the game.

**BEFORE YOU START PLAYING...**

This Starter Kit includes two different decks: **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 rulebook that teaches you how to play the game.

**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 our 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 rulebook that teaches you how to play the game.

## BINARY REALMS™ DATA.WARRIORS

**BINARY REALMS RULESET**  
**INSTRUCTION BOOKLET**

Version 0.99

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Prototype Sample.

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# 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+

# BINARY REALMS™ DATA.WARRIORS



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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.

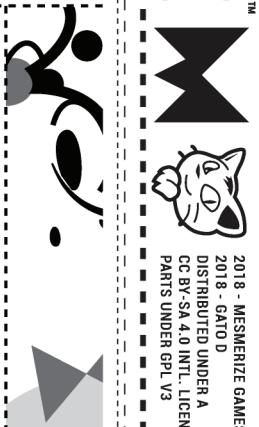
This deck is great for beginners and people with no experience playing strategy card games. Most cards are very easy to understand, and its fast-paced gameplay makes it a good pick to start playing right away!

**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 - fFreeze 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 - lIPProxy.CONF  
 1x - zombity.CONF  
 1x - RootAccess.CONF



### ▼ Deck #1: Power Drive

### ■ Deck #2: Total Control

### ● Supplemental Materials

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

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