

BINARY REALMS™ DATA.WARRIORS

INSTRUCTION BOOKLET BINARY REALMS RULESET version 0.99

**Binary Realms Ruleset
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**Prototype Sample
For testing purposes only,
do not distribute!**

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 logic skills to craft custom **Battle Programs** and **Daemons** to battle each other in digital, hack-and-slash **Data Wars**! For some, is just a dangerous hobby, but for other, 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.

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 deals direct damage to your opponents; while **Total Control** is an advanced deck, with more involved cards, that focuses on sabotaging your opponent through card combos. 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.

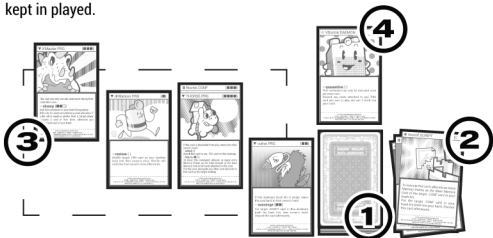
Check the included Dictionary for definitions on words and terms in cursive within the manual!



THIS IS YOUR DESKTOP

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

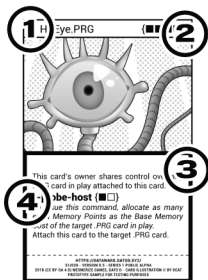
1. Your **Drive**. This is the deck from which you draw cards. The game is over for you if you have no cards remaining in your drive.
2. Your **Trash Bin**. The cards that you own are discarded from the game are stored here.
3. Your **Program Manager**. This is where .PRG cards and .CONF cards attached to them are in play. They can be in three states: loading, idle and running.
4. Your **Daemon Bench**. This is where your .DAEMON 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 cards and the game functions.
4. **Card Commands**, indicated by their --name and {cost}



FOUR KINDS OF 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 at the end of their name, and the special icon at the top corner, prepended to their name.

.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.

.DAEMON 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 *RUN* step. However, you can only have one in play on your desktop at a time. During your *SETUP* step you can choose to discard any .DAEMON card in play on your desktop, in case you need to play a different .DAEMON card.

.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*.

.SCRIPT 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 special rules in regards to scope and duration of their effects, so read them carefully!



PLAYING A MATCH

All players (referred in game as *users*) start with a 30 card deck, called *drives* in game, and 8 *Memory Points*, indicated on their **Memory Monitor (included in the Starter Kit)**

Each player takes a turn rolling the **6-side die** (included within the Starter Kit to be manually assembled) and take turns starting from the highest number in descending order. Solve any tie in turn order by re-rolling the die.

THE 5 STEPS OF EACH TURN

A match is composed of turns that each user takes in their assigned order. A turn is composed of the following five steps:

STEP 0x01 - INIT

The current *user* draws as many cards as they want from their *drive* until they have 5 in their hand. At least one card must be drawn from the drive.

STEP 0x02 - MEMORY CLEANUP

The current *user* deallocates 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*.

STEP 0x03 - SETUP

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.

STEP 0x04 - RUN

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*).

STEP 0x05 - EXIT

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.

MORE ABOUT COMMANDS...

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.

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. 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 opponents issues another command in return, their command must be resolved before your command is able to resolve.

If the requirements of an issued command being resolved aren't fulfilled then the command is considered unsuccessful, or *halted*, otherwise they're evaluated as successfully executed. All unresolved commands issued by a card out of game are halted immediately.

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.

(EVEN MORE) NOTES AND RULES

Here are some notes and some extra rules about the game:

- You can only play cards on your *desktop*, unless some card specifies otherwise.
- During the *MEMORY CLEANUP* step, a card that can't deallocate any used *Memory Points* will still be able to return to *Idle* state.
- You can issue *commands* on response to another command, even if said command doesn't target the one you're following.
- You can't *execute commands* via cards you don't *control*, even if they're in your *desktop* or you *own* them!
- You can *discard* .DAEMON cards at anytime during *SETUP* step, and you can't play other .DAEMON cards while there's a .DAEMON card already in play on your *desktop* or under your *control*.
- While the Starter Kit ships with two Memory Monitors, and the rules indicate that card position indicate their current *state*, we include within the Starter Kit tokens to indicate the amount of allocated *Memory Points* and any special state each card is currently on.

THANK YOU!

At this moment I just want to thank you in name of all Mesmerize Games for playing our game. I really, really hope you like it! Please fill the survey and leave any feedback to the matches you played. This information will be greatly helpful in making this game a better, more fun experience.

HUGE, HUGE THANKS TO:

- * My wife, head tester, proofreader and card designer **MarsCat**. I love you as much as I strive to love myself one day. I really appreciated how much fun you had playing this game, and I'm pretty amazed it's your first card game.
- * **My family**, especially my parents, my grandparents and my sister. You guys are great, and I love you. Thanks for everything.
- * **Richard Garfield** and all MtG's R&D team, especially all of those who worked on the game up until the Invasion block. Learning how to play your game was discovering a whole new way of having fun, and I'm very grateful for that.
- * **Cheburashka**, for bringing so much love and laughs into our lives. As soon as you poop that thread you swallowed I'll give you some fish as a treat.
- * **Glen, Rubén, Matías, Ariel** and anyone who made cards for Guerras Místicas. I still like you guys, even though we ended up in opposite sides of the card market within our classroom. GM was great, I'll admit my game was just a weak copy of yours :^)
- * All of **RedLetterMedia** both fictional and real people, **Vinny and Joel from Vinesauce**, **Clint "LGR" Basinger**, **Linus from LTT**, **ProJared**, **Scott the Woz**, **Super Bunnyhop**, **Jeremy Parish**, **Rudy of Alpha Investments**, **Egoraptor** and **Danny Sexbang**, **Jontron**, **Dunkey**, **Mumkey Jones** and pretty much anyone who provided a way of passing time while doing grunt work like printing, cutting and laying out the cards. Would be cool if the game made it into your hands somehow. Even better if you play it and hate it.
- * **The people who tossed away a bunch of stacks of A4 blank paper, the xerox machine, the cutter and the blades, the cutting mat and pretty much all of the things I used during the prototyping phase of the game.** Without you, this game probably wouldn't be a reality because imagine how tedious would it be to prototype a game by actually printing cards with a printer and a computer. I have no idea why did you toss away all of these fully functional, totally useful things into the trash (Especially the xerox machine, like what on earth was that about!) but thank you so much. You have no idea how much (in words and thoughts only because it was your trash it's not like I'm paying for those) I owe you guys.

Comments? Feedback? Complains? Send us your mail at

datawars@gatod.xyz

we're always happy to know your thoughts about the game!

Go to

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

for news, information and more!



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