

BINARY REALMS™

DATA.WARRIOR



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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 {■■■}



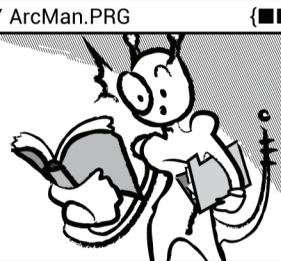
If this desktop's trash bin is empty, return this card back to their owner's hand.

--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 {■■■}



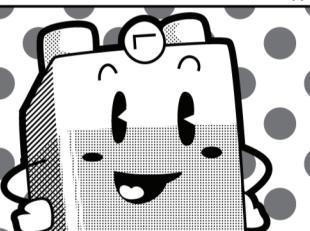
This card can only execute commands during their controller's turn.

--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 {}

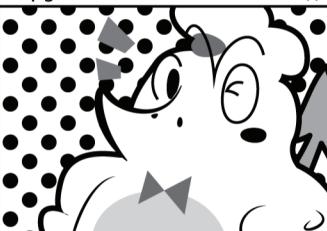


--quarantine {}

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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◊ 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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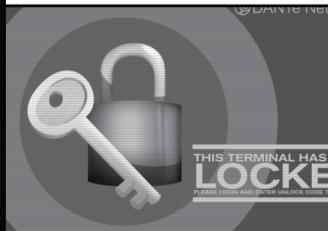
◊ DDiver.DAEMON {}



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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S1/002](https://DATAWARS.GATOD.XYZ/S1/002) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA
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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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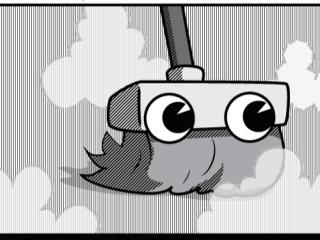
© bruteforce.SCRIPT { }



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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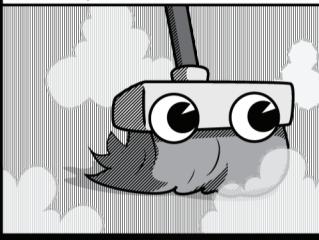
© Sweeper.SCRIPT { }



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

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

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

Target user draws a card from 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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Power Drive/Total Control
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SgtWally.CONF	SgtWally.CONF	data-dl.CONF	DataScrubber.CONF
<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>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/ S1/050 - 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</small></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>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>--killall {█ █ } Shuffle all .DAEMON cards in play back into their owner's drives. Discard this card afterwards.</p> <p><small>HTTPS://DATAWARS.GATOD.XYZ/ S1/088 - 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><small>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</small></p>	<p>huVolt.PRG</p>	<p>huVolt.PRG</p>
<p>--killall {█ █ } Shuffle all .DAEMON cards in play back into their owner's drives. Discard this card afterwards.</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/ S1/048 - 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>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/ S1/049 - 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 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/ S1/049 - 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>ledbomber.PRG</p>	<p>THORSE.PRG</p>	<p>THORSE.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>--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>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>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.GATOXYZ/S1029 - 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.GATOXYZ/S1020 - 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.GATOXYZ/S1018 - 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.GATOXYZ/S1028 - 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.GATOXYZ/S1012 - 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.GATOXYZ/S1032 - 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.GATOXYZ/S1032 - 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.GATOXYZ/S1058 - 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.GATOXYZ/S1051 - 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.GATOXYZ/S1051 - 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.GATOXYZ/S1061 - 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.GATOXYZ/S1061 - 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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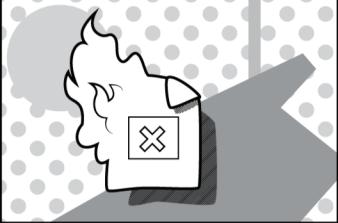
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Total Control
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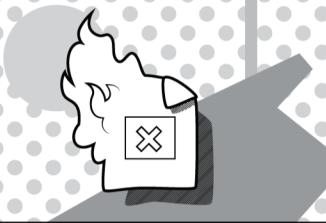
◎ FileFlare.SCRIPT {■■□}



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.

[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.

[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

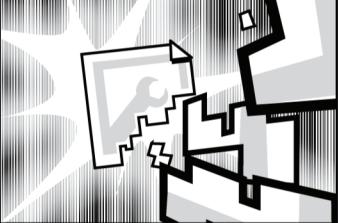
◎ rDaemon.SCRIPT {}



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

[HTTPS://DATAWARS.GATOD.XYZ/
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.

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

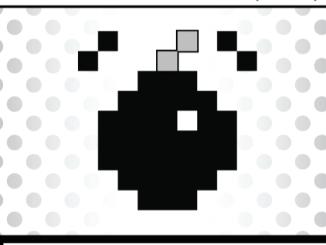
◎ memSkip.SCRIPT {}



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

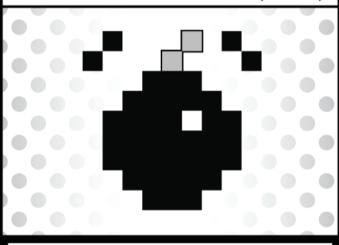
□ fbomb.CONF {}



--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.

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

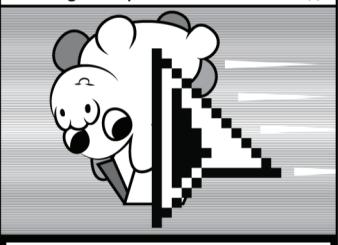
□ fbomb.CONF {}



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

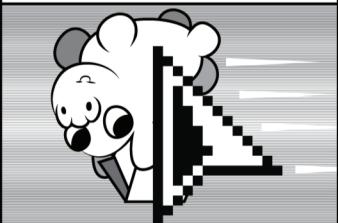
□ DragNDrop.CONF {}



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.

[HTTPS://DATAWARS.GATOD.XYZ/
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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.

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S1/014](https://DATAWARS.GATOD.XYZ/S1/014) - VERSION 0.5 - SERIES 1 PUBLIC ALPHA
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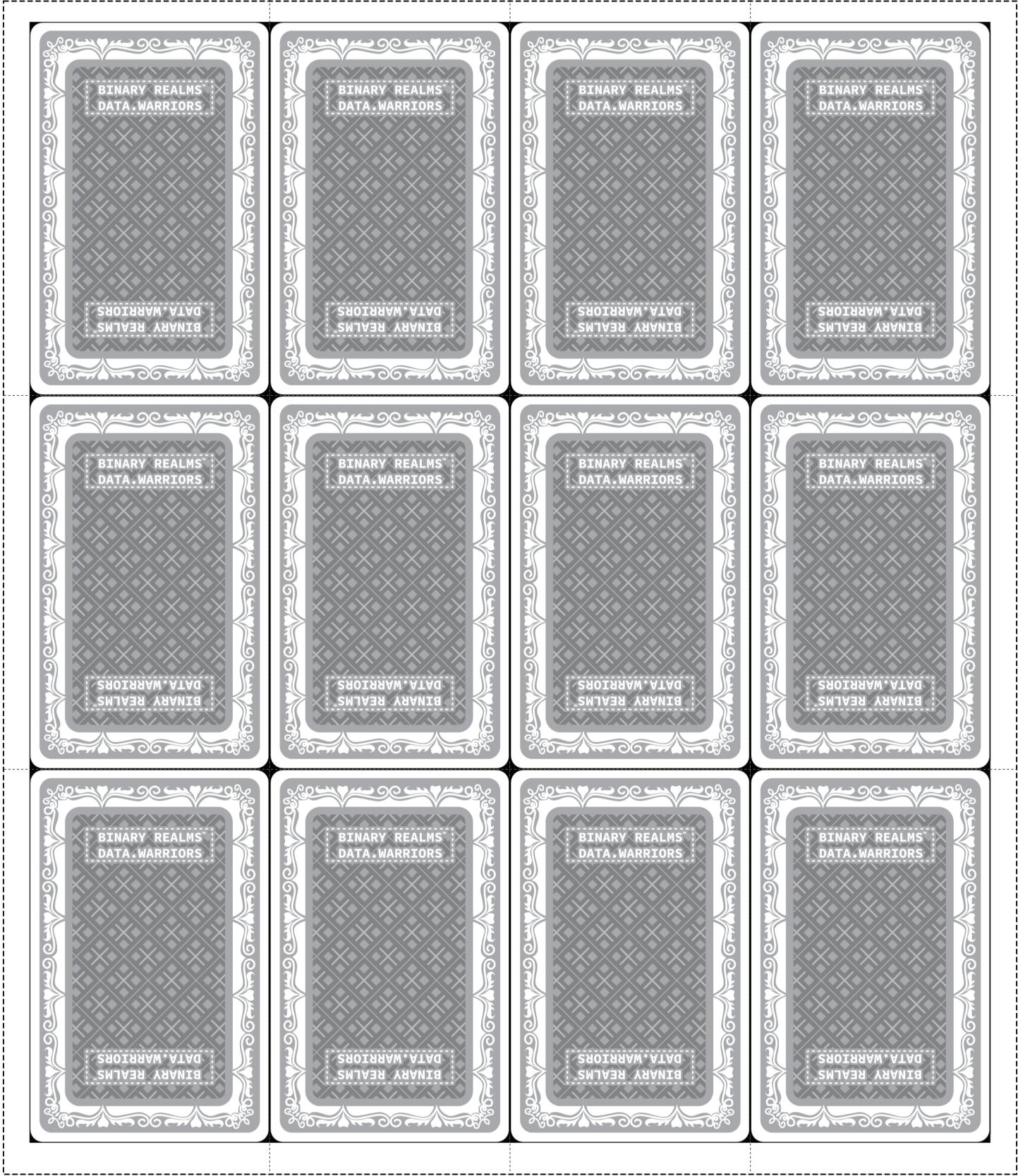
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DATA.WARRIORS



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Series 1 Starter Kit
Card backfaces
Page 6 of 10



BINARY REALMS™ DATA.WARRIORS

Starter Kit

Prototype Sample, do not distribute!

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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BINARY REALMS™ DATA.WARRIORS



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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.

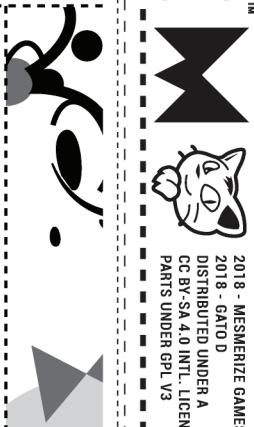
This deck is great for beginners and people with no experience playing strategy card games. Most cards are very easy to understand, and its fast-paced gameplay makes it a good pick to start playing right away!

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

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