Allocator
Rules

Setup

Each player will need their own deck of cards; at the start of the game, they shuffle their deck, they deal five cards into their hand, and put five cards face-down in front of themself without looking at them to form their Life.

Each player will need some form of token to track their Development Points, and a communal way to track the game's current Maximum Power. Set the starting Maximum Power to six and you are ready to begin.

Systems

Each player has three "systems" to manage: Attack, Defense and Development. Each system can contain any number of cards, and has a power, equal to the total relevant stat of the cards in it. For example, a player's Attack System is equal to the total Attack (ATK) of the cards in it. The Defense (DEF) and Development (DEV) of cards in an Attack System has no effect.

For each player, the total power of their three systems cannot exceed the current Power Maximum.

Turn Structure

Game play in Allocator is broken into turns, which alternates between players. On a players turns, they take they following steps, in the following order:

1. Develop

At the start of each turn, the turn player gains Development Points equal to their Development Power.

2. Draw cards

After developing, the turn player draws cards off the top of their deck into their hand. They will always draw at least one card, and then they must spend each three Development Points they have to draw an extra card. If they one or two leftover Development Points left over, they keep them to spend on later turns.

3. Manage Systems

During this part of turn, players may play cards from their hand into any of their systems, and may discard any cards out of their systems they no longer want. While doing this, they are allowed to temporarily have more total power then the current Maximum Power, but they must go back to having less before they move on to combat.

While managing, the turn player may also move a single card from one system to another.

4. Attack

At the end of each turn, the turn player automatically attacks their opponent. If their Attack Power is greater than or equal to their opponent's Defense Power, the attack hits.

On a hit, the current Maximum Power increases by one, and the defending player must pick up the top card of their Life and add it to their hand. If they don't have any cards left in their Life to pick up, they lose the game.

Boosting

Whenever a player checks one of their system's powers, they may use cards from their hand to boost that power. Boost power does not count towards the Maximum Power, but it also only lasts for that one step. To boost, choose a card from your hand to use as boost. Each card's boost also has a Function Match number (FM); you may only boost with a card if you have as many cards of that card's faction in the system it is boosting. For example, if wish to boost an attack with a Titan-AI card with FM 2, you must have two Titan-AI cards in your Attack System. After you with boost with a card, it is discarded.

During an attack, if the defending player's Defense Power is less than the attacking player's Attack Power, they get the chance to boost their defense first, else the attacking player may boos their attack first. After that, the chance to boost goes back and forth between players until neither player wishes to boost any more.