Introduction

Theme

Write a thematic introduction on what the game is about.

How do you win

Before the game begins, each player randomly selects 5 cards from their deck and sets them aside as their "Security." During the game, when a player takes damage, they remove one card per damage taken from their Security. If a player has no cards left in their Security and they take damage, they lose the game.

Setup

1. Drafting Modules

1. Display all 12 modules available for drafting face-up.
2. Players roll dice to determine the first player.
3. The first player drafts one module from the pool.
4. The second player drafts two modules from the remaining modules in the pool.
5. The first player drafts two additional modules from the pool.
6. The second player drafts one additional module from the pool.

2. Building Decks

- Each player shuffles their 3 drafted modules together to form their deck.

3. Choosing Main Modules

1. Each player secretly selects one module from their drafted modules to serve as their main module by taking that modules cover card and placing it face down in the Main.
2. Players simultaneously reveal their main module.

4. Drawing and Mulligans

1. Each player draws an opening grip of 5 cards.
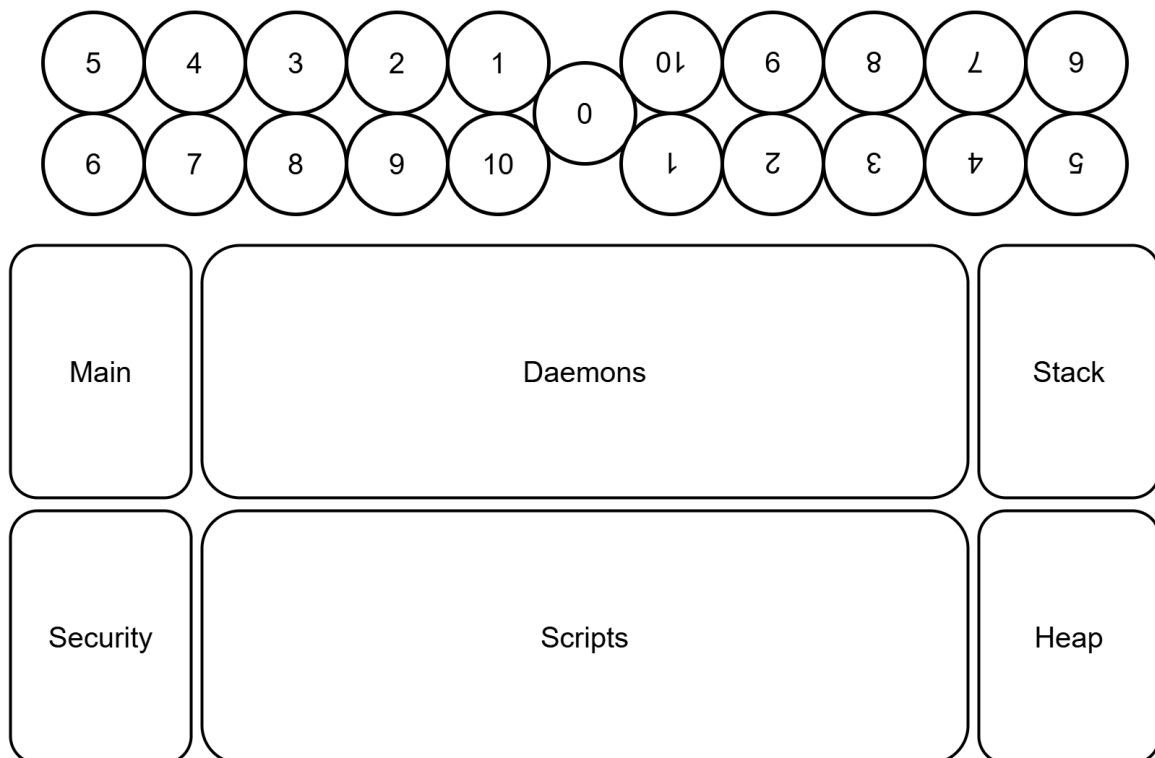2. Players may perform one round of partial grip mulligans, if desired.

5. Setting Security

- Without looking, each player takes the top 5 cards from their deck and places them in their Security.

6. Setting Memory Tracker

- The first player sets their memory gauge to 1.

Game layout

Card types

A player's stack consists of two types of cards: Daemons and Scripts.

Daemons

Daemons are primarily used to attack your opponent and remove their Security cards. Many Daemons also provide useful effects beyond attacking, such as defending against enemy attacks or granting additional abilities.

Scripts

Scripts represent instantaneous effects that effect the game when activated. After activation, the Script is placed in the *Scripts* section of your board. Some Scripts provide ongoing benefits while on the field while others can be trashed (removed from the field and placed in the heap) to trigger an additional effect.

Core game concepts

The game is played in turns, with each player alternating taking a turn. Each turn is divided into two phases: Loading Phase and Running Phase. A player's turn ends after a player takes an action that moves the memory tracker into their opponent's side of the gauge.

Loading Phase

1. Gain additional memory: The active player adds one memory to their memory gauge for each card fewer than five they have in their security.
2. Reboot Daemons: The active player reboots all their Daemons.
3. Resolve Start-of-Turn Effects: Any effects that trigger at the start of the turn are resolved during this phase.

Running Phase

During the Running Phase, players can perform a variety of actions in any order. These actions include:
- Play a card: Place a card from your hand onto the field by paying its memory costs.
- Activate an ability: Use an ability of a card already on the field by paying its costs and then performing the action described on the card.
- Attack: Use a ready Daemon to attack your opponent.
- Refresh: Set the memory tracker to zero and draw cards until you have 5 cards in your grip.

The memory gauge

The memory gauge is a shared resource system, represented as a numbered track ranging from -10 to +10. A memory tracker (a token or marker) is used to indicate the current memory. Players spend memory to perform actions, such as playing Daemons and Scripts and activating the abilities on cards. Cards and actions have a specific memory cost, which is paid for by moving the memory counter toward the opponent's side of the gauge. When the counter crosses into the opponent's side the active player's turn ends, and their opponent's turn begins.

Attacking

When attacking, players can target either an opponent's Daemons or their security. To declare an attack the active player must have a Daemon in the ready state (vertical

orientation) and that isn't affected by loading sickness. When a Daemon enters the field it is affected by loading sickness until the next loading phase.

Taking Damage

When a player takes damage, resolve the following steps in order once for each damage taken:

1. Reveal Security Card

- The damaged player reveals the top card of their security.

2. Resolve the Revealed Card

- If the revealed card is a Daemon:
    1. Compare the power of the revealed Daemon against the power of any currently attacking Daemon.
    2. If the revealed Daemon's power is *equal to or greater* than the attacking Daemon's power, the attacking Daemon is trashed.
    3. Add the revealed Daemon card to your grip.
- If the revealed card is a Script:
    - Add the Script directly to your Script Zone.

Reactions

Write a summary of when players are allowed to interact.

Special Rules

Empty deck

At the start of a player's turn, if they have an empty deck they take a damage.

Empty hand and empty deck

If a player has an empty hand and an empty deck then a player loses the ability to perform the Refresh action and gains access to the Burn action.

Burn

The active player takes one damage.

Maximum grip size

Players have no maximum grip size.

Game terminology

- Stack: a player's deck.
- Security: a representation of the amount of life remaining to a player.
- Module: a collection of 15 cards which are thematically and/or mechanically linked.
- Cover card: Each module comes with a cover card which gives a brief summary of the module, as well as describing that module's unique ability.
- Grip: a player's hand.
- Heap: a player's discard pile.
- Memory: the resource used to play cards.
- Memory gauge: the area which displays the current amount of memory available to a player.
- Active player: the player whose turn it is.
- Daemons: in mtg terms, a creature.
- Scripts: in mtg terms, an instant.
- Trashed: moving a card for the field to the heap.
- Standby: An effect is described as "on standby" if there are other effects waiting to resolve.