INTERGALACTIC PSI WARS

1.0 Background

In 37th century, most of humanity has been wiped out. Competing warlords have harnessed the essential scientific knowledge that has been used for eons by the Galactic Elders to maintain stability throughout the known universe. These Creation Units include Bio-Acceleration, Neurogenesis, Digital Splicing and Material Animation. The secret understanding of the fundamental elements of the universe has been unleashed by an unknown force. The knowledge of Creation has now spread far and wide causing unchecked mass-extinctions on planets and even entire galaxies.

Seizing back control is essential to maintain power within the Galactic Alliance. To enlist the help of humans across temporal planes, a Hyper-Card technology has been developed that allows you to take part in planetary battles and help re-establish order.

To use these advanced technologies, you will establish a lab on a planet to create an army that includes Beings, Cyborgs and Robots, as well as the equipment necessary to enhance their abilities to attack and defend. Embedded in each hyper-card is the underlying technical information as well as the resources necessary to create a Battle Unit, piece of Equipment or Power.

Competing warlords are also trying to build an army to control the planet. Your goal is to destroy the opposing armies and obliterate their lab.

Hyper-card technology is not difficult to master, but you need to understand the rules.

2.0 Objective and Victory Condition
To destroy the opposing Warlord's lab by reducing the lab's Hit Points to zero, thereby establishing hegemony over the planet

3.0 Hyper-Cards Overview
There are three basic types of cards:

3.1 Creation Units
Creation Units are the essential technological elements that allow you to build Battle Units, Equipment and Powers.

2.11 Digital Splicing – Creation Unit

Digital Splicing enables control and digital integration of DNA or metal-based materials

2.12 *Neurogenesis – Creation Unit*

Neurogenesis creates neurological growth that far exceeds natural parameters resulting in Psionic abilities that can attack and defend using only the mind.

2.13 *Bioacceleration – Creation Unit*
Bioacceleration allows you to hasten the growth of a biologically-based being.

2.14 Material Animation – Creation Unit

Material Animation ionizes metals to transform them into highly malleable yet nearly indestructible materials that can fuse to either DNA or Cyber intelligence. Material Animation allows for Digital Splicing for Cyborgs, Robots and Equipment.
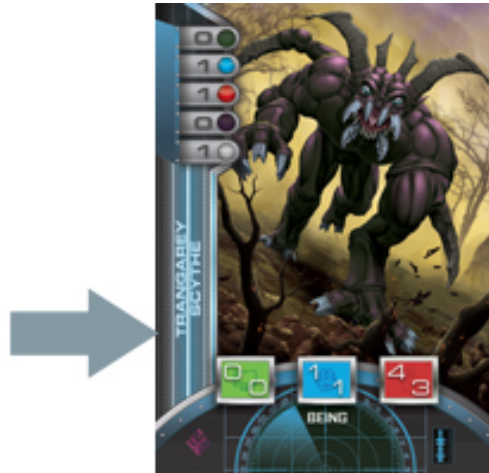

3.2 Battle Units

There are three types of Battle Units:

i) Beings – possess genetically engineered bodies and neurologically-based brains that contain no digital, metal or cyber elements
ii) Robots – are based solely on metal and cyber components
iii) Cyborgs – contain both DNA and cyber-enhanced abilities. Cyborgs have effect-at-a-distance capabilities

The blue stripe under the card's name on the left-hand side of the card. Indicates a Hyper-Card is a Battle Unit.

FIGURE: Blue stripe on left side indicates a Battle Unit

The demarcation of Being, Robot or Cyborg is capitalized on the card bottom text.

3.3 Equipment

Equipment can be used to enhance the attack or defense attribute of a Battle Unit [See Section 4.0 Battle Unit Attributes]. You can identify an Equipment Card by the magenta stripe under the Hyper-Card's name on the left-hand side of the Hyper-Card.

Figure Below: Magenta stripe indicating Equipment card

Equipment, like a Battle Unit, is created in your Lab [See Section 5.0 Creating in Your Lab].

Any Battle Unit can be Equipped with a maximum of one Equipment Card. The Equipment Hyper-Card slides under the Battle Unit Hyper-Card when it is Equipped.

Figure below: Robot with Equipment, Note: bottom card with magenta stripe on left side is under the Robot card with the blue stripe on the left side.

3.4 POWERS

You can identify a Power Hyper-Card by the white stripe under the card's name on the left-hand side of the Hyper-Card.

Figure Below: White stripe indicating Power Hyper-Card

A Power can be played anytime during the Attacker or Defender's Turn [See Section 5 – Turn Play]

4.0 Battle Unit Attributes

Towards the bottom of each Battle Unit's card are three screens (from left to right): A green screen with 2 numbers, a blue screen with 2 numbers and a red screen with 2 numbers. These attributes will be used to determine battle outcomes. The Green screen is the Battle Unit's Cyber capabilities. The Blue screen is Battle Unit's Psionic capabilities. The Red screen is the Battle Unit's Physical capabilities.

Figure: Character attribute screens

4.1 Cyber Attack and Defense Screen

The green screen [left-most screen on the card above] is the Cyber attributes of the Battle Unit. The number on top represents the Battle Unit's Cyber Attack strength, while the number on bottom represents the Battle Unit's

Cyber Attack defense strength.

4.2 *Psionic Attack and Defense Screen*

The blue screen [center screen on the card above] is the Psionic attributes of the Battle Unit. The number on top represents the Battle Unit's Psionic Attack strength, while the number on bottom represents the Battle Unit's Psionic Attack defense strength.

3.4 *Physical Attack and Defense Screen*

The red screen [right screen on the card above] is the Physical attributes of the Battle Unit. The number on top represents the Battle Unit's Physical Attack strength, while the number on bottom represents the Battle Unit's Psionic Attack defense strength.

5.0 *How to Create in Your Lab*

The upper right hand of the Hyper-Card are 5 lights that are either on or off.

There is a number next to each light. The number next to the light indicates the number of Creation Unit cards necessary to activate the Hyper-Card to either create a Battle Unit or piece of Equipment in your lab, as well as enabling a Power.

5.1 Digital Splicing

The top-most light on the left is a green light that indicates the number of Digital Splicing Creation Units necessary to activate this Hyper-Card.

5.2 Neurogenesis

The second light down on the left is a blue light that indicates the number of Neurogenesis Creation Units necessary to activate this Hyper-Card.

5.3 Bio-Acceleration

The third light down on the left is a red light that indicates the number of Bio-Acceleration Creation Units necessary to activate this Hyper-Card.

5.4 Material Animation

The fourth light down on the left is a magenta light that indicates the number of Material Animation Creation Units necessary to activate this Hyper-Card.

5.5 Any Creation Unit Light

The fifth light down is a white light. If it is on and indicated necessary to build a Hyper-Card, any non-depleted (see 5.6) Creation Unit can be used

5.6 Creation Unit Power Depletion

You can use a Creation Unit once per turn. When it is used to create a Battle Unit, Equipment or Power, it is depleted and should be indicated as such. At the beginning of every turn, all Creation Units are replenished for use for that turn.

6.0 Game Play Overview

6.1 Getting Started

Each player shuffles their deck and selects the top 8 cards for their beginning hand. Both Players roll a dice and the Player with the higher roll goes first.

6.2 Phase 1 – Creation Units

For each turn, a Player may place up to one Creation Unit from their hand face up in front of them in their lab. Creation Units can be used on the turn that they are placed in the lab.

For a Player's turn, each Creation Unit can be used one time to create a Battle Unit, Equipment, activate a Power, etc and is then Depleted. A Depleted Creation Unit remains Depleted until the beginning the Player's next turn.

At the beginning of Player's subsequent turns, Player's Depleted Creation Units are all Replenished and can be used again. All Disoriented or Depleted Battle Units are Replenished (See 6.5.4).

6.3 Phase 2 – Build Phase

At the beginning of this Phase, Player can use Replenished Creation Units to build a Battle Unit, piece of Equipment or activate a Power based on the

required Hyper-Card Creation Unit requirements and then place it in their lab face up. Battle Unit and Equipment Hyper-cards enter the lab Depleted. Powers can be activated immediately. Player cannot use a Battle Unit or Equipment Hyper-Card on the turn Hyper-Card is created. Player needs to indicate that the Creation Units necessary to create the Hyper-Card are Depleted and cannot be used again until the beginning of the Player's subsequent turn.

Power Hyper-Cards are the only exception; As long as the required Creation Units are available to activate a Power Hyper-Card, a Power can be used when built, either during the Build Phase (such as a Creation Oracle or Equipment Hunter) or during the Battle Phase (Traps, Mental or Electro-Magnetic Disrupters, etc) See 6.5.

At the end of the Build Phase, Player can make Rolls that free Battle Units from Traps.

6.4 Phase 3 – Equipping

Player can Equip a Battle Unit with Equipment that was created during any of Player's previous turns. This is indicated by sliding the Equipment Hyper-Card under the Battle Unit such that the Equipment Hyper-Card's attributes show below the bottom of the Battle Unit's Hyper-Card:

6.5 Phase 3 – Battle Phase

6.5.1 Lab Hit Points

Each Player's lab begins the game an agreed upon number of Lab Hit Points. A range of 20-40 points is recommended, depending on amount of time Players wish to play. Players can keep track of their Lab Hit Points by using two 10-sided dice, where one die indicates the tens-digit and the other the ones-digit. When a Player's Lab Hit Points reach zero, their lab is destroyed and they lose. See 6.5.4.4

6.5.2 Declaring Attackers

At the beginning of the Battle-Phase on a Player's turn, Player can declare which of their Battle Units they wish to use to attack their opponent. Equipment Hyper-Cards, if desired, must be placed under a Battle Unit Hyper-Card at this point. Battle Unit Hyper-Cards can have only one piece of Equipment attached to it during a Turn.

Attacker cannot specify which opponents they are attacking. Player pushes Battle Units, with or without Equipment, forward to the Battlefield to indicate which Battle Units will attack

6.5.2.1 Stacking Attackers

The Attacking Player can declare attacking Battle Units in one of two ways:

i) An individual Battle Unit can attack by itself or

ii) The Player may 'Stack' two attackers, meaning that the Player slides one Battle Unit under another (the order doesn't matter) such that both Battle Units characteristics are showing. When stacked, the Battle Units' Attack and Defense strengths are calculated by adding up the Cyber, Psionic and Physical Attack and Defense Strength of each Hyper-Card. For instance, the stacks total Cyber Attack capabilities are the two cards' two Attack Strengths added up. Similarly, the total Cyber Defense Strength is determined by adding up the two cards' Defense Strengths and so on.

iii) **Note**: The maximum Hyper-Cards in a stack is four: two Battle Units, with each Battle Unit having a maximum of one Equipment Hyper-Card attached to it.

6.5.3 Declaring Defenders

After the Attacking Player has declared which cards are attacking and in what formation, the Defending Player can declare a defense.

The defending options are:

    i)   Let any attacking individual or stacked Hyper-Card(s) directly attack the Defending Players Lab. This can be because the Defending Player does not have any Battle Units to Defend their lab or they believe it is strategically advantageous to take the damage to the Lab rather than sacrifice a Battle Unit. The damage that the lab will sustain is the total Physical Attack Strength of the individual or Stacked Hyper-Cards.

    ii)   Allocate a maximum stack of four Hyper-Cards [Two Battle Units Hyper-Cards and Two Equipment Hyper-Cards] to any Attacking Hyper-Cards. Note: Defender can choose to defend against individual or Stacked attacking Hyper-Cards with either individual or Stacked defending Hyper-Cards.

6.5.4 How Battles Proceed

6.5.4.1 Cyborg Phase
The Attacking Player's Cyborgs can initiate Battle by engaging their designated Abilities indicated at the bottom of their Hyper-Cards; first the Attacking Player's Cyborgs and then the Defending Player's Cyborgs. If a Cyborg's Ability is not Depleted during this Phase, it can Attack or Defend using its Cyber, Psionic and Physical Abilities described in the rest of this section below.
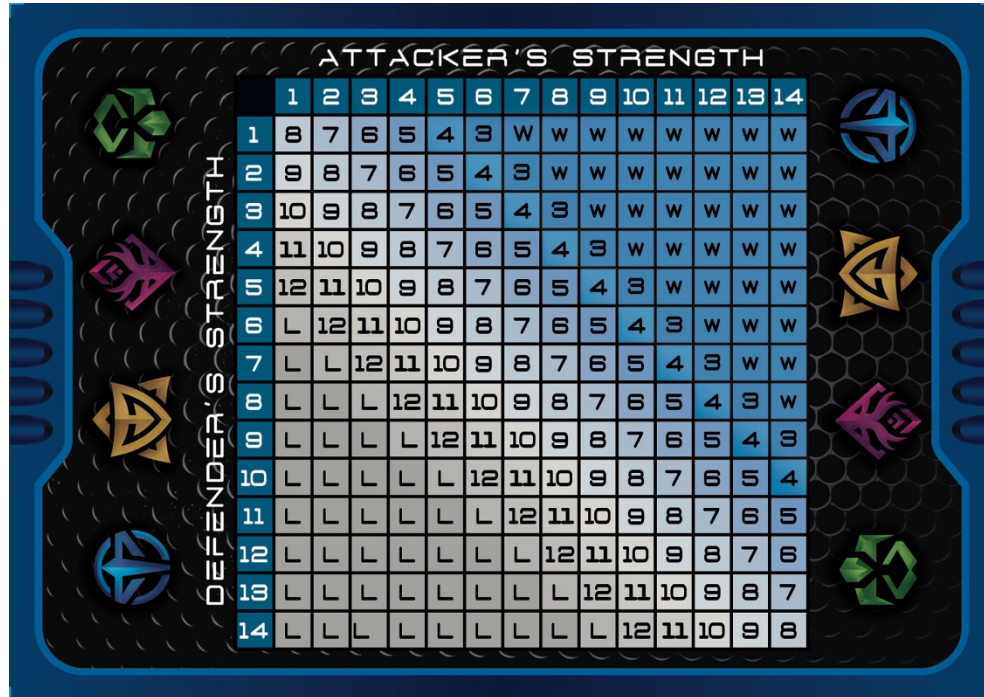
6.5.4.2 Order of Subsequent Attack Phases
i)   Cyber or Psionic (Attacking Player decides)
ii)   Cyber or Psionic (whichever was not chosen above
iii)   Physical

The Attacker declares if the initial attack is either Cyber of Psionic. If the initial attack phase is Cyber then then the second attack phase is Psionic and vice-versa. Physical battles are always third. If a Battle Unit completely lacks an ability, for instance a Robot that has no Psionic ability, it cannot be attacked or attack with this ability and this ability is skipped during the Battle Phase. By way of example, if a Robot with only Cyber and no Psionic abilities battles a Being with no Cyber and only Psionic abilities – the Battle would skip phases i and ii above (Cyber & Psionic) and battle only Physically.

6.5.4.3 Battle Outcome Probability Matrix

Battle Phases will use the Battle Outcome Probability Matrix to determine battle outcomes [See Figure Below]. Each type of attack (Cyber, Psionic and Physical) will use the Probability Matrix the same way.

Figure 6.5.4.3: Battle Outcome Probability Matrix

DEF \ ATT	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	8	7	6	5	4	3	W	W	W	W	W	W	W	W
2	9	8	7	6	5	4	3	W	W	W	W	W	W	W
3	10	9	8	7	6	5	4	3	W	W	W	W	W	W
4	11	10	9	8	7	6	5	4	3	W	W	W	W	W
5	12	11	10	9	8	7	6	5	4	3	W	W	W	W
6	L	12	11	10	9	8	7	6	5	4	3	W	W	W
7	L	L	12	11	10	9	8	7	6	5	4	3	W	W
8	L	L	L	12	11	10	9	8	7	6	5	4	3	W
9	L	L	L	L	12	11	10	9	8	7	6	5	4	3
10	L	L	L	L	L	12	11	10	9	8	7	6	5	4
11	L	L	L	L	L	L	12	11	10	9	8	7	6	5
12	L	L	L	L	L	L	L	12	11	10	9	8	7	6
13	L	L	L	L	L	L	L	L	12	11	10	9	8	7
14	L	L	L	L	L	L	L	L	L	12	11	10	9	8

Columns: ATTACKER'S STRENGTH. Rows: DEFENDER'S STRENGTH.

6.5.4.3.1 Determining Attacker Strength

The Attacker adds up the Attack Strength of the Attacking Stack (up to two Battle Unit Hyper-Cards and up to two Equipment Hyper-Cards).

6.5.4.3.2 Determining Defender Strength

The Defender adds up the Defense Strength of the Defending Stack (up to two Battle Unit Hyper-Cards and up to two Equipment Hyper-Cards).

6.5.4.3.3 Determining Winning Battle Outcome Matrix Hurdle

Once the Attacker's Attack Strength Number and Defender's Defense Strength Numbers are determined, the Attacker uses the Battle Outcome Matrix to determine the dice roll necessary to win.

To determine the dice roll necessary to win, the Attacker finds the total Attacker's Attack Strength along the Matrix top row and the Defender's Defense Strength along the side column. Where the column and row meet is the roll with two dice necessary to win. If the Attacker rolls the indicated number or higher then the Attacker wins

By way of example:

Attacker's Stack   Defender's Stack

The Attacker's Cyber Strength is 0 + 2 = 2.
The Defender's Cyber Defense is 2 + 3 = 5

DEFENSE STRENGTH OF 5

ATTACKER'S STRENGTH

DEFENDER'S STRENGTH

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	8	7	6	5	4	3	W	W	W	W	W	W	W	W
2	9	8	7	6	5	4	3	W	W	W	W	W	W	W
3	10	9	8	7	6	5	4	3	W	W	W	W	W	W
4	11	10	9	8	7	6	5	4	3	W	W	W	W	W
5	12	11	10	9	8	7	6	5	4	3	W	W	W	W
6	L	12	11	10	9	8	7	6	5	4	3	W	W	W
7	L	L	12	11	10	9	8	7	6	5	4	3	W	W
8	L	L	L	12	11	10	9	8	7	6	5	4	3	W
9	L	L	L	L	12	11	10	9	8	7	6	5	4	3
10	L	L	L	L	L	12	11	10	9	8	7	6	5	4
11	L	L	L	L	L	L	12	11	10	9	8	7	6	5
12	L	L	L	L	L	L	L	12	11	10	9	8	7	6
13	L	L	L	L	L	L	L	L	12	11	10	9	8	7
14	L	L	L	L	L	L	L	L	L	12	11	10	9	8

ATTACKER NEEDS TO ROLE
A 11 OR BETTER TO WIN

6.5.4.3.4 What if a Battle Unit Does Not Have Cyber or Psionic Attributes?

i)   Beings that do not have any Cyber capabilities cannot attack or be attacked Cyberly.

ii)   Beings that do not have any Psionic capabilities cannot attack or be attacked Psionically.

6.5.4.4 Determining Cyber Battle Outcomes

For each engaged attacking and defending Hyper-Card battle match-ups:

i)   The Attacking Player adds up the individual or Stacked total Cyber Attack Strength of Battle Units and Equipment.

ii)   The Defending Player adds up the individual or Stacked total Cyber Defense Strength of Battle Units and Equipment.

iii)   Consult the Probability Matrix [See 6.5.4.1 Above]. Find the Attacker's Cyber Attack Strength across the top of the Probability Matrix Table and the Defender's Cyber Defense Strength across the side of the Probability Matrix Table. The Attacker then rolls two dice. If the roll is equal to or greater

than the number indicated at the intersection on the Matrix then the Attacker wins.

iv) If the Attacker wins, then the Defender is disoriented for the Attacker's Attack Phase and the Battle moves to the Physical Battle Outcome in section 6.5.4.5.

v) Disorientation – this is indicated by changing the orientation of the disoriented card. If disoriented, Defender cannot Counterstrike in any way, but can Defend itself Physically. This applies to Battle Units fighting individually or Stacked. Stacked Battle Units, can be individually Disoriented by a Cyber Attack. i.e. If a Cyber Attack is successful on a Stack of Two Hyber-Card Battle Units, ONLY the Battle Units with Cyber abilities will be Disoriented.

vi) If the Attacker does not win, then the non-Disoriented Defending Battle Units can Counter Attack by following the same rules above.

6.5.4.5 Determining Psionic Battle Outcomes

For each engaged attacking and defending Hyper-Card battle match-ups:

i) The Attacking Player adds up the individual or Stacked total Psionic Attack Strength of Battle Units and Equipment.

ii) The Defending Player adds up the individual or Stacked total Psionic Defense Strength of Battle Units and Equipment.

iii) Consult the Probability Matrix [See 6.5.1.4.3 Above]. Find the Attacker's Psionic Attack Strength across the top of the Probability Matrix Table and the Defender's Psionic Defense Strength across the side of the Probability Matrix Table. The Attacker then rolls two dice. If the roll is equal to or greater than the number indicated at the intersection on the Matrix then the Attacker wins.

iv) If the Attacker wins, then the Defender is disoriented for the Attacker's Attack Phase and the Battle moves to the Physical Battle Outcome in section 6.5.4.5.

v) Disorientation – this is indicated by

changing the orientation of the disoriented card. If disoriented, Defender cannot Counterstrike in any way, but can Defend itself Physically. Stacked Battle Units, can be individually Disoriented by a Psionic Attack. i.e. If a Psionic Attack is successful on a Stack of Two Hyber-Card Battle Units, ONLY the Battle Units with Psionic abilities will be Disoriented.

vi)   If the Attacker does not win, then the non-Disoriented Defending Battle Units can Counter Attack by becoming the Attacker by following the rules above.

6.5.4.6   Determining Physical Battle Outcomes

The standard way to destroy a Battle Unit is through inflicting Physical Damage. If an Attacking Battle Unit is not engaged by a Defending Battle Unit then the full force of the Physical Attack Strength of the Hyper-Card(s) is deducted off of the Defending Player's lab Hit Points.

For each engaged attacking and defending Hyper-Card battle match-ups:

i)   The Attacking Player adds up the individual or Stacked total Physical Attack Strength

ii)   The Defending Player adds up the individual or Stacked total Physical Defense Strength

iii)   Consult the Probability Matrix [See 6.5.4.1Above]. Find the Attacker's Physical Attack Strength across the top of the Probability Matrix Table and the Defender's Physical Defense Strength across the side of the Probability Matrix Table. The Attacker then rolls two dice. If the roll is equal to or greater than the number indicated at the intersection on the Matrix then the Attacker wins.

iv)   If the Attacker wins, the Defending Hyper-Card(s), including Equipment, are Destroyed and Discarded.

v)   If the Attacker does not win, then the Defender gets to Counter Attack by becoming the Attacker and following the

rules above same rules above.

vi) If Attacking Battle Unit(s) are UnDefended then the physical damage of the Battle Units is inflicted onto the Opponent's Lab with Hit Points equal to the Physical Attack Strength, including any Equipment that may add to Physical Attack Strength. When Player's Lab's Hit Points reaches zero, the Player is defeated.

6.5.4.7 End of Turn
At the End of Player's Turn, all Attacking and Defending Hyper-Cards that we used are now Depleted and cannot be used again until the beginning of a Player's Turn.

6.5.5 End of Game
6.5.5.1 The game is over when one Player's lab has zero health points. Player's can decide on how many points the labs begin with, but a range of 20-40 points can be used depending on how long Players with to play.