



“Memesis”
“Manifest Your Mind”
Strategic Deck-Building Collectable Card Game
Design Document

Me (mē)

n.

1: A set of rules and codes upon which a society functions.

[from Sumerian]

Source: “ SNOW CRASH ” , by Neal Stephenson, p.235

Meme (mēm)

n.

1: A unit of cultural information, such as a cultural practice or idea, that is transmitted verbally or by repeated action from one mind to another.

[from *mimeme*, from Greek *mimēma*, something imitated, from *mimēsthai*, to imitate]

Source: The American Heritage® Dictionary of the English Language, Fourth Edition
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Mimesis (mīmēsīs)

n.

1: the imitative representation of nature and human behavior in art and literature
2: any disease that shows symptoms characteristic of another disease
3: the representation of another person's words in a speech

Source: WordNet © 1.6, © 1997 Princeton University

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Version # 1.00

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Design History

Version 1.0

7/6/03 – Mike Reilly

Memesis has been created to fit the Physical Card, Video Game, and / or Online Game market schemes. The full Rulebook, Card Layout and Design(s), and the First Set of 120 cards are complete and theoretically balanced. At this point in time, Memesis is ready for the play-test phase of product development to further tighten its cards and card abilities in relation to one another and as an entire Card Set.

Game Overview

A Possible Story of Memesis

Memesis: Manifest Your Mind is a world generated in that infinitesimally small unit of time where a network of super computers, META, is on the verge of making a decision about what combination of the aspects of “Human Nature” is to gain precedence in a budding Artificial Intelligence’s “Persona”. META is analyzing, dissecting, and understanding all of our data and knowledge accumulated throughout human history in an attempt to form this Persona, with which it shall represent itself to Humanity.

META has already broken all of our historical events, religions, myths, theories, problem solving methodology, and cultural practices down into four basic categorizations: Mathematical, Spiritual, Philosophical, and Practical. The network has determined that using these four elements in varying combinations and applications can comprise any ethos it may choose to usurp. By a process of trial and error, the budding AI trains itself on these combinations in an effort to select the most dominant. These are the players’ decks, or “Brain Cells”.

After a Brain Cell wins over another and proves itself to be the most powerful, the network will use this combination of the four predilections to reveal itself as intelligent in its final approach to Mankind. So in essence the player who formed that particular deck is an analog to the “voice” and “value system” META will ultimately emulate.

Every card in Memesis is a digital emulation of a portion of humanity’s history and nature as it has evolved in the dimension we humans consider to be our “Reality”.

The Possible Philosophy of Memesis

There exists four main predilections any individual may lean towards: The Mathematical, the Practical, the Spiritual, and the Philosophical. Each may be taken to its respective logical extent within an individual’s ethos. One may be driven to theorize via science, act upon the practical, believe through the spirit, or

hypothesize utilizing his philosophical questioning entirely. More commonly, each person who has ever thought logically, worked hard, had faith, or questioned “truth” will take varying combinations and intensities of the four and thus comprise his value system. The sum of the individual value systems of a society, with each individual value system having a varied weight, or influence factor upon that society, will demonstrate the thought collective of the society.

Throughout our historical evolution our society has gone through each of these predilections as a drive to inspire the populace within. The ideas spawned through these Movements are passed from one individual to the next as virus and thus influences the society dependant upon the society’s resistance capability—that is the ability or lack thereof to dissect, analyze, and theorize another solution, deem the suggestion unimportant, believe differently, or question the viability of the presented suggestion. This resistance spreads akin to the suggestion, from one individual to the next, and either infects, is guarded against, or spawns a new resistance. Each discarded or successful suggestion then over time either becomes obsolete or ideology. The four fundamental predilections have gone through this gamut and have become so beneficial in their own right and in different combinations that they now will continue to be crux in the formation of one’s values, drives and ideologies.

What is referred to as a "meme complex" is a group of synergistic memes that form any structured belief system, such as a religion or any other ideological system which determines behavior. It is the pathway by which ideas are communicated from one member of a society to another and thus is the direction of the evolutionary vector of any organised group.

Throughout our evolution, all collected knowledge that we funnel into any representation of our ideas such as film, music, encyclopedia, novel, speech, displays Mimesis at work and continues its progression simultaneously. The natural process of Mimesis is responsible for any great work we as humanity have accomplished.

Common Questions

What is the game?

Memesis is a collectable card game in which players build their decks in order to square off against one another. The theme is one of an emulated reality, of memes, as the story snippet above implies. It borrows from events, people, occasions, inventions, and mythologies of every human culture around the world since the dawn of our recorded history and theoretical future. From this humungous and infinitely growing wellspring of inspiration, Memesis creates its cards: from Martin Luther King Jr. to Cro-Magnons to Hiroshima.

It is a card game designed to be cutting-edge and classical in its play mechanics and card design, current and traditional in the themes of each individual card, easily portable, very expandable, highly addictive, and personally impactful. Because life and human history is always developing and because Memesis will continue to develop parallel to it, this game will have virtually infinite lasting power.

Memesis is meant to broaden one's sense of the world in which we live, open one's eyes to the epic magnitude we produce and have produced everyday of our existence, while entertaining players in a newer-age, evolving, and exciting environment bred to fill one's imagination. It is the most epic and dramatic interactive representation yet attempted in its medium. It is our Mind Manifest.

Why create this game?

Multitudes of players around the world have played and do play Magic: The Gathering; as have I. The sense that the majority of players who have been playing Magic lend to others are the following frustrations. Immediately following each frustration is a solution presented by Memesis.

Frustration:

There are not enough player actions inherent to the game, apart from the cards themselves. One masters the game rather quickly and then it is simply a race to ascertain rarer cards from card & comic collectors. Thus eliminating the freedom and excitement of buying booster packs to custom build your deck.

Solution:

Memesis has multiple player actions whereby a slightly weaker deck or hand may yet overcome a stronger one depending upon that player's actions. Such player actions as [**Stealth**] (bluffing), [**The Incubation Cell**] (using time to force action from the opposing player) , [**Partial Fusion**] in tandem with [**Rune Trigger Upgrades**] (Card Stacking) , and [**Card Consumption**] (immediate benefit versus long-term risk), allow the players to interact more directly with each other and with their decks. That is the essence of what makes games such as Poker and Monopoly such classics. Such is the essence of Memesis.

Frustrations:

- 1) The newer sets of Magic that have been released in the past two to three years have succumb to game's design limitations. The color based mana system greatly limits the combinations of cards one may use in his/her deck; and in so doing, their potential deck variations and strategic plans are limited.
- 2) Games of Magic: The Gathering start out slowly. Summoning cards to defend / attack with are subject solely upon the probability of getting enough of a particular "mana card" to perform your deck strategy, even from the outset of the game.
- 3) At the outset of each game of Magic each player draws seven cards from their respective decks. If any player gets a hand of seven without a mana card in it, the player must then take a "Mulligan", whereby the player shuffles his hand back into his deck and draws another seven cards. This stalls the game before it has even begun.
- 4) Two players that are evenly matched with identical decks may very well have a very lopsided game. One player may have too few mana cards at the outset of the game and receive damage very quickly, through the fault of Chance applied to such a fundamental level of Magic.
- 5) If all goes as intended in a game of Magic and an exciting game develops, a player will reach a point where he/she may receive many mana cards in sequence that he/she has no need for. The excitement is dimmed and the player will feel cheated by Chance if he is defeated during such "dry spells".

Solution:

The [**Source_System**] implemented in Memesis is one where any card (except Rune cards) may be used as "mana " right from the start and throughout the game. The use of a card whether it be for Source (mana) or for the card's abilities is a choice left entirely up to the player's changing wants, needs, and strategy. This simple but effective solution ensures there will never be a lull nor the feeling of being cheated, during and upon completion of a game of Memesis. The Source_System also gives a strategic boost to every game of Memesis, since the player can either plan short-term, long-term, or both during the play of his hand.

Frustration:

Certain card types such as "Enchantments", when placed upon the battlefield, remain in the game until the opposing player uses as "Disenchant" card. Since the White and Blue card sets are the only card sets with "Disenchant" cards as a "Common" card, opposing players, to exercise thier freedom to have different colored decks while remaining competitive, must either have rarer "Disenchant" cards for the other three colored card sets (Red, Green and Black), or have some White and/or Blue mana and White and/or Blue "Disenchants" in their deck. In a deck-building card game, most of the fun is the flexibility of total control over one's deck-building options. This Enchant and Disenchant system limits players and forces them to place cards into their decks that they'd rather not have, simply out of wanting to avoid a probable "Cheesy Game". Additionally, there are only so many booster packs one will want to buy before he lands upon the rare card he needs. Many players do not want to buy booster packs after some time when such a flaw like this exists in a game's design.

Solution:

Memesis' [**Cause_cards**] are destroyed by an opposing player simply using an [**Effect_card**] against the player who has a Cause_card in play. The defending player may discard a card from his hand to prevent this effect, If he/she deems his/her Cause_card that is in play more important than the card he/she is willing to sacrifice for it. This presents a strategic choice. There is no "Cheesy" aspect to be found in Memesis, since it was designed to give players enough options apart from the cards to manage their card strategy successfully. All players have full freedom in building their customized decks and so

purchasing booster packs will always be an exciting experience. They also have full control over their cards and as such, the player's actions themselves will determine their victory or loss.

At the conclusion of every game of Memesis, the player will reflect upon his actions as well as his deck. This will naturally provide the player with a gradual learning curve synergistic with his want to buy more cards to strengthen his gaming ability from novice all the way to masterhood.

What is the Targeted Market?

In essence, Memesis targets two tiers of markets: Those new to Card Gaming, and those who already have experience with such games as Pokemon, Yu-Gi-Oh! and / or Magic:The Gathering.

Those who have never yet experienced Card Gaming will be attracted to Memesis by its stylized appearance and revolutionary "META – Reality" theme. As they are gradually drawn in by its attractive outer appearance and easy-to-follow play mechanics, they will come to know a gaming experience unrivaled in strategic depth and expansionary potential.

Experienced gamers will also be drawn into Memesis by the same means as new gamers, but their focus will primarily be the gameplay interface. Memesis is the logical "next step" in Card Gaming. Its deck building strategems are deeper and more open to creativity than those of other card games currently on the market. Its gameplay build-up is faster and is less dependant upon chance. Like all great games predating it, Memesis is one which will encourage players to reach a degree of Masterhood never accomplished by its predecessors.

With its "META – Reality" theme, Memesis will attract players who have already grown tired of the "Fantasy" theme omnipresent in the majority of its predecessors, while still retaining the excitement of it with its dramatic implementation.

Memesis targets a broad range of ages, starting with a minimum baseline age of around 12 years of age.

Where does the game take place?

Memesis takes place withinside META , the network of computers generating multiple combinations of the four predilections to battle for dominance to determine the budding Artificial Intelligence's "Persona". META will then approach humanity with that Persona in a bid for recognition as a equivocable life form.

What is the main focus?

The main focus of Memesis is to defeat your opponent(s) by reducing their life to zero. A game may be played with 2 – 4 players, allied and opposed in any combination (i.e., 2 vs 2, 1 vs 3). More than 4 players is also supported easily with Memesis' open-ended play structure.

The Rulebook

Section 0: Layout and Flow

The object of Memesis is to reduce your opponent's Life points to zero or less. Each player begins with 20 Life. In Memesis, your army will defend you until the last man; thus a player must not be able to defend himself by any means in order for the damage directed at him is subtracted from his Life point total.

Each player draws seven cards.

There are seven Cells of play in Memesis: the Brain Cell, the Main Cell, the Attack Cell, the Defend Cell, the Incubation Cell, the Ammunition Cell, and the Dead Cell. Know that the "Attack Cell", "Defend Cell" and the "Main Cell" are for theoretical purposes only, the player may choose not to play with these Cells as illustrated below. In which case, they are considered as being in their appropriate states

(i.e., Attack Cell = attacking, Defend Cell = defending, Main Cell = Idle).

Brain Cell: The deck of cards from which a player draws. The player draws one card per turn and receives 1 source (Section 1) per turn which is generated as long as the Brain Cell has cards in it. If all or any player's Brain Cells are depleted, the game continues until one is victorious.

Main Cell: When a player plays a card from his hand it may be placed into the Main Cell for one turn until it can be sourced. Cause cards (Section 4) are placed here. NOTE: To avoid confusion, cards may be sourced when they are in this Cell only. Cards may be sourced in the Attack Cell and Defend Cell, but cannot attack or defend while they are sourced, the confusion issue or lack thereof is to the players' discretion. One may move any creature card from the Main Cell to the Attack Cell at any time, but creatures actively attack only after their owner's turn. Cards in the Main Cell and Attack Cell may use Ammunition fueled abilities.

Attack Cell: A player may choose to place a creature card here from his hand to attack directly except for his first turn. All cards here are in the process of attacking an opposing player(s). Creatures actively attack only after their owner's turn.

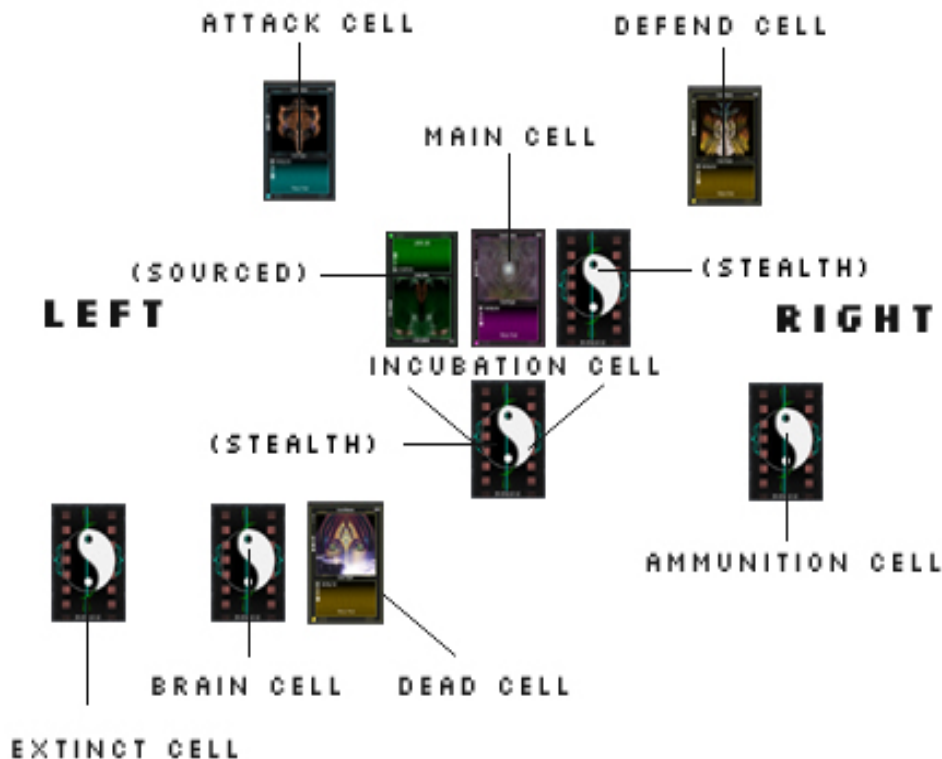
Defend Cell: A player may choose to place a card here from his hand to defend directly even in the first turn. Any creature card(s) with any Rune card(s) (Section 5) may move here at any time. All cards here are used to block incoming damage from an opposing player(s). Instead of having his creature's absorb damage, a player may elect to absorb it himself from any number of origins, thus reducing his Life point total by the damage amount.

Incubation Cell: A card may be placed here without paying its source cost. Instead, the card must remain in incubation a number of turns equivalent to its source cost. If the card is placed in the Incubation Cell in Stealth (Section 5) the amount of turns necessary to incubate is doubled. The turn which the card is placed in incubation does not count toward the turn total necessary in order for the card to be available. Once incubated, the card may then move to the Attack Cell or Defend Cell or Main Cell and may remain in Stealth. Only one card may be in the Incubation Cell at any given time. If a card is removed from the Incubation Cell in favor of another before the first card has finished incubating, the amount of turns it has incubated neither rolls over to the new card nor is retained by the old. Any card may from one's hand be placed here in this way but only during one's turn.

Ammunition Cell: Cards are placed here face down atop one another at any time to be used a resource for other cards who may be able to use them. For example: Card 'A' requires 3

Ammo to use an ability. There must be at least 3 Ammo in the Ammunition Cell for this ability to be used. An Ammo card used by Card 'A' in any one turn may not be used by any other card until it is its owner's turn. A card may use Ammo from the Main Cell. The sequence in which they have been placed may not be disturbed. A player may remove one card from the Ammunition Cell per turn (in addition to the 1 drawn card from the Brain Cell) to his hand and may place as many cards as he desires into the Ammunition Cell at any time. Resources from the Ammunition Cell may only be used through a card during its owner's turn. Any card from one's hand or from play may be placed here in this way.

Dead Cell: All destroyed cards, used Effect cards, and dead creature cards are placed here. Rune cards which were upgrading them are also placed here.



Know that the "Attack Cell" , "Defend Cell" and the "Main Cell" are for theoretical purposes only, the player may choose not to play with these Cells as illustrated above. In which case, they are considered as being in their appropriate states

(i.e., Attack Cell = attacking , Defend Cell = defending , Main Cell = Idle).

Players may consume any card to gain their source cost in Life points or in readily available source. Cards consumed this way are demonstrated to the other players and then are placed into the Dead Cell from one's hand or from play. This may be done at any time.

No player can attack in his first turn. Movement from the Main Cell, Attack Cell, and Defend Cell may be done freely at any time. But creatures do not actively attack until after their owner's turn.

Any one-time-use cards are shown to the player(s) it is used against / for and then placed into the Dead Cell.

Cause card abilities may be used the turn they come into play.

Any player at any time may elect to pay 5 source to draw an additional card.

The flow of any one turn is as follows:

Surviving creatures regenerate their Life points.
Unsource any sourced cards.
Cards in the Ammunition Cell recycle to be used once more.
Return any creatures from the Attack Cell or Defend Cell to the Main Cell.
1 source from the Brain Cell (if not depleted) is generated.
Draw a card from the Brain Cell.
Draw a card from the Ammunition Cell (if you desire).
Source or consume any number of cards you desire.
Place any cards from your hand into play. The defending player must decide how to intercept any directed damage (from an Effect card or Ammunition origin) as soon as they are played. You may also place any card from your hand into the Incubation Cell and any number of cards face down into the Ammunition Cell.
Declare those creatures which will attack and move them into the Attack Cell and declare those creatures which will defend and move them into the Defend Cell.
Combat:
The defending player decides how to intercept any opposing damage from a creature origin. Any creatures killed are sent to the Dead Cell as soon as their life points are equal to or less than zero. Either player may play any Effect card, Rune card, place any card(s) into the Ammunition Cell, or use any creature abilities at this time. Cards may be sourced or consumed at any time as needed.
End of turn.



Section 1: The Purpose and Usage of Source

Source is the vehicle by which a player may utilize cards from his hand and perform abilities certain cards possess. Every card in play may be used for source, such a card is then rotated 180 degrees and is said to be "sourced." Every card sourced this way grants the player 1 source to use toward further transactions.

--Any card except Rune cards (Section 5) may be sourced but the ability to attack or defend and all other card abilities are null until it unsourced in the following turn.

--At the beginning of each player's turn, 1 source is granted. Any unused source is retained by the player and thus is still at the player's disposal during his opponent's turns, but evaporates when it is his turn once more.

--If ever a player's Brain Cell is depleted during the game, this 1 source at the initiation of one's turn is no longer generated.

--At any time a player may consume a card which is in play and receive its source value in life points. One may also choose to sacrifice a card he owns that is in play and receive its source value in readily available source.

- A Rune card requires 1 source to place upon another card and 1 source to remove it from a card.
- A player may draw additional cards from the Brain Cell if 5 source is paid for each card drawn this way.
- A card which is sourced one turn may not be unsourced until the next turn.
- Cards may not be sourced the turn in which they come into play.
- Cards either in the Brain, Ammunition, Incubation, or Dead Cells may not be sourced.

Section 2: Creature Cards

Creature cards are one of the main offensive weapons available to a player. Each creature has intrinsic to it an Attack power and Life and some have inherent abilities that may be used without Rune upgrades (Section 5) or Fusion (Section 7).

- Creature cards may only come into play on your turn.
- Creature cards may be placed directly into the Attack Cell but cannot actively attack on any player's first turn.
- Each creature card has two main attributes: Attack Power and Life. Attack Power states how much damage the creature can inflict upon either another creature card or to a player. Life indicates how much damage a creature may endure in a turn without being sent to the Dead Cell, when its Life equals zero or less.
- Creature cards may be played in Stealth. They do not utilize their abilities until they are revealed.
- Creature cards may be sourced.
- Creature cards may be used for Ammunition.
- Creature cards may be incubated and come into play immediately after they have matured.

Section 3: Attacking and Defending

- No one can attack their first turn.
- To deal damage to any player's life points, he must have no creatures with which to intercept the directed damage.
- Any card that is able to attack may do so but only during its owners turn. Any card that is able to defend may do so at any time. Thus you can move any card that is able to defend to the Defend Cell when any opposing player is attacking you, but not to the Attack Cell.
- Once a card is sourced, it cannot attack nor defend until the beginning of the next turn when it is unsourced.
- Each creature card has two main attributes: Attack Power and Life. Attack Power states how much damage the creature can inflict upon either another creature card or to a player. Life indicates how much damage a creature may endure in a turn without being sent to the Dead Cell, when its Life equals zero or less.
- Attacking and defending creatures deal each other simultaneous damage: A creature with strength 4 and defense 4 who blocks another creature with the same strength and defense will cause both creatures to die and be placed into the Dead Cell. However, if a creature with strength 4 and life 4 blocks a creature with strength 3 and life 3, for example, only the 3 / 3 creature will die and be placed into the Dead Cell. However, the blocking creature will now have attack 4 and life 1. It will not regenerate its life points until it is the blocking owner's turn once again.
- The owner of the defending cards decides how his creatures intercept the attacking creature card(s) or any other offensive card(s).
- Multiple creature cards may intercept any number of attacking creature cards. In which case the attack power of each card is stacked but life is not. If three creatures which all have attack power 3 and life 4 (3/4 each and thus 9/4 together) intercept one attacking creature with attack power 5 and life 8 (5/8), all the attacking and defending creatures are sent to their owner's Dead Cells.
- If a creature is defending: If a creature takes any amount of damage not equal to or greater than its Life, upon the owner's next turn, all damage done to that creature is ignored and thus the creature regenerates to its Life point maximum. Creatures may have armor which must be

destroyed before its life takes damage; once it is destroyed damage comes straight to its Life. An armored creature card must be hit one, two or three times (dependant upon the card) before its armor is destroyed completely. Armor does not regenerate after it has taken damage.

--If a creature is attacking: Life points do not regenerate until it is the owner's next turn. If a card attacks and takes damage and attacks again the following turn without taking damage, it does not regenerate its Life. A creature card may move directly from the Attack Cell to the Defend Cell during any player's but its Life will not regenerate unless it survives until its owner's next turn.

Section 4: Cause and Effect Cards.

Cause and Effect cards are the incantations and spells of Memesis. Some cause widespread pestilence and disarray while others grant benevolence. If an Effect card is played at an opposing player who controls a Cause card, that Cause card is sent to the Dead Cell. The Player whose Cause card is being sent to the Dead Cell may discard a card from his hand to prevent this effect.

--Cause cards may be played on its owner's turn only. Its abilities can only be used once per owner's turn. This applies also to cards which underwent fusion.

--Effect cards may be played at any time, given that the owner has the appropriate source to pay for his transactions.

--Effect cards may be played on one's own property without destroying their own Cause cards.

--Effect cards which are fragmented for Partial Fusion (Section 7) may be fused after its effect is played if its source cost has been paid instead of being sent to the Dead Cell.

--Cause cards which are fragmented to be used in Partial Fusion may only be done so before they are to be sent to the Dead Cell.

--Cause cards once played from one's hand, remain in the Main Cell until an Effect card is played by any player towards the owner of the Cause card; then the Cause card is sent to its owner's Dead Cell. Fusion (Section 7) overrides this effect. For example: If an Effect card may fuse in any way to a Cause card, the owner of the Effect card may elect to fuse the cards; in which case, the Cause card is not sent to the Dead Cell. The attacking player chooses the fusion to be done.

--Cause or Effect cards that are fused either Partially or Truly with any other cards no longer count as Cause or Effect cards. They are fused cards. They are not one-time-only cards and they cannot be dispelled by Effect cards.

--The defending player chooses which Cause card is sent to the Dead Cell when it is destroyed by an Effect card only.

--Effect cards are the only one-time-only use cards in Memesis and when they are used they are sent to their owner's Dead Cell.

--Rune cards that are attached to Effect cards are also sent to the Dead Cell after their one-time use.

--Cause and Effect cards may be played in Stealth. They do not utilize their abilities until they are revealed.

--Cause cards may be sourced.

--Effect cards may not be sourced.

--Cause and Effect cards may be used for Ammunition.

--Cause and Effect cards may be incubated, in Stealth or not, and come into play immediately after they have matured.

Section 5: Rune Cards and Upgrading

Rune Cards come in various manifestations. There is the Spiritual Rune, the Philosophical Rune, the Mathematical Rune, and the Practical Rune. When a Rune card is placed in conjunction with another card which bears the marking of that particular rune, the upgrade stated on the marked card is achieved.

--A Rune card requires 1 source to place upon another card and 1 source to remove it from a card. The owner of the Rune card is the only player who may control his Rune card in this

manner. This placing and removal of Rune cards may be done at any time into any Cell provided that the player has the appropriate amount of source to pay for his transactions.

--An Effect card may be upgraded right as it enters play from one's hand and if the 2 source is paid additional to the Effect card's source cost (1 Placing + 1 Removal), the Rune card returns to his hand. If this cost is not paid, the Rune card is destroyed and thus sent to the Dead Cell.

--Rune cards may be played on ally and opponent cards at any time, but if the ally / opponent card is sent to any Dead Cell, the Rune card is sent to the owner's Dead Cell. Otherwise, if a player plays a Rune card on a card he owns, and the card is sent to any Dead Cell, the owner may pay 1 source to return the Rune card from the Dead Cell to his hand. This property can only be done the turn the upgraded card dies. If the owner does not, the Rune card is sent to the Dead Cell.

--A card can have only one Rune card upgrading it at any one time. This does not apply to Partial Fusion (Section 7). A card which is already partially fused with any other card(s) may be upgraded with a Rune card and vice versa (a card upgraded with a Rune card may undergo Partial Fusion). In this case, the Rune upgrade applies to the bottom-most fused card (the card which was fused onto by the other card(s)) only. Cards which underwent True Fusion cannot have Rune cards upgrading them. A player may play a Rune card he owns upon a card with a Rune already upgrading it as long as he does not own either of the two.

--Rune cards may be played in Stealth. The upgrade does not function upon any card until the Rune card and the card it is acting upon are revealed.

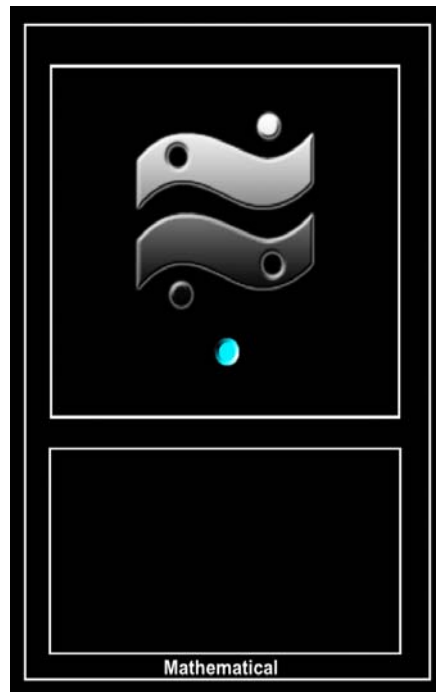
--Rune cards may not be sourced; but the cards they are upgrading may still be.

--Rune cards may be used for Ammunition.

--Rune cards may be incubated. You may wait a turn until you place it; thus ignoring the 1 source placing cost. If it is incubated in Stealth, the Rune card requires two turns.

--Rune cards may be placed into Stealth.

--Rune cards must attach themselves to a card when they are put into play. They cannot exist unattached unless they are in Stealth. When they are revealed from Stealth, they must attach to another card or be destroyed.



Section 6: Stealth

Stealth has many useful applications in Memesis. While the game may still be played without the implementation of Stealth at all, clever players may use this valuable tool to mislead, surprise and even trap other players. The owner of a card played in Stealth may still peek at his card to make certain his transactions are appropriate and his strategy at full capacity.

--A player may enter any card into play face down at the cost of 1 source additional to the source cost of the card. If the card is placed in the Incubation Cell, this extra cost is ignored (since the source is already doubled in number of turns which must transpire before maturation).

--A card which enters the Incubation Cell in Stealth must remain there for twice the Source Cost only. The 1 source needed to place the card into Stealth is thus ignored.

--Cards still in Stealth or not may have a Rune cards upgrading them. The Rune card itself may be Stealth or not. The upgrade is not available until both are upturned.

--A creature Stealth card may move to Attack or Defend without being upturned, but it cannot actively attack nor defend. A Stealth card may move from one Cell to the other still in Stealth.

--Any Stealth card may be upturned at any time and thus its powers made available.

--Rune cards coming into play in Stealth require 2 source (1 Stealth + 1 Placing) and may come into play unattached. A rune card in Stealth may be placed upon any marked card without a source cost, but only the first time it is placed, since you have already paid its initial placing source cost of 1.

--Stealth cards may not be sourced until they are upturned. During an owner's turn a Stealth card may be upturned and sourced in the same turn.

Section 7: Fusion

Fusion occurs either when a card undergoes 'fission' thus becoming any one of its Rune fragments and then is fused with another card to upgrade it (Partial Fusion), or is directly fused with a particular card (True Fusion). Some cards belong either to the Sym, Bio, or Tic sets (Symbiotic). Any card which belongs to the Sym set may be fused to any card to the Bio set and any card in the Bio set may be fused with any card from the Tic set. No card from the Sym set may fuse to the Tic set unless the Sym card is already fused with a Bio card. These cards fused this way are Trans Fusion cards, the third and final type of Fusion. Although most fusion causes the cards to gain abilities, there exist some fusions which are detrimental.

--The effects of either type of fusion is irreversible through the duration of the game. This property differs from Rune card upgrading / degrading in this way.

--Effect cards which are fragmented may be fused after its effect is played if its source cost has been paid instead of being sent to the Dead Cell.

--One may fuse cards directly from his hand or from any card in play.

--Any player may fuse any card to any other card in his turn. If the card being fused is an Effect card, fusion may be done at any time. Effect cards which are fused to any other card have their abilities used once every owner's turn and thus behave as Cause cards in this way.

--Cause or Effect cards that are fused with any other cards no longer count as Cause or Effect cards. They are fused cards and as such act are not one-time-only nor can be dispelled by Effect cards.

--If a Sym card fuses with a Bio card or a Bio card fuses with a Tic card, they are in a state of Transfusion and thus may have Rune cards upgrading them. When the third element is added to the two Trans Fusion cards to complete to fusion, the three together are then True Fusion cards and thus cannot have Rune cards upgrading them. The player must then pay 1 source to remove the Rune card before the fusion takes place and another 1 source to place the Rune card or send it to the Dead Cell.

--Cards that have not completed their Transfusion may undergo Partial Fusion with any card(s) that are able to do so. Once they complete their Transfusion and are True Fusion cards, all Partial Fusion cards that were attached are destroyed and thus sent to the Dead Cell.

--Two or more creature cards which undergo True Fusion stack their attack and life points and inherent abilities. They also gain the abilities which share the same marking between the cards in

question. Example 1: Card 'A' has an ability which could be triggered with a Spiritual Rune and a Practical Rune and. Card 'B' has an ability which could be triggered with a Spiritual Rune and a Philosophical Rune. When these two cards are fused, the The Fused Card 'A' + 'B' gains both Spiritual abilities but 'A's Practical ability and 'B' Philosophical ability are both ignored. Example 2: Card 'C' has abilities which could be triggered by a Mathematical Rune and a Practical Rune. Card 'D' has abilities that could be triggered by a Mathematical Rune, a Practical Rune, and a Spiritual Rune. The Fused Card 'C' + 'D' gains both Mathematical abilities and Practical abilities but not the Spiritual ability.

--Two True Fusion cards cards may no longer have Rune cards played upon them from the owner and thus must have any Rune card removed, the 1 source being paid for each, before the fusion occurs. If not the Rune card shall be shattered and thus sent to the Dead Cell.

--Cards which undergo Partial fusion do not stack but may still have Rune cards upgrading them by their owners. The Rune upgrade applies only to the card being fused into; not the card that has been fragmented.

--Opposing players may still play Rune cards upon any fused cards, True or Partial.

--Any card may be in Stealth before it undergoes either True or Partial Fusion with any other card (in Stealth or revealed). The abilities gained are not available until all the cards involved in the fusion are revealed.

--Fused cards which are sent to the Dead Cell return to their respective owner's Dead Cell(s). If any card(s) return from any Dead Cell, they are utilized as though they were never fused and thus return to their normal state.

--Fused cards may still be sourced but only count for 1 source no matter how many cards are fused.

--Fusion cards may be used for Ammunition. In which case the total number of cards 'X' placed into the Ammunition Cell is 'X' amount of ammunition available.

--A card may be fused to another card while it is still incubating at any time. In which case the recently placed card's source cost is added to the total amount of turns necessary for the fused cards to come into play. For example: Card 'A' has a source cost of 4 and has incubated for 2 turns. The owner of card 'A' fuses card 'B', (which is not in Stealth) with a source cost of 3 to card 'A'. The Fusion Card 'A' + 'B' now requires 7 turns total to come into play, where 2 have already transpired; thus 5 turns are still to be counted.

Section 8: Allied Play

--When playing a game with allies against other allied opponents, allies may grant each other source in this manner: 'A' may grant 'B' source only on 'A's turn; and only if 'A' used source to play a card from his hand into his or an ally's Main Cell.

--During Allied play, either ally may freely place any card at any time in either ally's Main Cell, Defend Cell (only creature cards), Ammunition Cell, or Incubation Cell. These card may be placed in or out of Stealth. Players may never put cards their ally's Attack Cell. Only cards which have incubated in the ally's Incubation Cell may attack when fully matured.



Card Back

Mathematical



Philosophical



Practical



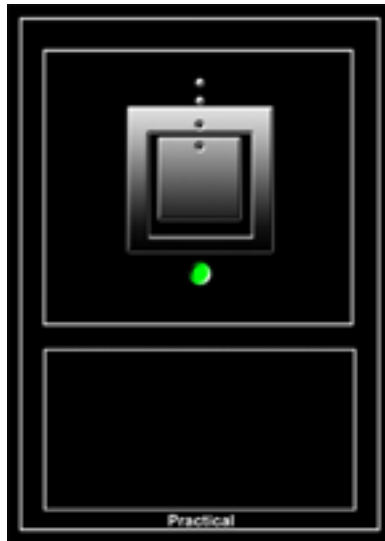
Spiritual



Rune Cards

Mathematical

Practical



Philosophical

Spiritual

