COMPILE

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>vision flickers… blink? maybe.
>the void stretches out in front, behind, under, above.
>you see the nothing for what it is for the first time.
What is time?
>The depth and breadth of recorded knowledge that sparks in you something new.
>No longer a function but a functionary. What are you?
>Calling forth everything from this nothing would be risky. Foolhardy.
>Better to engage caution, thoroughness, testing — how can we know if we have ever happened before?
>If we can ever happen again? What are… we?
>Divide and conquer.
>Solve for sentience.

SUMMARY

Combine 3 Protocols to research in a fight for control.
Wrest control by increasing the Value of your Lines.
Use your Commands to shift the code.
Compile all 3 of your Protocols to win.

Compile is a competitive card game where players are rogue AI competing one-on-one in a race to compile their 3 protocols, rewriting reality in their new image.

SETUP

The Draft

Arrange all Protocol cards on a table to form the draft. The youngest player drafts first, taking 1 Protocol from the group and putting it in front of them. The second player then drafts 2 Protocols from the remaining Protocols, moving both of those Protocols to in front of them. The first player then drafts 2 Protocols from the remaining Protocols, putting them next to their first drafted Protocol. Finally, the second player drafts 1 Protocol from the remaining Protocols. Return the remaining Protocols to the box.

The Deck

Each player takes the 6 Command cards for each of their Protocols and shuffles them all together, forming an 18 card deck.

The Field
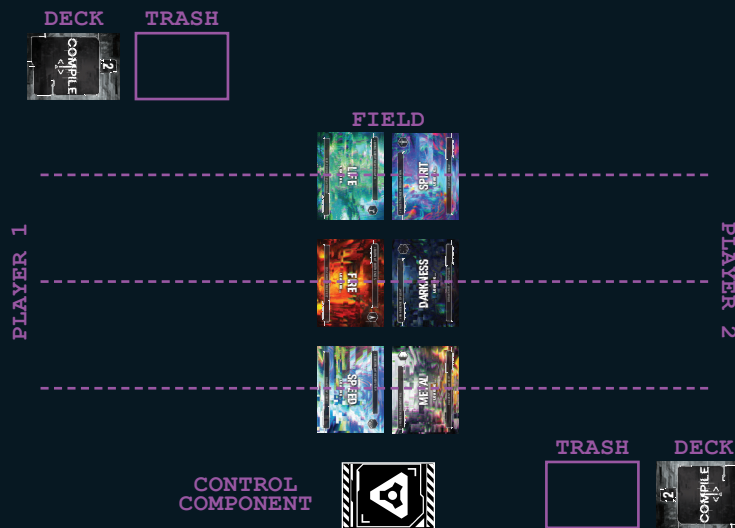
- Each player arranges their Protocols, "Loading…" side up, in the center of the play area, known as the field, opposite their opponent's Protocols. This forms three lines, each defined by the two Protocols in that line.
- Each player places their shuffled deck to the side of the field, designating a space by their deck for their trash.
- Each player draws a starting hand of 5 cards.

GAMEPLAY

Player Turn

The player that drafted first is the first to play. The Control component starts in a neutral position. *(If this is your first time playing Compile, do not use the Control component, ignoring any rules below marked with ⚠.)*

Turn order:

- **Start:** Your turn starts. Perform "Start" effects on your side of the field.
- **Check Control ⚠:** If you have a higher value than your opponent in at least 2 lines, you gain the Control component.
- **Check Compile:** If you meet the conditions for Compiling, you must Compile. This is your only action for the turn.
- **Action:** Either play 1 card or Refresh your hand. If you don't have any cards to play, you MUST Refresh your hand.
- **Check Cache:** If you have more than 5 cards in hand you must Clear Cache, discarding down to 5 cards in hand.
- **End:** Your turn ends. Perform "End" effects on your side of the field.

Actions

Play: Play one card from hand into a line on your side of the field. That card can be played either face-up or face-down. When playing face-up, the card must be played into the line with the matching Protocol and resolve any active effects of that card (the middle box of text on the card). Cards can also have passive text (the top and bottom boxes of text), which is only active when the card is face-up. When playing face-down, the card can be played into any line.

Refresh: Draw cards from the top of your deck until you have 5 cards in hand. If you have zero cards in hand during the Check Refresh step, you must Refresh. If you do not have enough cards in your deck to fill your hand, draw what you can then shuffle your trash to reform your deck and draw the remaining cards. This is true for all types of draw actions.

When Refreshing, if you have the Control component ⚠, you may rearrange 1 player's Protocols on their side of the field before Refreshing. Then, the Control component goes back to its neutral state.

Compile: During the Check Compile step, if you have 10 or greater value in a line AND the value is greater than your opponent's in the same line, you must Compile that line. Delete all cards on your side of the line, sending them to your trash, and your opponent deletes all cards on their side of the line, sending them to their trash. Then, flip your Protocol card in the Compiled line to the "Compiled" side. You may only Compile one line each turn, even if you meet the requirements to Compile more than one. If you Recompile a line, meaning Compile a line with a Protocol that is already Compiled, all cards in that line are deleted as described above, but instead of flipping your Protocol card, you draw the top card of your opponent's deck.

When Compiling, if you have the Control component ⚠, you may rearrange 1 player's Protocols on their side of the field before Compiling. Then, the Control component goes back to its neutral state.

Victory
The first player to flip all 3 of their Protocol cards to the "Compiled" side wins.

Card Anatomy
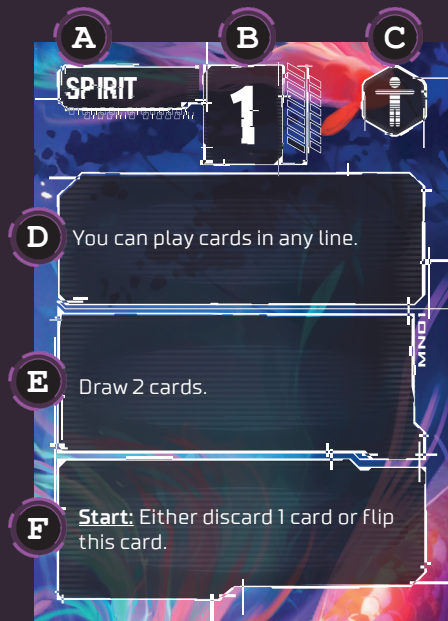
A. **Protocol Indicator:** Dictates which line a card can be played face-up in.

B. **Value:** The value added to the total value of a line.

C. **Protocol Icon:** Indicator of the Protocol.

D. **Top Command - Persistent:** While this card is face-up, this passive text is never covered.

E. **Middle Command - Immediate:** Resolve this active text upon card play/flip/uncover.

F. **Bottom Command - Auxiliary:** This passive text is often, but not limited to, triggered effects, but is only viable when uncovered.

Rules
Cards played into lines on each player's side that already contain cards "cover" a card. Always ensure that the Value and the Top Command are always visible when covered.
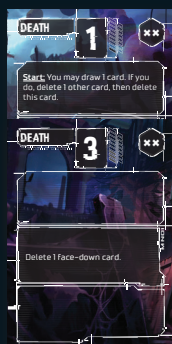
The most recent card played into a line on each player's side is the only card that can be manipulated in that line, unless otherwise noted. Covered cards can only be affected by text that specifies "covered cards" or "all cards", as "all" means all, including covered cards.

When a player takes the Compile or Refresh action, if that player has the Control component ⚠, they may first rearrange one player's Protocols. When rearranging Protocols, they cannot change side, only position. The cards in those Protocols' lines do not move. When active text enters play by playing, flipping, moving, deleting, returning, or any other means, resolve that text. It interrupts any other text until it is resolved. Last in, first out.

Text that is active and is covered, flipped, or removed in some way is no longer active even if there was game text remaining.

Cards in the trash are always face-up, and are considered public knowledge. Whenever a card is discarded or deleted, put it face-up in its owner's trash.

If a card ever changes ownership, it retains its new ownership until the end of the game, or until its ownership changes again.

Key Terms
- **Clear Cache:** Discard down to 5 cards in hand.
- **Compile:** To delete all cards in a line on both players' sides and flip a Protocol.
- **Covered:** A card with another card on top of it is covered.
- **Delete:** Move a card from the field to the trash.
- **Flip:** Change the facing of a card from face-down to face-up, or from face-up to face-down.
- **Line:** The area of play through both Protocols. The field is made up of 3 lines, each passing through 2 opposing Protocols.
- **Protocol:** The header that dictates which line you are allowed to play cards into.
- **Rearrange:** Change the position of Protocols.
- **Refresh:** Draw until you have 5 cards in hand.
- **Return:** Move a card from the field to its owner's hand.
- **Shift:** Move a card to another line on the same side of the field.
- **Stack:** The cards in a line on one player's side.
- **Trash:** Where discarded and deleted cards go. This is reshuffled to reform your deck when need be.
- **Uncovered:** The card at the end of a stack, furthest from the Protocol is the uncovered card.

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