



SYS42.

# Windows 93

Card Game



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# Sys42 Windows93: Card Game™

# Rulebook

## Credits

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## Introduction

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*Windows93: Card Game™* is teh first in teh *windows93.net™* series of collectible card games from Sys42™. Featuring 73 different cards, this computer card game of epic proportions comes with ultra super complex rulez for you Nerds. Some cards are fairly common, some uncommon, and some very rare\*. Custom your pwn PC computer, install malware, DDOS social networks, troll your «friends», repost stolen memes, build a Boss reputation, or participate in tournament play in order to win teh Internet. There iz always moar to discover in Windows93: Card Game™ but remember... Your opponent is never defeated until teh final public humiliation haz come.

\* *One Black Lotus™ card guaranteed in each Deck.*

# Rules

## Playing your first game

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You've just bought your first cards of *Windows93: Card Game™*, printed it, cut it, and so you're finally ready to play. You should probably read through the rules first, and then come back here. Most of the basic information you need to play the game is right here. If you know how to play Magic already, that could probably help.

## Game Start & End

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Every player plays with the same deck of cards. You begin the game by shuffling the deck. Each player then draws seven cards from the deck, and determine who goes first. Every player starts with 10 points of **street cred**. First player going to 20 **street cred** points wins the game. If a player falls to zero (or less) **street cred** points he/she loses and have to stop playing.

## Your Typical Turn

### 1. Upkeep phase

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- Untap every tapped cards you control.
- Get **3 clicks** (action points)

### 2. Click phase

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Each turn, the player have 3 clicks that he can spend to make one of these actions in whatever order:

- Draw a card
- Install a card
- Tap a host you pwn
- perform a DDOS attack

The player can keep his clicks for later if wanted.

### 3. Resolution phase

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- Check who's ded
- Put destroyed cards below the deck
- Heal hosts
- Next player

# Teh Game

## Game Description

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In Windows93: Card Game™ the cards in the deck represent computers, hardware devices, software and networks at your disposal. When you play the game, you pit your computers (hosts) against your opponent's computers in epic haxx0r duels, and the winner imposes the supremacy of his big brain over the loser. Over time, you'll find exploits and ways to cheat; you'll transform weaknesses into strengths by learning a card game can't have bugs but can develop random features. No matter who your opponent is, never forget the possibility of discovering a trick or two with the same old cards.

## Equipment

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To play, you need one deck of at least thirty cards by player. If you have a small brain you can use some counters. These counters represent SC points. They can be pennies, french fries, or whatever is convenient. You can even keep track of life points on paper if you want to. It's also comfortable to have a large, flat playing area on which to lay out the cards, but a small one can be nice too.

## Cards

There are five major types of cards: hardware, software, network, meme and Artificial Intelligence. A card is only considered active until it is successfully installed, after which it becomes host, or a children, if a card is destroyed it's put below the deck. Sometimes cards are removed from the game, in that case don't put cards back below the deck. You can install cards during your opponent's turn if you have available clicks. Cards may not be removed from play by choice, but only as a result of some card effect.

Some cards have special rules associated with them. In this case the rule takes effect when the card is face up (untapped).

Some cards have a T icon on them, it means that to use that effect you need to tap its host.

When a card is tapped you can't connect any children to it.

## Card Types

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- **Hardware:** the part of your computer that you can kick.
- **Software:** the part of your computer that you can't kick.
- **Network:** a group or system of interconnected people or things.
- **Artificial intelligence:** system able to perform tasks normally requiring human intelligence.
- **Meme:** behaviour passed from one individual to another by imitation.
- **Other:** some cards have their own unique type.

## Sub-Types

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Some cards have also a sub type:

- **™** : proprietary technology
- **🍏** : apple related cards
- **666**: if someone can spot three «6» in a card then the loominati sub-type apply to it. The apply of this rule is therefore leaved to players discretion and mutual consentment.

## The « Owner »

In card rules, the terms « you », «owner» or «pwner» on a card always means the person currently controlling the host. The controller is usually the person who installed the host, but this occasionally can change through a card effect. If a card has a cost associated with it, only the person who install the card have to pay that cost.

## Card Structure

- 1 Root value.
- 2 Card name.
- 3 Illustration.
- 4 Type of card.
- 5 Description and custom rules.
- 6 Power & toughness.
- 7 Input.
- 8 Output.



## Tree System

The tree system is actually the main difference with Magic, allowing our game to not be a total rip-off. To use it you need to read and understand **Roots** and **Arrows**.

### Root

The root value of the card is readable on the top right corner of it. This value tells how the card connects in a host tree. For example, a root value of 0 means that the card is a host machine. A root value of 5 means that the card installs on a 4 parent.

0 host machine

1 installs on 0

2 installs on 1

3 installs on 2

etc...

X is a variable, it installs on any parent value (even XI).

## Arrows

On top, left, right and bottom sides you can see arrows. These arrows symbolizes connections between cards. Top, left and right arrows indicates outputs, where you can connect children cards. The bottom side is the input and always used to connect with a parent card.



*Tree example*

## Host & children

### Host

In Windows93: Card Game™ a host represent a computer machine that you can customize using teh Tree system. The host don't have bottom arrows and can be installed directly in play without parent by spending a click. If a host is destroyed, all its children are destroyed too. A player can have as many host as he wants in play. A host can be installed anywhere on the table, you can use this feature to annoy your opponents. If you install a host, you own it until it's destroy or until someone steal it from you. After a host enters the game, you can't move this card on the table afterwards.

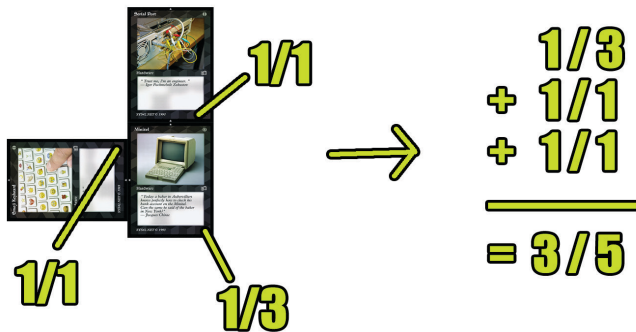
## Children

Children cards (0-7 and X) needs a parent to be installed. The installation requires you to spend a click. Children cannot overlap other card and must be placed flat. If you don't have space to install a card it means you just can't, oof. If a children is destroyed, all its own children are destroyed too. If a card falls on the ground from the table, it is destroyed. If Children is untaped, its power is associate with host's power

## Power and Toughness

Most cards have two characteristics listed in the lower right corner: first power, then toughness. A host's power rating indicates the amount of damage it does when it DDOS, while toughness indicates how much damage it takes to destroy the host. Damage done to a host accumulates throughout a turn, and is reseted at the end of the turn.

**Children bonus:** children add bonus or penalty to their host, here's how to calculate the host's



The turn a host or children comes into play on your side, it's tapped face down and doesn't count for power/toughness bonus. If it's a host (**root 0**) it can't attack or use a special ability.

## Damage

If a player suffers damage, that player loses one street cred point for each point of damage suffered. If a host is damaged, note how much damage it took, in case it suffers more damage later in the turn (you usually won't need counters for this). If the damage done to the host in one turn is equal to or greater than its toughness, the host is destroyed.

**Resolve host damages :** When a host is damaged his owner must remove as many children it takes to equal the damage total. If the host don't have enough children, it's destroyed. If a card absorb takes less damage than its toughness, it's not destroyed.

For example if a minitel 1/3 upgraded with an emoji keyboard 1/1 and a serial link 1/1 (total 3/5) took 1 damage, his owner have to sacrifice one of the minitel's children in order to keep his machine « alive ».

**Destroyed, Discarded and Removed Cards :** When a card is destroyed or discarded, it is placed back below the deck. If a card is countered as it is being installed, it, too, goes back below the deck, without ever having its effect. Occasionally, a card will be removed from the game entirely. In this case, it is set aside until the next game.



# Click Actions

Here are the detailed actions you can do by spending a **click**.

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## Draw a card

Draw a card in the deck

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## Install a Card

As mentioned earlier, you need to spend **one click** to install a card. Every card comes in play face down (tapped). If a card is tapped its power bonus and effect don't apply until the next owner upkeep phase.

**Root 0:** If the card is a host, you can install it anywhere on the table. Once a host has been installed, you can't move it afterwards. a host is always a parent.

**Root 1-7 and X:** This cards needs a parent with output arrows to be installed.

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## Tap a host you pwn

When a host or children card got a **«T» icon** in its description it means that the host can be tapped (face down) by its owner. The owner needs to spend **1 click** to activate the effect describe on the card.

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## Perform a DDOS Attack

If a player owns a host, he can perform a **DDOS attack** by spending **1 click** only during his click phase.

- 1 – Player declares a host attacker and the opponent he's gonna DDOS.
- 2 – If opponent owns a host he can choose to block that attack
- 3 – DDOS Komba! : each host deals damage at the exact same time, there's no «first strike».
- 4 – DDOS resolution (damage, etc..)

# Memes!

An effect or rule produced by a **Meme card** is only executed one time just after its installation, so ignore this effect next turns.

# Extra notes

**About the Rules:** If a card contradicts the rules, the card takes precedence.

**Tapping:** The purpose of tapping a host (face down) is to indicate that it has been used to DDOS or generate an effect. A tapped host may not be used again until it is untapped. Tapping a host to use a special ability is an instant; it may be done during your opponent's turn if you spend a click.

**Magic compatibility?** It seems obvious that you could use some **Windows93: Card Game™** cards in your own Magic deck, if of course your opponent is ok with that. If you try it please let us know how it worked!



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