# Compile

Note that for serious play you should probably use the official rules since exact phrasings can matter.

## Goal

Be the first player to compile three protocols

## Setup

Choose a first player.

Lay out all protocol cards. First player picks one, second player picks 2, first player picks 2, second player picks 1. Return all unused protocols to the box.

Each player forms a line of protocol cards in order of drafting, "Loading" side up. Overall this defines three *lines*, each with one of your protocols and one opponent protocol.

Place the Control component next to these lines.

Each player takes the six command cards for each of their

protocols and shuffles them all together to make an 18-card deck.

Each player draws an initial 5-card hand.

Alternate turns until victory.

## Turn

Do any Start effects.

If you have a higher value than your opponent in at least two lines, take the Control component.

If you can Compile, value 10+ in a line and more than your

opponent has in that line, you must do so. All command cards in that line on both sides are *deleted*. If the protocol card is on the "Loading" side, flip it to "Compiled" (if all three of your protocols are Compiled, you win); if it was already Compiled, draw and keep the top card of your opponent's deck. If you have the Control component, return it to the middle, and freely rearrange one player's protocols.

If you Compiled, skip Actions.

Actions: either Refresh or play one card

- Refresh: draw until you have 5 cards in hand. If you have the Control component, return it to the middle, and freely rearrange one player's protocols.

- Play a card: place a card from your hand into a stack on your side, face up or face down. If you play it face up, it must match the protocol behind which you play it. Resolve any middle box effects. Cover all but the top box of any cards already present.

Normally only the topmost card in a line can be manipulated; "covered cards" or "all cards" text supersedes this.

Finally *Clear Cache*, discard down to 5 cards.

## Glossary

**Clear Cache:** *Discard* down to 5 cards in hand.

**Compile:** *Delete* all cards in a line and flip a protocol.

**Delete:** Move a card from the field to the trash.

**Discard:** Move a card from hand to the owner's trash.

**Line:** The area of play through *both* protocols. The field is made up of 3 lines, each passing through 2 opposing protocols.

**Refresh:** Draw until you have 5 cards in hand, shuffling Trash if needed.

**Return:** Move a card from the field to its owner's hand.

**Shift:** Move a card to another *stack* on the same side of the field.

**Stack:** The cards in a *line* on one player's side.