

Perpetual Motion TCG Rules v0.1

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Introduction

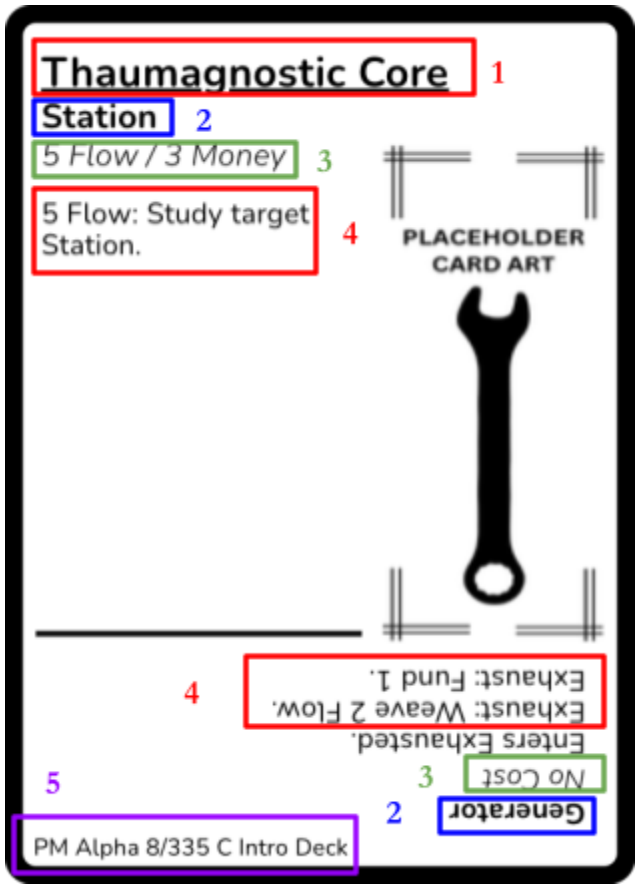
Perpetual Motion is a card game where players will compete to assemble a Perpetual Motion Machine, or an "infinite combo", to win the game.

The game takes place during a series of **days**, during which players play **Generators** to make basic resources, **Stations** to perform complex actions, and **Tricks** for one-time boosts.

You'll also have a **Leader**, which is always in play and has abilities to help your deck function even better.

At the end of each day, players will contest cards in the **Supply** to get the resources they'll need to keep going.

Layout of a Card



- 1: Card Title
- 2: Card Type
- 3: Cost
- 4: Abilities
- 5: Details Text

The first thing you'll notice about this card is that, unusually, some of the text on it is upside down. That's because in Perpetual Motion, any card can be played in one of two modes: its top side or its bottom side.

To play a card, in either mode, you have to pay its cost. On the top side as a Station, this card costs 5 **Flow** or 3 **Money**—resources you'll be working with in the game. On the bottom side as a Generator, it costs nothing.

Once a card is in play, you'll be able to use its abilities as actions to help you assemble your Perpetual Motion Machine.

Steps Of The Day

During a day of Perpetual Motion, players will alternate taking actions until neither player has anything left to do. Then, they'll gain cards through the Supply, refresh their Exhausted cards, and another day will begin. The phases, in order, are:

Morning: Remove one Exhaust counter from every card with any on it.

Daytime: Starting with the first player, players alternate turns. If one player has just passed, the other may then move to Dusk. You can only play one Generator per day.

Dusk: Starting with the player who chose to move to Dusk, each player allocates Supply counters: the first player allocates 9, the second allocates 8. (See section on The Supply).

Night: Players draw from the Supply, remove any resources that are removed at the end of a day, and a new day begins. The player who moved to Dusk will be the first player.

Your Turn

On your turn, you may take one action or pass. If your opponent just passed, you may not pass, and instead you may move to Dusk. You may pass on one turn and then choose on a later turn to act again.

Fast actions can be taken at any time, and don't take up your turn to perform (for more on this, see the section on Actions)

The Supply

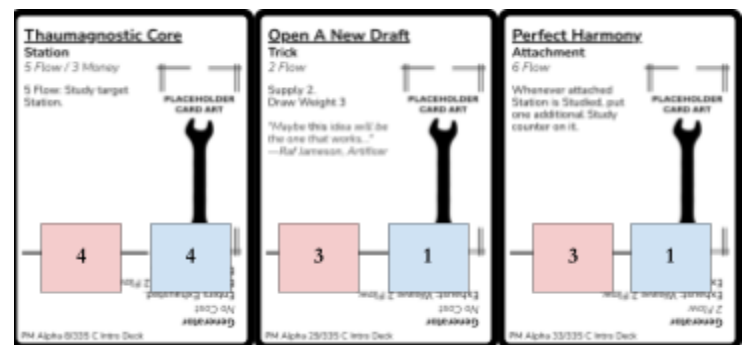
In the middle of a game of Perpetual Motion, players keep the Supply: faceup cards from each deck that players can draw. By default, each player will have two cards from their deck in the Supply, and if there aren't two (because they've been drawn) they are immediately replaced from the appropriate deck.

At the end of each day, cards will be checked for Supply counters, and if any player meets the threshold on the card, called its Draw Weight, while beating the

other players, then they get to draw that card. The default Draw Weight is 4, but some cards specify higher or lower numbers.

Players will put counters on cards in the Supply over the course of the day, mostly at Dusk (see Steps of the Day) and then cards will be drawn and replaced.

Allocation Limit: When adding Supply counters, *in any one action* you may only put up to as many Supply counters on a faceup card as its Draw Weight! For example, on a card with the default Draw Weight of 4, you may only put up to 4 Supply on that card at the Dusk allocation (since that's one action), but you could use a card to put counters on it earlier in the day and put 4 *more* on at Dusk (since those are separate actions).



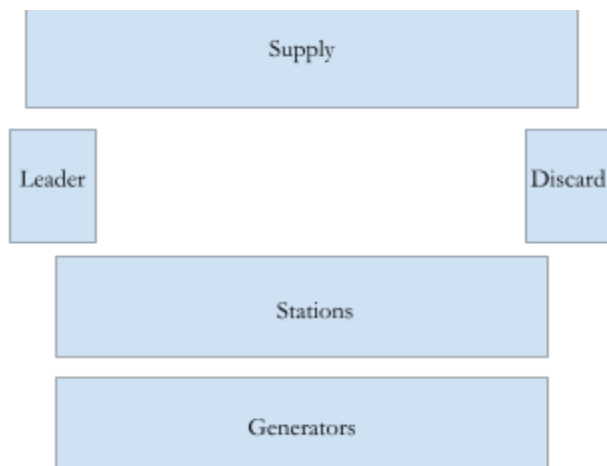
If players were drawing out of a Supply that looked like this, for example, the first card would not be drawn (because no player is ahead of all others), the second card would be drawn by the red player (because they are ahead of all others and have the Draw Weight of 3), and the third card would not be drawn (because the red player doesn't have the Draw Weight, which defaults to 4).

Furthermore, if you don't like any of the faceup cards available, you may allocate Supply counters towards **your own deck**—you draw 1 card from the top of your deck for every 5 Supply counters you put on it. This makes it less efficient than taking faceup cards in most cases, but it can be worth it! Note that this only applies for your own deck—you can't draw from other people's decks this way. Also, allocation towards the deck ignores the Allocation Limit.

Layout of the Board

The board of a game of Perpetual Motion is laid out into a few zones. Between both players is the Supply, and on each player's side of the game they keep their discard pile, Leader, Generators, and other permanents, which should all be in distinct areas so that they are clearly distinguishable.

Exactly how you do this is up to player preference, but the below diagram shows one possible way, with the player sitting at the bottom.



Starting The Game

Before the first day of a game of Perpetual Motion, some brief setup is required. Do so in this order.

- 1) Each player shuffles their deck, and allows the opponent to cut it if desired.
- 2) Each player draws 7 cards from their deck and returns 2 to the bottom of their deck, keeping an opening hand of 5 cards.
- 3) Each player places the top two cards of their deck into the Supply.
- 4) Randomly determine a player to go first.
- 5) Begin the first day.

Other Ways To Play The Game

This rulebook describes "Standard" Perpetual Motion play, with two players bringing their own 30-card, one-leader decks. It's also possible to play a few other ways.

Single-deck play: Both players can play using the same 60-card deck. This can be done either with no Leader or with both players having copies of the same Leader. The Supply should have twice as many cards all from the single deck. The single deck is treated as belonging to both players for gameplay purposes.

Multiplayer: Perpetual Motion can be played with more than two players at once. In this event, the Supply will have two cards from *each* deck, making it bigger than usual. *All* players must pass in sequence to move to Dusk, and the last player to do so allocates Supply counters first, then allocation proceeds clockwise. The first player to allocate uses 9 counters and the rest use 8.

Additionally, more than one player can win in multiplayer games: if two or more players agree to declare an infinite together, using both players' cards, abilities, and boards, they can win in the same way one player would (see Winning the Game below).

Custom Formats: If you'd like to bend some of these rules and try things out in other ways to support the kinds of play you'd like to do, feel free—just know that I'm not going to balance the cards for them, and the game may not function as intended if you do. Want to play with two Leaders? A larger Supply? A custom ban-list? Cards of your own design? Feel free (though, really, if you do custom design I'd like to know about it for inspiration purposes)

Action Vocabulary

Perpetual Motion uses a few words as shorthand in actions. They're enumerated here, with variables in brackets for the parts that change.

Weave [X] Flow: Add X Flow.

Fund [X]: Add X Money.

Study/Amp [target] [X]: Add X Study/Amp counters to designated target. X defaults to 1 if none is given.

Supply [X]: Put X Supply counters on cards in the Supply.

Exhaust [target] [X]: Add X Exhaust counters to target. Target defaults to self and X defaults to 1 if none is given.

Furthermore, you'll frequently see the symbol {E} on a card. Whenever {E} is used, it refers to the amount of Experience counters currently on that card. For example, an ability that says "Weave {E} Flow" will create an amount of Flow equal to the amount of Experience on the card activating it.

If you're looking for a term not in this list, check the extended Glossary at the end of this rulebook.

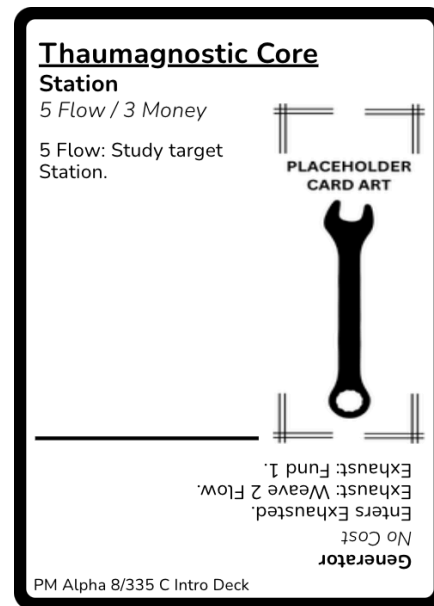
Taking an Action

There are two kinds of actions: Fast and Slow. Most actions are Slow, meaning that they take up your turn to execute, but some are Fast, meaning that you can perform them at any time.

Note to experienced TCGers: Order of Fast actions is resolved using a stack. If you play Magic: The Gathering, it works how you think it does, but it also very rarely matters. Don't worry about it.

Non-Generator Actions are Slow unless they are explicitly labeled Fast. Generator actions are Fast unless they are explicitly labeled Slow.

Actions either take the form of playing a card or using an ability. In either case, you pay a cost and then gain an effect. Returning to this example from earlier, we have a few potential actions associated with this card.



First, playing the card on either side is an action. Playing it on its top side as a Station costs either 5 Flow or 3 Money, and gets you the card in play as an effect. Playing it on the bottom side has no cost (besides taking up your one Generator play per day) and gets you the bottom side in play.

Once it's in play, the side it's not on can't be used, but on either side there are actions.

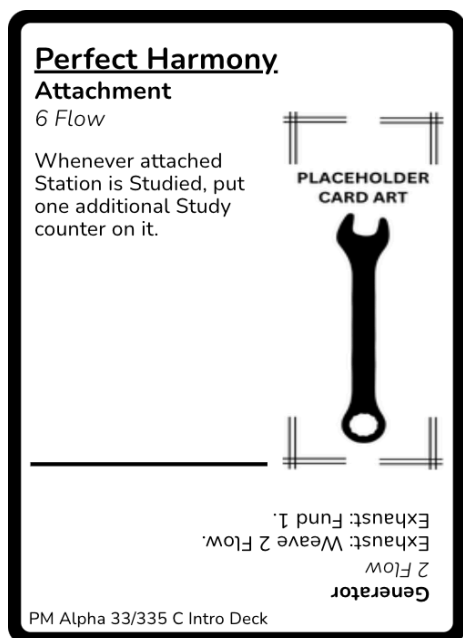
On the top side, as a Slow action you can spend 5 Flow to Study a Station, putting a Study counter on it.

On the bottom side, as a Fast action, you can use it to either Weave 2 Flow or Fund 1 — making Flow and Money, the fundamental resources of the game.

Exhaustion: When a card has Exhaust counters on it, it cannot use abilities or have abilities trigger, unless those abilities have the effect of removing Exhaust counters from it.

Triggered Abilities

Sometimes, cards will have abilities that specify that they happen "whenever" or "when" something else does. In that case, these abilities are not actions, but happen in response to those things on their own.



For example, this card says "Whenever attached Station is Studied, put one additional Study counter on it." Whenever that attached Station is Studied, then, this ability triggers and puts an additional Study counter on it. This isn't an action, it just *happens*, automatically.

If one action triggers multiple triggered abilities, then the person who took the action chooses in what order they happen, should that be relevant.

Specific Card Type Rules

In Perpetual Motion, most cards are a Trick, a Station, or a Generator. Tricks are one-time use cards: you play them, they do something, and they go to your discard pile. Stations stay in play, able to activate abilities and provide benefits. Generators do the same thing—so why are they a specific card type?

Generators

You can only play one Generator normally per day. This restriction can be circumvented by cards that put Generators into play for you, but normally you can only put one in yourself.

Attachments

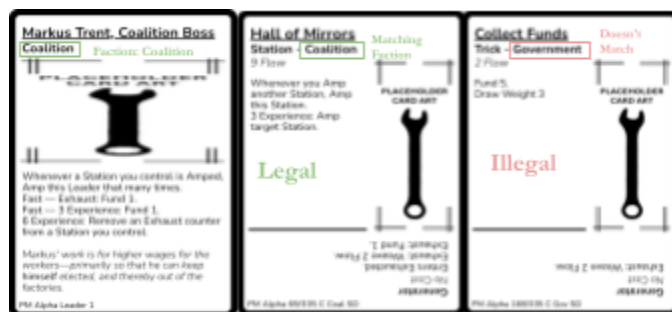
As you play an Attachment card, choose a permanent (Station, Generator, or Leader) for it to be attached to. When it enters play, it's attached to that permanent. Any Attachment can be attached to any permanent, however, in many cases they only do something when attached to a certain type of card (e.g. "Attached Station...", like on the Perfect Harmony card shown on this page), so be aware of this.

If the attached permanent leaves play, the Attachment becomes unattached, and can be reattached to anything of your choosing as a Fast Action at any time.

Leaders

As briefly mentioned earlier, each deck (save the Introductory Deck, which leaves this out for simplicity) has a Leader, which provides extra abilities and determines which faction's cards are legal in your deck.

Your deck may only play cards with no faction or cards with at least one faction matching the Leader.



Winning The Game

So, now that you understand taking actions, it's not actually that large a step from that to winning. Formally defined, winning requires:

1. Declaring an infinite at a "board state" A
2. Looping through it once to reach a board state B where B is **strictly better** than A
3. Doing so again, to reach a final state C that's strictly better than B

Essentially, you need to say you have an infinite and "loop through it" twice, and being able to complete that process successfully is sufficient to say you have won.

A board state is just "the state of everything on your part of the board"—cards out, the counters on them, the cards in your hand, et cetera.

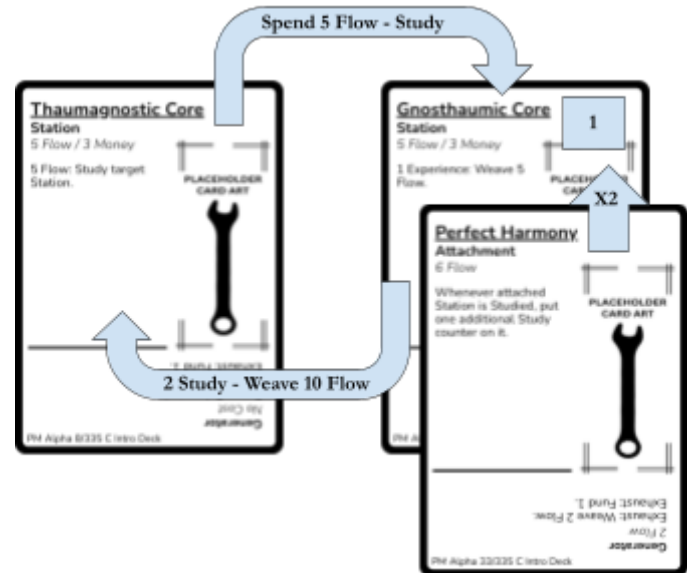
To be strictly better, a board state must have *no more of any negative trait, more of some positive trait and no less of any, and the same neutral traits*. That's a lot of words, so I'll break them down:

"no more of any negative trait" means that if a Station wasn't, for example, Exhausted at the start, then it can't be at the end.

"more of some positive trait and no less of any" means that there has to be something that improved over the loop (it can't just stay the same) and nothing can have decreased. If something has less Experience than it did when you started, you're not infinite.

"the same neutral traits" means that things like the cards in your hand can't change from start to end. Essentially, this means that if you couldn't in theory repeat these same actions any number of times with what you have, then it's not infinite.

Example



This is a small diagram of stations in a configuration that can produce an infinite loop. Starting with an Experience, the Gnosthaumic Core can Weave 5 Flow, which the Thaumagnostic Core can use to Study it, causing Perfect Harmony to put a second Study counter on it, taking it from 1 Study to 2, a strictly better board state, which can then be repeated again to get to 3 Study to demonstrate an infinite.

Non-Productive Infinites

It's possible to be able to have a series of actions that provides no more of any negative trait, no less of any positive trait, but doesn't actually *produce* anything. This is not a win, since you can't reach anything strictly better.

However, since you can in theory take these actions forever and not allow the day to end, you may choose to draw the game if you are in a position like this and your opponent can't win.

Drawing The Game

Once one player successfully demonstrates an infinite, if the other player is *also* able to do so *on the same day*, the game is a draw.

Glossary (Actions)

Amp [target] [X]: Add X Amp counters to target.

Default X is 1.

Burn [target]: Move target to its owner's Burned Cards pile.

Burst [X]: Add X Burst counters.

Destroy [target]: Move target to its owner's discard pile.

Draw a card: Draw a card from the top of your deck.

Enters Exhausted: When this card enters play, put an Exhaust counter on it.

Exhaust [target] [X]: Put X Exhaust counters on target.

Default X is 1, default target is self.

Lock [target]: Target (card) can't be drawn today.

Sacrifice [target]: Move target to its owner's discard pile (usually for cards the actor owns).

Sell [X]: You may discard a card. If you do, Fund X.

Study [target] [X]: Add X Study counters to target.

Default X is 1.

Supply [X]: Add X Supply counters to cards in the Supply, following placement restrictions (no more on any card than its Draw Weight)

Weave [X] Flow: Add X Flow.

Slow (Action): An action that takes a turn and must be performed on your turn. Most non-Generator Actions are this.

Study: Permanent Experience counters.

Supply: The Supply is the space where cards are drawn from (faceup and facedown), and Supply counters are the counters that are used to draw cards from that space.

Unexhausted: Something is Unexhausted if it has no Exhaust counters on it.

Suspend: Counters on a card that cause it to delay before being played. Used by Government cards.

Glossary (Nouns)

Amp: Temporary Experience that depletes at end of day.

Burst: A player-based resource that depletes each time you take an action. Used by Revolution cards.

Draw Weight: The amount of Supply counters required to draw a card; the limiting factor on the number of Supply counters that may be put on a card.

Exhaust: A counter that causes a Station or Generator to be mostly unable to function.

Exhausted: Something is Exhausted if it has at least one Exhaust counter on it.

Experience: Amp or Study, a station-based resource.

{E}: A placeholder number. Means "The amount of Experience currently on this card." Will have a dedicated symbol later in development.

Experience Cap: A card cannot have more Experience on it than its Experience Cap.

Fast (Action): An action that can be performed at any time. Most Generator actions are this, as well as a few others.

Flow: A player-based resource that is removed at the end of each day.

Money: A player-based resource that never naturally depletes.