

Perpetual Motion On Cockatrice - Setup

I'm going to assume you have a general familiarity with Cockatrice. If you don't, I recommend Tabletop Sim (it's easier to learn) or that you get familiar with Cockatrice using other resources.

In the same folder where you find this document, there are three other things: a folder called "images", a folder called "decks", and an XML file.

You need to do three things to get Perpetual Motion into Cockatrice:

1. Move all the contents of "images" to your Custom Image folder, accessible from a menu in Cockatrice (card database -> open custom image folder).
2. Import the XML file as a custom set (which you can do through "card database -> add custom sets/cards")
3. Move all the contents of "decks" to your deck storage, which is also in a Cockatrice folder. (Technically optional, but I'd imagine you want the starter decks, and this is how to get them)

If you do this correctly, you should see Perpetual Motion cards alongside Magic cards in your Cockatrice, and should be able to play with them. You should also see the Perpetual Motion decks as options when selecting a deck in games.

Note that both players will need to do this in order for two people to play on Cockatrice together

There are some minor known bugs with overlapping names — Perpetual Motion cards with the same names as Magic cards will cause small issues for the Magic cards. Unfortunately there's not much I can do about this besides changing their names.

Also, because Cockatrice is built for Magic, there's no place for Perpetual Motion's "Supply". I recommend using somewhere consistent on the board for both players. You'll also have to simply ignore Cockatrice's phase/turn system, as it doesn't work at all for this game's purposes. That said, I do believe that if you're familiar with it, this will probably flow better than Tabletop Simulator.