SEEKER
CHRONICLES

Rulebook

WELCOME SEEKER ...

... to Sion, City of Progress. A city unlike any you've ever seen. Unchained from the shackles of nations, Sion is the thriving epicenter of human progress, a testimony of what our world could be. In Sion, the greatest and most diverse minds come together to solve the mysteries of our universe. And now, you are part of this progress that drives humanity ever forward.

With your coming to Sion, we have already digitalized some of humanity's most precious knowledge into cards: They are your very own Modules. They may seem unfamiliar for now, but it's only a matter of time before you fully awaken their powers.

The testing grounds is where you train your mind to wield your modules and drive progress. Before you test your skills however, let us explain how progress is made in Sion.
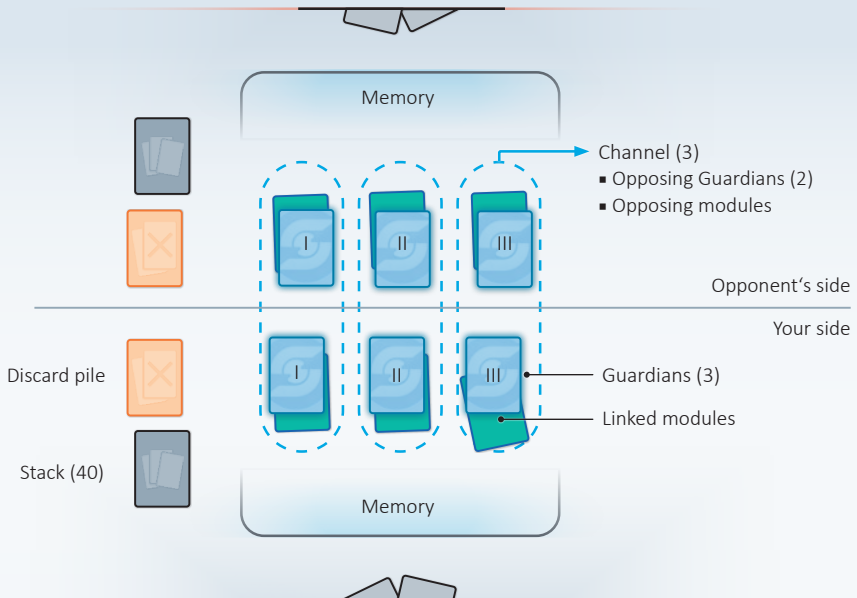
OVERVIEW

Seeker Chronicles is an epic, highly strategic duel between two Seekers. Your goal is to progress through all the cards in your stack *twice* before your opponent does.
When you make progress, you put cards from your stack into your discard pile.

Why twice you may ask? Progress is the very foundation on which Sion has been built. It requires strategy and discipline: Research your stack once to discover new pathways of progress. Then, prove your research as you go through your stack a second time. Only in this way will your progress be acknowledged in the great libraries of Sion.

Welcome to the testing grounds! This is where you challenge your opponent and train your strategic skills. Learn the rules of the game from this rulebook, or watch the video at *seeker-chronicles.com/rules*!

Memory

Channel (3)
■ Opposing Guardians (2)
■ Opposing modules

I   II   III

Opponent's side

Your side

I   II   III

Discard pile

Guardians (3)

Linked modules

Stack (40)

Memory

Use this scheme of the testing grounds to navigate the content on the following pages!

In Seeker Chronicles there are two types of cards:
Modules and the **Guardians** of knowledge.

Guardians

Guardians are the entities that guide you on your path to progress. On the testing grounds, they advance for you, while also challenging your opponent to slow their progress. Command them to awaken the powers of your modules and activate more Guardians.
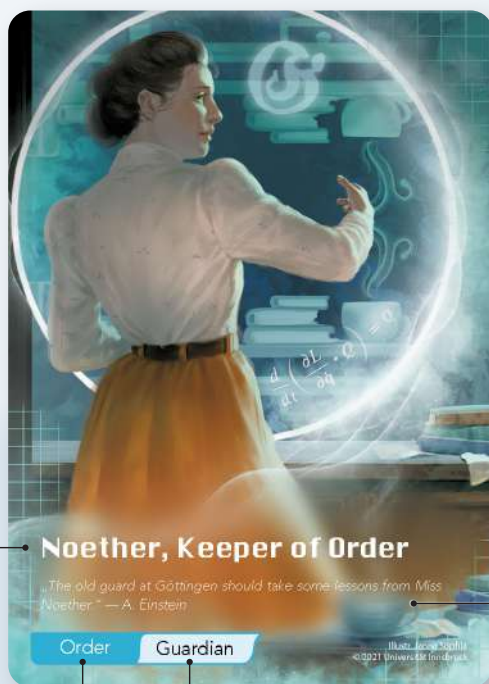
Card name

Noether, Keeper of Order

„The old guard at Göttingen should take some lessons from Miss Noether." — A. Einstein
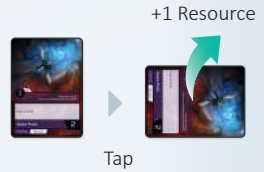
Flavor text

Order   Guardian

Illustr. Josey Sophie
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Domain   Type

Modules

Modules are the core element of the game. Each turn, you can play one module from your hand into your memory. Each module can be tapped to produce one resource, which can be used to link or hyperlink other modules to your Guardians.

+1 Resource

Tap

Hyperlink cost

Link cost

Flavor text

Seek these vestiges, which once heralded an era of exploration.

Ability

Draw 2 cards.

Card name

Space Probe

Base power

2

Cosmos   Module

Illus. Alex Rommel
© 2022 Universität Innsbruck

Domain   Type

Linking and Hyperlinking

Modules can be assigned to any of your Guardians. When you do, their power is transferred to the Guardian and their ability is resolved. To assign a module to a Guardian, you can:

- *link* it (if it is untapped in your memory)
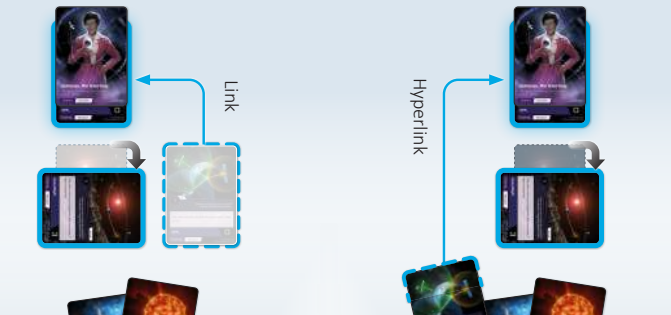- *hyperlink* it (directly from your hand)

This is how linking and hyperlinking work step by step:

1. **Pay Cost** — Linking and hyperlinking each have separate costs, which represent the number of resources you need to pay.
   *A module is hyperlinkable if it is has a hyperlink cost.*
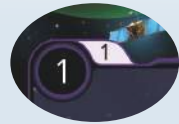
2. **Assign Module** — Move the module under the Guardian. The module is now considered *linked* no matter if it was linked or hyperlinked.

Link

Hyperlink

*GPS can be linked (left) and hyperlinked (right). **Left:** When GPS is untapped in your memory, you can link it to any of your Guardians. Spaceflight was tapped to pay the cost (1 resource). **Right:** You can also hyperlink GPS directly from your hand by paying 1 resource.*

3. **Add Power** — Add the module's power to that of the Guardian.
   Check if you can activate your next Guardian (see next page).
   If you can, activate your Guardian now!

4. **Resolve Ability** — Resolve any ability that is written on the module.

The next module you link this turn costs 3 less to link.

GPS
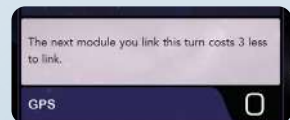
Activating Guardians and G-modules

You have three Guardians at your command. Each Guardian comes with a unique Guardian module, or "G-module", and the capacity to assimilate the power of your linked modules. The first time your first or second Guardian reaches total power 7 (ignoring modifiers), activate your next Guardian.

Guardians are activated one after the other in order of the stage number on their G-module (I, II, III). When you activate a Guardian, place them next to the last Guardian you activated and add their G-module to your hand!


Stage number

When a Guardian (here: Johnson) reaches a total power equal to 7 or more, your next set-aside Guardian (here: Newton) is immediately activated. Newton gives you access to his unique module (Optical Prism), which is then added to your hand from the set-aside cards.

Preparation

Before you start a match, prepare as follows (your opponent does the same):

1. Choose one of the **starting decks** (Cosmos, Order or Quantum).
Each deck consists of 40 modules (stack), 3 Guardians and 3 G-modules.
For more information about the decks, see pages 18 and 31.

2. Put your first **Guardian** in play, then put their stage-I **G-module** in your memory.
Set aside your two additional Guardians and G-modules face down.

3. **Shuffle** your stack and flip a coin. The winner chooses who starts.

4. **Draw** 2 cards from you stack.
Mulligan — Now you may once reshuffle your hand into your stack and draw a new opening hand.

5. If you don't start this match, draw one additional card now!

Guardian

G-module

Stack (38)

Card 1 Card 2

Card 1 Card 2
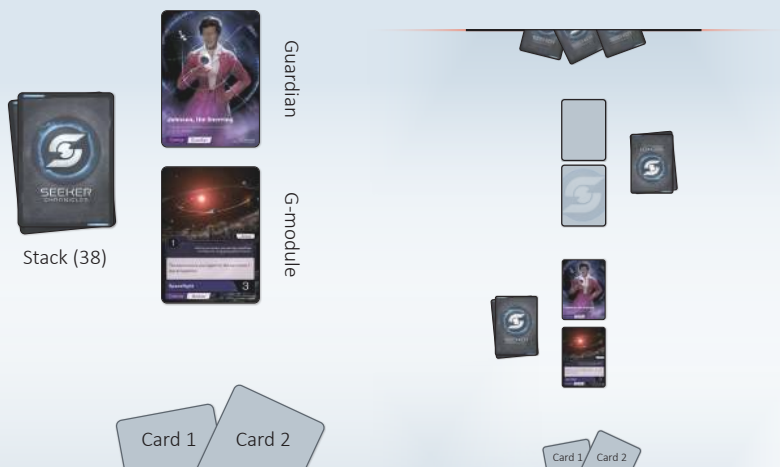
*As a Seeker channeling the power of Cosmos, this is how your area (**left**) and testing grounds (**right**) look before the match starts (when you are the starting player).*

Turn structure

Seeker Chronicles is a turn-based card game where players race to progress through their stacks twice. During your turn, you may play one module and link modules to Guardians to advance and make progress.

Each turn consists of the following 4 phases in order.

Starting phase

1. **Draw 1** card from you stack.
2. **Untap** all modules in your memory.

Before the main phase begins, all tapped modules you control are turned into the upright position (they are untapped). They can now produce new resources.
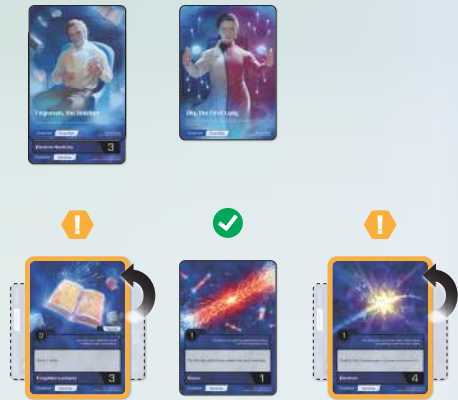
Main phase

In this phase you prepare to advance. You can:

- **Produce resources** by tapping modules in your memory.
  Turn them into a horizontal position to produce 1 resource per module.

- **Play** up to **1 module** from your hand into your **memory**.
  A module enters your memory untapped. Its ability doesn't trigger yet, but it can already produce a resource and be linked.

- **Link** or **hyperlink** any number of modules.
  This is when abilities resolve (see page 7).

Advance phase

In this phase you can advance with all your Guardians at once and make progress to win the game. You can also choose not to advance and skip this phase. If you advance, follow the steps below in order:

1. Your opponent can respond by **linking** or **hyperlinking** any number of modules. Their abilities resolve normally (see page 7).

2. Each of your advancing Guardians with power greater than their opposing Guardian makes **progress points** equal to the difference in power.
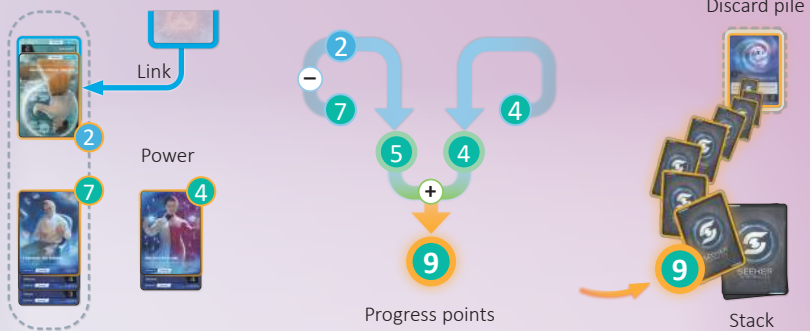
Left: When you advance, all your Guardians advance with their power for you (here: Feynman: 7; Wu: 4). Your opponent can respond by linking or hyperlinking modules. For example, here your opponent links Latent Heat, giving Noether power 2. Middle: When your opponent is done, you sum all progress points from each channel (5+4=9). Right: Put as many cards as progress points (9) from the top of your stack into your discard pile.

3. For every **progress point**, put the top card of your stack into your **discard pile**. If your stack is empty for the first time, shuffle your discard pile and place it back as your new stack. The second time your stack is empty, you win the game!

End phase

- **Deplete all resources** that were not used.
- **Terminate all effects** that last until end of turn.

SPECIAL MECHANICS

Now that you have discovered the basics, it's time to go through some special abilities!

Linking vs Hyperlinking – Hyperlinking and linking are two different ways to assign modules to Guardians. If an ability influences one of the two, the other is not influenced!

Unlink – Links between modules and Guardians can be broken. Unlinked modules return to their controller's memory *tapped*.

Cost X – X represents an undefined cost: you choose how many resources to pay! Anywhere else on the card, X becomes that number for as long as the module is linked. X as a cost is always 0 if it is not being paid.

Play vs Put – You can only *play* 1 module per turn. However, some effects let you *put* modules into your memory: this effect doesn't count towards the limit of 1 play per turn!

(Modified) power vs Base power – Only the base power of a linked module helps you reach the threshold 7 to activate a Guardian. Modifiers do not count for the activation.

Domain-specific abilities

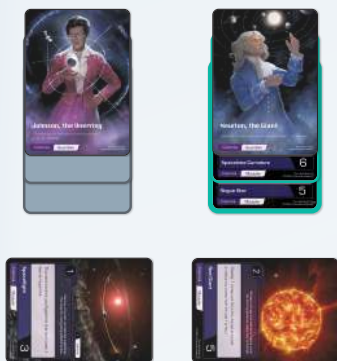Each domain has its own unique keyword ability!

Gravity X: Untap and link in this channel at no cost a module you control with link cost X or less.

Spacetime Curvature
has *Gravity 2*
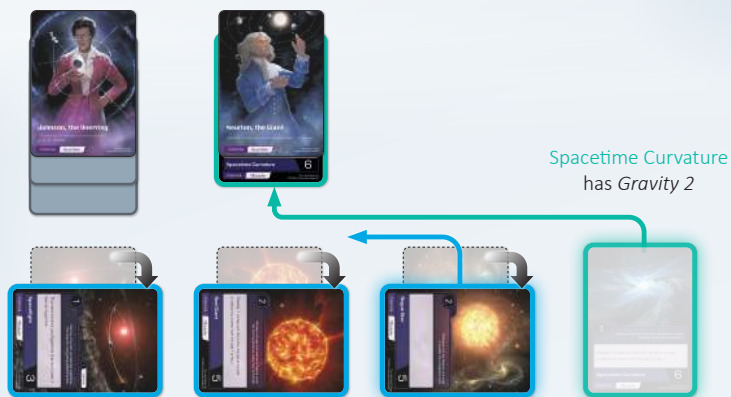
A Rogue Star is pulled by
Spacetime Curvature

Cosmos can overturn the match in a single move thanks to the power of Gravity.

The impact is even more destructive when two modules with Gravity are linked in a chain!

Entropy: Progress 1 for each linked module you control.

Progress 6

When *Entropy* resolves, you already have 6 linked modules.

Entropy always increases with time, and so does your progress in Sion.

Duality: Your Guardians gain +2 power until end of turn.

Duality also affects Guardians without linked modules.

In the Quantum domain, your modules make an impact everywhere at once.

SUMMARY

| Keyword	Page	Reminder
Tap	6, 10	Rotate a module in your memory from a vertical to a horizontal position to produce 1 resource. Tapped modules cannot be linked.
Untap	10	Rotate a module in your memory into a vertical position. Untapped modules produce resources and can be linked.
Play	6, 10	Place a card from your hand into your memory, untapped. You can play up to 1 module every turn.
Link, Hyperlink	7	Move a module from your memory/hand to a Guardian, transfer its power to that Guardian and resolve its ability. You can (hyper)link as many modules as you like, by paying their costs.
Linked	7	A module becomes linked when a player links or hyperlinks that module to a Guardian.
Unlink	12	Return a module that was linked to a Guardian to its controller's memory, already tapped.
Channel	4	Channels are the areas of the testing grounds where you advance and attempt to make progress with your Guardians. Each channel hosts up to two Guardians (one for each player) with all their linked modules.
Opposing	4	For every Guardian you control, the opponent's Guardian on the opposite side of the channel is referred to as the opposing Guardian. Your linked modules and your opponent's linked modules in the same channel are also opposing.
Discard	4	Put a card from your hand into your discard pile.
Sacrifice	4	Put a card you control into its owner's discard pile.
Memory	4, 10	This is the area of the testing grounds into which you play modules from your hand, to produce resources and to link modules.
Discard pile	4, 11	This is the area of the testing grounds where cards are placed when they are destroyed, sacrificed or discarded from hand. Also, this is where your cards are put when you progress through your stack. If a card would be put into a discard pile from anywhere, it is put into its owner's discard pile.
Activate	8	Put a set-aside Guardian into play, in a channel next to the last Guardian you activated. Make sure that they are opposing a Guardian if your opponent had more active Guardians than you.
Progress X	11, 14	For every progress point out of X, put the top card of your stack into your discard pile.
Ability	7	Abilities resolve when a module is linked. Whenever an ability refers to you, it refers to its controller (not to its owner). Effects remain active even if the module leaves the Guardian.

DECKS AND DOMAINS

If you've come this far Seeker, you are ready for the testing grounds. But be prepared, this was only a glimpse of the true depth of the challenge: a Seeker's mind knows no bounds. Train with your Guardians and fully explore the domains of Cosmos, Quantum and Order. And when you feel ready, find new ways to progress by mastering each domain and by combining their powers.

In Seeker Chronicles you can not only choose between three decks with unique strategies, but also build your own. There are virtually infinite possibilities to combine your cards and personalize your deck, giving rise to a wealth of strategies and flavors. Can Gravity pull a Quantum card? Sure! Can you control your opponent with Quantum while making progress through Entropy? Of course! The universe is the limit, Seeker.
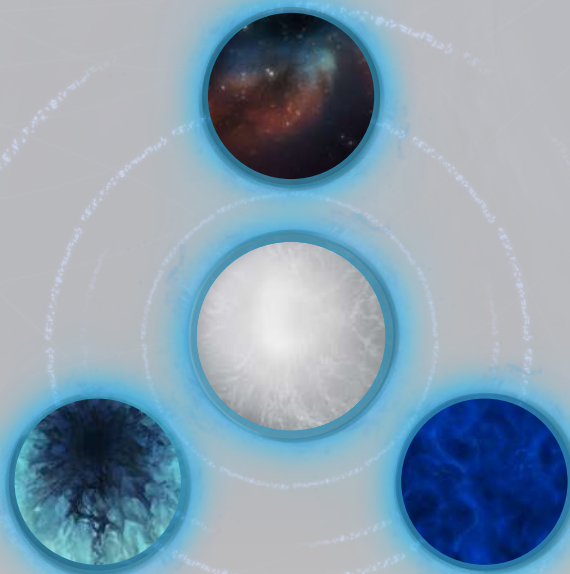
Cosmos Domain

*Unleash the raw power of the universe. Master Gravity
and overpower your opponents with the sheer mass
of your cosmic objects.*

The Cosmos domain is known for its costly but powerful
cards. The Cosmos deck has plenty of ways to accelerate
progress and can quickly become a force to reckon with.

Order Domain

*Bring order into chaos and redefine the laws
of the game. Wield the power of Entropy and
watch your progress grow relentlessly.*

The Order domain is known for its absolute control.
The Order deck builds on a strong defense in combination with
ingenious ways to make progress.

Quantum Domain

*Break the logic of reality and bend it to your own will.
Manifest Duality to outmatch your opponent with
cunning and speed.*

The Quantum domain is known for its illusive and unpre-
dictable behavior. The Quantum deck lets you manipulate your
opponent while you advance across all channels.

BUILD YOUR OWN DECK

Cosmos, Order, and *Quantum* are starter decks that let you explore the universe of Seeker Chronicles. But the exploration does not end here: you can use additional cards to improve them, or even build your own deck!
To build your own deck, there are just a few rules to remember:

A. Each deck features 3 Guardians, with 1 G-module each, such that all your G-modules have different stage numbers (I, II, III).

B. All other cards make up your stack of 40 modules. You can have up to 3 copies of the same module in your stack.


Stack (40)

| I | II | III |

Mixing Domains

If your deck includes more than one domain,
there are two extra rules to keep in mind:

C. You can activate a Guardian if your last activated Guardian has power 7 or more and, at the same time, you control a module with a matching domain.
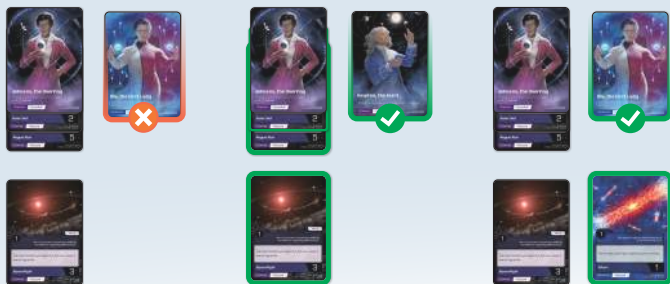
Left: *Wu* cannot be activated because you control no *Quantum* module.
Middle and **right**: *Newton* and *Wu* can be activated because you control one module with the same domain.

D. You can only link and hyperlink modules of a domain that matches one of your active Guardians.
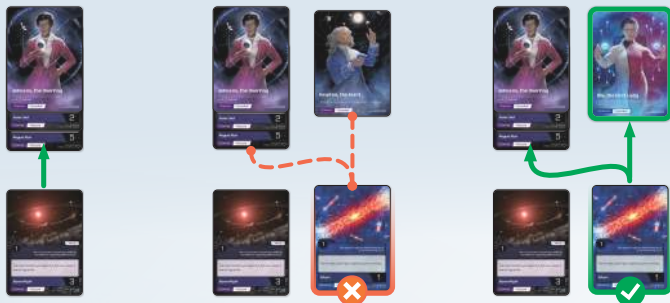

Left: *Spaceflight* can be linked because you have a *Cosmos* Guardian. **Middle:** *Gluon* is a *Quantum* module, so you need a *Quantum* Guardian to link it. **Right:** Guardian *Wu* allows you to link *Gluon* to any of your Guardians. That means, you can link modules to Guardians of a different domain!

Logic Domain

The most elemental tools of progress in Sion are born from the mind. And the mind knows no bounds. Thus, neither does the Logic domain; it is a natural element of every endeavor in Sion.

The Logic domain is special because it subsumes all other domains, and even hosts abilities characteristic of them. Logic modules can be part of any deck, as they overcome some of the restrictions imposed on specific domains: you can always link them and they let you activate any Guardian.
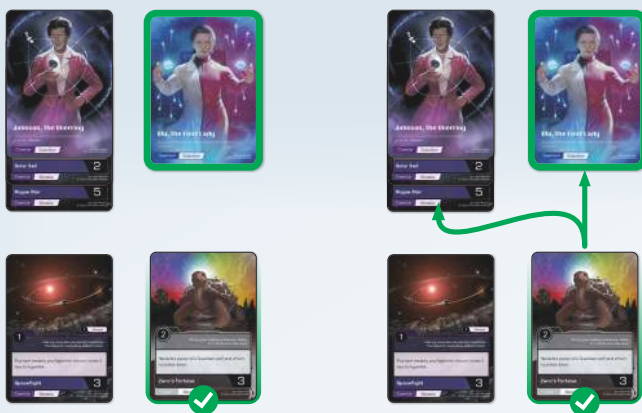
Left: *Logic modules match the domain of all Guardians, and can therefore be used to activate any Guardian.*
Right: *They can be linked or hyperlinked to any of your Guardians.*

Nature is beautiful …

… but indifferent to our attempts at making progress. When one dares to venture too far into the unknown, Nature rises up and defends its deepest secrets. And so it is Nature that breeds the Banes of Progress:

*When the vastness of Cosmos appeared boundless, **Time** imposed its limits.*
*When Order felt inevitable, **Noise** arose to bring chaos.*
*When our mastery of Quantum seemed limitless, **Decoherence** taught us otherwise.*
*And when we thought that progress was endless, **Incompleteness** shattered our dream of perfection.*

They are the Banes, the limits Nature imposed upon us. When you face them, this is no ordinary match between Seekers. Instead, they will use your own knowledge against you. They appear when you least expect it, and their threat will grow with every second.

Beware their trickery and seek progress in this match against Nature.

OVERVIEW

In this single-player there is only one deck: yours. Your opponent, Nature, plays with your cards against you and summons Banes concealed in your own stack.
When the stack is empty, and if you have more cards in your progress pile than Nature does, you win. Otherwise, Nature does not reveal its secrets and you lose.

This is how the testing grounds are arranged in your match against Nature:

- The stack is shared between Nature and you.
- You and Nature have a shared discard pile.
- Nature and you have a progress pile each to track your respective progress.
- Cards in Nature's hand are organized in two face-up piles, one for linkable modules (link pile) and one for hyperlinkable modules (hyperlink pile). When a card would be put into Nature's hand, it is put on the top of the appropriate pile.
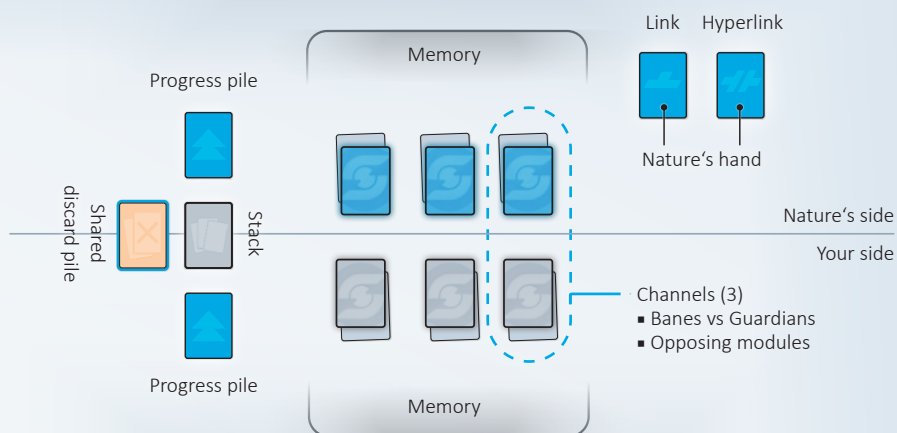
Testing grounds in the single-player adventure. New elements are in blue.

Banes

*It is time to meet your opponent: Raw and
uncaring, Nature manifests itself
in the form of powerful Banes.*

Banes are mixed into your stack or emerge
right at the start of the game.

Whenever an action forces you to draw or
reveal a Bane from the stack, it is immediately
put onto the testing grounds where,
in the standard game, an opposing Guardian
would be placed. You then complete the action
as if the Bane had not been drawn or revealed.

Card Name

Flavor text

Ability

Type

Domain

> *Example: If an effect makes you draw a card and a Bane
> is drawn in this way, first put the Bane onto the testing grounds,
> then draw another card!*

Banes have permanent effects that are active as long as they are on the testing grounds.

Progress

Whenever Nature or you make progress, for every 3 progress points, put the top card of
the stack in the appropriate progress pile. (No card is put into the shared discard pile
in this way.)

> *Example: If you make 8 progress points, put 2 cards into your progress pile.
> The remaining 2 points expire.*

After progress is evaluated, unused progress points are immediately erased!

Preparation

As you prepare to make progress, the air grows thick around you and your modules flicker in response. Suddenly, a shape takes form before you...

1. Prepare as for a standard game, assuming that your opponent goes first.

2. Nature picks one Bane for each of your Guardians such that their domains match. (Logic counts for all domains.)

3. Nature summons one Bane in the first channel, matching the domain of your Guardian. Then, it shuffles the other two Banes into the stack.

4. Nature puts the top card of the stack into its memory.

5. Nature draws 2 cards and goes first.

Nature starts the match with one Bane, one module in its memory (purple) and 2 cards in hand sorted into the appropriate piles. The other two Banes (blue) are shuffled into the stack.

Nature's turn

With every turn, Nature's power grows stronger while your chances of success wither.

Nature only takes action during its main phase. All other phases work as usual.

Main phase

1. **Playing:** Nature **plays** the module on top of the *link pile* into the right side of the memory. If the *link pile* is empty, the *hyperlink pile* is used instead.

Left: The top module in the link pile is played on the right side of the memory.
Right: Since the link pile is empty, the top card of the hyperlink pile is played instead.

2. Linking/Hyperlinking: Nature performs the following two actions in a loop, until no action can be taken:

    i. **Links** the leftmost module if possible;
    ii. **Hyperlinks** the top hyperlinkable module.

Nature links or hyperlinks to any of the *least powerful* Banes.
Costs are paid by tapping modules from right to left.

Left: Nature links the first module on the left, by tapping the two modules on the right side of the memory.
Right: Nature hyperlinks by tapping the rightmost module in its memory. In both cases,
Nature (hyper)links the module to one of the Banes with the least power.

3. Advancing: If at least one Bane has power exceeding that of its opposing Guardian by 3 or more, Nature advances and you get to respond. Otherwise Nature skips the Advance phase.

Your turn

Seeking the answers to Nature's deepest secrets is no easier than querying the universe itself. And the more you advance, the more surprising and challenging your answers become.

Play your turn as with any other opponent.
But beware, when you advance Nature draws upon its true power.

Advance phase

Nature reacts to your advance as follows: If the hyperlink pile is not empty, Nature hyperlinks the top module at no cost. Otherwise, Nature puts the top card of the stack into its memory, then links it at no cost.

Left: *Nature hyperlinks the top module in its hand at no cost.*
Right: *Nature has no hyperlinkable cards in its hand. So instead, Nature puts the top card of the stack into its memory and links it at no cost. In both cases, Nature (hyper)links to the Bane that has the least power.*

Extra rules

Decisions

- If a card controlled by *Nature* refers to *you*, it refers to *Nature* instead.
- If a card refers to *Guardians*, it refers to *Guardians and Banes* instead.

> *Nature is and has always been indifferent.*
> *So it is upon you to let the events unravel.*
> *You can always choose the way that is most favorable to you,*
> *or you can confront Nature in the most unfavorable way.*
> *Are you ready, Seeker, to face the raw power of Nature?*

- Unless otherwise indicated, you take all decisions for Nature. For each decision, you can either make it in your best interest *(Apprentice mode)* or you can make it in favor of Nature *(Seeker mode)*.

Special events

- Effects that interact with **Nature's hand:** Shuffle Nature's two hand piles into a temporary pile, resolve the ability on that new pile, then redistribute all cards in the appropriate piles at random.

- Effects that interact with **your discard pile:** Shuffle the shared discard pile into your progress pile, resolve the ability on that new pile, then form a new progress pile with number of cards not greater than the original one.

Content

Cards are separated into four piles: one for each deck, plus an additional pile with the Banes and a mix of cards for deck building:

Cosmos Deck: *Johnson (1x), Spaceflight (1x), Newton (1x), Optical Prism (1x), Hawking (1x), Hawking Radiation (1x), Laika (1x), Comet (2x), Rogue Star (3x), Red Giant (2x), Nebula (2x), Cosmic Infrared Background (2x), Spacetime Curvature (3x), Supernova (2x), Mass Accretion (3x), Cosmic Jet (2x), Accelerating Expansion (2x), Black Hole (3x), Exoplanetary Drone (3x), Solar Sail (2x), Telescope Array (2x), GPS (3x), Space Probe (3x)*

Order Deck: *Noether (1x), Law of Conservation (1x), Tesla (1x), Tesla Coil (1x), Maxwell (1x), Speed of Light (1x), Butterfly Effect (1x), Sensible Heat (3x), Crystalline Structure (2x), Fluid Resistance (3x), Superfluidity (2x), Landauer's Principle (2x), 2nd Law of Thermodynamics (3x), Environmental Impact (3x), Latent Heat (2x), Dry Friction (2x), Isolated System (2x), 3rd Law of Thermodynamics (2x), Optical Tweezers (2x), Alternator (3x), Faraday Shield (2x), Polarizing Microscope (3x), Maxwell's Demon (3x)*

Quantum Deck: *Feynman (1x), Forgotten Lectures (1x), Wu (1x), Parity Violation (1x), Curie (1x), Radioactive Decay (1x), Schrödinger's Cat (1x), Electron Neutrino (3x), W Boson (2x), Photon (3x), Strong Interaction (3x), Electron (3x), Tunnel Effect (2x), Weak Interaction (2x), Muon (2x), Exchange Interaction (2x), Quantum Vortex (2x), Gluon (2x), Laser (3x), Josephson Junction (3x), Flux Pinning (1x), Particle Collider (3x), Wave Mixer (3x)*

Extra Pile: *Incompleteness (3x), Time (3x), Decoherence (3x), Noise (3x), Laplace's Demon (2x), Causality (2x), Zeno's Tortoise (1x), Parallel Optimization (2x), Ant Colony Optimization (1x), Markov Chain (2x), Raven Paradox (2x), Supervised Learning (1x), Unsupervised Learning (1x), Reinforcement Learning (1x), Oracle (2x), Agency (2x), Uplink Channel (1x), Downlink Channel (1x), Laser Guide Star (1x), Spectral Lines (1x), Planetary Climate Crisis (1x), Photonic Quantum Circuit (1x), Entanglement (1x), Ion Trap Quantum Computer (1x), Quantum Clock (1x), Wave-Particle Duality (1x), 1st Law of Thermodynamics (1x), Optical Lattice (1x), Heat Transfer (1x), Ultraviolet Filter (1x), Strange Attractor (1x)*

Credits

A game by *Fulvio Flamini, Hendrik Poulsen Nautrup & Lea M. Trenkwalder*

Illustrations: *Alex Rommel, Janna Sophia, Claudya „Alector" Schmidt, Simon Seene, Michele Esposito, Roman Kuteynikov, David Fesl*
Scientific advisor: *Andrea López Incera, Mario A. Ciampini*
Logo & Rulebook: *David Fesl*

For more information and a list of our amazing playtesters visit us at www.seeker-chronicles.com.
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