

SENTINELS OF THE MULTIVERSE GAMEOTRON

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THE SOTM GAMEOTRON IS AN ONLINE TOOL FOR TRACKING AND COMMUNICATING THE CURRENT STATE OF A GAME OF SENTINELS OF THE MULTIVERSE, DESIGNED AS AN AID TO PLAYERS WHO PLAY EACH OTHER REMOTELY.

ALL GAME INFORMATION IS STORED IN THE GAMEOTRON'S URL, WHICH MEANS THAT PLAYERS CAN USE THE GAMEOTRON TO SET THE STATE OF A GAME AFTER THEIR TURN, THEN COPY/PASTE THE SITE'S URL AND SEND IT TO OTHER PLAYERS WHO WILL THEN SEE THE SAME GAME STATE WHEN THEY VISIT THE URL, GIVING EVERYONE AN EASY WAY TO SEE WHAT'S "ON THE TABLE" IN THEIR REMOTE GAME. EACH SEQUENTIAL URL CAN ALSO BE SAVED BY PLAYERS AS A RUNNING "RECORDING" OF EACH TURN IN THE GAME.

THE GAMEOTRON WAS DESIGNED WITH AS LITTLE KNOWLEDGE OF THE RULES OF THE GAME AS POSSIBLE (TO MAKE IT AS SIMPLE AS POSSIBLE), WHICH MEANS THAT IT'S UP TO THE PLAYERS TO ENFORCE THE BOUNDARIES OF THE GAME. FOR EXAMPLE, THE GAMEOTRON KNOWS THE STARTING HIT POINT VALUE OF EACH CHARACTER, BUT IT WON'T STOP YOU IF YOU TRY TO DOUBLE THEIR HIT POINTS. LIKewise, THE GAMEOTRON KNOWS WHICH CARDS ARE IN EACH DECK, BUT IT WILL HAPPILY ALLOW YOU TO PUT TEN COPIES OF EACH ONE INTO PLAY IF YOU WANT TO. IT IS EXPECTED THAT THE PLAYERS THEMSELVES WILL BE ENFORCING THE RULES OF THE GAME.

CHOOSING YOUR DECKS

YOU MUST CHOOSE ONE VILLAIN, ONE ENVIRONMENT, AND AT LEAST ONE HERO. YOU MAY NOT CHOOSE THE SAME HERO MORE THAN ONCE IN A GAME, BUT ALTERNATE VERSIONS OF CHARACTERS ARE EACH CONSIDERED TO BE THEIR OWN HERO, SO THE GAMEOTRON WILL ALLOW YOU TO PLAY WITH LEGACY AND YOUNG LEGACY IN THE SAME GAME, FOR EXAMPLE.

DECKS ARE DISPLAYED IN THE GAMEOTRON WITH THE VILLAIN ON TOP, THEN THE HEROES IN THE ORDER YOU'VE CHOSEN THEM, THEN THE ENVIRONMENT, SO MAKE SURE YOU'VE CHOSEN THE HEROES IN THE ORDER YOU WANT THEM TO APPEAR.

STARTING CARDS IN PLAY

ONCE YOU'VE CHOSEN THE DECKS FOR THE GAME, THE GAMEOTRON WILL AUTOMATICALLY ADD THE CHARACTER CARDS FOR THE VILLAIN AND HEROES AS THE FIRST CARD IN PLAY FOR EACH DECK. THESE CARDS CAN BE MANIPULATED LIKE ANY OTHER CARD IN THE GAME (SEE "MANIPULATING CARDS" BELOW).

IF YOU'VE CHOSEN ANY CHARACTERS WHO ALWAYS BEGIN THE GAME WITH PARTICULAR CARDS IN PLAY (PLAGUE RAT'S "PLAGUE LOCUS" OR LA CAPITAN'S "LA PARADOJA MAGNIFICA", FOR EXAMPLE), THE GAMEOTRON WILL AUTOMATICALLY PLACE THOSE CARDS IN PLAY AT THE BEGINNING OF THE GAME. HOWEVER, CHARACTERS WHICH START WITH A VARIABLE AMOUNT/TYPE OF CARDS IN PLAY (CITIZEN DAWN'S CITIZENS OR THE DREAMER'S PROJECTIONS, FOR EXAMPLE), THE GAMEOTRON CAN'T KNOW WHICH CARDS TO PUT INTO PLAY AND SO WILL NOT TRY. YOU WILL BE EXPECTED TO ADD THESE KINDS OF STARTING CARDS YOURSELF WHEN THE GAME BEGINS.

SETBACK AND HIS ALT VERSIONS START WITH A CARD CALLED "UNLUCKY POOL" IN PLAY. THIS IS JUST AN EASY WAY TO TRACK HIS UNLUCKY POOL, TREATING THE CARD'S HIT POINTS AS UNLUCKY POINTS.

UPDATING THE GAME STATE

EACH OF THE FORM ELEMENTS YOU SEE IN THE GAMEOTRON ARE PART OF A SINGLE WEB FORM. THIS MEANS THAT YOU CAN MAKE MULTIPLE CHANGES AND THEN HIT THE "UPDATE" BUTTON ONCE TO SUBMIT ALL OF THE CHANGES. SO, FEEL FREE TO UPDATE A HERO'S HP, MARK A CARD AS HEADING TO THE TRASH, SHOW THAT THE VILLAIN HAS FLIPPED TO THEIR BACK SIDE, AND PUT ANOTHER ENVIRONMENT CARD INTO PLAY ALL WITH A SINGLE CLICK OF THE "UPDATE" BUTTON.

YOU MUST REMEMBER TO HIT "UPDATE" AFTER YOU'VE MADE CHANGES, BECAUSE UNLESS YOU DO, THE CHANGES WON'T BE SAVED IN THE GAMEOTRON'S URL.

HIDDEN HANDS AND TRASHES

BY DEFAULT, ALL DECK'S TRASHES AND HERO DECK'S HANDS ARE HIDDEN, WITH A COUNT SHOWING HOW MANY CARDS ARE IN EACH (NO COUNT IS SHOWN IF THERE ARE ZERO CARDS IN THE TRASH OR HAND). CLICK THE COUNT NUMBER TO DISPLAY THE CONTENTS OF THE TRASH OR HAND.

MANIPULATING CARDS

EACH DECK HAS ITS OWN "ADD CARD" SELECT LIST WHICH SHOWS ALL THE CARDS IN THAT PARTICULAR DECK. TO ADD A CARD TO THE GAME, SIMPLY SELECT THE CARD FROM THE LIST, AND WHEN YOU NEXT CLICK "UPDATE", THE CARD WILL BE ADDED TO EITHER THE "IN PLAY" SECTION FOR THAT DECK (IN THE CASE OF VILLAINS AND ENVIRONMENTS) OR "IN HAND" SECTION (IN THE CASE OF HEROES).

MOVING CARDS AROUND

CARDS CAN BE IN ONE OF THREE SECTIONS:

- IN PLAY
- IN THE TRASH
- IN HAND (HEROES ONLY)

CARDS HAVE DIFFERENT ICONS NEXT TO THEM DEPENDING ON WHERE THEY ARE. CHECKING THE BOX NEXT TO THE ICON (OR CLICKING THE ICON ITSELF WHICH WILL AUTOMATICALLY CHECK/UNCHECK THE CORRECT BOX) WILL MARK THE CARD TO BE MOVED TO A DIFFERENT SECTION UPON THE NEXT UPDATE:

-  CARDS IN PLAY OR IN HAND CAN BE MOVED TO THE TRASH.
-  CARDS IN HAND (HERO ONLY) OR IN THE TRASH CAN BE MOVED INTO PLAY.
-  HERO CARDS IN PLAY OR IN THE TRASH CAN BE MOVED INTO HAND (ONLY HEROES HAVE HANDS, SO VILLAIN AND ENVIRONMENT CARDS WILL NEVER HAVE THIS ICON).

HIT POINTS

CARDS IN PLAY HAVE HIT POINTS, DISPLAYED TO THE RIGHT IN TEXT FIELDS SURROUNDED BY UP/DOWN ARROWS. YOU CAN CHANGE THE HP VALUE BY EITHER TYPING DIRECTLY INTO THE TEXT FIELD, OR BY CLICKING THE UP/DOWN ARROWS TO

CHANGE THE VALUE BY ONE POINT PER CLICK. UPON THE NEXT UPDATE, THE CHANGE WILL BE MADE TO THE GAME STATE.

DEPENDING ON THE CARD'S CURRENT HIT POINTS, AN ICON MAY APPEAR IN PLACE OF THE USUAL TEXT FIELD/ARROWS. IN ALL CASES, YOU CAN CLICK THE ICON TO MAKE A NORMAL TEXT FIELD/ARROWS APPEAR IN ORDER TO CHANGE THE HIT POINT VALUE.

-  CARDS WHICH ARE HAVE ZERO HIT POINTS (IN THE GAMEOTRON, HAVING ZERO HIT POINTS SIGNIFIES THE CARD IS NOT A TARGET) WILL DISPLAY A TARGET ICON. YOU CAN TURN THE CARD INTO A REGULAR TARGET BY CLICKING THE ICON AND CHANGING THE HIT POINT VALUE IN THE TEXT FIELD TO A POSITIVE NUMBER. UPON THE NEXT UPDATE, THE CARD WILL DISPLAY ITS HIT POINTS LIKE ANY OTHER TARGET.
 - TO RETURN THE CARD TO NON-TARGET STATUS, SIMPLY SET ITS HIT POINTS TO ZERO AND UPDATE. (NOTE: WHEN A TARGET'S HIT POINTS ARE ACTUALLY REDUCED TO ZERO DUE TO DAMAGE OR DESTRUCTION, DON'T BOTHER SETTING ITS HIT POINTS TO ZERO IN THE TEXT FIELD -- YOU CAN JUST SEND THE CARD TO THE TRASH).
-  CARDS WHOSE HIT POINTS ARE SET TO -1 WILL DISPLAY A SKULL TO SHOW THEY ARE INCAPACITATED. TO UN-INCAPACITATE THE CARD, CLICK THE SKULL TO DISPLAY THE TEXT FIELD/ARROWS, INCREASE THE HIT POINTS TO A POSITIVE NUMBER, THEN UPDATE.
-  CARDS WHICH HAVE THEIR HIT POINT VALUE SET TO -2 ARE CONSIDERED TO BE UPSIDE DOWN. IN ADDITION TO THE QUESTION MARK ICON IN PLACE OF HIT POINTS, THE CARD'S NAME WILL BE DISPLAYED AS "[UPSIDE DOWN CARD]". TO REVEAL THE CARD, CLICK THE ICON, SET THE CARD'S HIT POINTS TO ZERO (FOR A NON-TARGET) OR HIGHER (FOR A TARGET) AND THE CARD'S NAME WILL DISPLAY NORMALLY.

PAIRING/UNPAIRING CARDS

SOME CARDS MAY BE PLAYED ALONGSIDE OTHERS (CHRONO-RANGER'S BOUNTIES, FOR EXAMPLE). OTHER CARDS MAY TAKE CARDS UNDERNEATH THEM, EFFECTIVELY REMOVING THE BOTTOM CARD FROM PLAY (HAKA'S "SAVAGE MANA", FOR EXAMPLE). TO REPRESENT THIS IN THE GAMEOTRON, YOU PAIR THE TWO CARDS IN QUESTION TOGETHER.

TO PAIR CARDS, CLICK THE "PAIR/UNPAIR CARDS" LINK AT THE TOP OF THE PAGE TO REVEAL THE PAIRING CONTROLS. IN THE FIRST DROPDOWN, SELECT WHICH CARD WILL BE PUT BENEATH THE CARD YOU SELECT IN THE SECOND DROPDOWN. FOR SIMPLICITY'S SAKE, THERE IS JUST THIS SINGLE KIND OF PAIRING -- ONE CARD GOING BENEATH ANOTHER ONE. EVEN IF WHAT YOU'RE DOING IS PUTTING A CARD ON TOP OF OR ALONGSIDE ANOTHER ONE, YOU'LL STILL INDICATE THAT BY SELECTING THE TARGET CARD TO GO BENEATH THE ONE YOU'RE LAYING ON TOP OF OR ALONGSIDE IT.

IF THE PAIRING MEANS THAT THE BOTTOM CARD IS CONSIDERED OUT OF PLAY, CHECK THE BOX INDICATING THAT.

-  CARDS WHICH HAVE OTHER CARDS BENEATH IT WILL DISPLAY THIS ICON, ALONG WITH A COUNT SHOWING HOW MANY CARDS ARE BENEATH IT. THE NAMES OF THE CARDS BENEATH THE CARD ARE NOT SHOWN (THERE COULD BE MANY WHICH WOULD TAKE QUITE A BIT OF SPACE TO DISPLAY), BUT YOU

CAN LOOK DOWN THE LIST OF CARDS ON THE SCREEN TO SEE WHICH ONES SAY THEY ARE BENEATH IT.

-  CARDS WHICH ARE BENEATH ANOTHER CARD WILL DISPLAY THIS ICON AND WILL SHOW THE NAME OF THE CARD THEY ARE BENEATH. IF THE CARD IS CONSIDERED OUT OF PLAY DUE TO THE PAIRING, ITS NAME WILL HAVE A LINE THROUGH IT.

TO UNPAIR CARDS, CHECK THE BOX NEXT TO THE PAIRING(S) YOU WANT TO REMOVE. THE UNPAIRED CARDS WILL RETURN TO THEIR NORMAL PRE-PAIRING STATE. ALSO, MOVING ONE OF THE TWO PAIRED CARDS TO A HAND OR THE TRASH WILL REMOVE THE PAIRING.

MISCELLANY

- AT ANY TIME, YOU CAN CLICK THE "START OVER" LINK AT THE TOP OF THE PAGE TO GO BACK TO THE DECK SELECTION SCREEN TO START A NEW GAME. BECAUSE THE DECK SELECTION SCREEN IS A DIFFERENT URL, THE CURRENT GAME WILL BE LOST UNLESS IT'S BEEN STORED IN YOUR BROWSER'S HISTORY.
- VILLAINS HAVE A SELECT LIST TO THE RIGHT OF THEIR NAME WHICH INDICATES IF THEY'RE ON THE FRONT OR BACK SIDE OF THEIR CHARACTER CARD. YOU CAN CHANGE THEIR CURRENT SIDE BY SELECTING THE OPPOSITE FROM THE SELECT LIST AND THEN UPDATING.
- YOU CAN DISPLAY A TEXT FIELD FOR ENTERING ANY NOTES ABOUT THE GAME YOU'D LIKE BY CLICKING THE "NOTES" LINK AT THE TOP OF THE PAGE.
- GAMEOTRON DOES NOT CURRENTLY SUPPORT MULTIPLE VEANGANCE-STYLE VILLAINS.