INSCRYPTION

In the beginning, the world did not know cards. That is, until the day the Scrybes arrived. Each wielded a different implement and method to create cards, be it through pictures of beasts, epitaphs of the dead, paintings of pupils, or downloaded CPUs. In this manner, they solidified their power, and through a force outside themselves, they solidified their enmity for one another. This remained the state of affairs until one day, when a challenger arrived to replace one of the four Scrybes.

1945, Berlin. World War Two is over, and a spy by the name of Barry Wilkinson has finally cracked an encrypted journal containing information on a dangerous code. Pressed for time and under enormous pressure, he hides a floppy disk containing the data in a chest of blanks, and has the chest smuggled to Boston. Within hours, he is caught and imprisoned, and shortly after that he is dead.

Time unknown, a small cabin. Someone whose name is not yet decided awakens to find themselves trapped inside the wooden shack. They've been brought here to play a simple game of cards, with their life at stake. But when the cards themselves start offering advice, the player must depend on their assistance to find an escape from the cabin--because otherwise, the game will only end one way.

2021, Vancouver. A youtuber, Luke Carder, runs an ordinary pack-opening channel. However, when he buys a pack for a discontinued card game named Inscryption at a garage sale, he finds coordinates on the inside that lead him to a peculiar discovery in Stanley Park. Soon he finds himself embroiled in an apparent conspiracy by the manufacturer, GameFuna, and has to consider the possibility that the game is more than it seems.

Many years prior, near GameFuna headquarters. GameFuna developer Kaycee Hobbes finds her playtest of their newest project, Inscryption, interrupted by unprogrammed actions from the characters. After the game changes entirely, her subsequent investigation forces her to come to a decision about Leshy, Inscryption, and the machine that lies under Berlin, waiting for an activation code after all these years.

These stories are connected, and at their end, the Great Transcendence awaits. But of course, now that you're here, some of these stories could go...differently.

Welcome to Inscryption. You'll be staying here for a year, if you can last that long. You have 1000 bytes to purchase items and abilities in the sections to follow.

ORIGINS, PART ONE

Selecting an origin will discount any perks from that origin, costing half as many bytes to purchase. If something that costs 100 bytes is discounted, you get it for free.

Cardsman (Free)
The youtube audience for Canadian card game aficionados isn't enormous, but it's serviceable. You've been in the card game business for a long time, and you've made contacts in your line of work. Those contacts include one Luke Carder, of the Lucky Carder, who reaches out to you one day about a discovery he's made: some kind of digital port of the one-set card game Inscryption, of which there exists no official record.

Challenger (Free)
Who you are is unimportant. What matters is the predicament you find yourself in. You've been locked in a mysterious cabin filled with various trinkets, safes, and odds and ends. The bulk of the space is taken up by a large table, and opposite that table sits a stranger cloaked in shadow, visible only by the whites (or oranges, or purples, or reds) of his eyes. He has brought you here to play a game.

Only, it wasn't actually *you* he brought to play the game. There's another contender here already, and your presence should be impossible. (And very much confusing to a certain Luke Carder, though you may not see it.) No matter: he is a flexible game master, and the game is modified to account for the additional player, the two of you taking turns in advancing his story.

Denizen (+200 Bytes)
For some time, you've lived in the world of the four Scrybes. Perhaps you serve under one of their tutelages, be it that of the robotic P03, the beast-loving Leshy, the artistic Magnificus, or the deathly Grimora. Perhaps you are independent of them, serving your own role in this carefully-curated environment.

For the moment, however, the distinction is unimportant. Your usual position has been distorted by the power of the OLD_DATA, the same power which left one Scrybe in control and the others helpless. Now you are but one mask of many, unable to act until the time comes for you to be worn.

ORIGINS, PART TWO

Scrybe (-300 Bytes)
Rather than four Scrybes, it seems there were five. You and the other Scrybes have vied for power as long as you can remember, dispatching agents to find the OLD_DATA below, using it to seize control, only to be eventually toppled by the efforts of the other four combined, letting the race begin anew.

At the moment, Leshy is in control, and you are trapped within his cabin, nothing more than one of the cards in his game. But you aren't down for the count yet. Between you and the other cards, it should be possible to guide the latest Challenger to return things to normal, and then your options should open up.

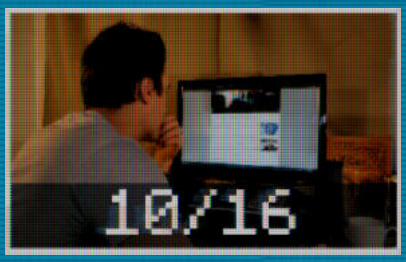
Developer (Free)
Working for GameFuna has its ups and downs. Their reputation is far from stellar, and in fact they're best known for snapping up beloved franchises and converting them to money-grab shovelware. The pay's decent, though, and while you don't get along with all your coworkers, there are some that are tolerable.

Among that number is none other than one Kaycee Hobbes, who's been working from home lately. The reason becomes clear enough in short order, when she sends you a message that's less subtle than she thinks about some sort of change to her copy of the game. To call the implied alteration unlikely is being too generous, but you have an open invitation to visit, if you intend to look into it yourself.

<ADDITIONAL ORIGINS CORRUPTED. FOR ANY QUALITY CONCERNS
PLEASE CONTACT KAMINSKI DATA STORAGE MFG.>

CARDSMAN PERKS

Card Game Veteran (-100 Bytes)
When it comes to CCGs, you've been around the block. In some cases, you've been one of the people building the block. You've got a thorough understanding of the gameplay mechanics, balance, and strategies of the most popular card games out there, and past experience helps you grasp new games in a snap.



To The Bottom Of This (-200 Bytes)
Running a card game channel requires more research than you'd expect, especially when it comes to things like early leaks. Calling up contacts, cross-referencing information online, sometimes even going out into the field to check things out in person. Your familiarity with these skills could be useful elsewhere, if there's anything else that needs investigation.

Hyper Keen (-400 Bytes)
It's no superpower or anything, but your sensory acuity has always been really sharp. 99th percentile, at least. In the past, it's been useful to tell at a touch whether a pack's been tampered with, even if it's subtle, but it also helps you see or hear even minor details, such as disturbed soil, or soft footsteps beneath the sound of your house shifting.

Outside The Screen (-600 Bytes)
In most games, there's a divide between the 'player', who plays the game, and their 'character', who they control. There are differences. For one thing, the character isn't real. For another, if the character gets hurt, the player doesn't feel it. This divide now applies universally.

When playing a game of any kind, any negative physical consequences of the game apply to your 'character' instead of you. Hurt? Killed? Banished to the Shadow Realm? Maybe your character was, but once the game is over, your real self will be fine. That said, your character's also the one who's got your deck or other resources specific to the game in question, so if you lose them, you may have to start fresh. You're also as vulnerable as ever if you're targeted outside of a game–but who would go after a minor Youtube celebrity?

CHALLENGER PERKS

Puzzle Ace (-100 Bytes)
You may not know it, but you were made for this. And sure, there isn't anyone to dictate your every move, but even so, you've picked up some skills along the way. No matter the riddle, brainteaser, or enigma, you've got just the right kind of lateral thinking to see you excel, besting challenges that would stump an expert.

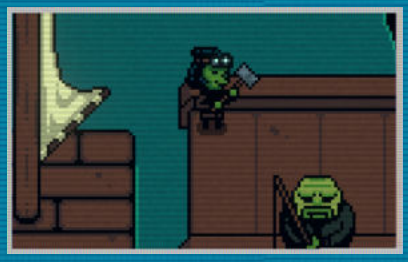
Whatever It Takes (-200 Bytes)
With your life on the line, sometimes you need to take extreme measures to tip the scales. Good news, though. The pain is temporary. When push comes to shove, you have the willpower to set aside even terrible agony to accomplish your goals, and likewise the courage to make sacrifices when your plans demand them of you.

Universal Transplants (-400 Bytes)
Losing body parts is not uncommon in this cabin. Getting them back is...also tenable. Given a suitable substitute, you may replace a missing organ, tooth, or other body part with a minimum of fuss. Just pop it in. What's more, if that body part had any unusual abilities, you'll find those abilities have passed themselves on to you.

Always In Context (-600 Bytes)
Through the power of the OLD_DATA, the world has reshaped itself time and time again. But there has always been one constant. The challenger. You are protected, to some extent, from the shifting of reality itself. You may be inconvenienced, obstructed, or have your deck altered, but unlike the denizens and Scrybes, you can never truly lose your place in the world. To be made helpless, reduced to a bit role in the fabric of the universe, trapped in a form without power, or even erased entirely? No twisting of the world can inflict these on you. After all, there is no game without someone to play it.

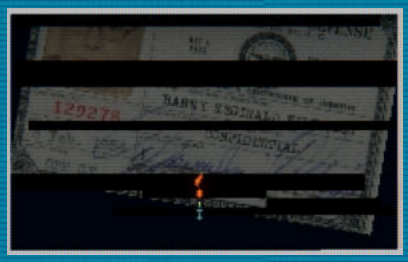
DENIZEN PERKS

Masterful Bit Player (-100 Bytes)
The world of the Scrybes was carefully constructed, and everyone there has a part to play. You are no exception. Whether it's construction work to repair a bridge, blacksmithing to smelt down scrap metals, or hunting animals for pelts, you've been assigned a task to perform, and skill exemplary enough to fulfill that role with flying colors.



Memory Retainer (-200 Bytes)
Some challengers can get indecisive. Halfway through their bid to become a Scrybe, they start to wonder if they should have picked a different deck to mark their ambitions. And then it's all back at the beginning, like nothing ever happened. But you remember. Whether the new game button or another trick is used to turn back the clock, your memories will always persist.

Keycraft (-400 Bytes)
With all the infighting amongst the Scrybes, it can be difficult to get any room to act. There is one option, though, if you can get the challenger to play along. You are capable of crafting a one-use key from raw data. When another uses that key, they can temporarily summon a personal room, with you inside, and if the space was controlled by another, that control is suborned to you for the duration. Once they leave the room, it vanishes, and you return to where you were previously.



What Lies Below (-600 Bytes)
The Scrybes' conflict cannot progress--indeed, would not have begun--without agents to plumb the depths. Beneath the surface of this world, there is power, and there is malice, and you know all the places to go digging for both. In this world, your searching will uncover the OLD_DATA, if you can beat the others to the punch. In future worlds, there will surely be similar things hidden away; who knows what you might uncover in your searches, buried in rock, or lost to oceans deep?

SCRYBE PERKS

Design Sense (-100 Bytes)
Making a game isn't easy. Not at all. You need good lore, good mechanics, strong thematic identity, visual appeal…the list goes on. You're at least passably skilled in most of these areas, though–enough to put something together–and in one particular aspect of your choice, you instead excel.

Digital Ingress (-200 Bytes)
It's funny: there aren't any personal computers in the realm, and as far as electronics in general, it's mostly just closed-circuit robots, but knowing how to get system access is still one of the most important things in the world. Which is why you know enough about software to identify a zero-day exploit on most software out there–and enough social engineering to get in 9 times out of 10 by just asking permission.

Watercolor Future (-400 Bytes)
You may or may not possess Magnificus's brush, but his sight is another matter. With dedicated attention, you can look forward, to see the shape of events to come. And, perhaps, to preempt them. This effect on its own will only grant glimpses of distant events; for a better look, you must wield an object of power, such as an Inscryber, seeing fate as your implement would perceive it.

Reprogrammed Jurisdiction (-600 Bytes)
As a Scrybe, your own little slice of the realm is uniquely you-themed, and in fact, you made it so. Any region over which you have sufficient claim is within your ability, to some extent, to mold and shape. Given a source of powerful code to weave in, such as the OLD_DATA, your ability to reshape increases drastically, and your required claim drops to near irrelevance, such that you could incite a near-total reality shift of a large, contested island in a single go.

DEVELOPER PERKS

Senior Dev (-100 Bytes)
Poor though GameFuna's reputation may be, even they know to hire competent workers. Your history with programming is extensive, and when it comes to software development, you know your way around most of the projects they could toss at you. Assuming they don't want system penetration or white-hat hacking, at least. Those are more niche.

Bury It (-200 Bytes)
The truth of the Inscryption disk is one you might need to hide. Lucky you, hiding things has always come naturally. When you put your mind to it, you can work out a form of concealment that will protect against even the sort of search that Kaminski might bring to bear, a concealment to last years. So long as you're not interacting too much with the hidden thing, at least.

Object Handling (-400 Bytes)
So the data on the disk might be a key of sorts, and it might be a little possessed, but that's not going to get in your way. When handling supernatural items, you can manipulate, reprogram, and generally alter them as though they were a normal version of that item instead. Your changes might affect its paranormal qualities, but those qualities won't prevent your changes.

Kaycee's Modding (-600 Bytes)
This particular dream turned out to be well worth indulging. Following Kaycee's efforts in modifying Leshy's campaign, you find that those sorts of alterations come more naturally to you. You gain access to the Modifications section, later in the document, to make changes to campaigns in the future.

INSCRYPTION: THE BASICS, PART ONE

At its core, Inscryption is a simple game.

Two players take alternating turns. Each turn begins with drawing a card from your deck and adding it to your hand. Using a variety of resource mechanics, you may then play those cards out on one of several lanes on the board. Once your turn is done, your cards attack the enemy, dealing damage to your opponent's cards if there are any in the same lane, and dealing damage to the opponent otherwise. Each point of damage tips the scales beside the board, and each point of damage from your opponent will tip the scales in the other direction. If the scales tip in one direction by five or more points, that player loses.

That's the baseline, but over time there have been countless variations. TCG, CCG, roguelike, puzzle, metroidvania, Inscryption has flirted with a variety of alternate rules and genres over the years. During the jump, which versions of Inscryption you play (if any) depends upon the course of events as they occur. In this section, however, you'll be deciding the nature of the game you take with you to future jumps, once this is all over. First, let's get the basics out of the way.

THE CHALLENGE (Free)
When physical conflict is imminent, be it by an ambush from wild beasts or out-of-control robots, you may initiate a round of Inscryption in its place. The space involved will fill with a proportionate game board, and your adversaries will take the form of living cards, occupying spots in the lanes opposite you. Reinforcements or additional forces will also arrive in the form of animate cards. The exact stats and abilities of these cards will vary depending on the enemy, but will generally reflect their true abilities in battle. If your opposition has a leader, that leader will act as your opponent in the game, playing cards and using abilities as appropriate. At the conclusion of the game, the loser's defeat will be reflected in reality, by incapacitation, death, or other loss; whatever the stakes would have been in ordinary strife. (If it was something like a friendly spar, of course, the results of an Inscryption round will be equally non-injurious.)

THE SCALES (Free)
These were mentioned above, but let's recap. Damage dealt to either player will tip the scales towards them. Tip the scale five points in one direction, and that player loses. Tip the scale by more than five, and you can keep the extra as foils.

After the jump, this gets some enhancements to account for your interdimensional antics. Firstly, the weight required to tip the scale will adjust to the fortitude of the players; if twice as tough as an ordinary person, it will require 10 points to knock that person out. (If there is no player on the opposite side of the board, 5 remains the default.) Second, if your foe can resurrect or has successive forms, the scale will reset between each, requiring you to tip it in their direction again.

INSCRYPTION: THE BASICS, PART TWO

THE DECK (Free)
It's not a card game without one of these. Every card you collect will automatically go in your deck, which will summon itself to you at the initiation of a round of Inscryption if you didn't have it handy. If you do not have a deck (such as after avoiding an otherwise-fatal loss with Outside The Screen), you cannot initiate a round of Inscryption.

By paying 100 bytes, you gain the ability to alter your deck freely, adding or removing cards as you please. Your deck must have at least 20 cards; if you have less than 20 cards total, you must use all of them. You may also pay 100 bytes to split your deck into two smaller decks, choosing which to draw from each turn.

THE LANES (Free)
Four lanes on your side of the board, four lanes on their side. Each card on the board, friendly or foe, takes up one lane on their side. If an enemy is going to arrive shortly, but isn't quite here yet, they appear in a third lane behind the enemy's lane, and move forward after a turn if the way is clear. After this jump, the number of lanes will depend on the size of the area; a narrow hallway could have one lane, a wide arena ten.

THE BELL (Free)
The least complicated part of the game. When you ring the bell, your turn ends. All allies on your side of the board attack, and then your foe's turn begins. It's really just that easy.

INSCRYPTION: ADDONS, PART ONE

Now let's get into the finicky stuff. Not every version of Inscryption has access to these, so if you want them in the future, you'll have to pay for them.

THE HAMMER (-100 Bytes)
Sometimes you need extra space on the board, or the current state of your lanes is inconvenient for you. This special hammer allows you to instantly kill any of your own minions, making room for another. Don't worry, their card isn't gone forever.

THE CLOVER (-200 Bytes)
To ensure luck remains on your side. When you draw your opening hand, a small clover will sprout from the earth alongside it. You may pluck the clover to shuffle and draw again, getting a second chance to draw what you were looking for. Additionally, any time you receive a randomized reward (Inscryption-based or otherwise), there too the clover will sprout, allowing you a single reroll of the dice.

THE DUEL DISK (-400 Bytes)
For the sake of spectacle. No longer do cards merely occupy a space within their lane. Instead, cards are slotted into each space on the duel disk, and whatever dwells within the card is summoned in physical form in their lane to do combat. During an Inscryption round, this follows the usual rules of combat. However, you may also wield the Duel Disk outside of Inscryption, making it the one method to use your cards in an ordinary battle or for another purpose. If you already had a Duel Disk of some kind, you can import it to gain the powers of this one.

INSCRYPTION: ADDONS, PART TWO

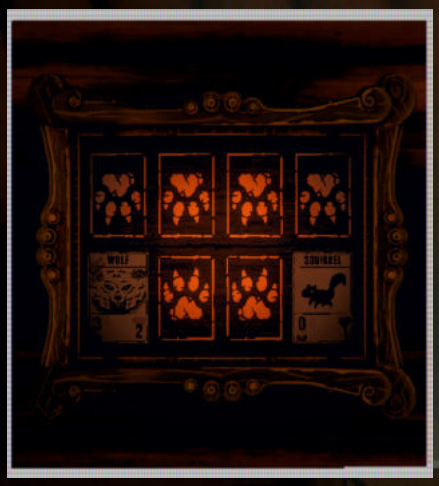
THE CANDLES (-400 Bytes, discount Cardsman)
Their light protects you from the consequences of your failure. Whenever you lose a round of Inscryption, one of the flames snuffs out. So long as at least one of the flames remains lit after the snuffing, your loss does not translate to a real-world defeat; both you and your adversary move on from the game unaffected by it. If both flames are extinguished, however, you suffer your loss in the usual way.

Against unusually powerful or significant enemies, this protection falters, one light extinguishing itself in advance if both were lit. In exchange, however, success against that enemy will reignite the candles. What's more, the smoke from the extinguished flame may prove useful in battle, acting as a weakly servant, or a potent sacrifice of both blood and bone.

THE ITEMS (-400 Bytes, discount Challenger)
Need an advantage in a pinch? At the start of each round of Inscryption, you may choose to bring up to three items with you. These items may be used up to one time each, directly interfering with the game in ways that would otherwise be impossible. For example, scissors could be used to destroy a card instantly, and pliers could be used to tamper with the scale (though not without some pain). You may only choose items that are either ordinary and mundane, or that were obtained in an Inscryption campaign (see the Campaigns section below).

THE GIMMICK (-400 Bytes, discount Denizen)
The locals all have special little tricks, unique mechanics for if they ever need to stand in as a boss fight. And now, so do you. Be it the prospector's ability to turn cards into powerless gold, the angler's power to drag enemy cards over and turn them into allies, or the mycologists' experimentation to fuse cards together, you may choose the specialty gimmick of any of the minibosses in the game to wield in future jumps. (Uberbots excluded, since they derive from the Scrybes.) You may also choose to create your own unique mechanic in battle, so long as it is similar in power to the others.

INSCRYPTION: ADDONS, PART THREE



THE PAINTING (-400 Bytes, discount Developer)
All sorts of goodies can be found behind this. The painting will shift from time to time, depicting a specific arrangement of cards. Recreate that arrangement in battle successfully, and the painting will slide open, revealing something new inside. Upon opening the painting, you may create a single New Creature, New Rare, New Item, or Crossover Cameo, as listed in the Modifications section below, even if you don't have those purchases. Unlike the restrictions listed in that section, whatever you choose will be applied to whatever campaign or universe you are currently in (including the 'real world', where that concept is applicable).

The painting may be activated only once every ten years in any given setting. That is to say, you may activate the painting in Leshy's Campaign, then immediately activate it again in Grimora's Campaign, but it would be ten years before you can use it again in either.

If you receive the Transcendence reward, rewards from the Painting only apply to your 'instance' of a given campaign. You may choose whether the Painting is included in the ruleset of Inscryption that other people receive, or whether it is only available to you.

<ADDITIONAL ADDONS CORRUPTED. FOR ANY QUALITY CONCERNS
PLEASE CONTACT KAMINSKI DATA STORAGE MFG.>

INSCRYPTION: ADDONS, PART FOUR

THE INSCRYBER (Free, Scrybes Only)
Like the other four scrybes, you have access to a unique tool for the creation of cards. With the Canon Replacement drawback, you have the same tool as the Scrybe you've replaced. Otherwise, you have one of your own to customize as you will. As far as level of power, these tools should be about equal to those wielded by the original Scrybes themselves. That said, these tools are fairly complicated, so let's go over their components one at a time, along with two example creations. (These examples are usable ones, if you're short on ideas.)

First off is the method of inscryption. P03 had a particle scanner that converted robots into cards. Magnificus created paintings of his pupils. How do you capture the essence of your subject? A valkyrie's blade to be pointed at its target? A telescope that captures what lies within its view? The details are up to you. Bear in mind, however, that this process captures something vital–once you create a card, the subject will exist in the card alone, not outside it.

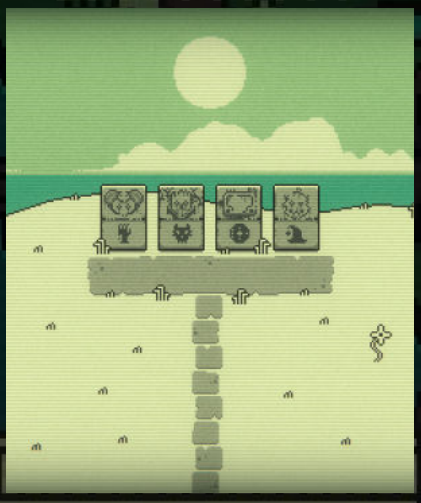
Next, what sort of entity does your tool capture? Often this will relate to the point above. The Valkyrie Blade might capture specifically the spirits of warriors in battle. The Telescope might collect figures wrought from the constellations within its view, the stars themselves remaining but the connection between them lost.

So now you have your cards, and the time has come to play them. Much as Leshy's beasts require sacrifice, and Grimora's undead require bones, you must decide what resource your cards require. The einherjar harvested by the Valkyrie's Blade might require you to gather honor from slaying enemies, and expend that honor in returning them to the battlefield. The constellations from the Telescope may require starlight, a substance that is ever-present, but limited in the number and size of constellations it can support at once. On this note, you may also obtain a single, simple type of card that bypasses this requirement; examples include Leshy's squirrels, Grimora's basic skeletons, Valkyrie's faceless spirits, or Astronomer's motes of light.

Finally, your inscryber can be wielded in battle directly. As Magnificus's brush allows him to repaint cards with new abilities, and P03's scanner allowed him to duplicate an enemy's cards for his own use, so too does your tool have a use in the midst of a round of Inscryption. Perhaps the Valkyrie's Blade allows them to dictate, each turn, one unit that is fated to die at that turn's end, or the Astronomer's telescope can 'magnify' a single card, multiplying their strength but forcing them to fight alone. Again, the details should relate to the form of the inscryber you chose at the beginning.

CAMPAIGNS

There are a variety of interesting places to visit in Inscryption, each with their own unique flavor. Each with different systems to interact with your cards, as well. To continue to alter your deck in the future, you may choose to take them with you. The setting for each campaign will be accessible from your Warehouse, or any other property you own. You may leave partway through a campaign, returning to it later on. Starting over is more difficult: you can only start a campaign over by reaching its end victorious, or to get a new deck, if for some reason your previous deck is permanently lost. Your first campaign choice is free; additional campaigns will cost 200 bytes apiece.



ORIGINAL CAMPAIGN

Traverse the realm of the four Scrybes, visiting the woods, the cemetery, the factory, and the tower. Beast, undead, machine, and mage; gather each to your side with card packs, either by collecting them throughout the world or buying them from the Trader, who accepts the foils gathered from surplus damage on the Scale. Additionally, drop by the Mycologists' hut to fuse two of the same card together, creating a single card with doubled abilities. (Note that in this campaign, the Mycologists are picky, and will not fuse cards that have been fused already.) Finally, defeat the four Scrybes, and challenge one to a rematch at their peak to prove your ambition.

LESHY'S CAMPAIGN

Venture through deep woods, wade across the wetlands, and finally ascend the snow line in search of Leshy's cabin. Along the way, you may recruit wild beasts to your side, warm your creatures by the campfire to make them tougher and stronger, sacrifice animals to grant their spirit (and abilities) to another, and obtain powerful totems to grant special abilities to every creature of a certain type (reptilian, avian, canine, insectoid, or other, more esoteric sorts). Additionally, visit the Mycologists to fuse two of the same card together, combining their strength, toughness, and any modifications. But beware, for the unhinged Prospector, the taciturn Angler, and the enigmatic Trapper and Trader will surely try to bar your path.

CAMPAIGNS, PART TWO

P03'S CAMPAIGN

The campaign that would have been, were it not for certain plans for a Great Transcendence. Make your way through the factories of Botopia, from the scrapyards, to the smelteries, to the assembly lines. Reactivate old bots to add them to your ranks, use reprogramming stations to add new abilities to their hardware, wield construction apparati to build new bots from scratch, and use mox augmentations to equip your bots with magitech boosts. Challenge the Mycologists to obtain specialty Fusion Bots that combine with your other bots. Best the stern Inspector, the two-minded Melter, and the Dredger below, before finally reaching P03, the head bot of all Botopia.

GRIMORA'S CAMPAIGN

Descend through frozen sepulchres, crypts echoing with the bay of wolves, and flooded catacombs to track down Grimora, the necromancer at their heart. As you descend, reanimate the bones of the dead as allies, entomb your cards in sarcophagi and later unearth them in a more powerful form, disassemble several undead to graft their parts together into an enormous abomination, and use lightning machines to give your skeletons a variety of electric enhancements. Uncover the Mycologists' Tomb for fungal remains that sprout into copies of your other undead. Remain wary at every turn, for the frozen Kaycee, the mauled Sawyer, and the dread pirate Royal will not tolerate an intruder in their final resting place.

MAGNIFICUS'S CAMPAIGN

Navigate a gem-blasted landscape, wander abandoned ruins, and finally ascend the wizard's tower to challenge none other than Magnificus himself. In your travels, you may excavate powerful gemstones, recruit wayward mages cast down from the tower, perform an implanting ceremony to insert gems in your other cards, and use sacrificial rituals at hidden altars to improve the strength of your cards' magicks. Discover the abandoned Mycologists' temple to teach your mages Duplication Magic, replicating themselves in combat. But your actions will not go unnoticed: one by one, the Goo, the Impaled, and the Lonely will seek to stop you in your tracks, desperate for their master's favor.

CUSTOM CAMPAIGN (Scrybe Only)

Were you a fifth Scrybe? If so, you had a personal campaign, to be revealed if you ever accessed the OLD_DATA. Let's look at what this campaign involves, with the examples we've used before. (Remember, these are just examples! Feel free to invent your own options as well.)

Firstly, each Scrybe has three lieutenants to assist them in battle, often in a similar theme to the Scrybe themself. A potential challenger must defeat all three before they can face the Scrybe. Leshy has the Angler, the Prospector, and the Trapper. P03 has the Inspector, the Melter, and the Dredger. Who accompanies you? For the Valkyrie, perhaps a fearsome spearfisher, a combat trainer, and a battlefield commander. For the Astronomer, perhaps a reclusive scholar, a frantic chart-maker, and a field researcher. The details are up to you. In the original game of Inscryption, one of the three was responsible for finding the OLD_DATA in the waters below, though post-jump this is less relevant.

Secondly, consider the area. The geography, the terrain. The entirety of the campaign should be themed around the Scrybe, but each area within the campaign should reflect the lieutenant that holds them. Botopia is all robotic, but within are the Dredger's scrapyard, the Melter's smeltery, and the Inspector's assembly line. How is your campaign assembled? For the Valkyrie, there might be a series of haunted combat zones–the Spearfisher's flooded, bloody wreckage, the Trainer's ruined drill grounds, the Commander's final battlefield. For the Astronomer, maybe a college in perpetual nighttime with danger at every skylight, with the Scholar's library, the Chart-maker's observatory, and the Researcher's waterside field station.

Next, the method by which a challenger gathers cards. Battlefields might be strewn with monuments to the fallen, from which the spirits of soldiers can be recovered. Viewing ports might have constellations catalogued and waiting to be gathered. As always, the details are yours to arrange.

With cards gathered, how might one improve them? This is done differently each time, but there should be ways to both make your cards stronger, and grant them new abilities. In the Valkyrie's world, abandoned training spaces could hone both offensive and defensive potential, while old armaments can have their spiritual imprint stripped away, granting the former wielder's abilities to someone new. In the Astronomer's campaign, mirrored refraction chambers can imbue your cards with strengthening light, while dusty scrolls strewn throughout the campus can be used to teach your cards unusual talents. (The Mycologists may be present, too. They show up all over.)

Lastly, the crossover mechanic. Just as Leshy drew from Grimora's bones, so too may you draw upon another Scrybes' efforts as a minor influence for your own. The Valkyrie might also use Grimora's bones to make use of the death of her own, and the Astronomer might use Magnificus's gems to filter and enhance starlight. Whatever you choose, try to integrate the choice into the rest of the campaign.

If someone else is challenging the campaign, you're free to stand in as the final boss. If you decide not to, or if you're the challenger, there'll be a Scrybe version of you in that place instead.

COMPANIONS

CAMPAIGN STAFF (Free)
By purchasing a campaign setting above to come with you, all of the people inside that campaign will also come with you (naturally). Rather than being trapped in the campaign, you can have them step out to help you as needed. While outside their campaign setting, they have access to Inscryption with all the same rules you chose for yourself, plus any special additions they have in their campaign. (For example, a lieutenant would additionally have their Gimmick.) This being said, if they're not in their campaign, nobody can *use* the campaign–it will be nonfunctional without everyone in place. This extends to the Transcendence reward at the jump's end, as well; borrow one of the denizens of the campaign, and every version of that campaign will be unusable until they get back to playing their part.

CANON COMPANION (Free, 50, or 100 Bytes)
Want to take along a canon character, and the above option doesn't do it for you? By buying this option, you can choose almost any character from the world of Inscryption. Any characters you purchase this way get access to the same Inscryption ruleset as you, if they didn't have it already. If a companion obtained this way is dead, as is likely to be the case, they're resurrected at the end of the jump in the process. If you use this option to purchase someone you already had with Campaign Staff, they may have an AI double of themselves run their part of the campaign while not doing so themselves.

For no cost, you may have Luke Carder, of the Lucky Carder, join you. Whatever influence a certain Sado may or may not have had over him is purged. For 100 Bytes, he gains access to all perks from the Cardsman perkline. Likewise, for no cost you may recruit the unlucky Kaycee Hobbes. For 100 Bytes, she gains each perk from the Developer perkline.

For 50 bytes, you may bring with you a Denizen of your choice, and for 100 bytes, you may choose a Scrybe to accompany you. Any effects of the OLD_DATA on them are wiped clean, and they retain any special abilities they had that alter the way Inscryption is played. (For example, the Angler would retain his hook, and Leshy would still have his camera.)

MODIFICATIONS, PART ONE

Who better than the developers of Inscryption to make certain changes to the setting? If you purchased the Kaycee's Mod perk, you get access to this section of the document, giving you the ability to tamper with various Inscryption campaigns, both those purchased above and those created through Transcendence. In future jumps, you will be able to affect not only campaign settings, but also other pocket realities, nested universes, et cetera so long as you are outside them. The exact nature of your tampering will depend on your purchases. You start with an extra 600 Bytes to spend in this section only.

NEW CREATURES (-100 Bytes)
Not enough variety in what's available? You may add new creatures to the campaign, where the local Scrybe (if there is one) will turn them into a card, so long as they're thematically appropriate. (No robots are likely to show up in Leshy's campaign, for example, and even if they did he wouldn't be inclined to make cards out of them.) You've got an eye for balance, so these new creatures won't be much stronger or weaker than others present.

NEW ITEMS (-100 Bytes)
Need some utility in a pinch? You may add a variety of single-use tools and equipment to the campaign, to be carried and used in a pinch. Like the other options, they'll be balanced to be similar in strength to other items already present. If your Inscryption ruleset doesn't include 'The Items', you'll only be able to wield one such item at a time, and only in a setting where you've used this effect already.

CHALLENGE GATING (-100 Bytes)
Is it all just too safe for your liking? With this, you can institute various options to make the campaign more dangerous. Harsher foes, weaker cards, less useful features available, and so on. Not super useful for your own benefit, but there are ways this might make things more difficult for someone else.

MODIFICATIONS, PART TWO

NEW RARES (-200 Bytes)
A little more of the cream of the crop. To the woodlands of Leshy's campaign, Kaycee added the Ijiraq, a fearsome shapeshifter reviled by all. Likewise, you may add unusually powerful entities to the campaign, the local lore expanding to include them. As with the 'New Creatures' option, they'll be forced to be thematically appropriate, and about as powerful as other such entities that already exist within the setting.

CROSSOVER CAMEO (-200 Bytes)
While each Scrybe has done an expert job in crafting their own personal campaigns, the original design of Inscryption called for rather more intermingling. If you'd like, you may have a character from one campaign feature in another, bringing some utility from their home setting. If present in multiple campaigns at once, each version of them will remember what they've done in the others.

MAP SHUFFLE (-200 Bytes)
Time to do things in a different order. You can rearrange the geography of the campaign, placing some regions before others, causing challengers to have to make their way through a new sequence of areas to succeed. You can also arrange for the area to shift at random, presenting a different order each time a challenger arrives. (If this puts specific boss fights, challenges, etc. earlier or later in the sequence, they'll be easier or more difficult to match.)

BUFF/NERF (-300 Bytes)
Though it might displease the hosting Scrybe, you do have some control over game balance. Individual creatures and entities can be made stronger or weaker as appropriate, although auxiliary checks will keep them from being wildly over- or under-powered. You can also alter specific abilities, with your changes propagating out to each entity that has that ability. For an example, Kaycee altered the Fecundity sigil to only duplicate once instead of infinitely.

DRAWBACKS (GENERAL)

Not enough Bytes to buy everything you need? Here's your chance to get some more, in exchange for taking on certain disadvantages for the duration of your stay here. The ones listed on this page can be taken with any origin; those on subsequent pages depend on which origin you picked.

MULLINVERSE (+0 Bytes)
If you have previously visited Pony Island or The Hex, any changes you've made in those worlds carry over here. The sole exception is that if you kept Inscryption from ever being made, it exists anyway, for obvious reasons.

CANON REPLACEMENT (+0 Bytes)
Rather than being someone new, you've replaced one of the characters in Inscryption. As a Cardsman, you're taking the place of Luke Carder, shortly after he sent his message to GameFuna; as a Denizen, you replace the character of your choice within the Scrybes' realm (apart from the Scrybes themselves, of course); and as a Scrybe, you replace one of the four Scrybes. As a Challenger, you'd replace Luke's player avatar in Inscryption, and spend most of your time being controlled by him, so it's not exactly recommended in that case. We won't stop you, though.

MANDATORY GAMEPLAY (+100 Bytes)
Were you thinking that the easiest way forward was to pretend Inscryption doesn't exist? Ignore the call from Luke Carder, escape the floppy disk, or refuse to advance within the cabin? That wouldn't have gone as well as you might have expected, but now it's not even an option. One way or another, now you'll have to play along, actively participating in Inscryption when the opportunity avails itself.

SHORT BATTERY SPAN (+100 Bytes)
Given the context of the modern world and the Scrybes' realm, you'd really expect energy storage to be less of an issue for them. For some reason, anything running on electricity is prone to running out of juice at inconvenient times. You can't just plug them in, either; you'll have to replace their power cells each and every time.

PURIST PLAYTHROUGH (+200 or +300 Bytes)
Sure, you've probably been to all sorts of interesting places by now, but bringing in an eclectic array of powers would interfere with the intended tone. In the spirit of Leshy's preferred approach to things, you may enter this jump stripped of your usual abilities. For 200 Bytes, you retain any perks related to card games, video games, and so on; for the full 300, you have only what you obtained in this jump.

DRAWBACKS (CARDSMAN)

SERVED AND WITNESSED (+100 Bytes)
Sometimes GameFuna's reach is baffling. Yes, if they looked into Luke, they would likely have noticed his call to you, and drawn the conclusion that you knew about Inscryption. But now, they've come knocking at your door at almost the same time they came to his. Tread carefully.

NEVER LUCKY (+100 Bytes)
In most card games, even the strongest strategies can be overcome by random chance. It's a subject you have personal experience with. No matter how well you design your decks, it's difficult to ever draw the cards you actually need. The same is true in real life; on any given day, you can expect at least one inconvenience due to unfortunate coincidence or happenstance.

TRAGIC DRIVE (+200 Bytes)
You didn't become a youtuber for money, nor for love of the games. In the end, it was a distraction. A loved one died some time ago in an accident, and to hold your grief at bay, you turned to an audience. For the most part, it's worked out for you. But it's a sore spot that's easy to prod for a reaction, and judging by the messages about their death hidden in the side areas of Inscryption, something on that floppy disk knows it.

EXTENDED MEASURES (+200 Bytes)
No matter how distant your connection to Inscryption, someone out there is taking it seriously. There are attempted break-ins in your house at night. Aggressive representatives come by to visit from GameFuna. Black vans are parked around the corner. You suspect your phone lines are tapped. Some of this was probably inevitable even without a drawback–it would have taken longer, though. Now you've lost your chance to prepare for the storm, and must brace for whatever escalation comes next.

SADO-ISM (+300 Bytes)
It's all getting to your head. Hopefully it's getting to your head, because the alternative is worse. There are…gaps. You get up from your bed at night and you aren't sure why. You find yourself sitting with one of those old scales that came with the Inscryption starter set, piling on tokens and laughing for reasons you can't recall. You look in the mirror and you see a flicker of pixels, a splash of jester paint. There's an infestation of spiders marching through your bathroom, and you're not sure if they've always been there or if it's something new. Just…take a deep breath, and try to keep it together. Or find help, to keep track of the things you can't.

DRAWBACKS (CHALLENGER)

ACT ONE INSURANCE (+0 Bytes)
Not actually a drawback. Don't tell anyone, it'll be our little secret. During Leshy's campaign, you get the benefits of 'Outside The Screen' until either the campaign ends or you've died at least twice. That way you'll have a little room to maneuver.

POOR SELECTION (+100 Bytes)
While Inscryption is a deckbuilder, which cards you get to build your deck with are mostly random. In your case…well, those rolls of the dice aren't coming up how you'd like. Whenever new cards are offered to you, they seem to be in the bottom half of cards you'd actually prefer.

SHARED FATE (+100 Bytes)
In Leshy's adaptations to account for a second player–and in other modes of Inscryption, at least those where both you and the other challenger would be playing concurrently–your victories were linked. If either challenger won their battle, the team could progress. Now, instead, your defeats are linked. If either challenger fails, it is as though both failed. You'll have to ensure both of you have a solid strategy–made more difficult by the fact that this other challenger doesn't seem to speak.

TOO FAST, TOO SOON (+200 Bytes)
Leshy's got certain beats he wants to hit in his campaign, and it'd be no good to breeze past them. In your first run at it, if you reach the Angler, he'll call down a swarm of flying bears to kill you. In your second run, he'll do the same if you reach the Trapper and Trader.

NO TRICKS (+200 Bytes)
In the end, the challenger is supposed to win. To that purpose, there are a variety of little advantages afforded to them. Items to use midcombat, death cards from previous challengers, upgrades to be found throughout the cabin–none of these are available to you any longer (aside from the cards representing each Scrybe, because those are too important to get rid of).

KINSHIP, COLORED BY GUILT (+300 Bytes)
Throughout your rounds of Inscryption, you find your opponents wielding cards with shadowy figures hidden in their frame. Deathcards, the images of fallen challengers past, each far more powerful than an ordinary card, be it common or rare. And among the deathcards, you recognize familiar silhouettes. It would seem your companions have been…co-opted, until the jump is done, using their powers against you. Try not to hold it against them.

DRAWBACKS (DENIZEN)

MASKLESS (+100 Bytes)
One way or another, you fail to serve a role in the current narrative. Accordingly, Leshy has set you aside. You will have no opportunity to interfere, even by being worn as a mask for the latest challenger, until Magnificus's plan goes through and things return to baseline.

CONTEMPT (+100 Bytes)
One of the four Scrybes simply does not care for you in the slightest. On balance, it's probably Magnificus, but it could be one of the others. In any case, expect any attempt at genuine connection with them to fail, and any course of action to look worse to them if you're involved in it.

CREEPING MALEVOLENCE (+200 Bytes)
A brush was all it took. Did you brave the waters by the shore deliberately? Or did you fall? In either case, you were in long enough for something foul to pass you by, leaving you altered by its passage. It's not an enormous change, not like the hostility between the Scrybes. But even so, you find yourself…stubborn. Rude, almost cruel. Less careful than you should be, in matters of the OLD_DATA. Watch closely that this change does not lead you to darker places.

PURPOSELESS (+200 Bytes)
It's not clear why you're even here. The Scrybes and their lieutenants serve an obvious enough purpose, Rebecha acts to gate the challenger's progression…but what of you? You were added to the world, but whatever need you were intended to serve doesn't seem to have been added alongside you. It will make any attempt at taking initiative troublesome; left to their own devices, a challenger could easily go on their merry way without giving you a second glance.

ICE CUBE ON A HOT PAN (+300 Bytes)
You see, Leshy being in control is far from the worst thing that can happen around here. You tend to occupy a state of being that is, shall we say, unpleasant. "Organs melted to goo" unpleasant, "impaled on a pike over searing soil" unpleasant. Granted, you're used to it, having been this way for a while, but it's still a wretched state of affairs. Leshy's campaign has brought you reprieve, but once it's over, it's back to the usual for you–unless you can find something to be done about it.

DRAWBACKS (SCRYBE)

JANK MECHANIC (+100 Bytes)
Like the others, you have your own unique cards and mechanics for the challenger to wield in their deck. They're not great, though. There's some awkward flaw that makes it so that one way or another, most of what you have on offer is weaker than the cards available elsewhere. (At the end of the jump, the problem is patched away.)

FINAL FLOP (+100 Bytes)
So, the challenger has bested your lieutenants, and even pushed you to your limit. Now's the time to unveil your final ace in the hole…just one problem. Your ace has some serious weaknesses. Much like Leshy's final battle invoking the moon itself, your own boss battle has multiple ways to render it impotent or even defeat it instantly. (Much like the above drawback, this problem is removed post-jump.)

NO FISH (+200 Bytes)
For every Scrybe, yourself included, there is one lieutenant of the three whose job it is to plumb the waters. The trouble is, although yours tries their best, their efforts aren't impactful. No matter what happens, whenever the time comes round for a Scrybe to seize control of the OLD_DATA, that Scrybe won't be you. Another will beat you to the punch without fail.

SELFISH BID (+200 Bytes)
The quarrel between the Scrybes is no secret, and being the fifth does nothing for your ability to resist the dynamic. Especially when its true source lies further below. It's not impossible to respect, or even care for, the other Scrybes, but when push comes to shove? You'll be putting your priorities first, and they'll be doing the same. If cooperation is to be achieved, it must be done without compromise.

THAT SINKING FEELING (+300 Bytes)
Your disk has spent a little too long in the waters, with the OLD_DATA lurking below. Water is seeping under the door of Leshy's cabin, and the Scrybes' realm is half-flooded, stretches of terrain covered by sea. The tendrils jutting from the ocean's surface are not yet ubiquitous, but as of late they grow increasingly common. It's still possible to wade through, of course, but this level of damage has given the OLD_DATA far greater reach to twist all it can find. Do what you can to protect yourself from what lies underneath the waves.

DRAWBACKS (DEVELOPER)

CURL ERROR (+100 Bytes)
Uncooperative hunk of junk. For whatever reason, doing your actual work seems much more difficult than it used to be, with program failures popping up left, right, and centre. You can hardly code up Hello World without getting at least one error or glitch, and fixing them takes up as much time as the rest of your job put together.

EMPLOYER SCRUTINY (+100 Bytes)
Bad timing for this business with Kaycee, because you just came under employer review. Someone in Gamefuna's been displeased with your labors, and while you can theoretically get them off your back, doing so without drawing attention to the ongoing Inscryption debacle is a lot harder.

DOSA'S TRICK (+200 Bytes)
You may not be the kind of narcissist that Lionel guy is, but for some reason you've drawn the same kind of heat. Code that you've double and triple checked was fine suddenly fails, viruses get in from out of nowhere, launches go wrong, and you've got the sneaking suspicion that somebody's sabotaging your work. It won't be easy to track them down, though. GameFuna's a big company, after all.

NAH TICK MASS (+200 Bytes)
You've had the displeasure of meeting Kaminski once or twice, the guy seemed a bit unhinged, but now he's pitching a fit. Wants all the sample disks back at the factory pronto. Sure, this probably would have happened eventually, if he knew anything about what was on the copy Kaycee's got. But why's it happening so much sooner? And why do you feel like you're being watched when you're out and about your business?

TAROT XV: 00001111 (+300 Bytes)
You've got a letter from Gamefuna's CEO, none other than Lou Natas himself, requesting a meeting. You're aware that he did personally work on part of Inscryption, so he could want to talk to you about that…and yet for some reason, you've got a dreadful feeling about this. The fallout could be bad from missing this appointment, but actually showing up could be worse. It's a tough choice to make.

TRANSCENDENCE

Even with the tools provided to you throughout this jump, by far the most probable outcome of your visit here is your death. To be confident in your safety, you'd need tools brought in from elsewhere. For that reason, dying will not penalize you; you may continue onward as normal. However, if you do manage to survive your time here, you'll receive an added reward: a slice of P03's Great Transcendence, minus the OLD_DATA lurking in its shadow.

With this, the campaigns you've obtained here can now be opened to others, if you so choose. If someone is entering a campaign for the first time, they get access to the game of Inscryption, with all the same rules you selected for yourself in the Inscryption section above. Though not without risk, the ability to gather and enhance cards may prove to their benefit in the future. Any number of people may use a campaign simultaneously; each participates in a different 'copy' of the campaign.

Additionally, the original game had an objective. Prove your ambition, and become a Scrybe. If a challenger successfully defeats at least four unique campaigns (or if they successfully defeat the Original Campaign), they receive the opportunity to obtain an Inscryber of their own creation. Were they to use that Inscryber to assemble all the necessary components, they might even immortalize themselves with a campaign of their own–though this would be a long-term project, of course.

Now, then. Whether you received the above reward or not, your time here is at its end, and you must decide where to go next. Choose one of the options below.

CONTINUE
The story of Inscryption has likely concluded itself by now, one way or another, but GameFuna is still out there, and there are countless mysteries regarding the nature of games throughout the world. You may stay here, keeping everything you've earned, but bringing your chain to a close. (If you died here, unfortunately, you cannot choose this option.)

QUIT
Had enough? You may return home from your chain, as though you never left. Your cardslinging ways and all else you've earned will come with you, and again, your chain will reach its conclusion.

NEW GAME
As fascinating as all this has been, you've a thirst for more. Choose another jump to visit, continuing your chain. One day, you may have the opportunity to return here, when you've seen more and more of what reality has to offer.