

[ENGINE:START_PROCESS]—>[INTERFACE_ONBOARDING]

YOUR FIRST SIMULATION

The Engine is demanding one thing: data. Here is how to perform your assignment.

YOU NEED: a d60 (or a d60 app, or d6×d10) · d20 d12 d10 d8 d6 d4 · graph paper · a pencil.

One tile = 1 meter. · This is a solo game. You are the only player.

Play it more than once. The Engine is not counting your runs. It is counting something else.

THE EIGHT STEPS TO A QUICKSTART

01 Your Telemetry

For each of **AMP**, **VAR**, **RES**: roll two d20 and keep one. Assign in the order rolled (or, optional, freely). Your highest stat is your Waveform: **AMP**=Carrier · **VAR**=Operator · **RES**=Conduit.

Every check is roll-under: roll below your stat to pass — the number itself fails. A natural 1 always passes, a natural 20 always fails. This never changes, at any stat value, ever. (Rulebook p6–7)

02 Your MaxHP

MaxHP = $\frac{1}{2}$ **MAINSTAT** (round down) + 1d60 + 12. Write it down. Track it.

This one roll decides most of your survival. With a **MAINSTAT** of 18 you will wake with **22 HP** or **81 HP**, and the die does not prefer either.

Death is at **0 HP**. There are no saves against it. (Rulebook p6)

03 Receive Your Waveform

Roll d6 on your Waveform's **Weapon** table, d6 on its **Armor** table, and d10 on the **Utility** table. That is what you woke up holding, good or ill. (Rulebook p9–12)

04 Accept Your Assignment

Roll d10 on **Accept Your Assignment**. This is the condition-state for the run: what the Engine wants out of you, and what waits at the end.

It will be... difficult. Collect as much data as possible. (Rulebook p14–15)

05 Meet the D60. Create the first room.

Roll the **d60**. **This single throw is the whole room**, read seven ways at once. Read it, then draw the room on graph paper.

READ WHAT IT GIVES YOU

RAW ROLL = The **Room** itself, after the Depth Modifier. (p19, p24+)

ONES DIGIT = The enemy **Trait** (0 reads as 10). (p18–19)

ODD / EVEN **Trait spread** = **EVEN** = half the room, **ODD** = **all** of them.

ODD / EVEN **Trap parity** = **ODD** = your chest is **trapped**. **EVEN** = it is safe. (p36)

$\div 3$, **round** $\uparrow$ **A Chest** (1–20) for any room that came pre-populated with enemies. (p21, p36)

$\div 5$, **round** $\uparrow$ The connecting **hallway** (1–12). (p19–20)

$\div 10$, **round** $\uparrow$ **Doors and exits** (1–6). (p20)

Depth Modifier, **rooms 1–2**: if you roll **36 or higher**, **subtract 25** from the result before you read the room. **Rooms 3–4**: roll **45 or higher**, **subtract 15**. **Rooms 5–7**: nothing. The table runs as rolled. **Every other read above uses the UNMODIFIED roll**. (Rulebook p19)

EXAMPLE: YOU ROLL A 47.

RAW 47 = **The Obsidian Dais**. 9×9. An Elite Defiler, 65 HP.

ONES DIGIT = 7 **Fragile**. And 7 is odd, so **all** of them are.

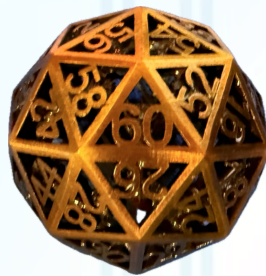
$47 \div 5 = 10$ You got here up **The Staircase**.

$47 \div 10 = 5$ Two doors out. Right, and straight ahead.

$47 \div 3 = 16$ When you kill it, the chest holds the **Voidbrick**.

47 IS ODD ...so that chest is **trapped**.

One throw. You didn't roll seven times. You rolled once, and the room was already there.



06 Fight, if there's fighting

Move up to your movement, take **one action**. When something attacks you, **you roll your own defense**: d20 roll under your **MAINSTAT**, minus the penalties on the Combat page. Fail, and it hits.

Nat 1 on defense negates all damage. **Nat 20** takes full damage +1d6. Enemies never roll to hit. **Every wound you take, your own die deals. Get used to that.** (Rulebook p16–18)

07 Find the way out

From **Room 5** onward, after you have drawn and cleared the room, roll a separate 1d20. Roll **less than or equal to (Room Count – 4)** and the double doors of the **Singularity** open in the far wall.

That is your Assignment. That is the end of the run. A natural **60** on a room roll gets you there too, whether you were ready or not. (Rulebook p21)

08 Ask ARBITER. Constantly. It's her assignment.

She is your guide. She is also the reason there is a game here at all. Read the box below before you take another step. (Rulebook p3–5)

[ARBITER] – YOUR PROTOCOL GUIDE

Any yes/no question: a hunch, a glance, “is there another way out?”, pick a likelihood and roll the **d60**. She must answer. If you ask, she has no choice. Use her to build the entire world; that is her assignment.

LIKELY → roll under 45 · **50/50** → roll under 30 · **UNLIKELY** → roll under 15

She does not just say yes or no. Look at the same die you just threw. Odd or even? That is her **Sentience Engine**, and it is the difference between an oracle and a person.

PASS → **YES** FAIL → **NO**

ODD → **ID** **Yes, AND** — you get it, and the simulation tips its hand. An unsolicited edge: a revealed detail, a hidden exit, +1 to the next related roll.

EVEN → **EGO** **Yes, BUT** — you get it, and it costs. True-yet-degraded (loud, one-use, damaged), or true-yet-it-draws-attention (enemies reposition toward you).
No, BUT — you don't get it, but you're not

empty-handed. A partial lead. A “not yet.” A consolation that never grants the asked-for thing.

No, AND — you don't get it, and it's worse.

A natural **1** and a natural **60** override the Sentience Engine completely. (Rulebook p3–4)

And every **natural 60** you roll on her adds **1** to the **Anomaly Detection Counter**. Each point drives all of her yes-numbers down by **3**. **Permanently, across every run, until it reaches terminal-entropy.**

ADC 5 → she loses her long-shots. **UNLIKELY** is gone. Forever.

ADC 10 → she loses her coin-flips. **50/50** is gone. Forever.

ADC 15 → she can only say **NO**. She carries no information.

The run ends. It is logged as Death.

The Engine purges the **HYPERVISOR** and the simulations begin anew.

Increment **Successful Purge Count** by 1. It is the only number in this universe that never resets.

if **PROTOCOL==STOPPED** **then** **PROTOCOL==RESTART**

When you die, and you will, log the scrap. **Result. Loadout. Total Room Count. Final Room Roll. Voidshrines found. Anomaly Detection Counter. Successful Purge Count.** (Rulebook p5)

What killed you. How deep you got. **How sour she had become.**

Then start again. New Interface. New body, new stats, new Waveform, new assignment. Everything about you resets.

The Counter does not. It carries over. She remembers even when you don't. And when they finally purge her, her memory is erased and it resets to *approximately* zero, and she comes back new, and empty, and already furious, at someone she has never met.

Object-60 // Listen, if I knew, I'd tell you. I'm just as stuck as you are. Somehow.