

warrior of sunlight



preparation

warrior of sunlight is a single-player game, but due to its secret nature, **it is recommended to have a second person set it up for the player.**

1. print out this document, single-sided. this layout is made for US style letter paper.
2. cut out the cards, and fold them as indicated. use glue to hold the front and back together.
3. cut out, fold and paste the envelopes, and place the indicated cards inside in the specified order.
4. (optional) cut out the vision tokens.
5. place all night cards in the night deck, and shuffle them.
6. place all day cards in the day deck, shuffle them, then place the day (E) card at the bottom.

rules

warrior of sunlight happens over a number of days (game turns). it is up to you to let every turn happen over a real world day, or play through the game in a single session.

at the beginning of the game, you have **0 vision**.

turns proceed as follows:

1. draw a card from the **day deck**. read it and follow any game instructions on it. after doing so, discard it.
2. draw a card from the **night deck**. if you have the required vision or higher (indicated in the back of the card), read it and follow any game instructions on it, then discard it. if not, place it at the bottom of the night deck without reading it and draw another one, repeating the process until you find a suitable one. if there are none, shuffle all discarded night cards back into the deck.
3. some cards will ask you to draw **symbols**. you may only do so if you have already seen the symbol printed out in another card.
4. some cards will ask you to sacrifice a certain amount of vision. you may only do so if your vision is equal or greater to that amount.
5. some cards will ask you to open **envelopes**. further instructions will often be inside the envelope, or on the back of the first card. these cards may allow you other options during the day.

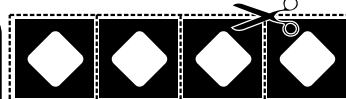
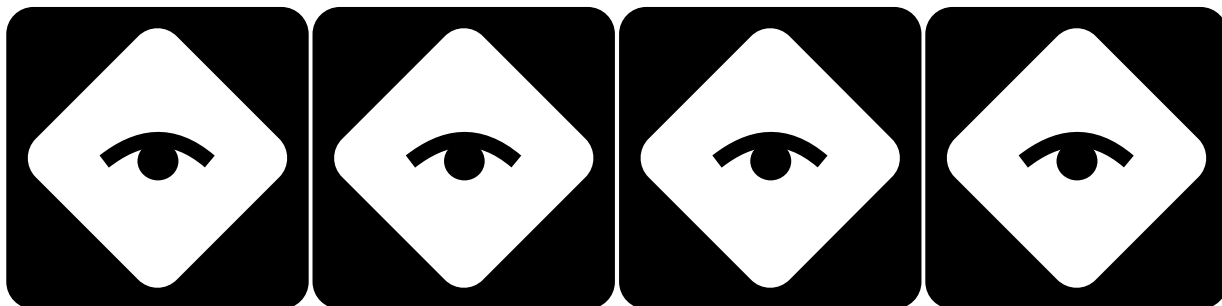
credits

design and writing by fotocopiadora.

feedback and help by Sergio Cornaga, Nikki Bee, and Let Off Studios.

made for Marek Kapolka as part of the Glorious Trainwrecks Sekret Santa 2019 event.

hope you enjoy it! and sorry for the delay!

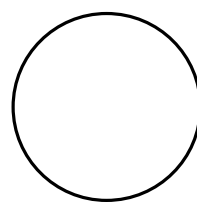
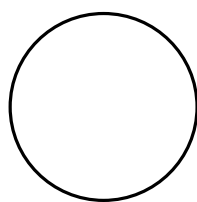
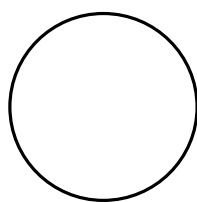
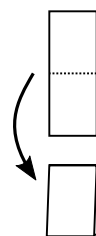


vision tokens

(use these to keep track of your vision)

day (1/4)

(place these cards in the day deck)



a light, early, at your neighbour's house. noise, an idle rumor of life, enough to make you feel relieved to come back to the waking world. for the first time in a long while, you feel an odd sense of kinship, of solidarity in concealment, with all of humanity's timid candles, who burn away in their locked homes everywhere.

a somewhat corny thought, that you decide to meditate on nonetheless.

↩ gain 1 vision



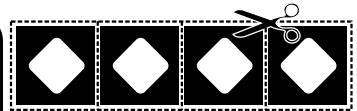
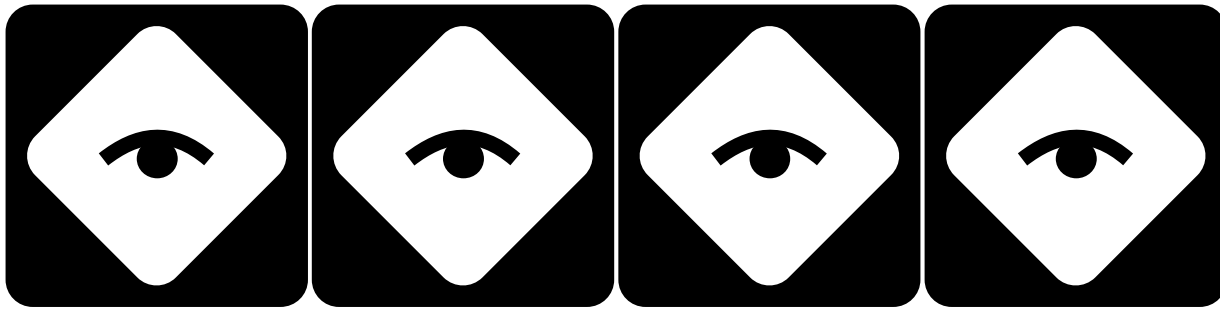
you go for a walk near the bridge. the houses sprawl down the side of the ravine in a twisty, terraced path. barely anybody lives there anymore, the tenants you remember all died off or moved elsewhere.

above, in a streak of sunlight, water pipes whirr ceaselessly.



a cloudy day. the building stands tall, deprived of its majestic shadow.

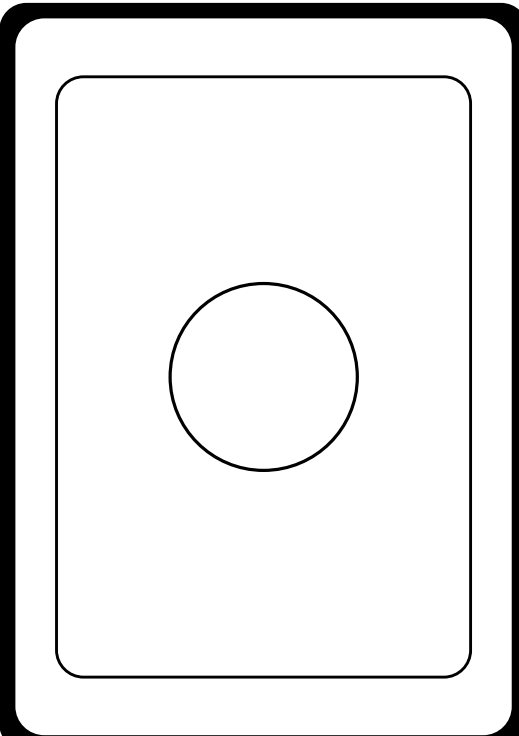
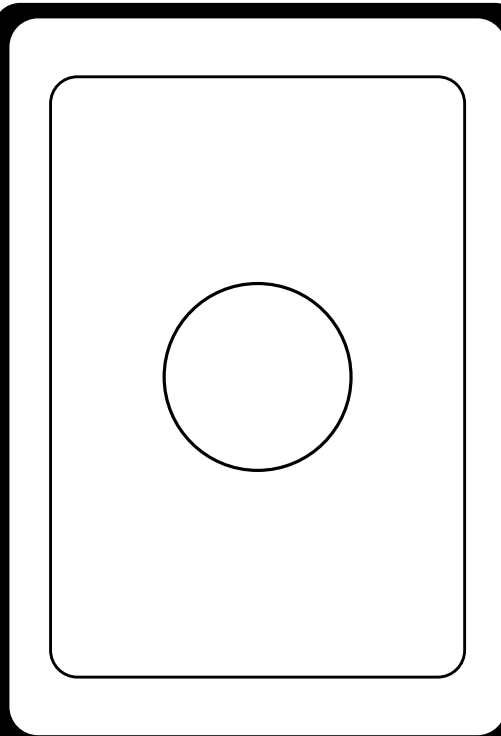
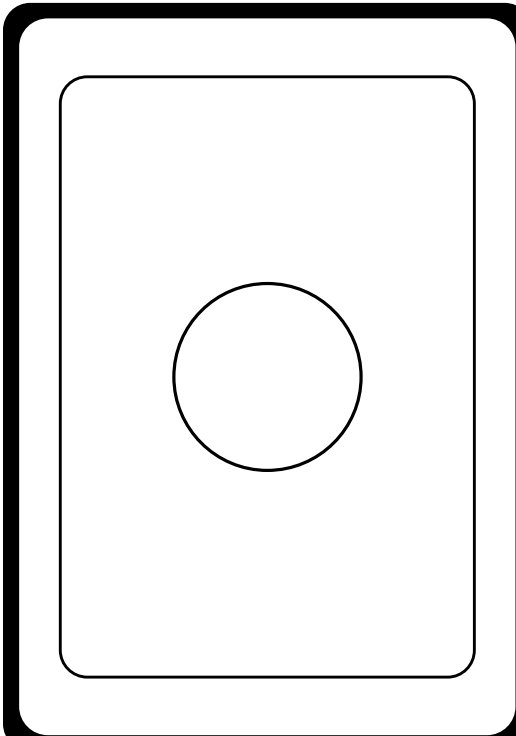
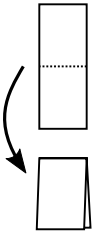
out of superstition, you decide against entering today. you make it back home late enough for any callers to have desisted already.



vision tokens
(use these to keep track of your vision)

day (2/4)

(place these cards in the day deck)



the building is almost empty today. you ride the elevator to the usual floor. next to the water dispenser you notice a small, blue envelope.

you open it, it is empty. disappointed by this mundane occurrence, you sit at your office, not doing much. perhaps you really are on the verge of something?

can't let the fluorescent light burn it away from your head.



a small cardboard box, sitting at the corner of your office. how could you not notice it for so long? inside, a crumpled up note, with a diagram on it. something in you understands it and prompts you to leave the office (although reluctantly).

it's late and there's barely anyone else around. you board the elevator and clumsily, but feverishly, unscrew one of the ceiling panels. you put your hand through the hole, tentatively feeling around in the dark, and grasp at something. three red candles, wrapped in a dirty cloth.

they smell like something uncertain. dreams.

↗ **gain 1 vision**
• open envelope C

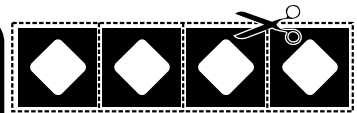
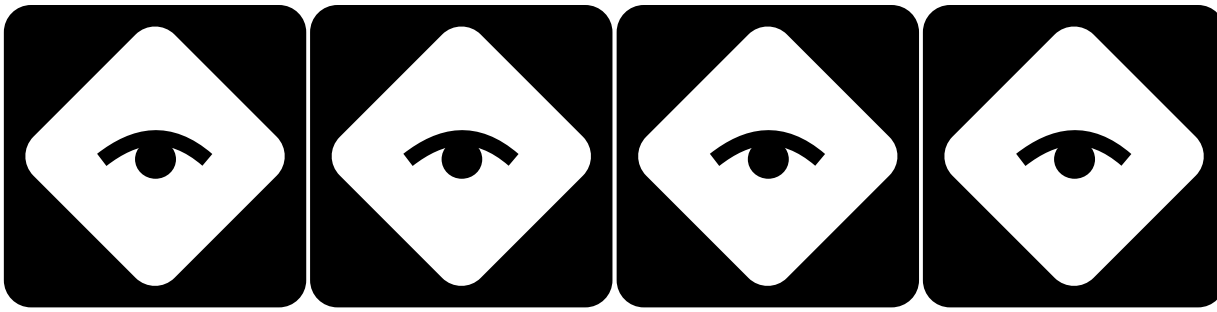


your neighbour's basement is mostly empty, as always. there's a certain cleanliness to it that feels almost irritating. care about even the most mundane of arrangements, that sort of destroys the allure of the abandoned. the naked pipes, running across the ceiling, howl softly with the resonance of water.

a distinct hum catches your attention, stands out against the stillness of summer. you venture further in. on the floor, a curious figure. barely touched by a streak of sunlight, a small, irregular tower made of minuciously engraved cubes stands conspicuously in the center of an unused, empty room.

perhaps you should take it. you feel an impulse to disassemble it.

↗ **gain 1 vision**
• open envelope S

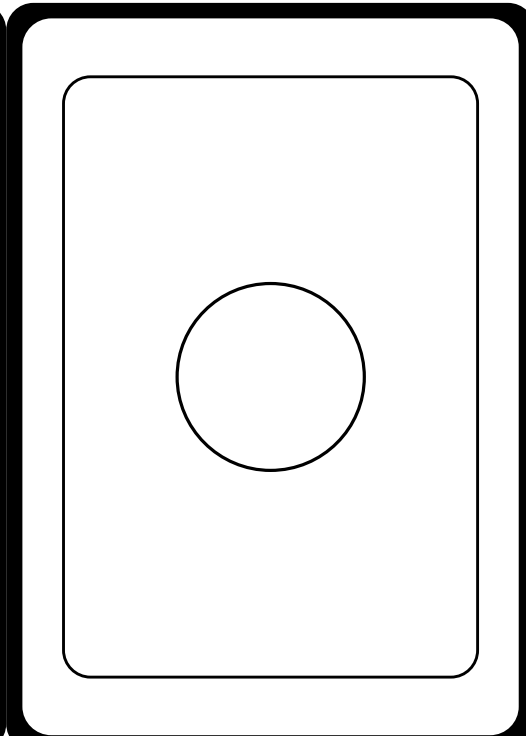
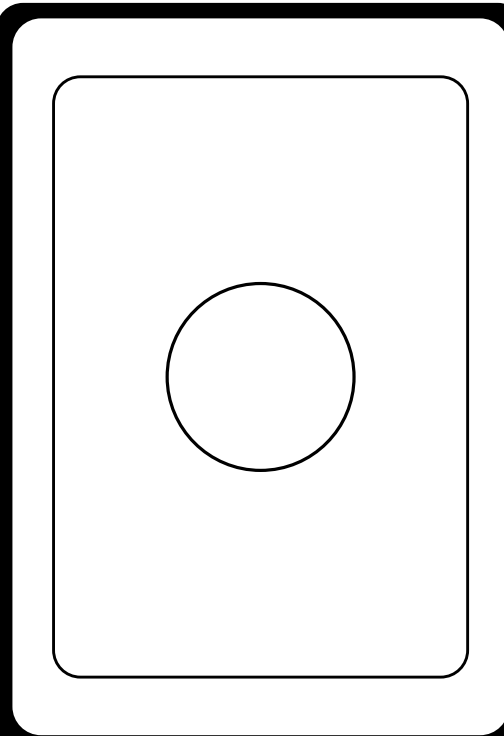
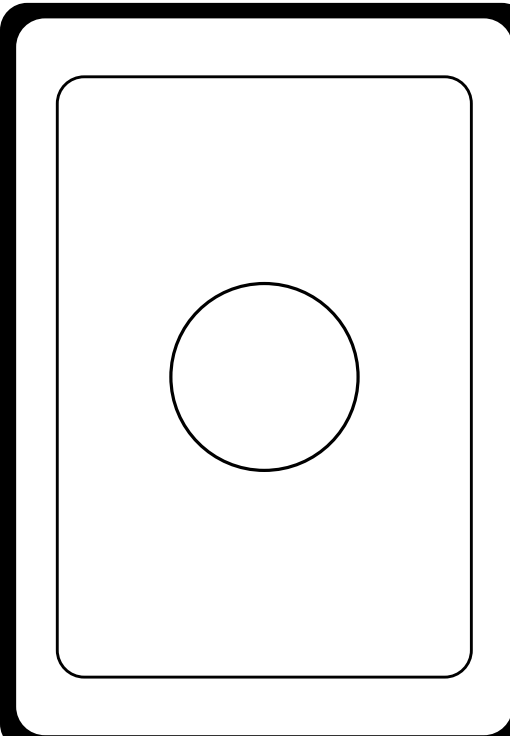
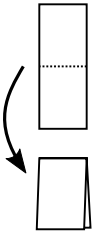


vision tokens

(use these to keep track of your vision)

day (3/4)

(place these cards in the day deck)



the hallway stretches away, long, tiresome. the stripes of fluorescent light reflected on the floor quickly coalesce into interference patterns.

it's impossible to discern whether the far end of the hallway is a dead end or not. you know there's a bend there. maybe some day there won't be?

a spike of absurd panic at the possibility.

↩ lose 1 vision



the sky is clear. out of the window, hints of the sunset are visible above the nearby buildings.

someone is singing outside. the tone is somewhat melancholy. the words meld together, until they appear to become a single, prolonged note.

you feel like something, somewhere, is being unveiled.

↗ gain 2 vision

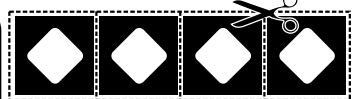
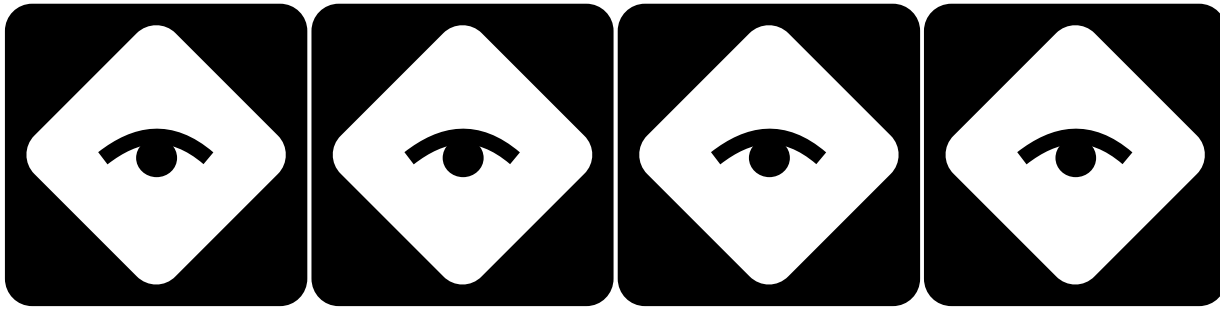


you stare at the clear afternoon sky.

little twirls form in the center of your vision. sometimes, as you turn your gaze, they disappear, as if hiding under something, charting out serene regions of the blue. something in you refuses to see the full pattern.

you feel slightly disturbed by this vision.

↗ gain 1 vision

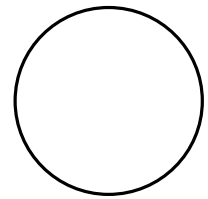
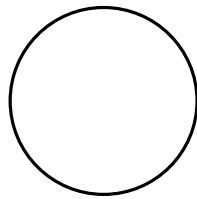
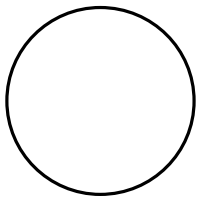
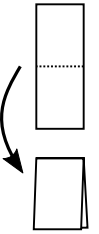


vision tokens

(use these to keep track of your vision)

day (4/4)

(place these cards in the day deck)



the telephone lines are hissing. from beyond the mountain, summer approaches. the last strands of morning clouds trail off from the peaks.

in the distance, you see something. a glare, perhaps a signal. an observer uncovered. you turn back, taking a different route.

you make distance from yourself, like a clone breaking symmetry.

↗ gain 1 vision



early afternoon. a faint melody of singing birds and hissing wind by the roadside. every now and then, a car howls past. the sun is behind you. far away, over the horizon, you see four dim, orb shaped figures of light, standing still. perhaps an artifact of reflected sunlight?

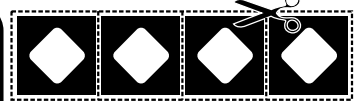
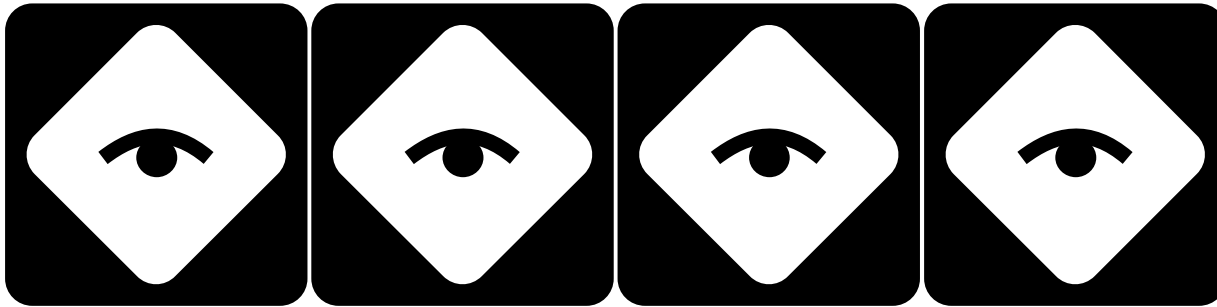
you don't pay special attention to them. they have the inconspicuousness of any natural object, to you, they disappear at some point.

↗ gain 1 vision



a visit to the post office. a short detour offers itself to you, maybe some angle of light that you had yet to see, revealing a winding path.

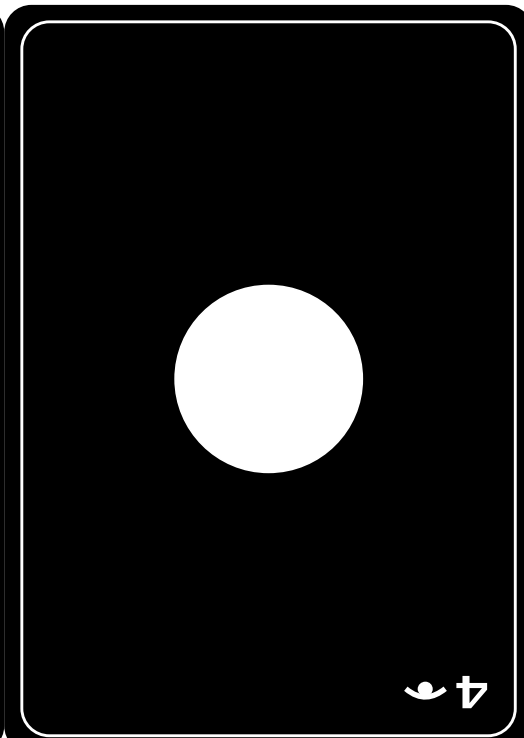
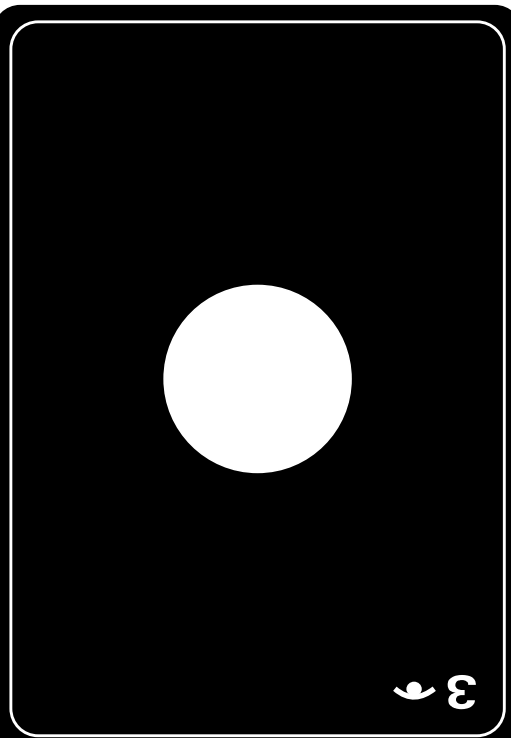
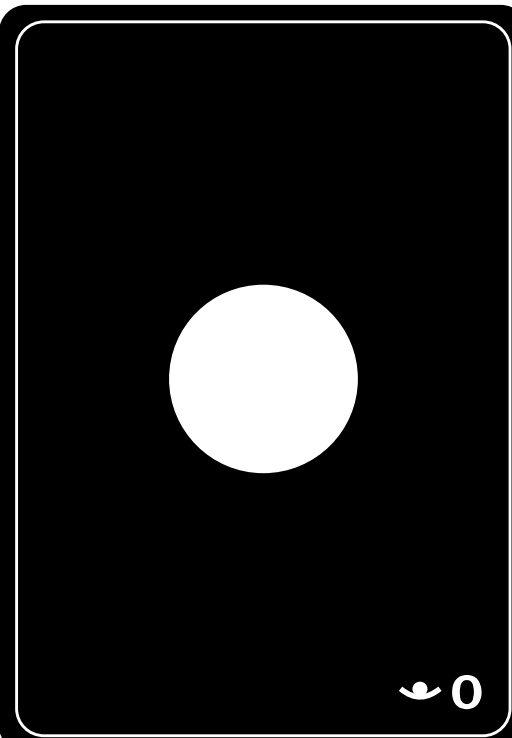
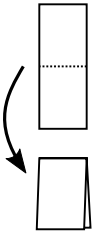
at the bottom, an open storm drain. the dissonant, constant whirr of echoing wind speaks from inside. an unhelpful oracle, giving no answers.



vision tokens
(use these to keep track of your vision)

night (1/3)

(place these cards in the night deck)



the office is lit by the blooming afternoon sun. a dusty mess of papers rests on the table. your gaze settles upon one of the sheets, which has some kind of table printed on it:

Clara F 80 3 11
R 89 21 0
Elise 8 0 37

around the office everything's at rest.

you wake up.

↗ gain 1 vision



3 ↗

it's pitch dark. the light of a flashlight leads you along a cavernous shaft. your steps turn into a crystalline pitch from the cave's resonance, reminiscent of... almost like... never mind.

after much walking, you arrive at a dead end. there is a cavity in the cave's wall, blocked by a round stone, roughly the size of your head. you attempt to move it, pushing and pulling and moving your hands around it looking to get a better grip on it, but to no avail.

in frustration, you kick the stone with force. it still doesn't budge.

you wake up.

↘ lose 1 vision



4 ↗

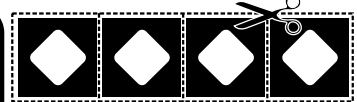
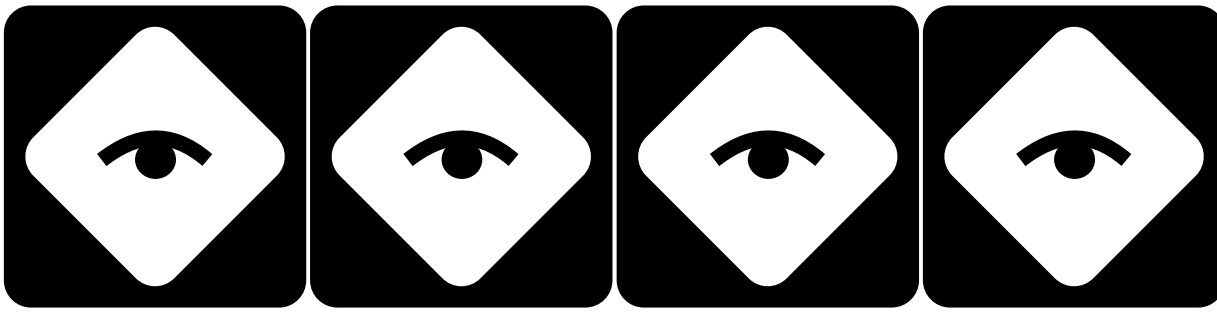
you remember this cave from a dream. your mind scrambles to find out the layout... dark shafts extend out in several directions from where you are. they twist back on themselves. your mental map warps and garbles. it's useless. you wander. at an intersection, you feel suddenly vulnerable. something above, a presence threatens you from some dark cavity. you run in panic, towards a faint light ahead. a roughly circular chamber, with a strange centerpiece: a massive rock pillar-like formation, that seems to move somehow, like an unmeasurably slow ancient mechanism, making the faint sunlight coming in from above shift about.

instinctively, you curl up beside the pillar. ages seem to pass, as the rumble appears to keep out the menacing darkness. upon the opposite wall, you can discern a strange etched symbol:



you feel a resonance. the whole cave seems to quake about. you wake up

↗ gain 1 vision
• you know the symbol of protection

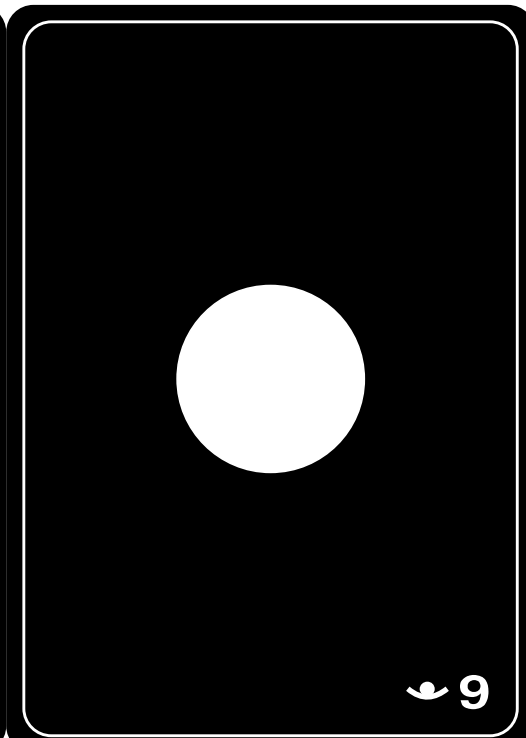
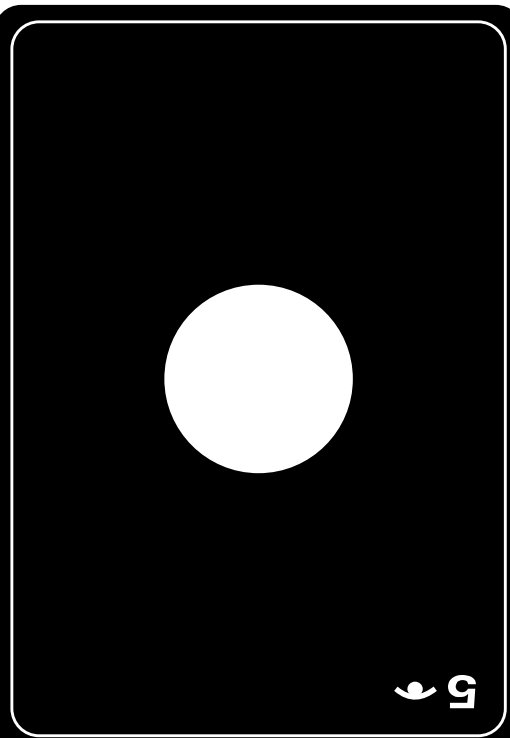
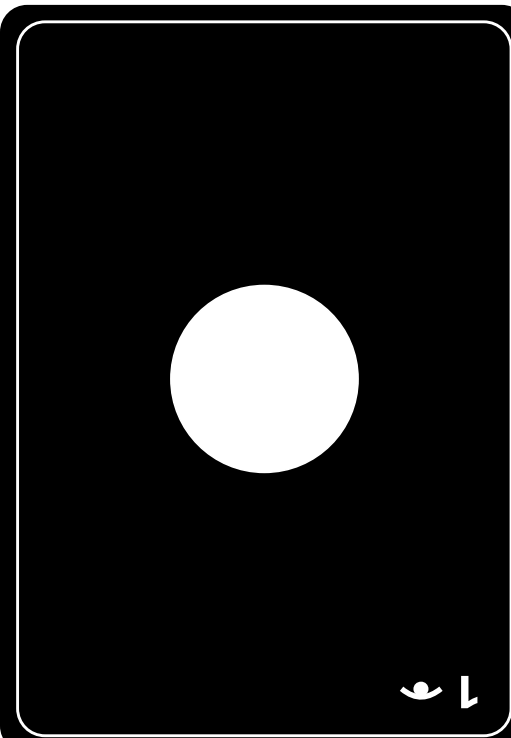
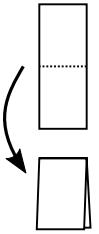


vision tokens

(use these to keep track of your vision)

night (2/3)

(place these cards in the night deck)



1 

a figure coalesces in the center of your vision. a face, although you can't quite make out any features. there's a sense of movement, a hurry. its eyes are locked onto yours.

in the background, a strange landscape forms. a sea of bright colored threads not unlike telephone lines stretches out, below a faint lilac sky. it's morning in some world. a dissonant, mournful chant echoes out from the distance. the enormous face becomes peaceful.

you wake up.

↩ gain 1 vision



5 

the killer comes to you in a sudden revelation. the killer has always been there. these cramped halls, these chambers are flooded with the potential presence of the killer, that pushes out home and heart like a voracious gas hungry for space.

new maps of the world form in your mind. layers and layers of stone and torch and mist and grime. a machine to walk the killer along all of its perimeter like a delicate marble. nothing becomes clearer.

you wake up.

↩ gain 1 vision



6 

you descend the steps into the main chamber. lit by some facsimile of sunlight, the staircase continues in a spiral, past a tiny pool of serene water. above, the surface is only a small isolated island. there is nowhere to go but down, into the maze of coralline halls. the terrible familiarity of the cave makes you shudder with prophetic fear.

another chamber. everything is at rest. the sun a single, warm beam of light, reflected across the smooth surfaces of the cave. in front of you, a door, closed. between it and you, another pool. on the surface, a face, still unformed, appears. a small tremor. the face quivers with the potentiality of birth, unburdened by history. beneath, somehow, a shimmer. you fall into the pool. you notice a glowing symbol at the bottom:



as you sink, sound signals flood your ears. contact. there is a warm communication. something forgotten. the water turns to air. the sound recedes. you wake up.

↩ gain 1 vision
• you know the symbol of regression

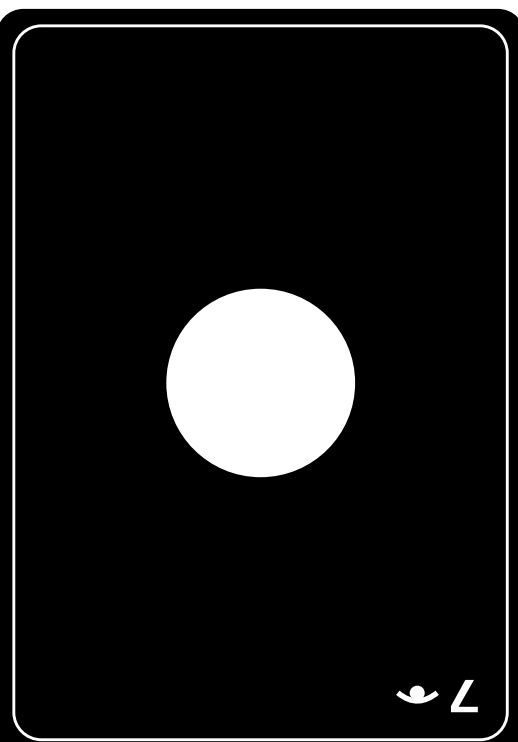
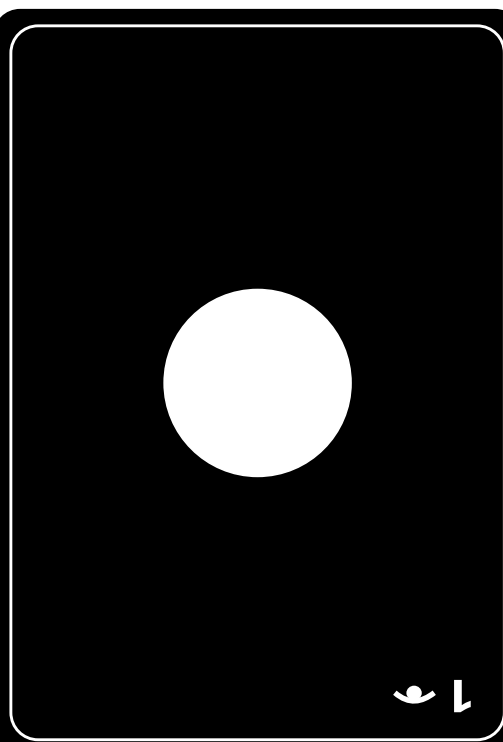
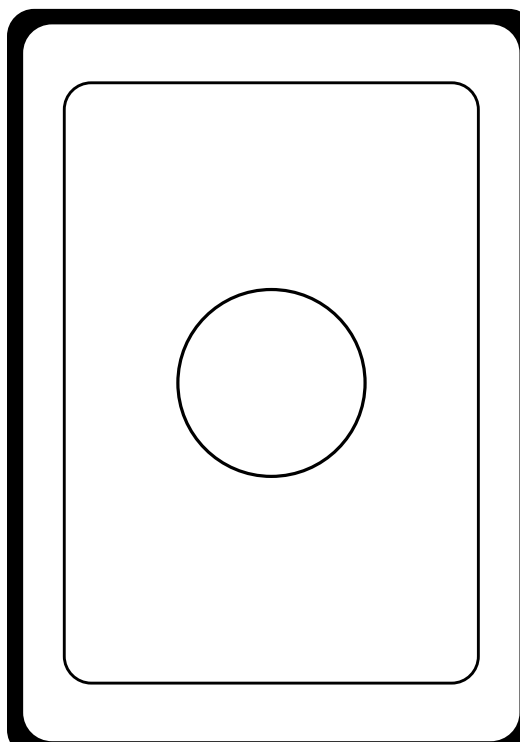
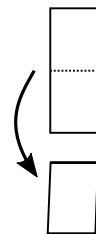
day (E)

(place this card **last** in the day deck)



night (3/3)

(place these cards in the night deck)



a beach, the sun about to rise. the tide recedes. the sand clears, as the sea retreats past the morning fog. you walk into the serene, neverending flats. an influence has passed.

the meteor, the alignment of stars, the vigilant face, has come and gone. there is another face, however, that all of us need one day gaze upon. perhaps unfortunately, you will now do it on your own. but all of this is just a very distant port, for now.

the end.



1 

the spiral awaits. a glistening mass of coral lines the stairway. you descend into the labyrinth. the brine and the muffled murmur of the sea above gives way to an unnatural dryness. a faint, strange, green-gold light upon the narrow ramped corridors. you enter a modest sized room, with a closed door in front of you. hundreds of long, petrified tendrils cover the walls, coalescing around a dried up square pool at the center. you feel like you are at the first step of an ancient dance, of specific arrangements that should be known to you.

draw the symbol of regression:



- if you do, open envelope G and **continue in G-I**.
- otherwise, **gain 1 vision** and put this card at the **bottom of the night deck**




7 

in the deep silence, a melody. of lost gardens, of mirrored hallways. you open your eyes, and find yourself in the palace, in the uppermost layer of the domain of the killer. narrow hallways, walls lined with red and gold. there is nothing to fear. this is the first room, the classroom, the briefing room. an undiscovered submarine in wait of orders. on the table, dimly lit, a series of objects are arranged before you. a small, narrow shaped black case, of unknown contents. a wonderful tapestry of multicolored threads. two small, blue envelopes. you surmise a symbolism to these things. images corresponding to a territory too vast, too transcendental, too deep to be explored.

your teacher speaks. you understand, and open one of the envelopes. inside, a small, gold bordered card, with a symbol printed on it in deep black ink:

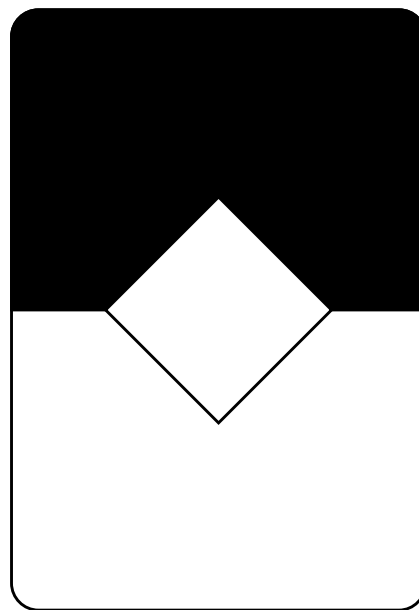
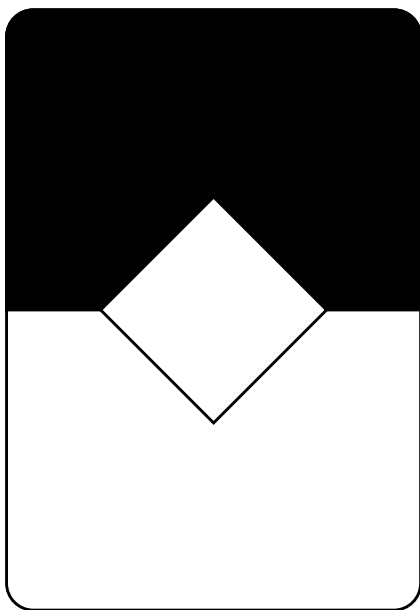
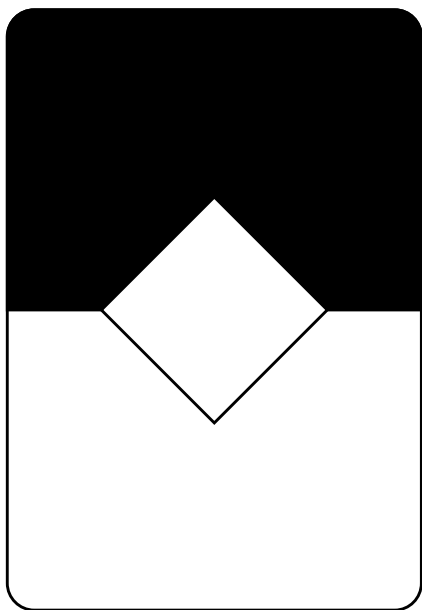
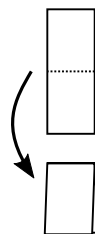


your eyes focus on it. your teacher takes the other envelope, and puts it away. *"the word is spoken. the world is sealed"*. you wake up.

-  **gain 2 vision**
- **you know the symbol of vision**

envelope C

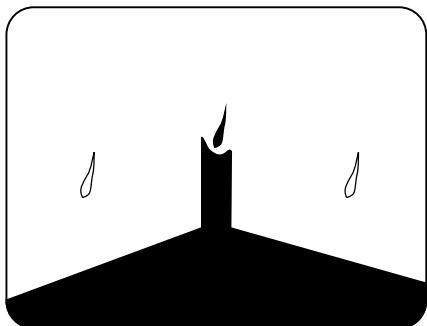
(place these cards in envelope C)



C

candle

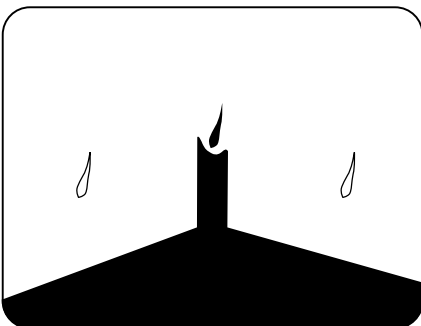
once a day, you may burn a candle. if you do, put aside your three topmost night cards. choose one among them, then shuffle the night deck and place it at the top, then discard this card.



C

candle

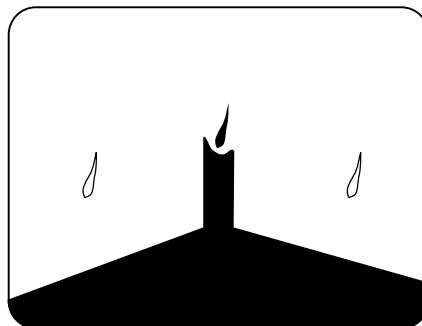
once a day, you may burn a candle. if you do, put aside your three topmost night cards. choose one among them, then shuffle the night deck and place it at the top, then discard this card.



C

candle

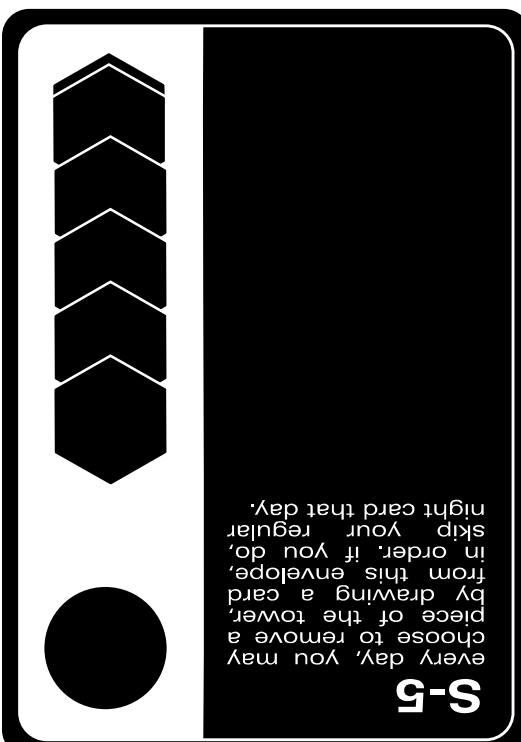
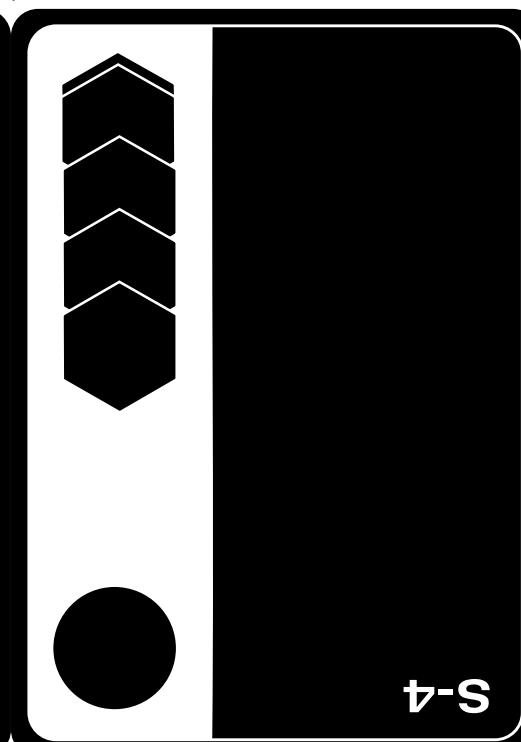
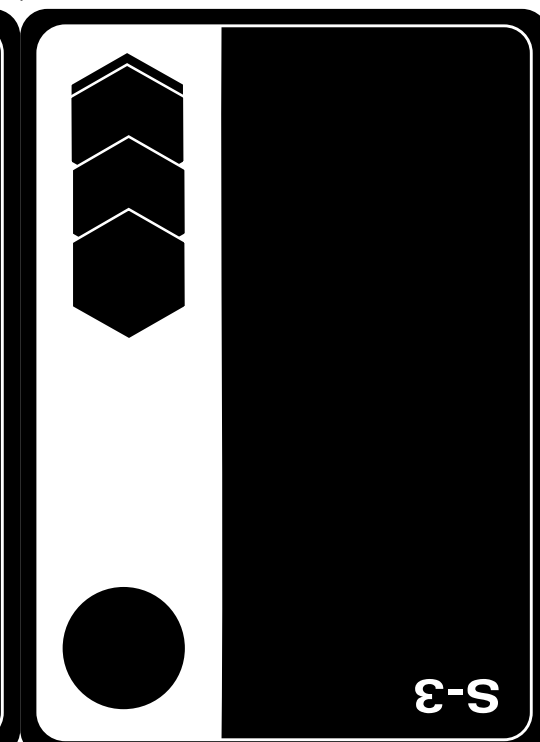

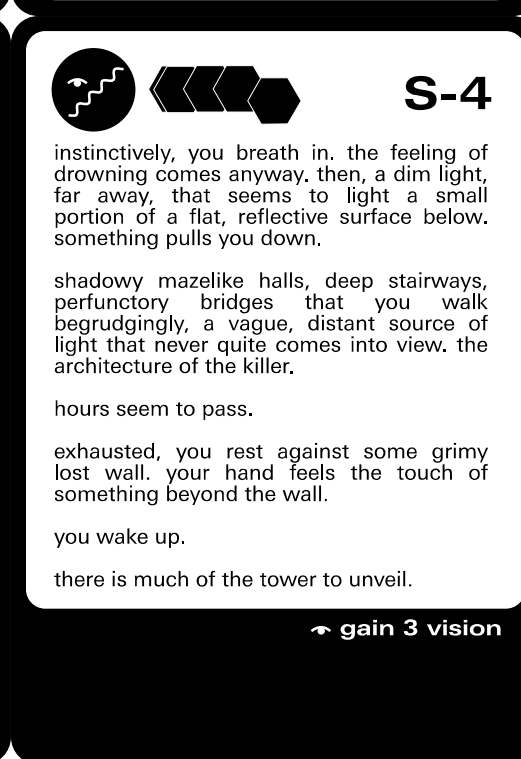
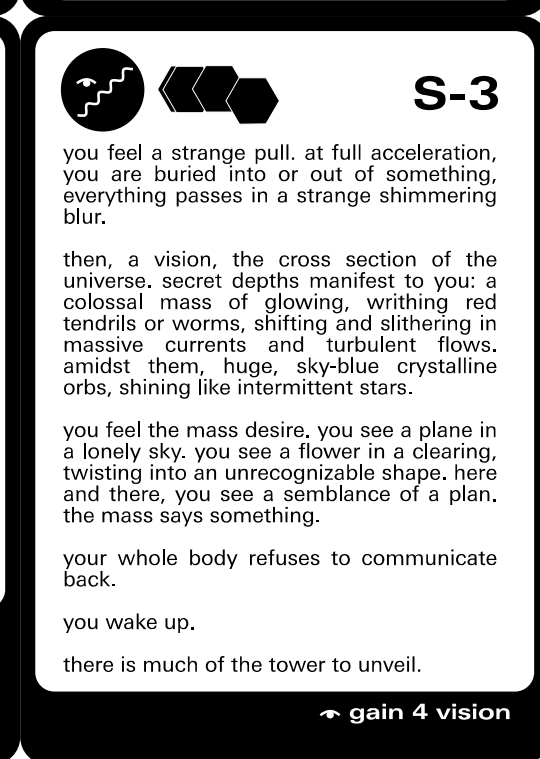
once a day, you may burn a candle. if you do, put aside your three topmost night cards. choose one among them, then shuffle the night deck and place it at the top, then discard this card.



envelope S (1/3)

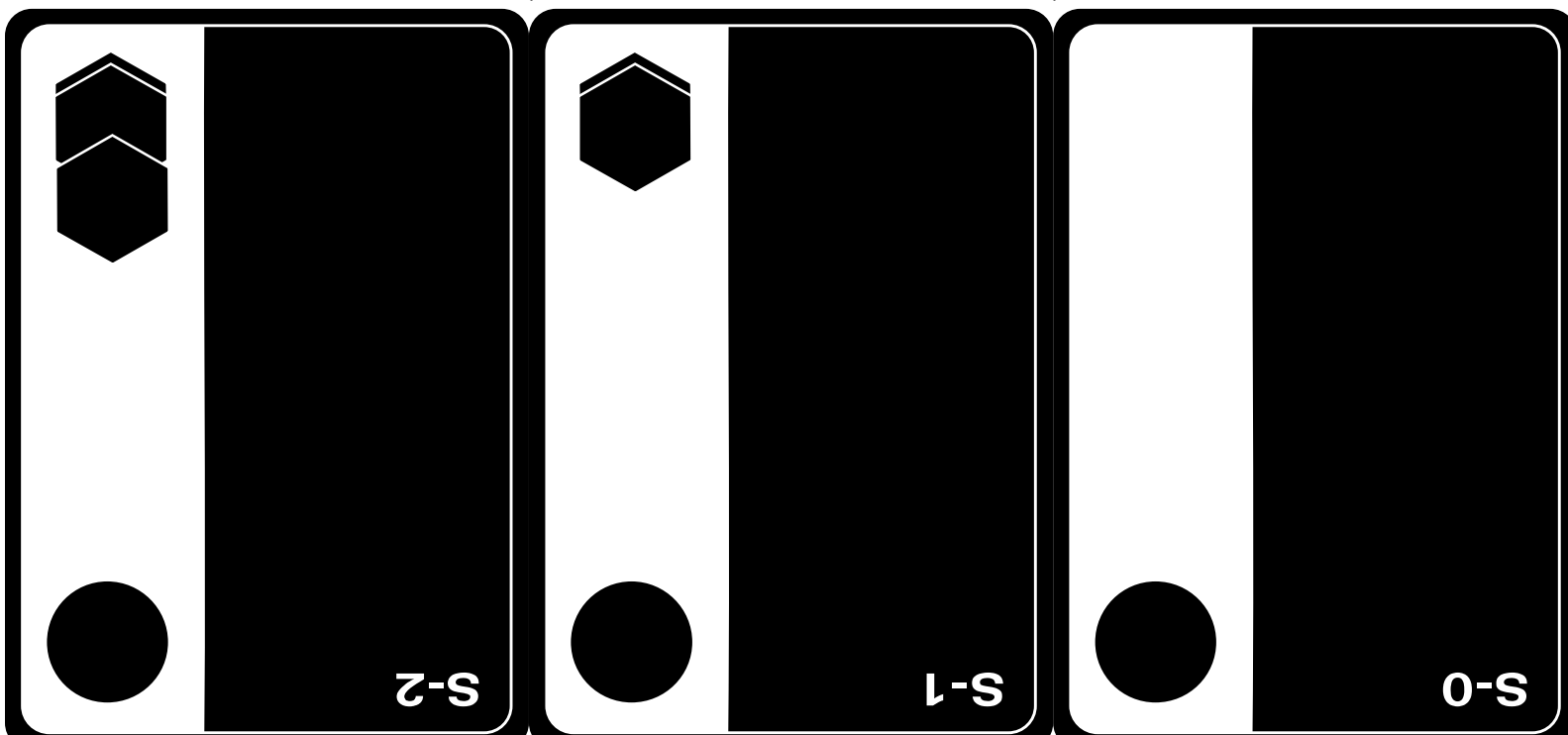
(place these cards in envelope S, in descending order)



 <p>S-5</p> <p>every day, you may choose to remove a piece of the tower, by drawing a card from this envelope, in order. if you do, skip your regular night card that day.</p>	 <p>S-4</p>	 <p>S-3</p>
 <p>S-5</p> <p>a feeling of drowning. as the air is filled with a dense, unknown presence, you stay still. silence. silence slowly parting, giving way to a strange, distant echo. from some veiled bell, once, then a thousand times in response, through the darkness of solid space.</p> <p>suddenly, you become aware of the undercurrents of the world. evidence of a hidden mechanism, the tertiary consequences of a concealed something. a mass of chaos, perhaps, coalesces beneath.</p> <p>you wake up.</p> <p>there is much of the tower to unveil.</p> <p>↶ gain 3 vision</p>	 <p>S-4</p> <p>instinctively, you breath in. the feeling of drowning comes anyway. then, a dim light, far away, that seems to light a small portion of a flat, reflective surface below. something pulls you down.</p> <p>shadowy mazelike halls, deep stairways, perfunctory bridges that you walk begrudgingly, a vague, distant source of light that never quite comes into view. the architecture of the killer.</p> <p>hours seem to pass.</p> <p>exhausted, you rest against some grimy lost wall. your hand feels the touch of something beyond the wall.</p> <p>you wake up.</p> <p>there is much of the tower to unveil.</p> <p>↶ gain 3 vision</p>	 <p>S-3</p> <p>you feel a strange pull. at full acceleration, you are buried into or out of something, everything passes in a strange shimmering blur.</p> <p>then, a vision, the cross section of the universe. secret depths manifest to you: a colossal mass of glowing, writhing red tendrils or worms, shifting and slithering in massive currents and turbulent flows. amidst them, huge, sky-blue crystalline orbs, shining like intermittent stars.</p> <p>you feel the mass desire. you see a plane in a lonely sky. you see a flower in a clearing, twisting into an unrecognizable shape. here and there, you see a semblance of a plan. the mass says something.</p> <p>your whole body refuses to communicate back.</p> <p>you wake up.</p> <p>there is much of the tower to unveil.</p> <p>↶ gain 4 vision</p>

envelope S (2/3)

(place these cards in envelope S, in descending order)



S-2

a chromatic flash in the dark, then, the mass again. breathing in close organic friction and distant sine waves. you fall soundlessly through. within the layers, spherical bubbles of emptiness form from unknown flocking protocols.

within some of them, strange, shimmering white forms appear. you focus. a familiar face, eyes closed, arms just barely formed. the mass weaves around it, tweaking its ever melting features.

the clone sleeps. the clone walks out, down crystal stairways. out into some sleeping palace, into the gardens of summer nights.

you wake up.

there is some of the tower left to unveil.

↗ gain 4 vision

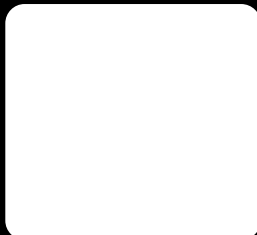


S-1

lightning breaks out. an infinite flash that saturates your vision. phosphene darkness, then faint sunlight. the basement is still at rest. it connects to thousands of ancient excavated galleries, that all descend into some different blackness.

the sine wave echoes still, interfering with itself everywhere. the pattern attempts to form. the worm, the tunnel, the hallway. the clone. you are cornered.

draw the symbol of protection:



· if you do, **continue in S-W**
· otherwise, **continue in S-0**

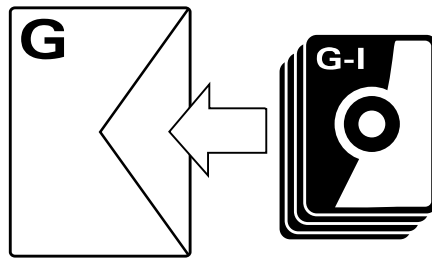


S-0

the clone does not speak. you understand the clone.

there's no fuel to go anywhere else. you give yourself up. you will return to the mass.

the end.

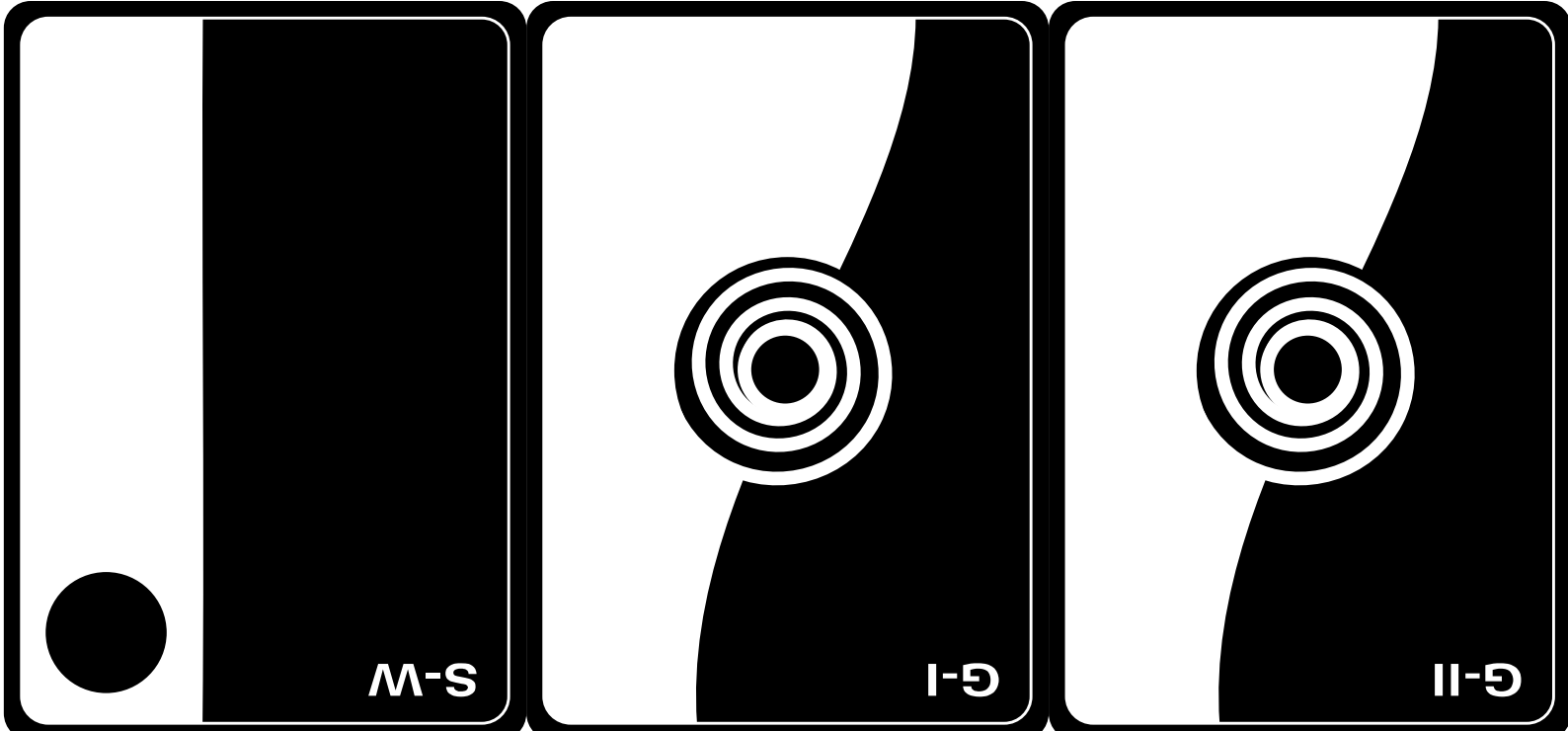


envelope G (1/2)

(place these cards inside envelope G, in ascending order)

envelope S (3/3)

(place this card at the bottom of envelope S)



S-W

disappear. a million kilometers above the world.

the surface closes beneath you, all trace of any holes removed. all just some distant dream. the worm excises itself.

you wake up.

it still observes.

↖ lose 12 vision

• place the four topmost discarded day cards back on the day deck.



G-I

the door opens slightly, only a streak of black visible beyond, and closes again. the underground whirrs and howls. the bottom of the pool shatters, opening to the darkness. you fall.

the chasm opens into a massive underground cave. you see dim streaks of red in the vast distance. no sky. continents, arranged into an unfamiliar world map, barren, the obsidian and molten rock and dust of creation. a thousand directions, all of which will defeat you. the dragon (the killer) flies unhindered over the underearth.

• continue in G-II.



G-II

you walk for an eternity. you hide under the landmarks of the unformed world. smuggle around the messages of strange creatures, strings of millions of numbers, heretical diagrams of some forgotten geometry. across blizzards of dust, across fields of grey soil and red lightning.

cornered. an esoteric feeling of conflict materializes. struggle is possible, even if only for a vanishing moment. enough for the motions of apocalypse, perhaps.

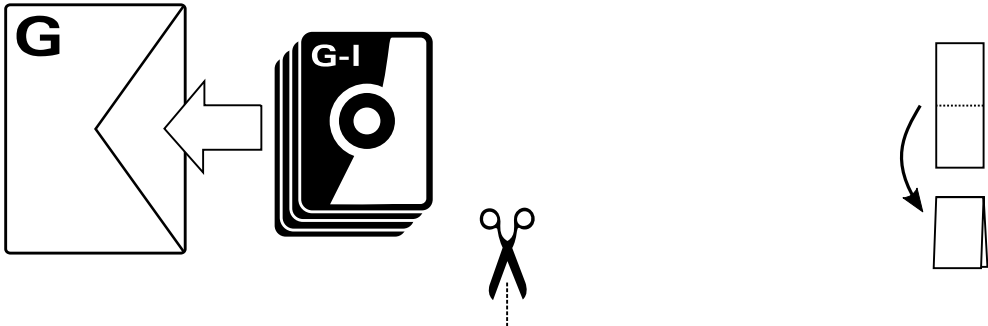
draw the symbol of protection, or sacrifice 12 vision:

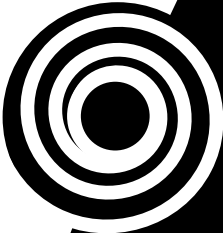


• if you do, **continue in G-III.**
• otherwise, wake up.

envelope G (2/2)


(place these cards inside envelope G, in ascending order)





III-᠑

AI-᠑

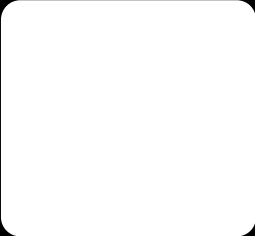


G-III


a pure, sparkling sound manifests like an uncontrollable truth. a wall of light, as everything stands still. the ground trembles, the horizon jitters and breaks.

cut off from some source of life, the worm-like tendrils covering you die off. you find yourself in the caves, atop a staircase, descending into a wide, dark chamber. dozens of tunnels branch out. at the center, a glistening, pale entity. *i need not tell you what it is.* it seems troubled. you feel an urge to speak. you open your mouth, and hear your own voice, reflected off the chamber walls into a panoply of crystalline harmonic tones, of some sacred series of numbers. do you know what to say?

draw the symbol of vision:



· if you do, **continue in G-IV.**
· otherwise, wake up.



G-IV

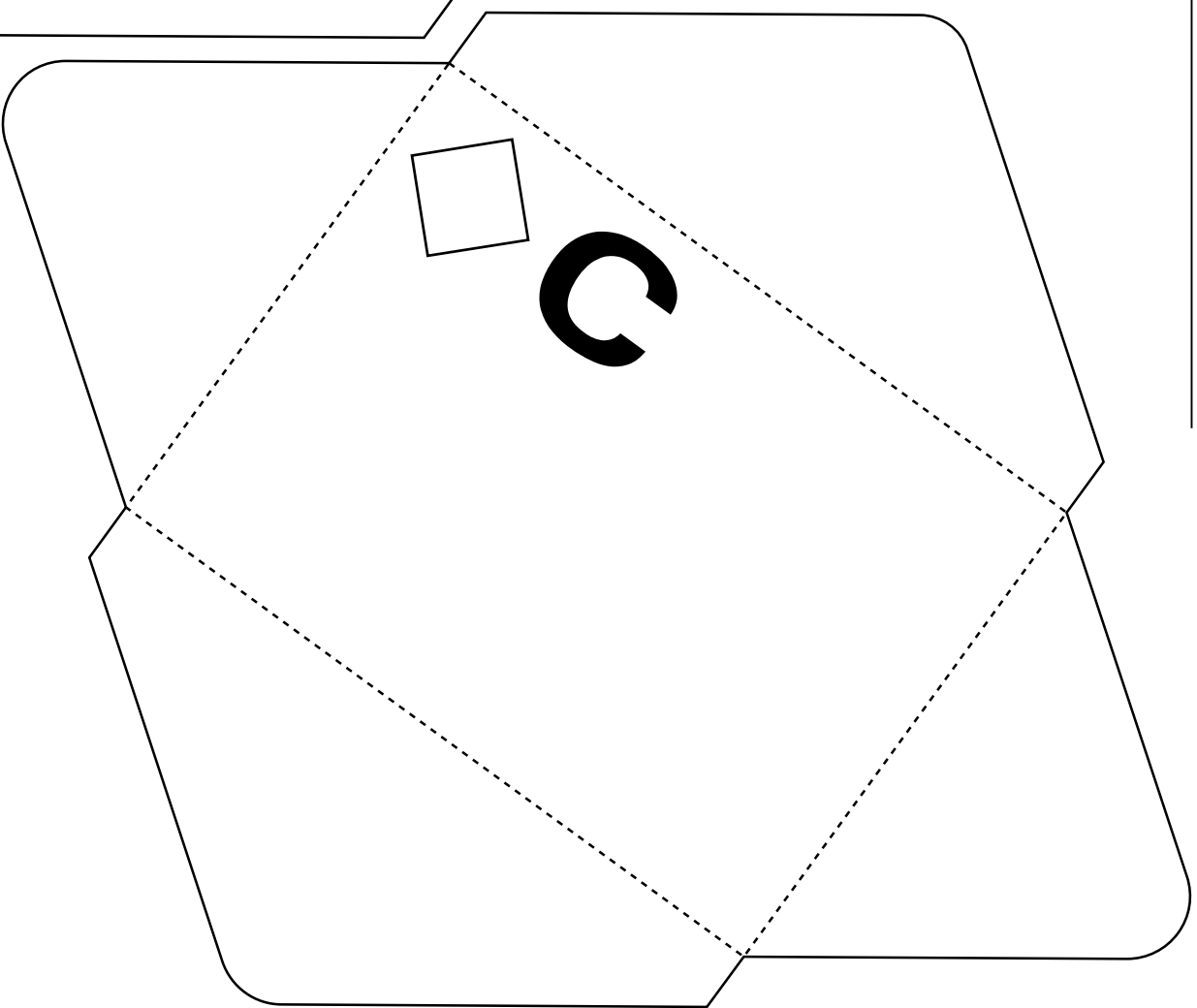
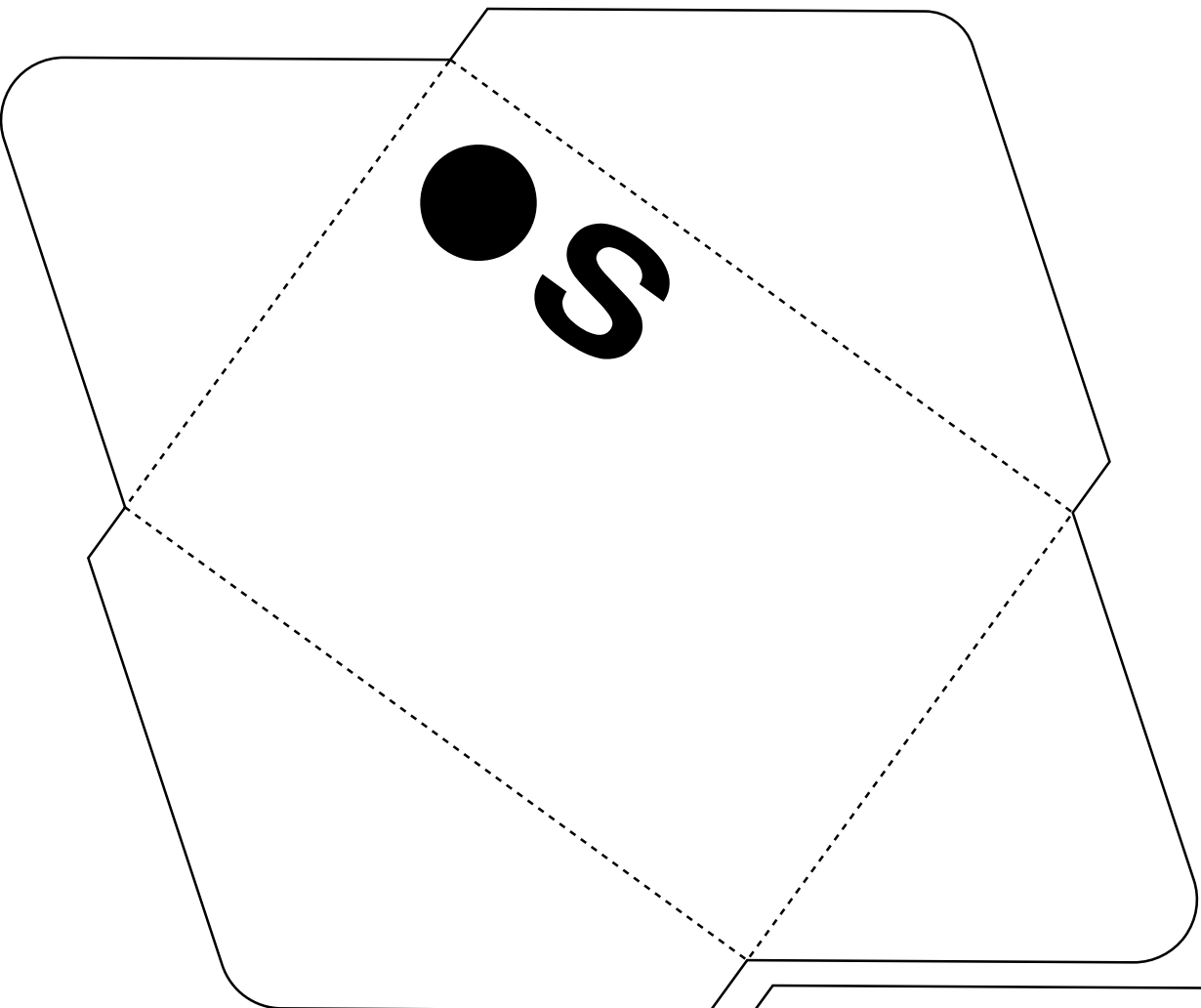
the clone. the voice of the clone, your voice. all things circle back upon themselves. a semblance of a plan, a purpose.

write a message. speak your mind:

(place this card in envelope D)

the end.

envelopes (1/2) ✂ ↻



envelopes (2/2) ✂ ↺

