




Seeker Chronicles

The Universe in a Card Game

Fulvio Flamini — OneStone Studios





-  Community
-  Scuole
-  Gameplay

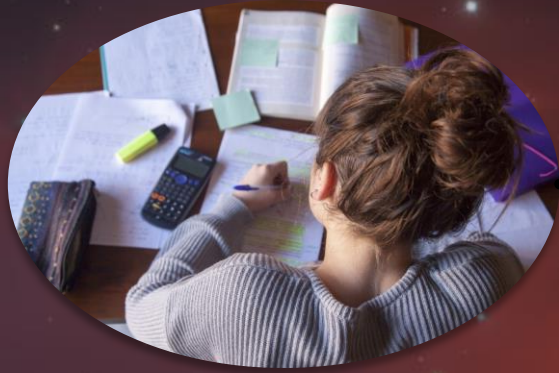




Education

is not

Captivating



Famiglie



Teens

Societal NEEDS

- Captivating education
- Tech and Science literacy

GAP

Gamers NEEDS

- Fresh games
- Captivating content and rewards

Education becomes Captivating



“Fresh, elegant and filled with interesting choices.”

— Richard Garfield (Magic: The Gathering +)

Education becomes Captivating



Tangential learning

*“Exposure to new knowledge
in an enjoyable and familiar context.”*



Three domains of knowledge



Domains feature real science



Seekers are real scientists




Seekers grant players their **Chronicles**



Cards show real science

From the infinitely large



The mystery of the stars
woven by the dark threads in a tapestry of colors.

Add 1 resource.

Lines

Module **4**

Newton 2/6
Illustration: Alex Korman
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Blushed with age and marked by blazing winds,
her stunning presence reigns over its siblings.

2 **Linked:** Gravity 2 (You may link here, for free,
a ready module in your memory with link cost 2
or less.)

Red Giant

Cosmos Module **5**

Newton 3/6
Illustration: Alex Korman
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Space and time can be woven like ethereal threads.
Celestial bodies follow obediently.

3 **Linked:** You may destroy all linked
modules with power 2 or less.

Spacetime Curvature

Cosmos Module **6**

Einstein 6/6
Illustration: Alex Korman
© 2023 Universität Innsbruck



Cosmic race against spacetime;
what you see now is already drifting away.

1 **Linked:** Choose a Cosmos module.
It gains +5 power until end of turn.

Accelerating Expansion

Cosmos Module **3**

Hawking 4/6
Illustration: Alex Korman
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Space and time
A singularity in the fabric of spacetime.

3 **Linked:** Gravity 3 (You may link here, for free,
a ready module in your memory with link cost 3
or less.)


Black Hole

Cosmos Module

Einstein 5/6
Illustration: Alex Korman
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Cards show real science

To the infinitely small

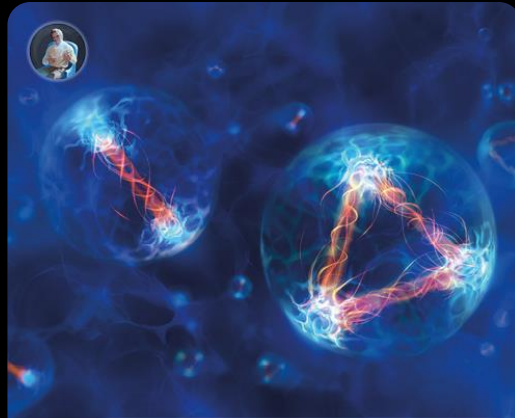


The elementary spark that makes matter stable, lost as matter decays around it.

1
Linked: Move an opposing module into your hand.

Emission 0
Quantum Module

Wu 5/6
Illus. Alex Forrester
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In the depths of matter the strongest bond holds its core.

1
Linked: Your seekers with two or more modules gain +3 power until end of turn.

Strong Interaction 3
Quantum Module

Feynman 6/6
Illus. Alex Forrester
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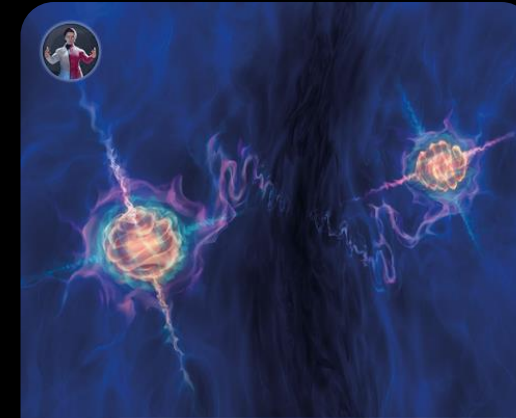


Only those who seek the deepest interactions will find what binds us all.

1
Linked: Duality (Your seekers gain +2 power until end of turn.)

Gluon 4
Quantum Module

Feynman 5/6
Illus. Alex Forrester
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No matter their distance, once bound to each other, the fate of quantum siblings remains intertwined.

1
Linked: Choose two other Quantum modules. Each gains +2 power until end of turn.

Entanglement 4
Quantum Module

Wu 6/6
Illus. Alex Forrester
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Mediator of the Weak Force. Down for Up, and its brief existence.

0
Linked: Duality (Your seekers gain +2 power until end of turn.)

W Boson 0
Quantum Module

Wu 6/6
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Cards show both Tech and Concepts



Solar Sail



Strange Attractor

Cards show **timely topics**



Environmental Impact



Planetary Climate Crisis

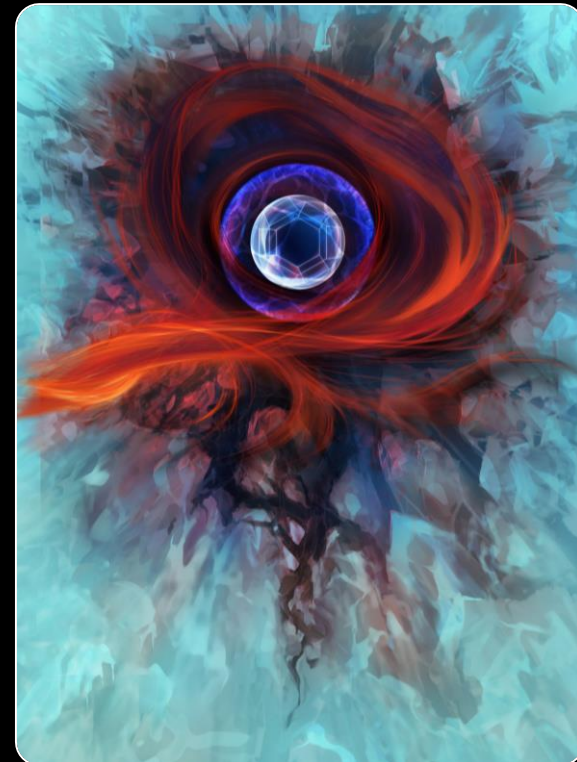
Cards can be educational



1st Law



2nd Law



3rd Law

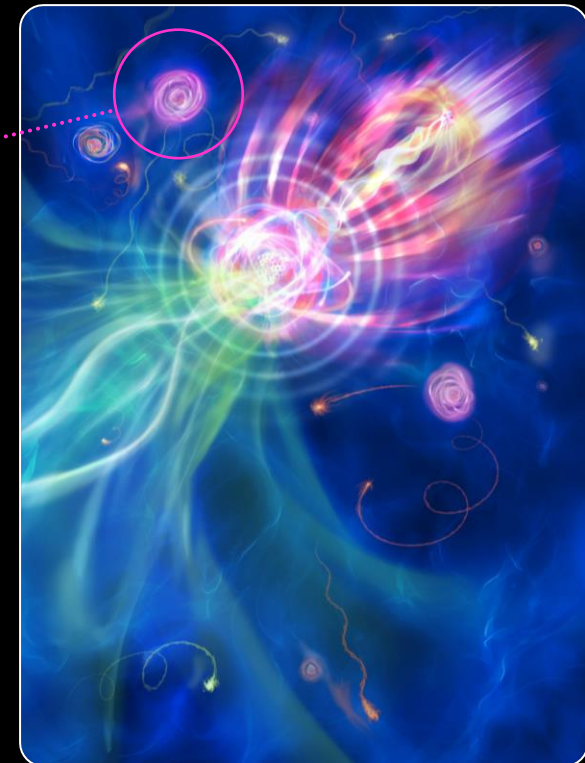
Cards can tell a story



W Bosons mediate the Weak Interaction



Responsible for the Radioactive Decay



Radioactive Decay



SEEKER CHRONICLES

Lea



Hendrik



Mira



2020—21

Overall setting:

7. Types of interactions
8. Card types (scientists, experiments (take time), places of knowledge (resources: what type of resources), knowledge cards (change stats), commander cards (special card, one knowledge card, special powers), base (winning condition?))
9. Commander (special card, is a defender until on the base it is specified otherwise and then he can attack)
10. How do we move along the basis? Winning condition?
11. Dynamics
12. Complexity
13. How to achieve variety? -> board game elements, e.g., permanent cards, randomization (card drawing, deck building, ...?)
14. What kind of game elements? -> cards, permanent cards, possibility of becoming a trading card game, maybe a cheap playmat,
15. Decided to have to phases:
Idea for first phase: fight with knowledge for the bases ☺

14t

Fun

Big

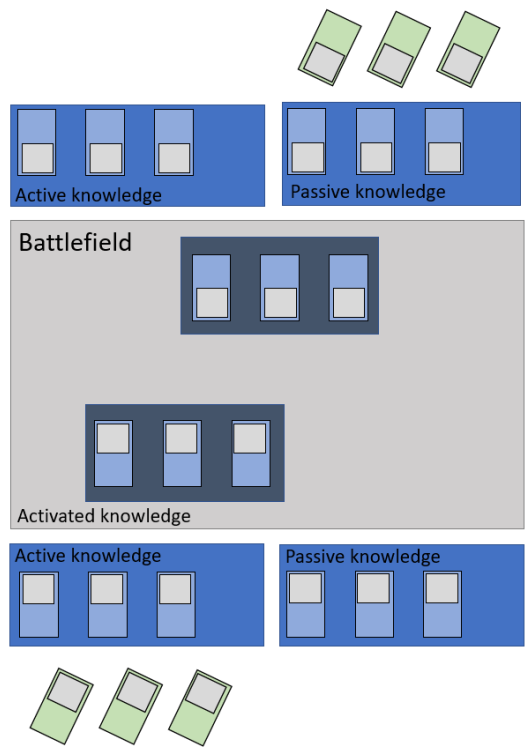
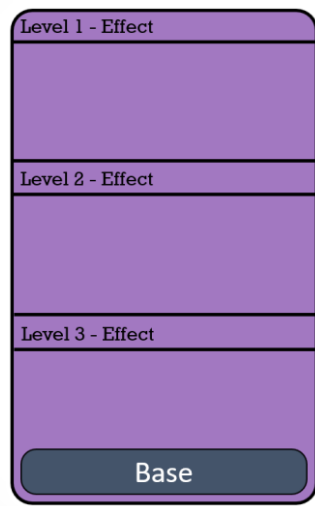
Viz

Sma

Rol

Poi

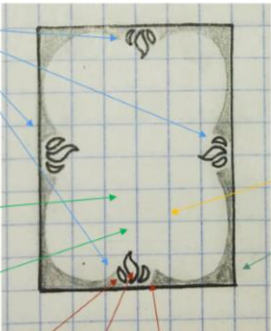




Idea: Lead Scientist Card

Branches of Physics

- Quantum
- Electromagnetism
- Relativity
- Cosmology



Full art, no boxes

Abilities

Card name

Copyright

Casting cost

Resource value

Attack value

They form the profile of a flame, which is a symbol of knowledge. The card is "illuminated" by this flame, while corners are in shadow.

power (only active)



Effects

Scientists:

- experimentalist → experiments cost less
- theorist → costs less to attach new knowledge
- teacher → knowledge taken / cannot activate
- visionary → attach knowledge from your hand

Experiments:

- discovery → get knowledge card from stack to game (pay-get)
- prediction → create knowledge tokens
 - view opponents cards
 - diminish opponents knowledge /-h /t/p
 - impose own knowledge /+h /u/t/p
- industrial → activate a knowledge card
- verification → get knowledge card from stack to your hand

Knowledge:

(active):

- technology → always active
- broad → switch /split between channels with knowledge of same type
- synergy / pinnacle → increase power for each activated knowledge of same type under it
 - apply to all channels with the same type





Dear **artist,**

We are a team of developers and scientists creating *Seeker*, a trading card game set in a post-apocalyptic world, where humans seek *long* forgotten knowledge to overcome the perils of their age. Unlike most fantastic settings, *Seeker* is entirely based on true scientific knowledge, such as *robotics* and *space exploration*. We are *codified by actual scientists*. Our goal is to create a game that is *accessible to people more comfortable with science* than most board games, and is *available everywhere*.

As we are currently *seeking artists* to help us create our *visual identity*—we are looking for *artists who are interested in science* and *space exploration*. We are *looking for artists who are interested in science* and *space exploration*. We are *looking for artists who are interested in science* and *space exploration*.

All interested parties should email us at art@seeker.game or our [financial contact](mailto:art@seeker.game) at art@seeker.game.

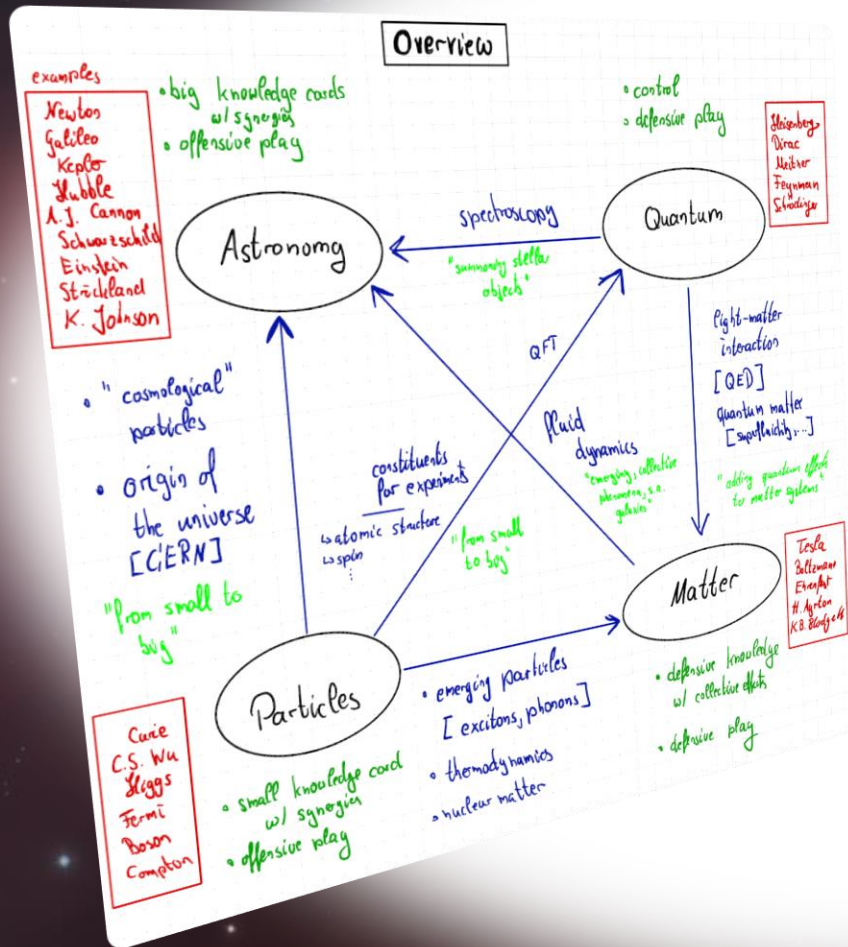
If you have any *questions*, please email us at art@seeker.game. We are *very happy also* to arrange a *skype/zoom/telephone* call.

We would very much appreciate a response.

Best regards,

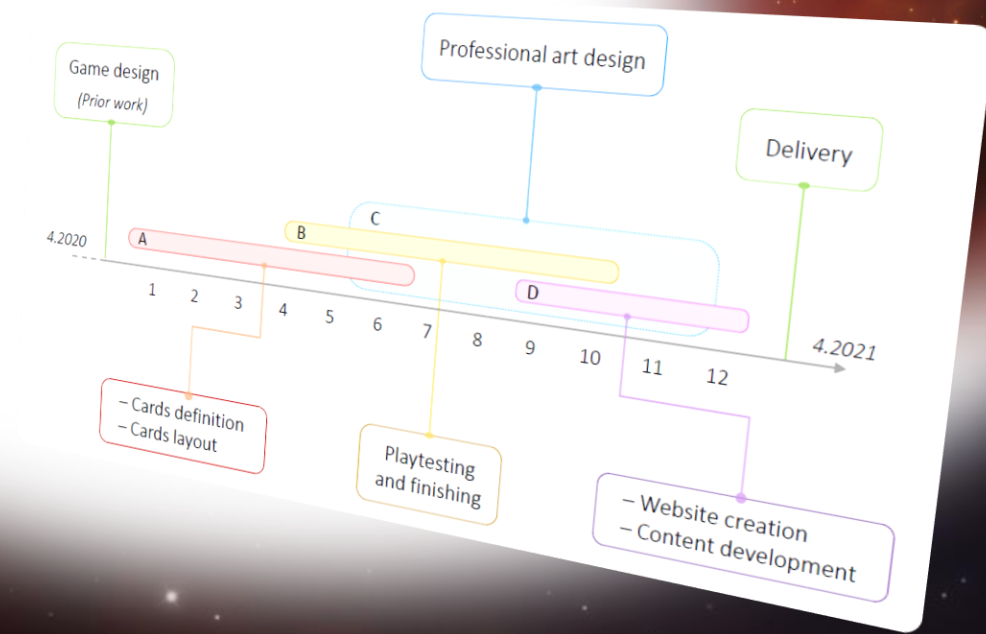
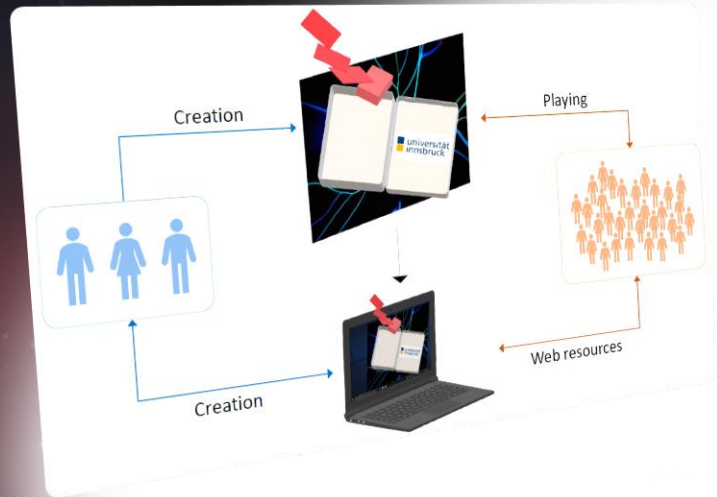
Dr. Dr. Dr.





Mechanics	Opponents		Opponents	
	Cosmos	Quantum	Light	Matter
Ramp	X			
Deck manipulation				X
Burn		X	X	
Interaction (target)		X	X	
Interaction (global)	X	X		X
Luck		X	X	





Characteristic abilities

Confinement: Cannot clash alone.

Combine / Coalescence: Two cards become one, with total power given by the sum.

[Artist 1] (still a big fan but don't expect him to work for us)

Charge X: When a knowledge card interacts with another one that has *charge X*, it *fades away* until the end of the next turn unless its controller spends *X* resources to *remember* it.

<https://www.artstation.com/artwork/JPXR0>

Decay: Search your *memory* for a knowledge card that shares a knowledge type and has lower cost and *study* it.

<https://www.artstation.com/artwork/299WA>

Gravity: During the combat phase, for each channel, all knowledge cards must block an attacking card with *gravity*, if able.

Hack / Turbulence: *Hack X*, where *X* is the knowledge power.

<https://www.artstation.com/artwork/JleA1z>

Shatter: Forget the card to *Hack X*, where *X* is the knowledge power.

<https://www.artstation.com/artwork/PZQNY>

Entangled: (activated ability) What influences a card that is entangled happens to this card as well.

Wave: Can move across channels while clashing (a.k.a. it is in superposition).

Crystal: Cannot be targeted by spells or abilities controlled by the opponent.

[Artist 2] (could work out)

Accretion X: Gains (+X) when [something happens].

<https://www.artstation.com/artwork/Yn5n3>

General abilities

<https://www.artstation.com/artwork/OloOJ>

Timely: Can activate and attack as it enters the battlefield.

<https://www.artstation.com/artwork/mqw5V9>

Robust / Reliable / Irrefutable: Cannot be targeted by spells or abilities controlled by the opponent.

Impact: Attacks in all channels at the same time.

Permanent: Does not fade away until it is erased.

1-Ex-Required (no portraits) think this won't work)

Immense: No limit to the number of knowledge cards.

<https://www.artstation.com/artwork/2xrqEa>

Insight / Intuition / Analogy:

<https://www.artstation.com/artwork/6axVqn>

Elegant: All knowledge cards that share a type cost 1 less.

Milestone: Add counters until a condition is met.

<https://www.artstation.com/artwork/G4ZXa>

Inspiring X: When you play this card, you can play another card from your hand that shares a type reducing its cost by *X*.

Seminal / Breakthrough: When you play this card, search your memory for a card that shares a type and add it to your hand.

Vision X: When you play this card, look at the top *X* cards of your memory.





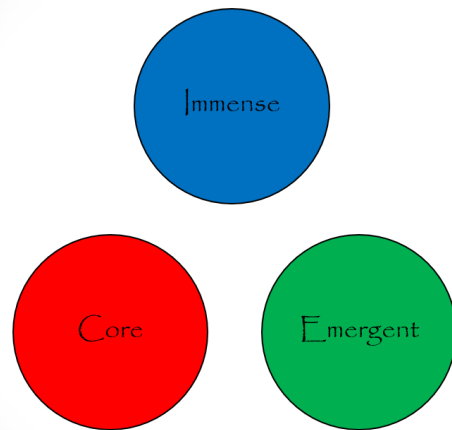
Core	Quantum	Order	Cosmos
<ul style="list-style-type: none"> • Particle Physics • High Energy Physics 	<ul style="list-style-type: none"> • Atomic, Molecular and Optical Physics • Quantum Mechanics 	<ul style="list-style-type: none"> • Matter Physics • Thermodynamics • Electrodynamics 	<ul style="list-style-type: none"> • Astrophysics • Cosmology • Classical Mechanics
<ul style="list-style-type: none"> • Elementary • Indestructible • Foundational • Emergence 	<ul style="list-style-type: none"> • Chaotic • Weird • Control • Technological 	<ul style="list-style-type: none"> • Technological • Regularity • Emergence • Control 	<ul style="list-style-type: none"> • Stellar • Powerful
<ul style="list-style-type: none"> • Synergies • Collect cards • Cheap cards • Many resources 	<ul style="list-style-type: none"> • Control • Direct damage • Defensive • Technology cards 	<ul style="list-style-type: none"> • Collective effects • Phases • Transmute • Technology cards 	<ul style="list-style-type: none"> • Resource ramps • Strong cards • Expensive cards • Coalescence





3. **Quantum speedup** (0)
Add 1 resource for every *Quantum* knowledge card you control.
4. **Wave function collapse** (2)
Target *Quantum* knowledge card you control gains "Outcome:
- : Gains (+1) and *Wave* until the end of the turn.
- : Decay, then each opponent forgets one knowledge card."
5. **Observer effect** (X)
Search your memory for a *Quantum* card with cost less than X and reveal it. Outcome:
- : If the revealed card is a scientist, put it onto the battlefield. All your *Quantum* cards lose all their abilities until the end of the turn.
- : Otherwise, study it. You may add any number of knowledge cards to a scientist without paying its cost.
6. **Wave-particle duality** (2)
Outcome:
- All your *Quantum* cards gain *Wave* and *Tunnel* until the end of the turn.
- Activate target *Quantum* card. It gains (+2) until the end of the turn.
7. **Copenhagen interpretation** (4)
Vision 2. At the beginning of your turn, choose two between realism, determinism and locality:
Realism: All knowledge cards gain (-1), *Crystal* and *Decay*
Determinism: All knowledge cards gain (+1) and lose all abilities.
Locality: Effects do not apply to knowledge cards owned by a different *Seeker*.
8. **Uncertainty principle** (4)
All knowledge cards gain "Outcome:
- This card loses all abilities and gains (+1)
- This card gains *Wave*, *Tunnel* and *Entangled*."
9. **Path integral formulation** (5)
X: Set aside any number of *Quantum* knowledge cards you control and open X channels. After the opponent declared blockers, randomly assign the set-aside cards clashing in these channels, then draw 1 card for each non-empty channel.
10. **Many worlds** (5)
Each player chooses one knowledge card, then forgets all the others. Exchange control of the two cards.





Advantages with '3' divisions:

1. (subjective) '3' is an elegant number;
2. Easier to handle and richer for design;
3. Largely enhances deck-building;
4. Clear and intuitive separation;
5. Enables scalability to other disciplines;
6. Enables mixing within disciplines;

Scalability!



- We use [Notion] instead of [Knowledge card] when we refer to knowledge cards in play. Any other single-word, countable noun would do the job.
- The number of keyword abilities is reduced to 3+5, no more than 9.

Field-specific in physics

1. **Wave**: This notion spawns in the channel of a random pioneer, once blocks are declared.
2. **Emergence**: This notion can be used to conjure a scientist from your stack.
3. **Massive**: –

All expansions (colored entries = field-characteristic abilities that are not unique)

1. **Validated**: cannot be affected by effects controlled by the opponent.
2. **Breakthrough**: This notion can pioneer a new channel.
3. **Obscure**: – This notion wipes one slot from the opponents' memory.
4. **Timely** can be played and activated any time an experiment could be played.

Hack: Directly hacks the opponent's firewall.





nanDECK - Ver. 1.25.2

deck-ACTIVE.txt Add new tab

New deck wiz

Open deck

Reopen deck

Save as

Exit program

Validate deck

Build deck

Print deck

Save images MT

PDF CP

GIFa TIFF

Print script

Insert >

Linked data

Find rpl

Add Com Rem

```
1 CARDSIZE=6.35,8.89
2
3 LinkMulti = Amount
4 Linkfilter = type = active
5 ; ADAPT LINK AS APPROPRIATE
6 LINK=C:\Users\hpoul\Dropbox\Seeker\Print\DECK_Quantum.xlsx
7
8 VISUAL=, 10, 10
9 IMAGE="1-({CARDLAYOUT})", [CARDLAYOUT], 0%, 0%, 100%, 100%, 0, FN
10 FONT=Arial, 8, BT, #000000
11 TEXT="1-({NAME})", [NAME], 11.054%, 6.066%, 69.666%, 6.985%, LEFT
12
13 FONT=Arial, 7.5, T, #000000
14 TEXT="1-({TEXT})", [TEXT], 14.082%, 63.213%, 72.864%, 21.338%, CENTER, WTOP
15 IMAGE="1-({IMAGE})", [IMAGE], 12.082%, 13.081%, 76.864%, 43.015%, 0, FN
16
17 FONT=Arial, 10, TB, #000000
18 ;COST
19 TEXT="1-({COST})", [COST], 81.234%, 6.25%, 10.54%, 7.169%
20 HTMLKEY=,,
21 FONT=Arial, 6, T, #000000
22 ;RESOURCE
23 TEXT="1-({RESOURCE})", [RESOURCE], 41.902%, 55.75%, 16.71%, 4.779%
24
25 FONT=Arial, 7.5, T, #000000
26 ;ACTIVE1
27 TEXT="1-({ACTIVE1})", [ACTIVE1], 20%, 77%, 60.753%, 50.088%, CENTER, WTOP
28 ;ACTIVE2
29 ;TEXT="1-({ACTIVE2})", [ACTIVE2], 38.766%, 92.904%, 43.753%, 18.088%, CENTER, WTOP
30
31 FONT=Arial, 10, TB, #000000
32 ;ACTIVE1COST
33 TEXT="1-({ACTIVE1COST})", [ACTIVE1COST], 11.568%, 79.654%, 7.455%, 5.331%
34 ;ACTIVE1POW
35 TEXT="1-({ACTIVE1POW})", [ACTIVE1POW], 82%, 79.471%, 7.455%, 5.331%
36
37 ;ACTIVE2COST
38 ;TEXT="1-({ACTIVE2COST})", [ACTIVE2COST], 11.568%, 84.007%, 7.455%, 5.331%
39 ;ACTIVE2POW
40 ;TEXT="1-({ACTIVE2POW})", [ACTIVE2POW], 81.491%, 83.824%, 7.455%, 5.331%
41
42 RECTANGLE=, 18.5%, 75.816%, 64%, 12.272%, #000000, EMPTY, 0.5%
43
44 ;RECTANGLE=, 17.995%, 82.904%, 64.781%, 8.456%, #000000, EMPTY, 0.5%
45 ENDVISUAL
46
47 Zoom = 92
```

TEXT="range", "text", pos x, pos y, width, height, horizontal alignment, vertical alignment, angle, alpha, outline width, circle offset, circle ang

Loading C:\Users\hpoul\Dropbox\Seeker\Others\Print\deck-ACTIVE.txt...



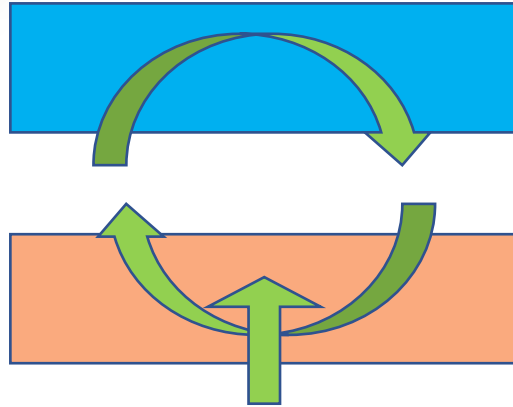


Engagement wirkt!

Sehr geehrte Damen und Herren!

Ihr Projekt, Ihr Vorhaben, Ihre Idee hat Anklang bei Förderinnen und Förderern von **1669 – Wissenschaft Gesellschaft** gefunden. Es freut uns sehr, dass Sie NutznießerInnen von deren Engagement für die Universität Innsbruck sind und Ihr Vorhaben dank deren Spenden nun starten und umsetzen können. Dazu gratulieren wir Ihnen sehr herzlich!





ACTIVE

PASSIVE

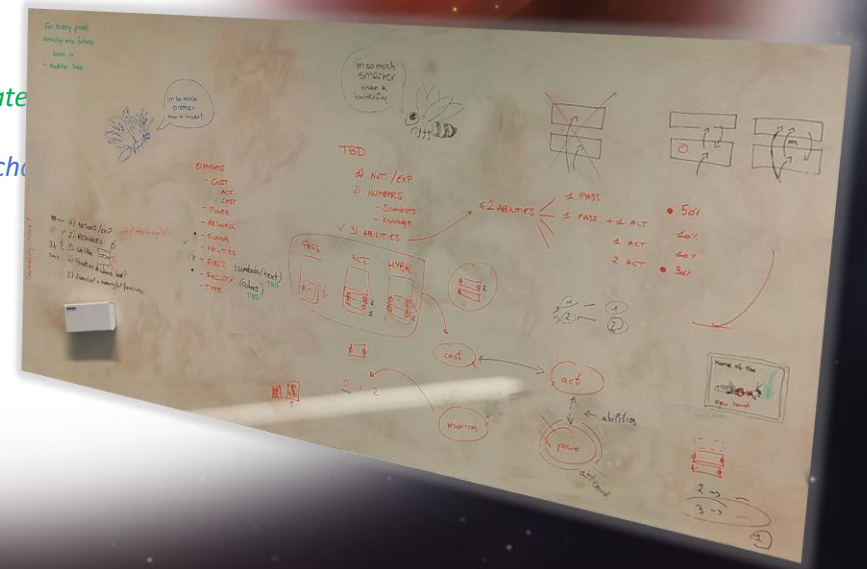


[Quarks]

Cost: 0

Resource: 1

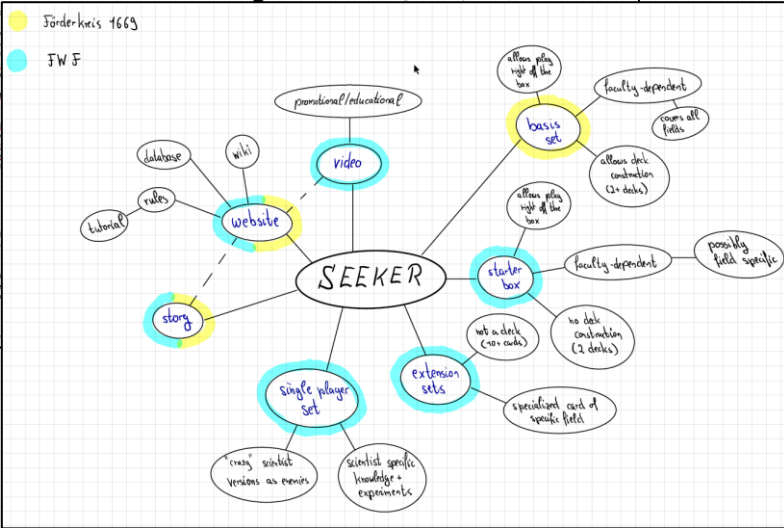
- 1 -- *Obscure* (Deactivate one notion. [This notion] cannot be deactivated)
- 2 -- *Breakthrough* (This notion pioneers a new channel). 2
- 3 -- *Duality* (Flip a quantum coin. If you win, set it aside and all your ch...



<p>Inhalt Antrag:</p> <ul style="list-style-type: none"> Zielgruppe benennen: „Zitierbarkeit, Schulen, Medien und die Politik“ Ziel aufbewahren: „Zielsetzung in der Höhe für die Gesellschaft auf gesellschaftliche Werte zu kommunizieren und stärker in Bewusstsein der Menschen zu verankern“ Erreichung der Zielgruppe: „Evidenzbasierte Möglichkeiten“ (basal, COVID-19) <p>Kostenverteilung:</p> <ul style="list-style-type: none"> 20% in Österreich nachweisbar <ul style="list-style-type: none"> Betriebskosten Wartungskosten Geschäftskosten Materialkosten Betriebskosten, wann, wie, wo nach Wien Kosten im Rahmen von nationalen Kooperationen <p>FWF Projektbezug explizit (hat):</p> <ul style="list-style-type: none"> Laufzeit: Beginn innerhalb Einbettung in „größeres Vorhaben“ <ul style="list-style-type: none"> Finanzierung muss durchzuführen eines Umfang und Summe <p>Beteiligte Personen:</p> <ul style="list-style-type: none"> Nationale Kooperationspartner: LMF & ... Summe: <ul style="list-style-type: none"> max. 50.000EUR (in projekt-spezifische) 20% FWF (national) Forschungstätigkeit bei Anstellungen außer Österreich Sprache: deutsch <p>Aufbau Antrag (Konzept):</p> <ul style="list-style-type: none"> Abstract <ul style="list-style-type: none"> in Deutsch und Englisch allgemeinverständlich FWF Projektbeschreibung <ul style="list-style-type: none"> Einseitig Allgemeinverständlich <ul style="list-style-type: none"> Max. 25.000 Zeichen (inkl. Leerzeichen) verständlich gut strukturiert Wirkung und Nutzen 	<p>realistisch (v. a. in Bezug auf Zeit-, Ressourcen- und Kostenplanung)</p> <p>Bewertungskriterien:</p> <ul style="list-style-type: none"> Organisation des Projekts ✓ Innovationspotential des Projekts ✓ Originalität des Projekts ✓ Impact des Projekts ✓ Erreichung der Zielgruppe ✓ <ul style="list-style-type: none"> Definition und Größe der Zielgruppe ✓ Bezug der Zielgruppe zum geplanten Format ✓ Partizipative Möglichkeiten für die Zielgruppe ✓ Detailliertes Kommunikationskonzept bzw. Kommunikationsstrategie zum Projekt ✓ Qualifikation, das eingereichte WFP-Projekt zu leiten ✓
--	--

Förderkreis 4669

FWF





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29.09.2020

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Österreich

Angebot A-26085

Produktbeschreibung

Individuelles Spiel
Motive, mit 150 Spielkarten
Stülpedeckel
63 x 88 mm, Motivdruck
/ 110 Blatt, 2 Pack
geschlossen Umfang
Spielkartenkarton mit
Offsetdruck / Vorderseiten
cellophanierte Kartensets
bedruckbarer Stülpedeckel
27 mm / Deckel: 144 x 104 x 27 mm) mit
Mittelstegeinlage
38 Werktage Standard-Produktionszeit / Im

Produktbeschreibung

Abbildung
vorhanden

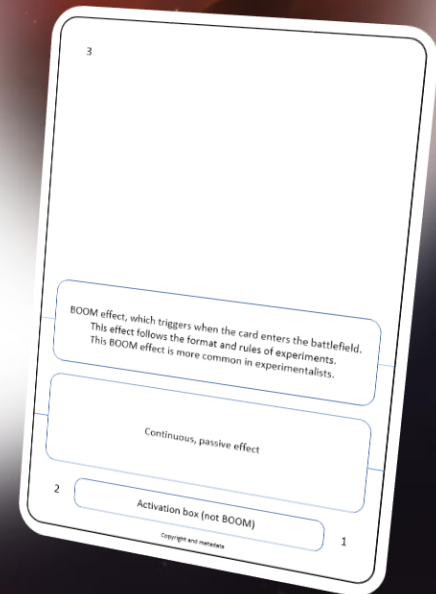


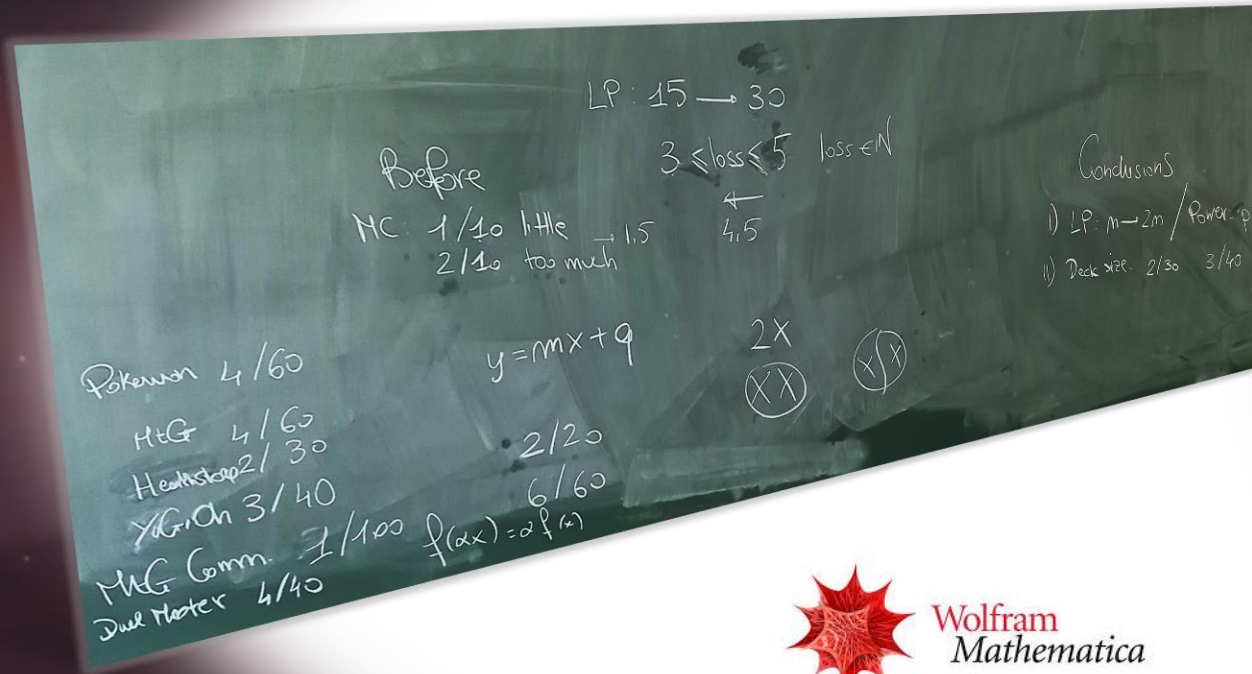
KNOWLEDGE SCIENTISTS

ACTIVE and MIXED

1. ¹ **Johnson, the Opening** ^[Photons]
 Cost: 0
 Flavor: "Men don't pay attention to small things." – K. Johnson
 Channels with two or more notions gain +1.
 -- Notions and technologies in a channel you own gain +1. --
 3 – Duality – 2

2. ² **Rubin, the Guiding Light** ^[Gluon]
 Cost: 0
 Flavor: "Still more mysteries of the universe remain hidden. Their discovery awaits the adventure of this scientist of the future, like in this way." until the end of turn. – 1
 -- Look at the top 3 cards of all stacks, then set any of these cards aside. --
 3. ³ **Newton, the Giant** ^[Quarks]
 Cost: 0
 Flavor: "We had too many walls and not enough bridges." – I. Newton
 -- Deactivate and gain control of one notion. --
 4. ⁴ **Hawking, the Visionary** ^{[Quasiparticle] (Order)}
 Cost: 0
 Flavor: "If you understand the universe, you control it." – S. Hawking
 -- Deactivate up to two notions in strong interaction. --
 Cost: 0
 0 – [This card] can only be activated in a channel with two or more notions. – 2







CURIE
 1) lose | lose | +1 ATTACK
 2) lose | lose | +1

SOLUTION - Power Curve SC
 ⇒ - Sacrifice / Cost
 ⇒ - Flow / Attachment

Determinism of Arator
 + 1° turn + not balanced within

Feynman lock, chose, +1 reserve
 CURIE ±1LP +1 all
 Laser
 Glue
 Switch: 15
 Threading 1

Entropy
 Genes 1-11
 $W = \frac{\Delta t}{\Delta t_0}$
 $\frac{n(n-1)}{2}$

Power Δ
 -Δt

Constant $\approx P_t^4$
 $P_t \approx P_f^2$



$34 = 9 + 5 + 1 + 2 + 6 + 2 + 6 + 3 - 0$
 Ent Fiss X Draw Extra Curie Steah Exp
 Draws

$15 \times 2 - 3 = 27$
 $5 \times 2 = 10$

• firing ✓ H ✓
 • covered ✓
 - damage } put behind
 - stash }
 - destroy/discard }

• choice of 8 ✓
 • SC are ambiguous ✓

SC are normal cards
 discard/destroy → bottom
 oblivion
 Superfluidity
 Feynman
 (gluon)

Entropy
 2
 3
 4

$15 \times 2 - 3$
 X Load
 Begins
 Draw
 Untap
 → play
 $(3, 7) + 3$
 $(3, 7)$



how to open channels

- Counter
 • Loading Today
 • Turns

- Condition
 • Symbols
 • Events

Online modules
 other
 1/ch ✓
 3/ch ✓
 2/ch
 Q
 10/C ✓

$15 \times 2 +$
 $5 \times 2 +$
 $- 3$

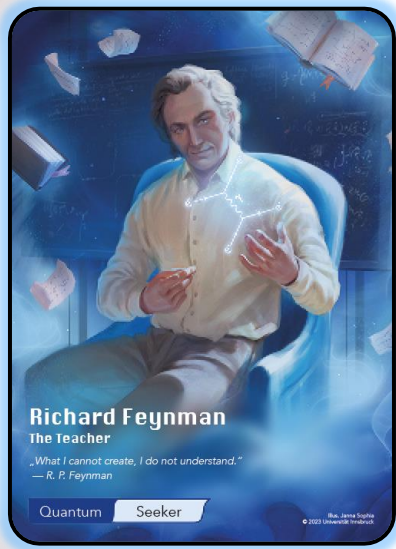
Modified
 Paque Set
 40 + (24) +
 SC

4th Low
 • Curve of
 Cosmic
 NoVA

13
 ↑
 E

A
 4





Richard Feynman
The Teacher

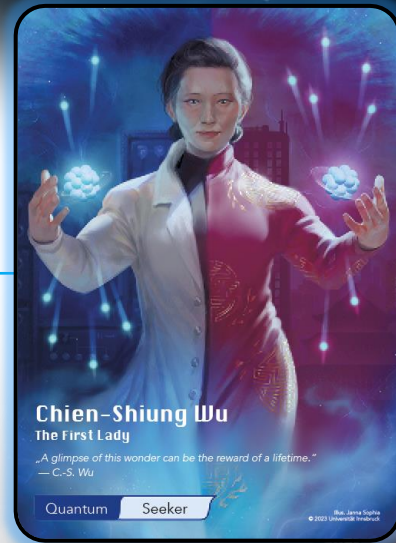
„What I cannot create, I do not understand.“
— R. P. Feynman

Quantum Seeker

Ill. Janik Sophie
© 2023 Universal Entertainment



A 3x2 grid of six sketches of Richard Feynman. The top row shows him standing with a particle and a woman in a lab coat. The middle row shows him sitting in a chair and a woman in a lab coat. The bottom row shows him gesturing and sitting at a computer. The top-right and bottom-right sketches are highlighted with a blue border.

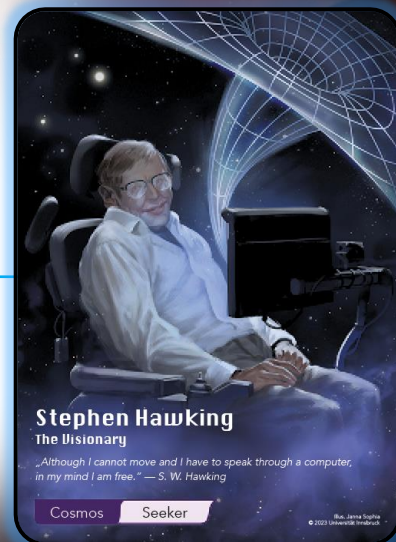


Chien-Shiung Wu
The First Lady

„A glimpse of this wonder can be the reward of a lifetime.“
— C.-S. Wu

Quantum Seeker

Ill. Janik Sophie
© 2023 Universal Entertainment



Stephen Hawking
The Visionary

„Although I cannot move and I have to speak through a computer, in my mind I am free.“ — S. W. Hawking

Cosmos Seeker

Ill. Janik Sophie
© 2023 Universal Entertainment

Gluonen sind der Klebstoff der Quarks miteinander verbindet.

4 Spiele 1 zusätzliche Wissenskarte. Das ist spielrelevant. 3

3 Spiele 1 zusätzliche Wissenskarte. 3

Module Quantum

Gluonen sind der Klebstoff der Quarks miteinander verbindet.

2 Spiele 1 zusätzliche Wissenskarte. Das ist spielrelevant. 1

2 Spiele 1 zusätzliche Wissenskarte. 2

Module Quantum

Gluonen sind der Klebstoff der Quarks miteinander verbindet.

3 Spiele 1 zusätzliche Wissenskarte. Das ist spielrelevant. How much 3

3 Spiele 1 zusätzliche Wissenskarte. 3

Module Quantum

Gluonen sind der Klebstoff der Quarks miteinander verbindet.

Spiele 1 zusätzliche Wissenskarte. Das ist spielrelevant.

2 Spiele 1 zusätzliche Wissenskarte. 2

Module Quantum

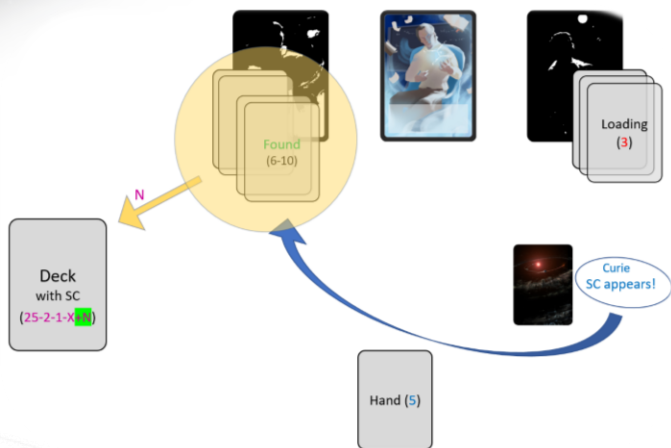
Gluonen sind der Klebstoff der Quarks miteinander verbindet.

3 Spiele 1 zusätzliche Wissenskarte. Das ist spielrelevant. How much 3

3 Spiele 1 zusätzliche Wissenskarte. 3

Module Quantum





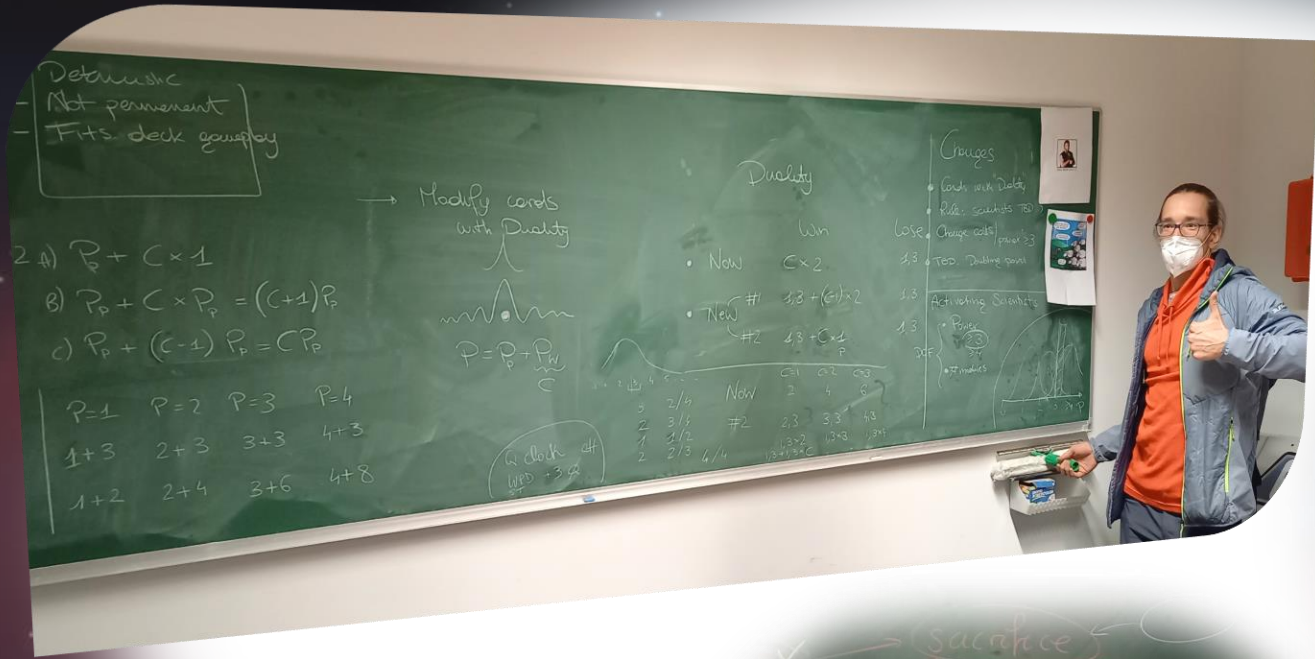
Fixed cost		Multiplier		TURNS (first time a scientist can be played)											
		How many open channels do you have?		1	2	3	4	5	6	7	8	9	10	11	12
Variable cost	Pay corresponding casting cost (can be 0) + possess modules:	X	1 offline	1 online			1	2	3						
			2 offline	2 online			1								
			3 modules				1	2							



2023

Deckset	Name and Image	L	M	P	Yes	No	Cost	Time	Energy	Complexity	Unlocks	Paradox	Disaster	Archer	Science	Play	Clear	Metastable	Blue/Green	Temp/Pop
1	1	1	1	1																
2	2	2	2	2																
3	3	3	3	3																
4	4	4	4	4																
5	5	5	5	5																
6	6	6	6	6																
7	7	7	7	7																
8	8	8	8	8																
9	9	9	9	9																
10	10	10	10	10																
11	11	11	11	11																
12	12	12	12	12																





research/data/prototype

May 21 → t₁ t₂ t₃ t₄ t₅ → Dec 21

Startup Tirol

FFG

What we want (business? non-profit?)

What we expect from them

people @ USBK

would to USBK or not?

much money?

Next Steps

- Form hypothesis (w/nt def "outreach")
- Fit Seeker to definition
- "HOW" to get "WHAT" data

data →

What is outreach? "building a bridge"

ENGAGING	GAME
NON-LOCAL	DELIVERABLE/IMPACT
SCALABLE	TCG
SELF-SUSTAINED	COMMON/PERSONAL
IMMERSIVE	STORY
OPTIONAL	WEB-RESOURCE

SEEKER

FFC

data

"Identify"

data

FORCE



YES

Course attacking channels

Battle Phase

Opponent responds

Plan gadgets

Link modules

You respond

Plan gadgets

Link modules

Opponent blocks

Hack

NO

End Phase

Resolve effects

Unlink/Block Channels

RAGE

Programming of team

Resolve effects

Unlink modules

Draw team

Main phase

Plan modules/gadgets

Link modules

Attack?

unlink & reconfigure

unlink & reconfigure

unlink & reconfigure



E - Background Pattern 04 - DARK
- Logo 03 - UPDATED
- Light Effects 04



H1 - Background Pattern 04 - LIGHT ALTERNATIVE
- Logo 03 - OLD
- Light Effects 04





SEEKER CHRONICLES

Spielanleitung zum Spiel

1. **Wähle ein Deck:** Du entscheidest dich für ein Deck (Seeker, Wächter oder Ressourcen).
2. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
3. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
4. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
5. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
6. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
7. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
8. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
9. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
10. **Wähle eine Karte:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Zugfolge:

1. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
2. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
3. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
4. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
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6. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
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9. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).
10. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Entdecken:

1. **Entdecken:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Wächter:

1. **Wächter:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Seeker:

1. **Seeker:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Ressourcen:

1. **Ressourcen:** Du entscheidest dich für eine Karte (Wächter, Seeker oder Ressourcen).

Das Universum in einem Sammelkartenspiel

Schlüpfe in die Rolle eines Seekers und übernehme das Kommando über eine Einheit an Wächtern.

In einem epischen Duell wirst Du Deine Karten auf dem Spielfeld geschickt positionieren, um deren Effekte, Fähigkeiten und Stärken bestmöglich gegen Deine Kontrahenten einzusetzen. Ist die Supernova die Ressource, die Dein Schwarzes Loch heraufbeschwört, oder wird sie die ultimative Waffe in den Händen Deines Wächters? Die Entscheidung liegt bei Dir!

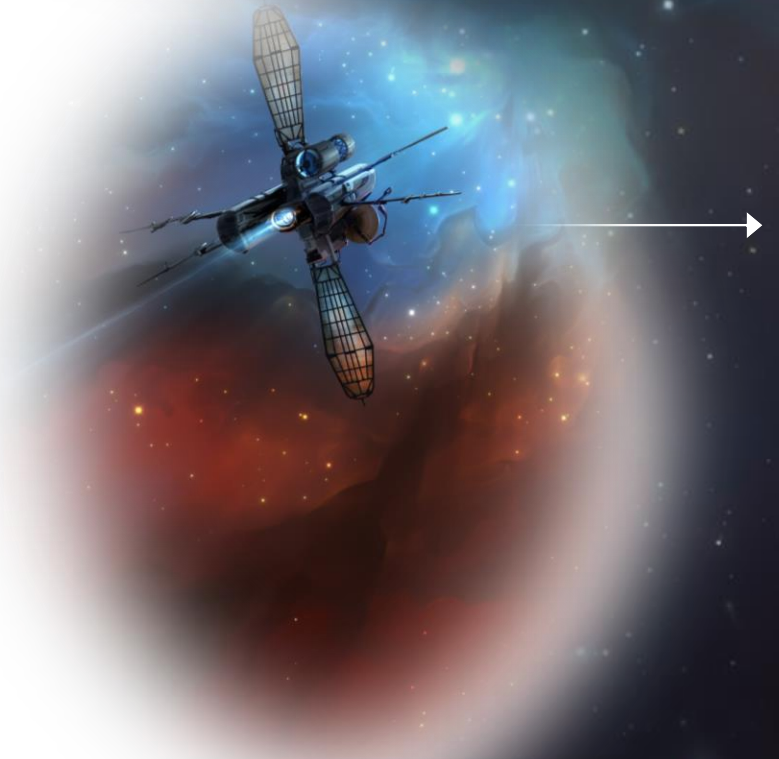
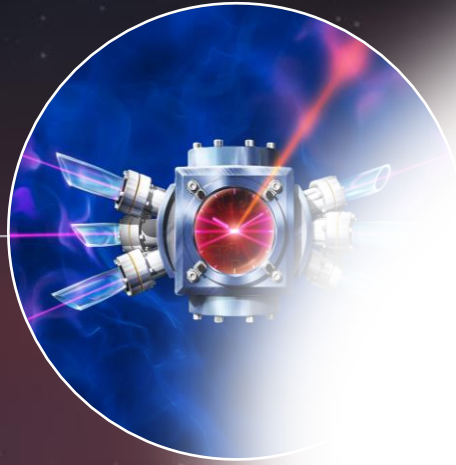
Wähle eines von drei einzigartigen Decks oder stelle Dein eigenes Deck zusammen und schreibe ein neues Kapitel in den Seeker Chroniken.

Inhalt:

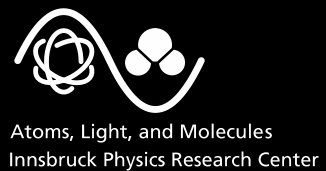
- 150 Spielkarten (Spielbrett & Decke: 3x4)
- 4 Übersichtskarten
- 1 Regelwerk
- 1 Spielmatte

Seeker Chronicles © Universität Innsbruck, Innrain 52, 6020 Innsbruck, AT
Autoren: Fulvio Flamini + Lea M. Trenkwalder + Hendrik Poulsen Naurup
Illustrationen: Janna Sophia + Alex Rommel





Co-designed since 2020



Official pre-release in 2023



SPIEL Essen 2023



Local tournaments



Seeker Chronicles

The Universe in a Card Game

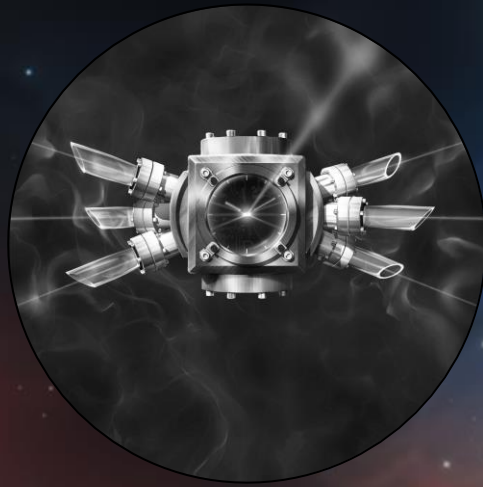


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A vibrant nebula with red, blue, and green clouds against a starry black background. The text "Backup slides" is centered in white.

Backup slides



Studies

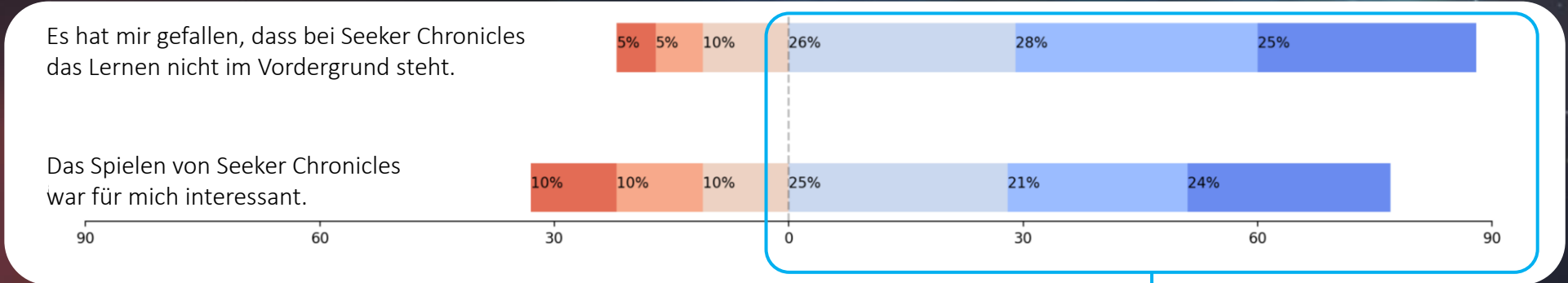
1st intervention study with schools in Austria

Main questions:

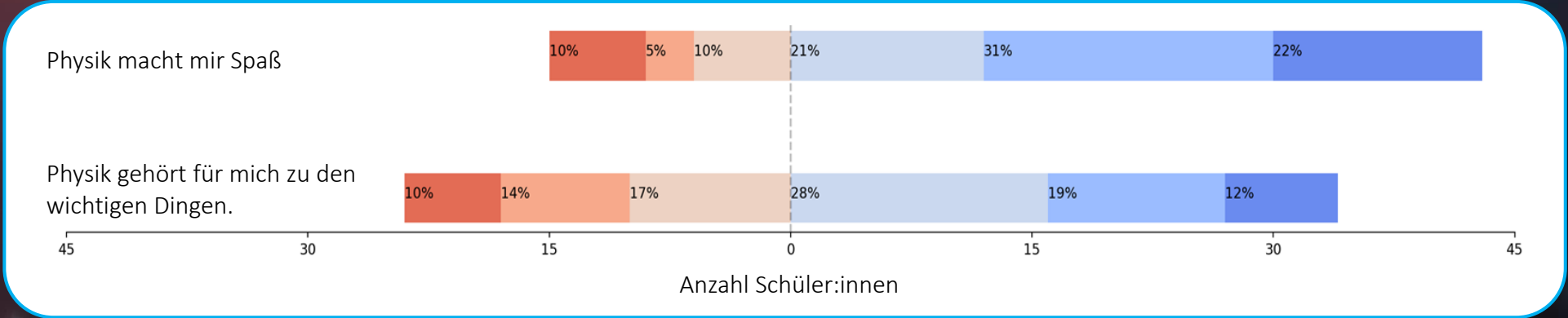
1. Does playing SC spark interest in physics?
2. Does playing SC motivate players to look up the content of the game? Where?
3. Does the student's predisposition influence the motivation to play the game?
(Highly achieving students, gamers, MINT interest, gender)
4. To whom is the setting of the game more appealing?

1st intervention study: results

Interesse am Spiel



Interesse an Physik vorausgesetzt
Interesse am Spiel



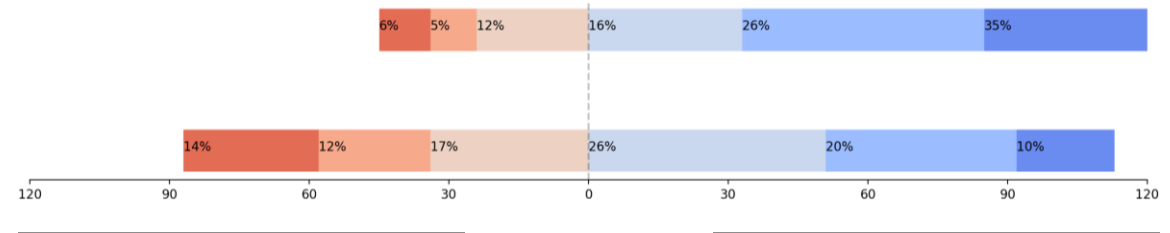
- Stimmt gar nicht
- Stimmt etwas
- Stimmt nicht
- Stimmt
- Stimmt kaum
- Stimmt völlig

1st intervention study: results

Interesse an Inhalten

Dass die Inhalte von S.C. Ideen aus der Physik darstellen hat mir gefallen.

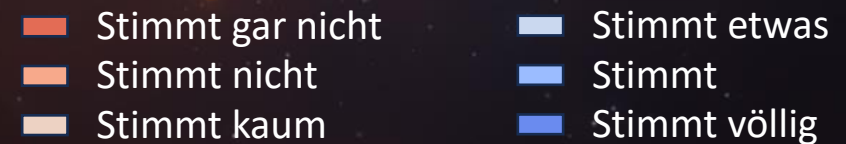
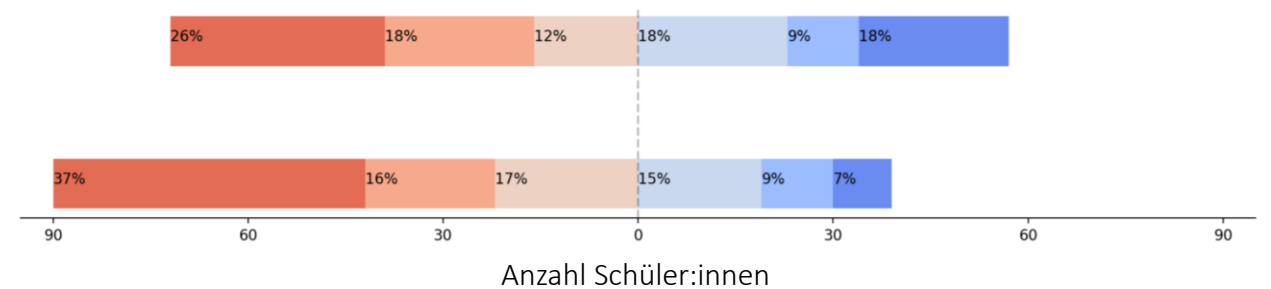
Das Lesen von Informationen über Physik-inhalte von S.C. war für mich interessant.

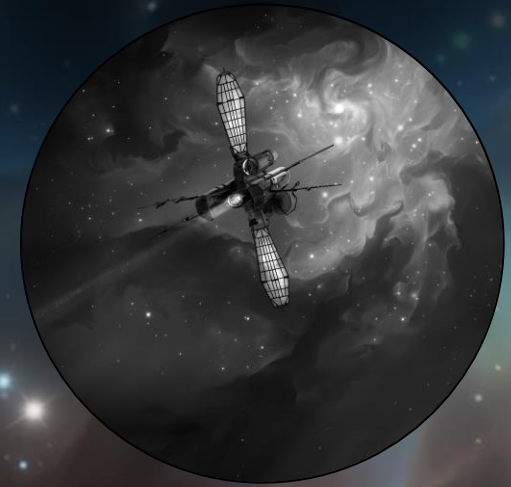
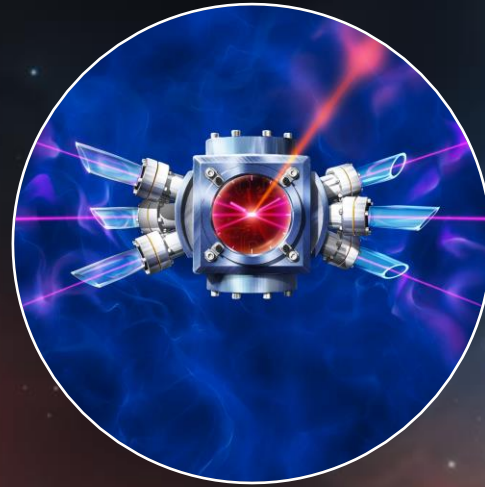


Intention zu Inhalten

Ich werde mit Freund:innen, Eltern oder Geschwistern über das Spiel S.C. reden.

Ich werde im Internet oder in Büchern mehr Informationen über die Physik im Spiel S.C. anschauen.





Gameplay

MOBA-type card game



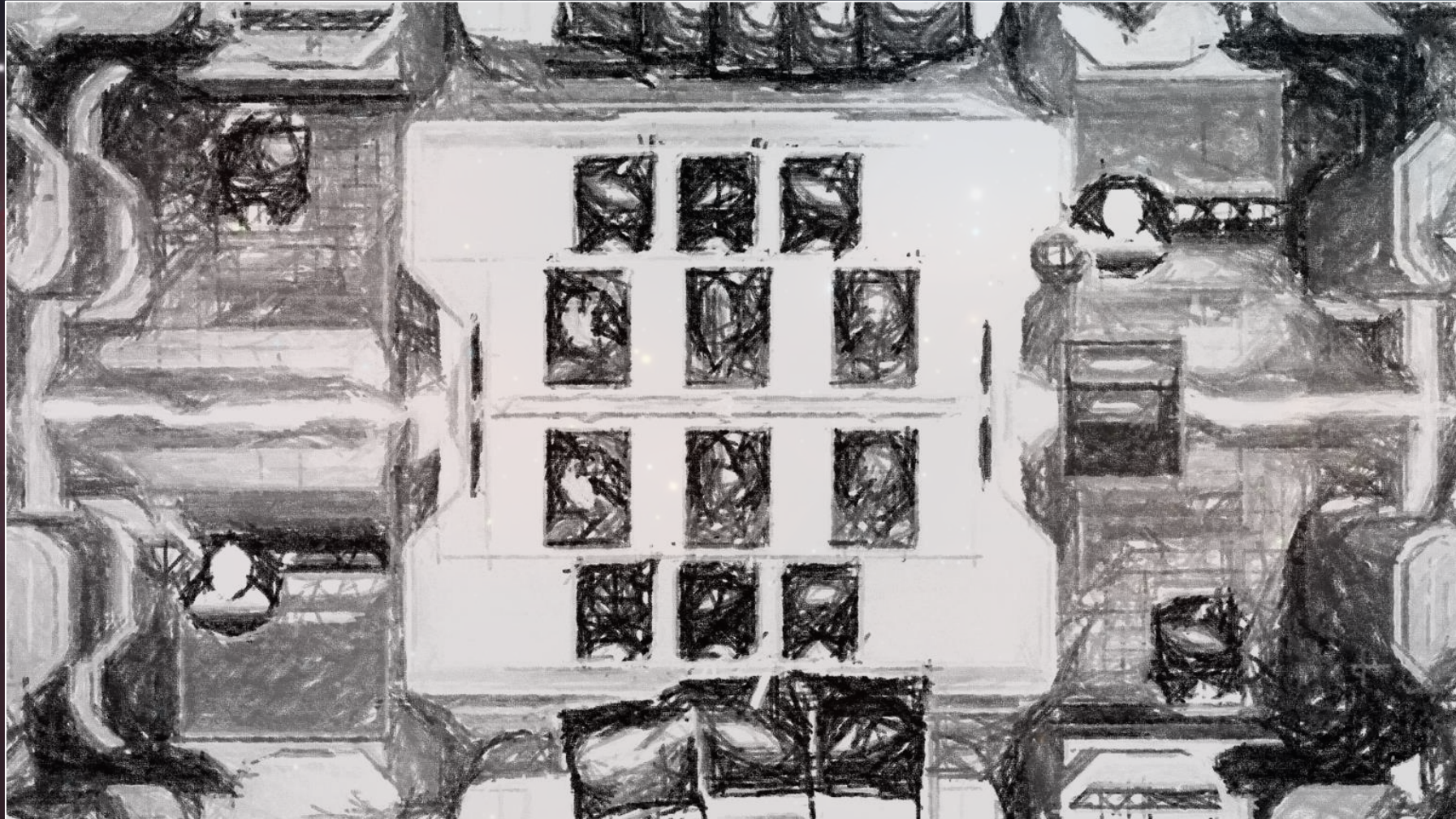
Choose your Seekers!

Combine 3 out of many Seekers to build you deck.
Each Seeker comes with their own unique set of cards.

Seeker Chronicles

Game Loop

Seeker Chronicles



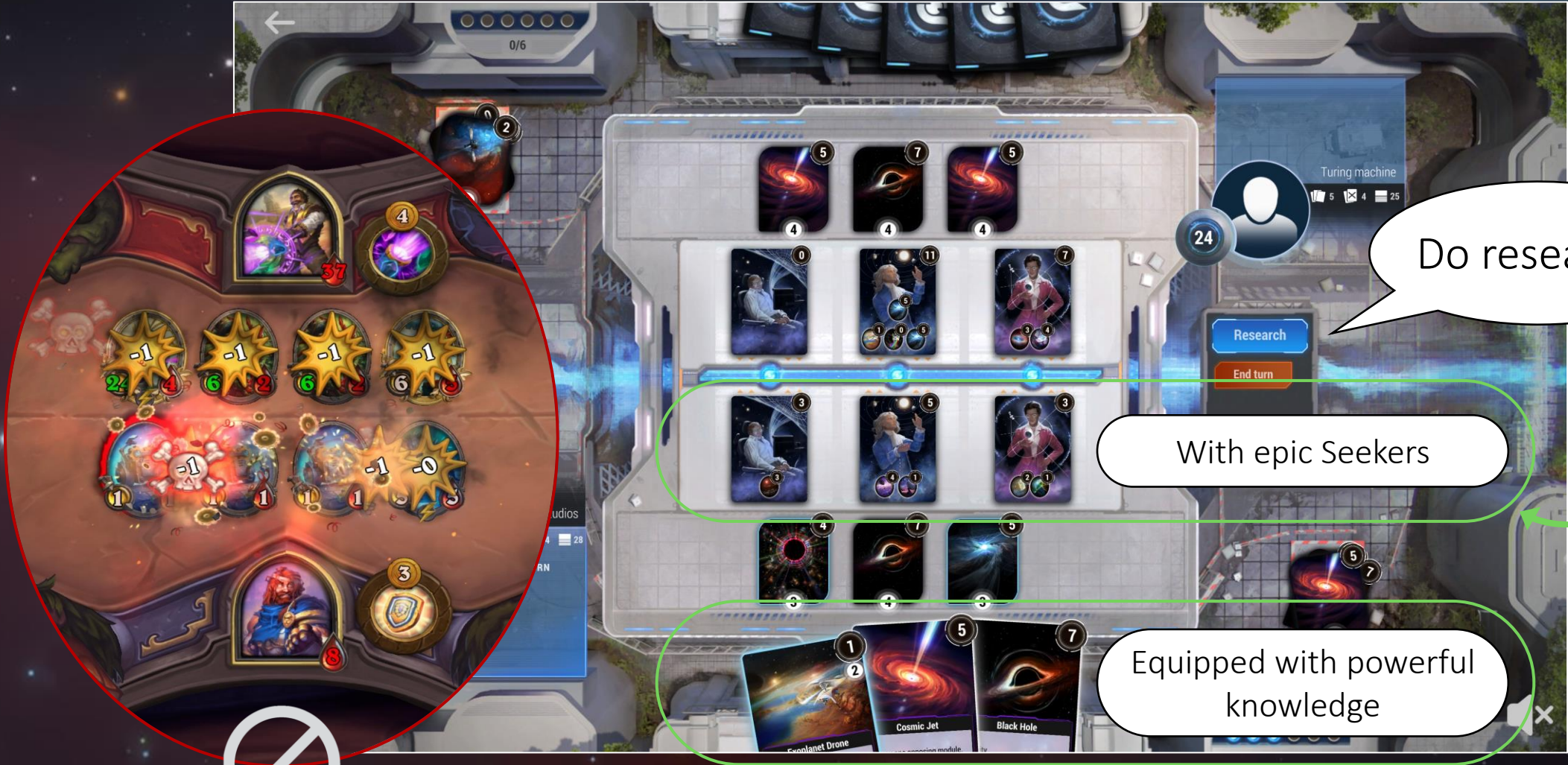
GAME CONCEPT

Seeker Chronicles



WORKING PROTOTYPE

Seeker Chronicles



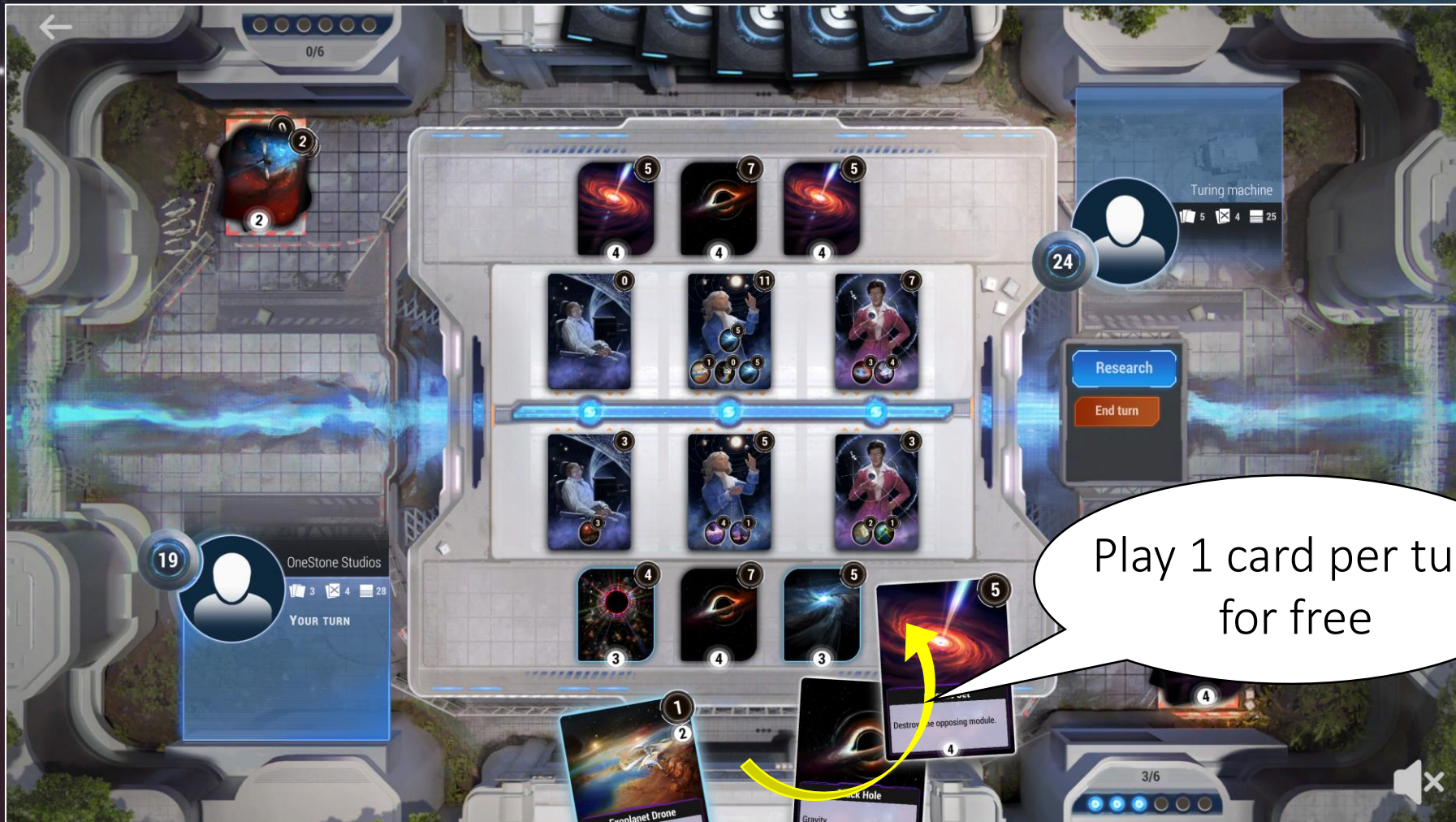
Do research!

With epic Seekers

Equipped with powerful knowledge

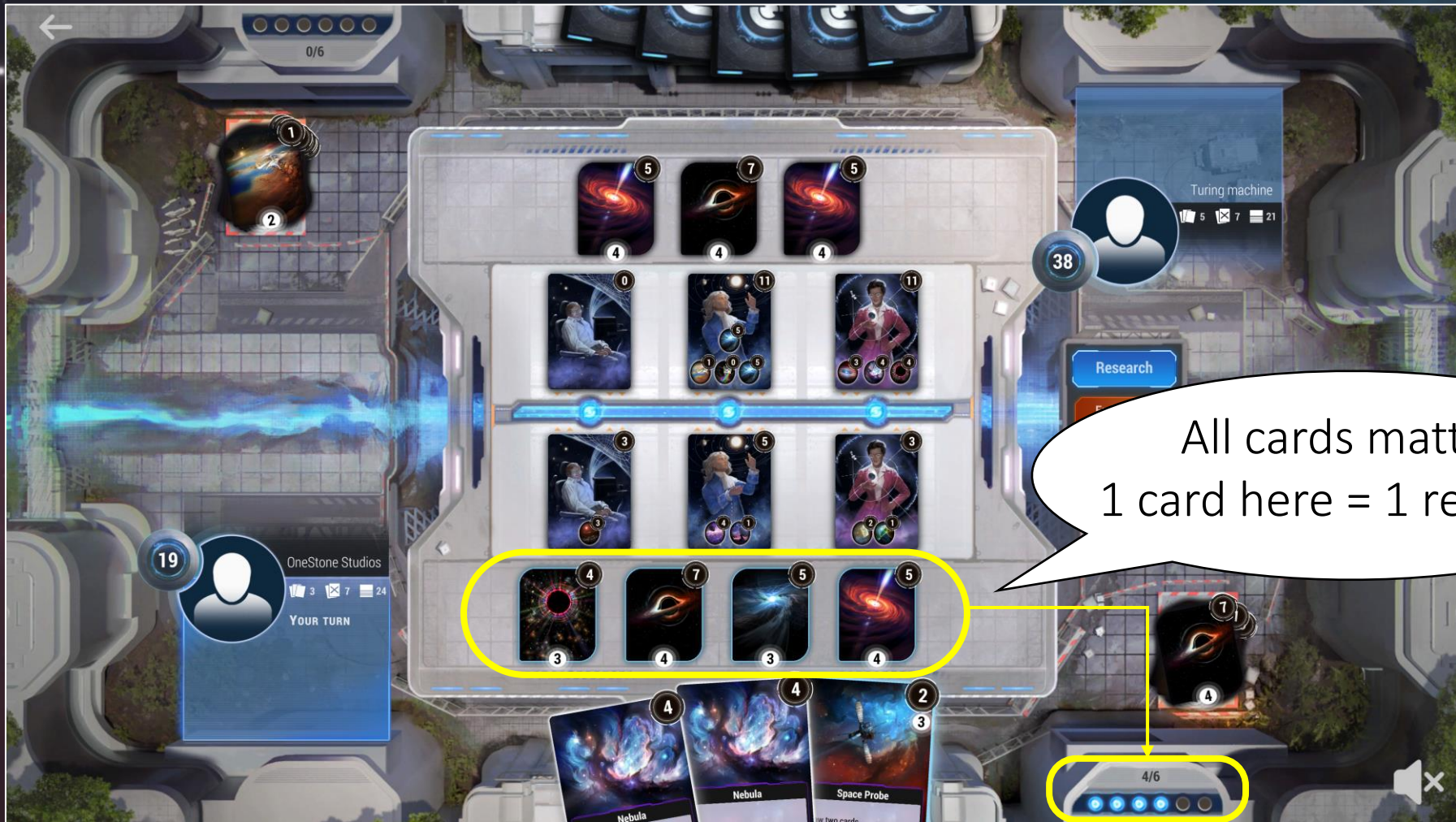
ANTI-CARD-BATTLER: where battles don't destroy but create

Seeker Chronicles



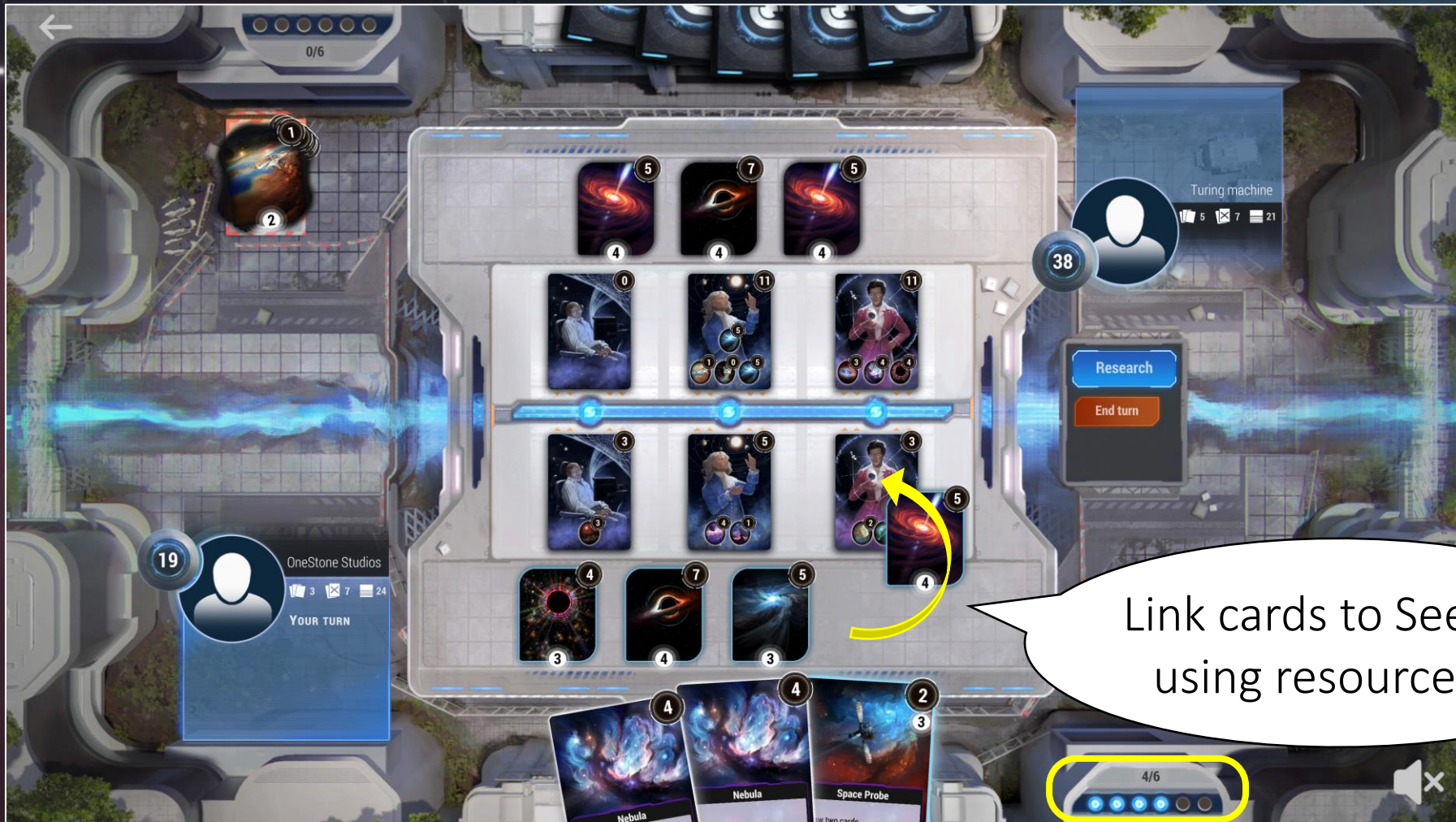
Play 1 card per turn for free

Seeker Chronicles



All cards matter:
1 card here = 1 resource

Seeker Chronicles



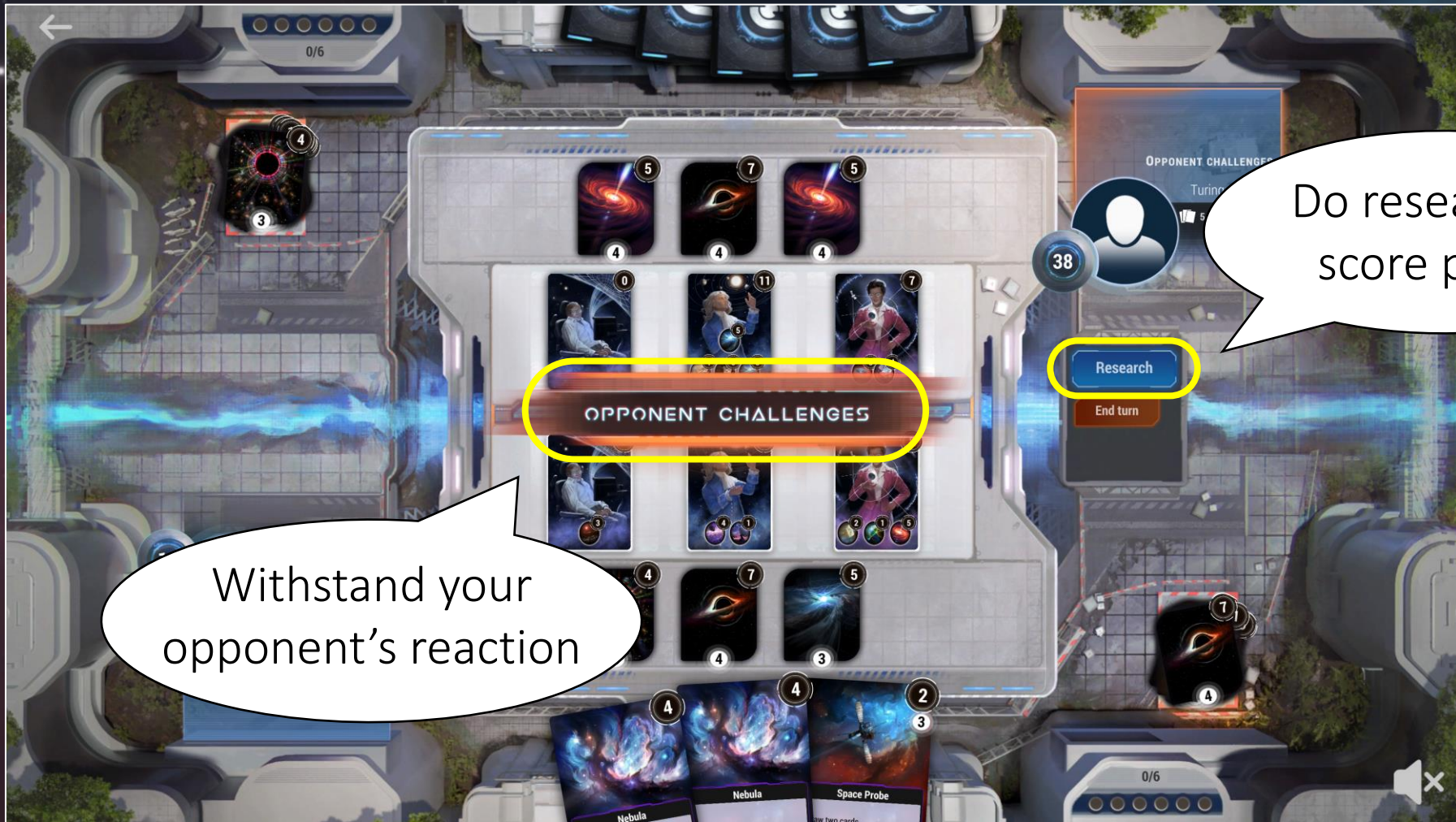
Link cards to Seekers using resources ...

Seeker Chronicles



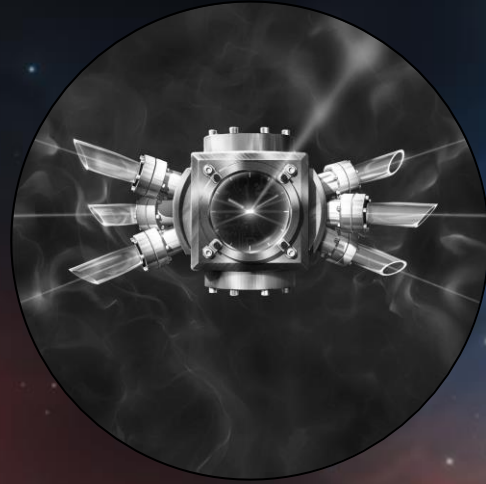
... to trigger **effects** and **power up** your Seekers!

Seeker Chronicles



Withstand your opponent's reaction

Do research to score points



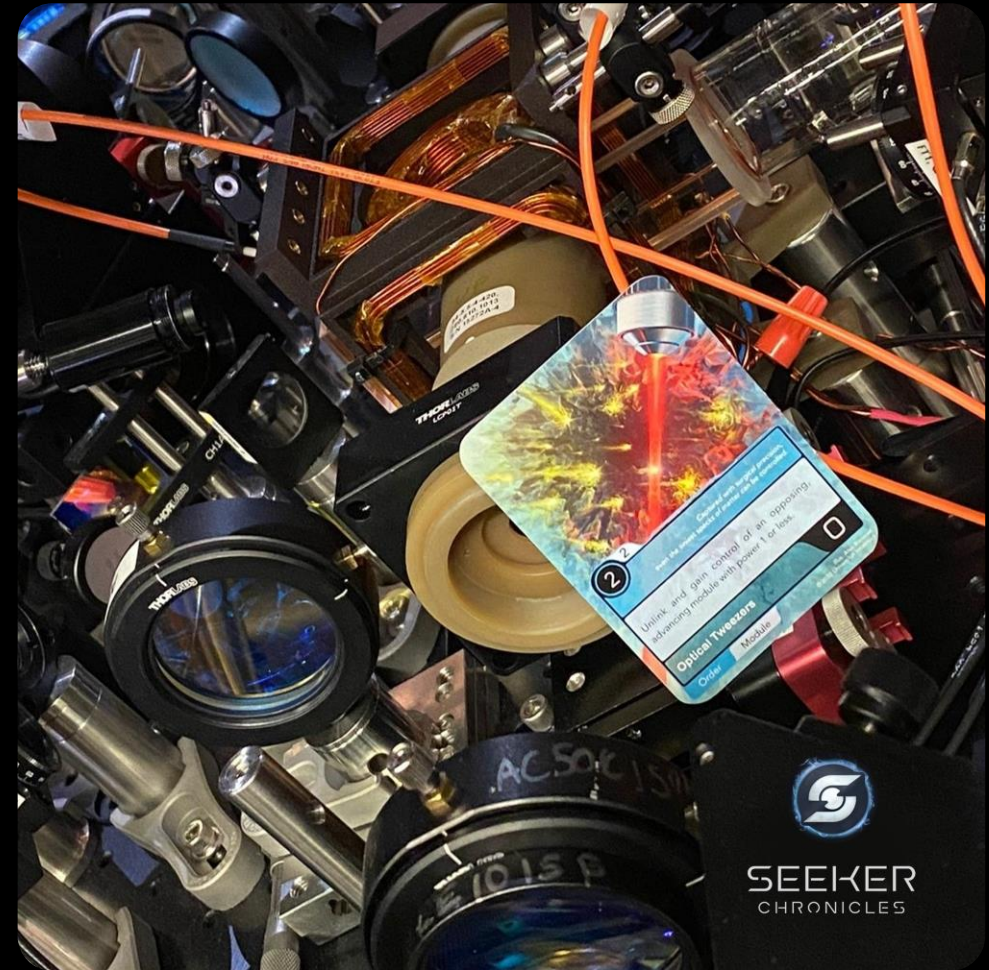
Community

Peer-reviewed by the community



Science is cool

Imagine researchers sharing pictures from the labs and blackboards that carry out that research



Credits to Dolev Bluvstein in the Lukin group at Harvard

Scientists are rockstars

Imagine famous professors
signing cards
on the research topics they developed.



Scientists are rockstars

Prof. Hans J. Briegel, co-inventor of Measurement-based Quantum Computation, sees his invention on a card



Scientists are rockstars



Prof. Thomas Monz



Prof. Gemma de les Coves



Prof. Hans J Briegel

Online Outreach resources

SCIENCE, TECH



CARD



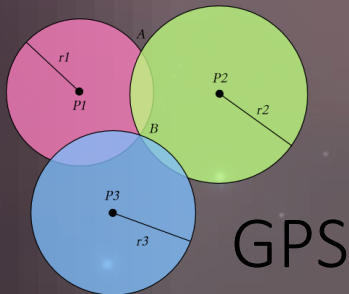
"The old guard at Göttingen should take some lessons from Miss Noether." — A. Einstein

ONLINE RESOURCES

www.seeker-chronicles.com

Discover more

Emmy Noether was a German mathematician who contributed greatly to fields like algebra, group theory and topology. Noether, Keeper of Order she had to fight many barriers she had to face. The greatest forgotten mathematician in history. Götingen. Her help to Einstein and Klein, by her help to Einstein was then the universe: the drew between not only a but it also all concepts like considered c time.



Discover more

Getting lost or invention of GPS? Once a military has now become life. A sophisticated equipped with deployed in a distance measurement many advanced proved to be speed of light. How does a GPS work? How does general relativity play a crucial role in this technology?



Education blends with e-Sport

**Societal
NEED**

ACTIVE LEARNING

Fosters understanding and literacy in STEM

PASSIVE LEARNING

Fosters interest and familiarity in STEM

**Individual
NEED**

GAMING

Strategic, competitive, immersive, fun

