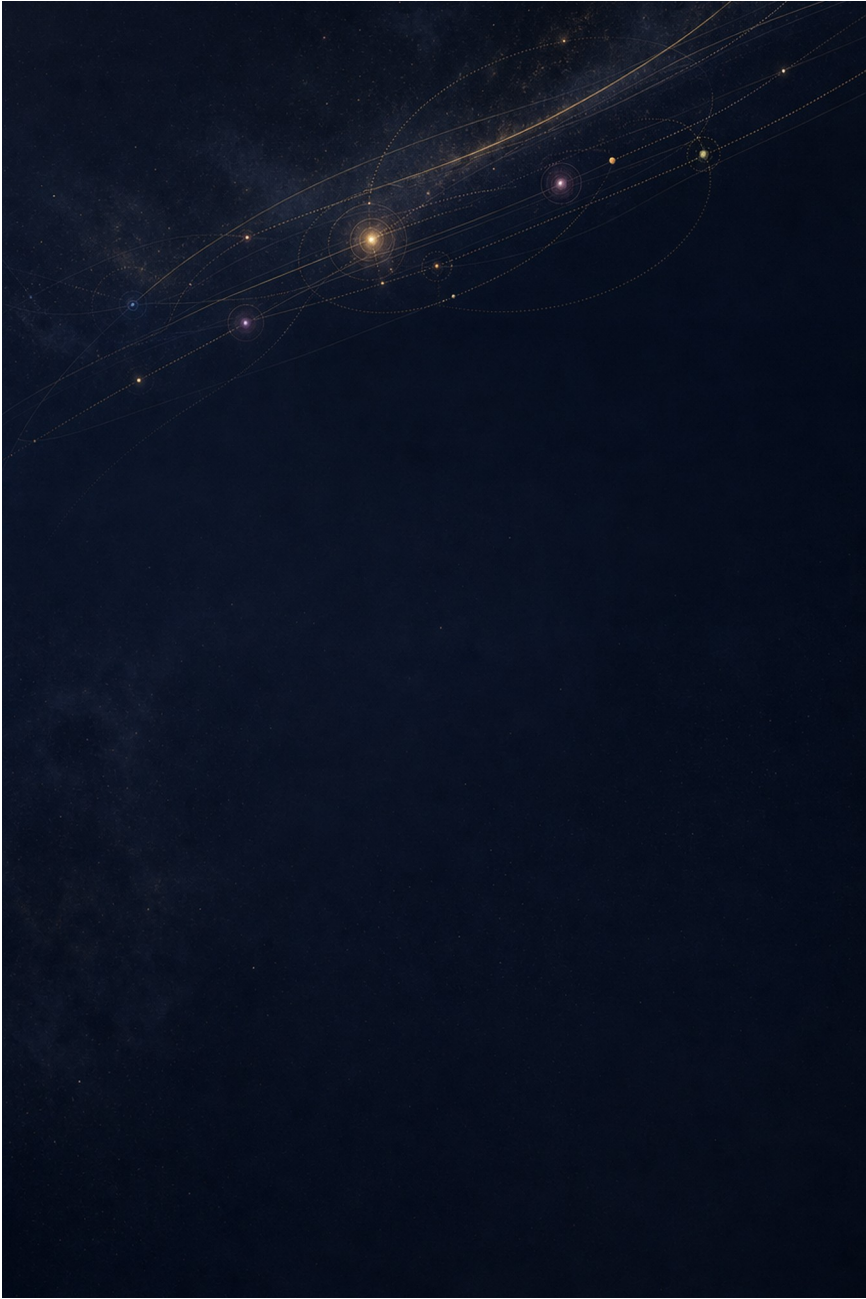




INFINITY PREDICTED

A Trick-Taking Game

Infinity Predicted

A Trick-Taking Game of Prediction and Continuance

Complete Rules, Advanced Infinite Layer, and Design Companion



Mind



Forge



Heart



Seed

Ian Dansereau

An Odisena game book

ODISENA

Infinity Predicted: A Trick-Taking Game of Prediction and Continuance

Written by Ian Dansereau.

An Odisena game book.

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Infinity Predicted, the four-suit system (Mind, Forge, Heart, Seed), and the Infinite advanced-card layer are original works developed within the Odisena game system.

This is the publication-final first edition, prepared for print production.

Formatted for a 6 × 9 inch paperback edition.

The text and game rules are original, human-directed work by the author. Interior illustrations and layout were produced with AI-assisted tools under human art direction; all diagrams and data figures were generated programmatically from the finalized rules.

Learn more at odisena.com.

Say what you will do.

Then do exactly that.

— the promise of Infinity Predicted

How to Read This Book

This book is organized into three layers so that new players and experienced designers can each find what they need without wading through the other's material.

Core rules (Chapters 1–6 and 8) describe the complete, playable trick-taking game: four suits, setup, the five-phase round, bidding, trick resolution, tokens, and scoring. A group can learn and play the full game from these chapters alone. A streamlined **core-only game** — four phases, no Infinite cards — is the recommended learning game and is given in Chapter 9.

The advanced Infinite layer (Chapter 7) is optional. It adds eight special Infinite cards — prediction, protection, and controlled rewrite effects — that sit outside ordinary suit logic. Add them once the core game feels familiar.

Design appendices and the balance-testing chapter (Chapter 11 and the appendices) are for designers, editors, and playtesters. They preserve the development lexicon, reusable templates, and simulator evidence from the game's research-and-development history. Nothing in these sections changes how the published game is played.

At a glance

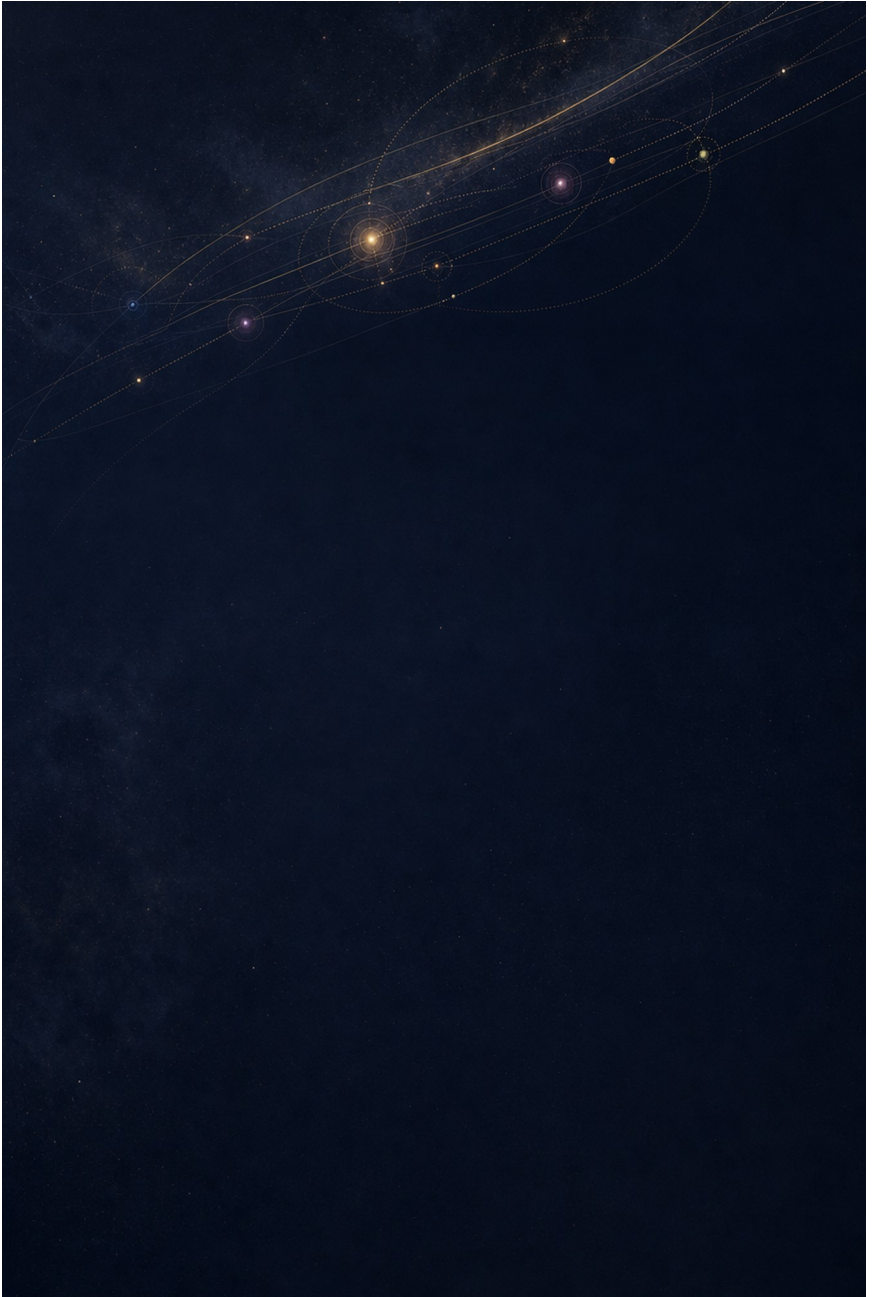
For players: start at the Introduction, then read Chapters 1–6 and 8. Try the Quickstart on your first night.

For advanced play: add Chapter 7 (Infinite cards) once the core loop is comfortable.

For designers and editors: see Chapter 11 (design lineage), Chapter 12 (playtesting and balance), and the Appendices.

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Introduction

Infinity Predicted is an original card game built on a familiar foundation. If you have played Spades, Hearts, or any bidding-and-trick game, you already know most of what you need. What makes this game its own is a simple promise: you are rewarded not for grabbing everything in sight, but for saying in advance what you will do — and then doing exactly that.

The design promise

Most trick-taking games reward aggression: take as many tricks as you can. Infinity Predicted rewards accuracy and endurance instead. Before the cards fly, you commit to a bid and, if you like, to public predictions. Hitting your number exactly is worth far more than overshooting it. Falling short is punished. The result is a game of foresight and bounded risk rather than raw grabbing.

Prediction is the first pillar. You forecast outcomes — how many tricks you will take, whether a suit will dominate, whether a special card will decide a hand — and score for being right.

Continuance is the second. Careful players bank reserves (Continuance tokens) that carry value forward, convert into points, or pay for advanced options. The game favors survivable, compounding growth over one-round blowouts.

Intended audience

Infinity Predicted is written for three kinds of reader. Card-game players and trick-taking fans will find a complete, teachable game. Groups who enjoy push-your-luck bidding and light strategy will find depth without heavy bookkeeping. Game designers and worldbuilders working inside the Odisena system will find a coherent rules reference plus a documented design history.

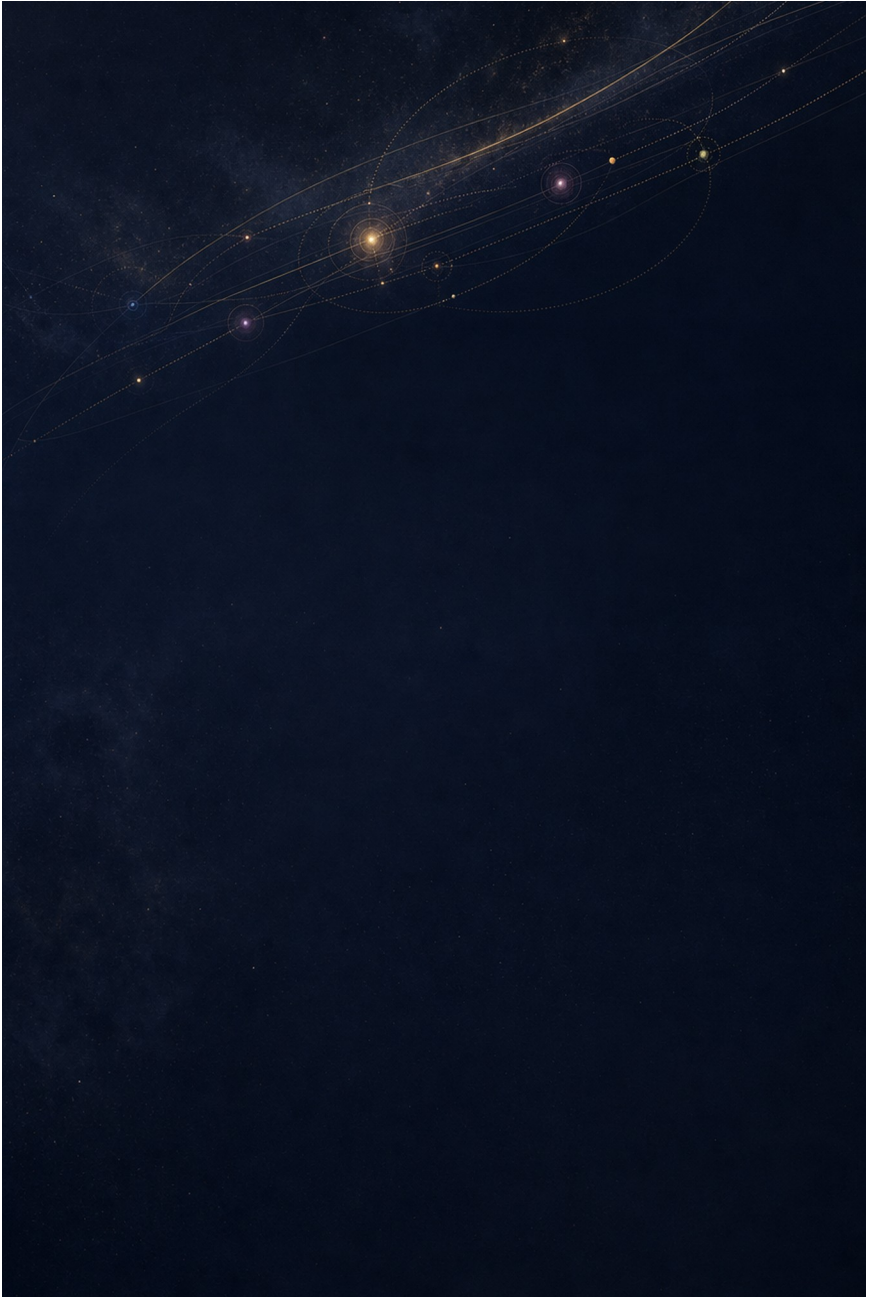
Four players is the standard, competitive configuration. New groups can start even faster with the core-only game in Chapter 9 — a four-phase round with no Infinite cards. Other player counts and a solo mode are offered as advanced experimental variants.

How to use this guide

Read the Introduction, then the four-suit system in Chapter 1 and the components in Chapter 2. Chapters 3 through 6 walk through setup and the five phases of a round in the order you will actually perform them. Chapter 8 covers scoring in full, with worked examples in Chapter 10. To learn the game quickly, use the core-only four-phase game in Chapter 9; when your group is ready for more, add the eight Infinite cards from Chapter 7. Designers and editors should continue into the design-lineage and balance chapters and the appendices.

A note on layers

The published game is the four-suit core plus the optional eight-card Infinite layer. Everything in the design appendices — the extended lexicon, card-type taxonomy, and simulator results — is development material preserved for the design team. It is clearly labeled where it appears and is never required to play.



Chapter 1 • The Four Suits

Infinity Predicted uses a 52-card core deck: thirteen ranks in each of four suits. The suits replace the familiar spades, hearts, diamonds, and clubs with four symbolic families drawn from the Odisena system. They keep the readability of an ordinary deck while giving each suit a distinct identity and strategic role.

Suit identities

Suit	Theme	Strategic role
Mind	Planning, timing, pattern recognition, foresight	The forecasting suit. Mind rewards players who read the table and commit early; it anchors the prediction game.
Forge	Labor, tools, structure, durable work	The tempo and structure suit. Forge rewards spreading your wins across the round rather than clustering them.
Heart	Covenant, stewardship, protected bonds	The protection suit. Heart rewards keeping what you have won safe from interference.
Seed	Ground, reserves, cycles, continuity	The continuance suit. Seed rewards banking reserves and playing for the long game.

Table 1.1 — The four core suits and their strategic roles.

These identities are not just flavor. Each suit carries an end-of-round bonus tied to its theme (see Chapter 8), so the suit you lean into shapes how you bid and play.

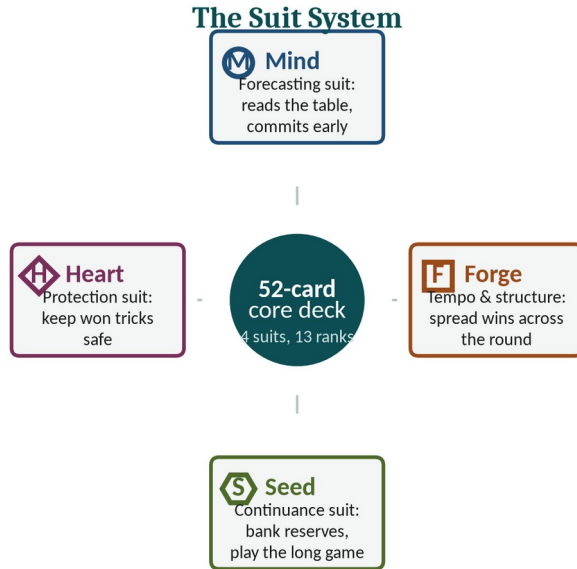


Figure 1.1 — The suit system: one 52-card core deck, four suits, four strategic roles.

Rank order

Within every suit, cards rank from low to high as: **2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace**. The Ace is high.

Trump and the led suit

One suit is trump each round, determined at setup by revealing the top card of the core deck (Chapter 3). Trump behavior follows standard trick-taking logic:

- The first player to a trick leads a card; its suit is the led suit.
- Every other player must follow suit — play a card of the led suit — if they are able.
- A player who cannot follow suit may play any card, including a trump or (in the advanced layer) an Infinite card if conditions allow.
- The highest trump played wins the trick. If no trump is played, the highest card of the led suit wins.
- The winner of a trick leads the next one.

Leading trump

Trump may be led at any time. There is no “trump broken” restriction — a player whose turn it is to lead may lead the trump suit whenever they choose, just like any other suit.

Suit identifiers, color, and accessibility

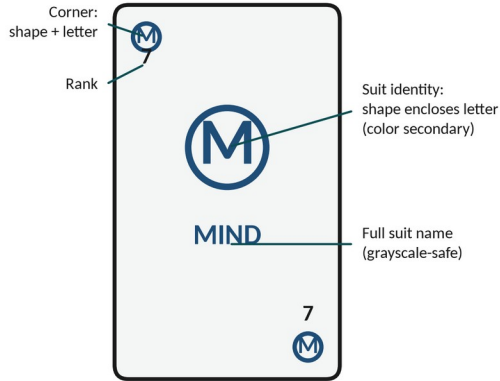
Every suit is identified by a shape and a letter together, so it reads clearly without custom artwork and stays legible in grayscale. Color is a secondary cue only. Each card also shows the full suit name, and the rank and suit appear in the corner label for quick fanning.

Suit	Shape + letter	Color (secondary)
Mind	Circle containing “M”	Navy #1F4E79
Forge	Square containing “F”	Burnt orange #9C4A1A
Heart	Diamond containing “H”	Plum #7A2F5B
Seed	Hexagon containing “S”	Olive #4F6B2A

Table 1.2 — Locked suit identifier system. Shape and letter are primary; color is secondary.

Because identity is carried by shape and letter, the deck remains fully usable for color-blind players and in single-color printing. The four shapes (circle, square, diamond, hexagon) are chosen to be distinct in silhouette as well as by their enclosed letter. Where color is used, the four hues above are selected for separation across common color-vision types; they must never be the only distinguishing cue.

Card Anatomy



Shape + letter identify the suit; full suit name printed; color is a secondary cue.

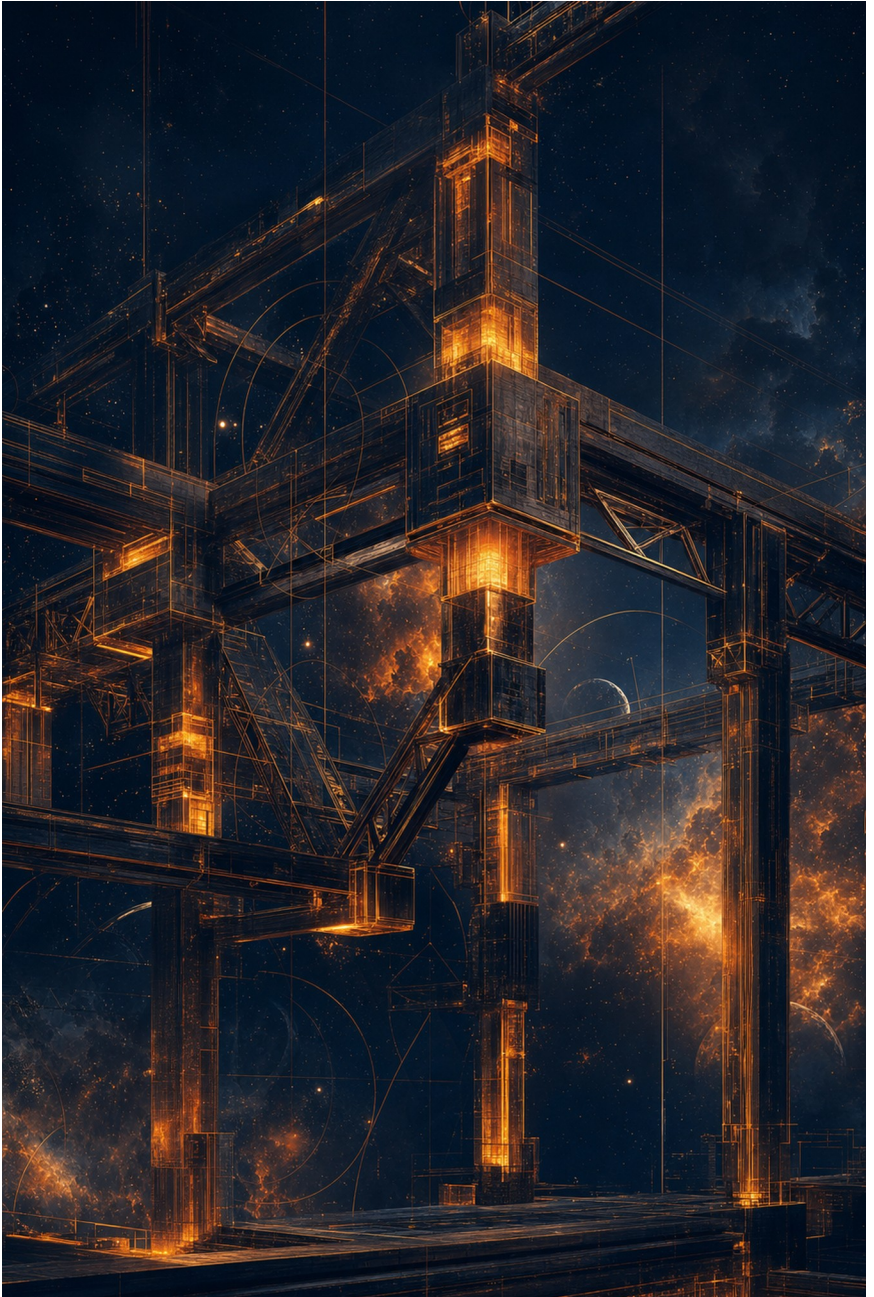
Figure 1.2 — Card anatomy: shape-plus-letter identity, full suit name, and rank corner labels.

Suit portraits

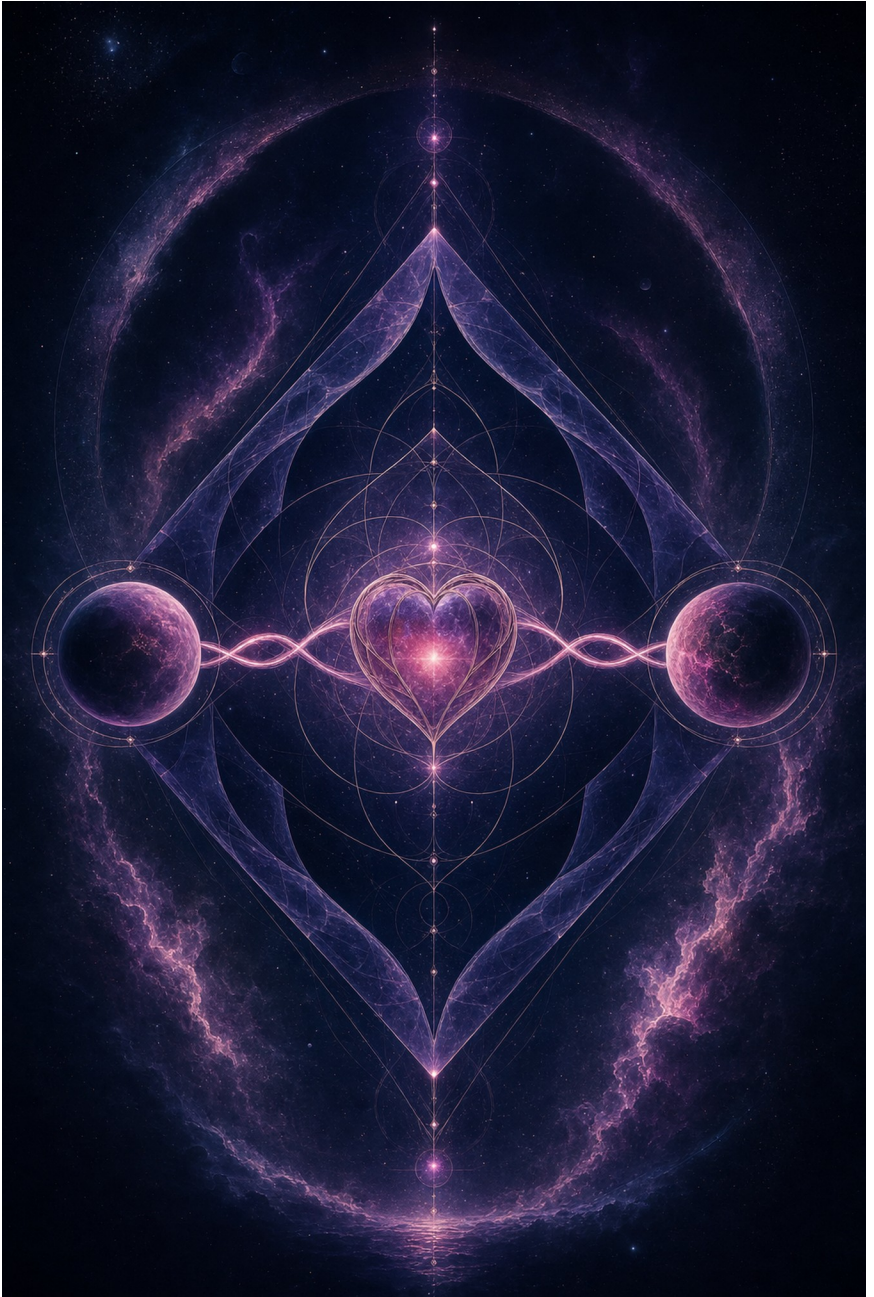
Each suit carries a distinct mood. The four plates that follow render the character of Mind, Forge, Heart, and Seed. They are atmospheric art, not part of the rules.



Mind — planning, timing, and foresight. The forecasting suit.



Forge — labor, structure, and durable work. The tempo suit.



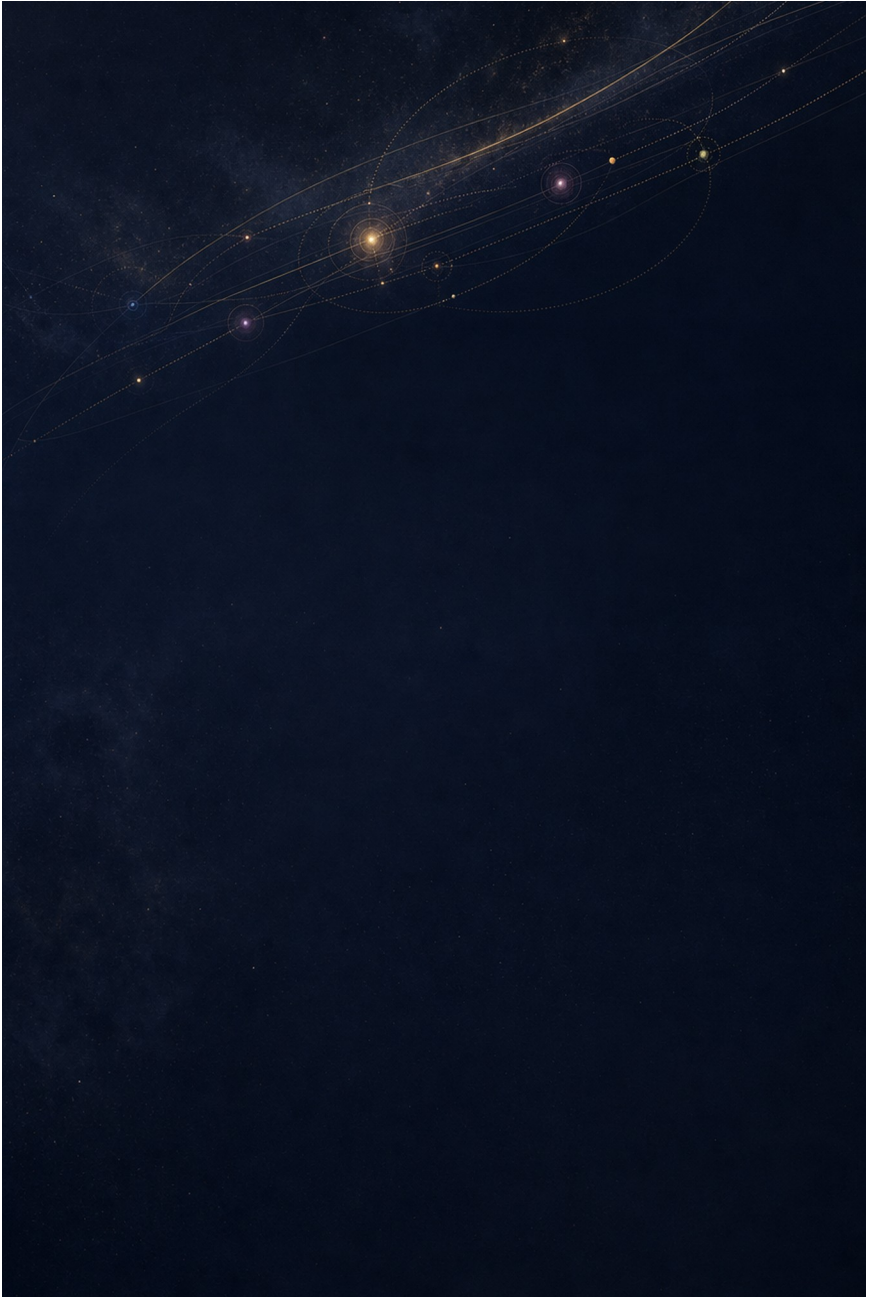
Heart — covenant, stewardship, and protected bonds. The protection suit.



Seed — ground, reserves, and continuity. The continuance suit.

Where the Infinite cards fit

The four suits above are the entire core game. The eight Infinite cards are a separate, optional advanced layer with their own small deck; they are not a fifth suit and they sit outside ordinary suit logic. They are introduced in Chapter 7. Chapter 11 explains why an earlier research model treated “Infinite” as a suit and why the published game does not.



Chapter 2 • Components

A complete Infinity Predicted set contains a core deck, an advanced Infinite deck, tokens, and a trump marker. The core components are all that is needed for the standard game; the advanced components are used only when you add the Infinite layer.

Core components

Component	Quantity	Purpose
Core cards	52	Thirteen ranks in each of four suits (Mind, Forge, Heart, Seed). The main playing deck.
Trump marker	1	Placed on the suit that is trump for the current round.
Prediction tokens	20	Spent to declare forecasts during the Forecast phase.
Protection tokens	20	Spent to shield a won trick from interference.
Continuance tokens	20	Reserve tokens: pay costs, or convert to points at the end of the game.

Table 2.1 — Core components (standard game).

Tokens are shared from a common supply. Each player receives a starting allotment at setup (Chapter 3); the remaining tokens form the reserve that players draw from and return to during play.

Advanced components (Infinite layer)

Component	Quantity	Purpose
Infinite cards	8	A separate advanced deck of prediction, protection, and rewrite effects. Used only in the advanced layer.

Table 2.2 — Advanced components (Infinite layer).

The eight Infinite cards are shuffled and used as their own small deck. They are never mixed into the 52-card core deck. Their names and full effects appear in Chapter 7.

Core vs. advanced at a glance

Core game needs: 52 core cards, the trump marker, and the three token types.

Advanced layer adds: the eight Infinite cards and the Horizon row they populate.

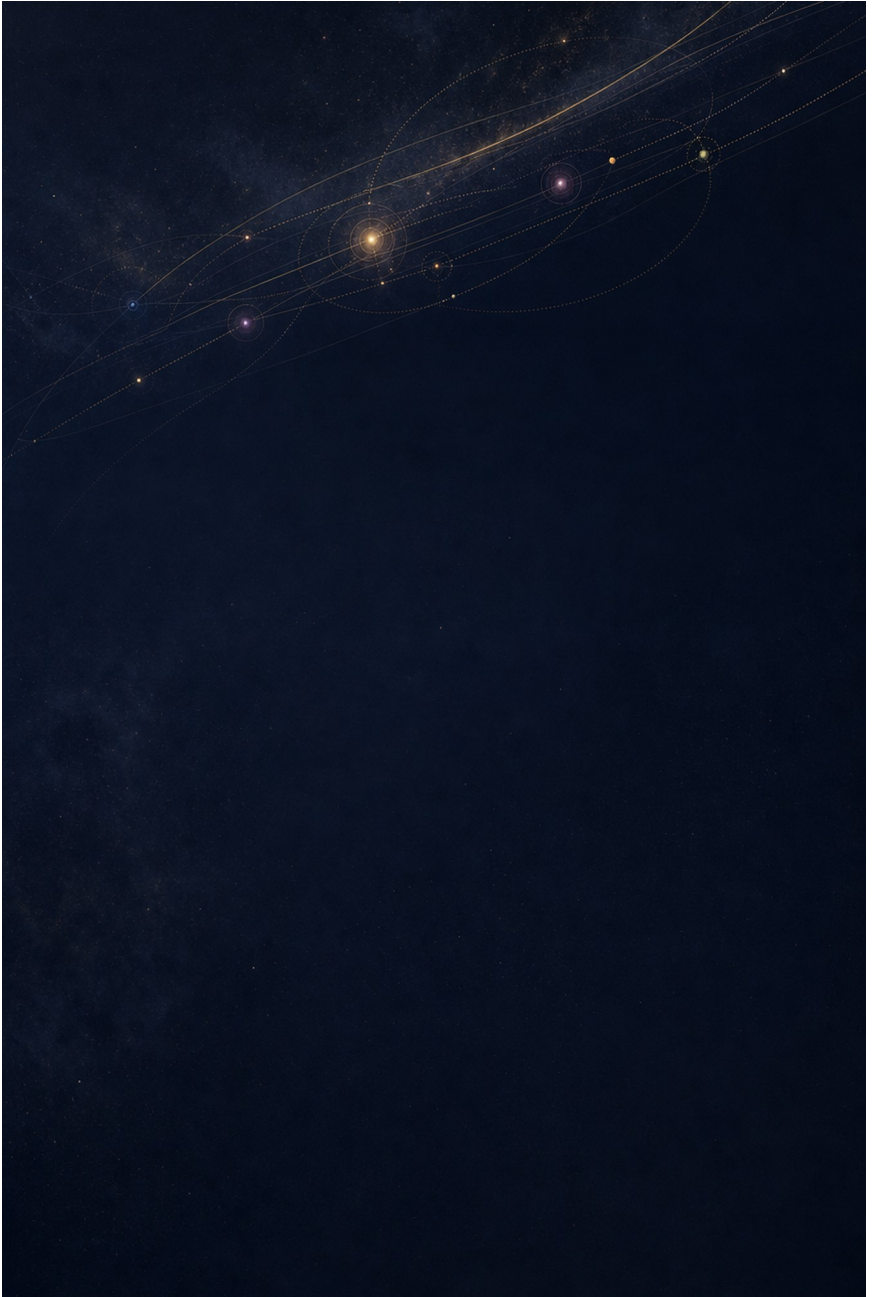
Manufacturing baseline

The following is a **manufacturing baseline, not a game rule**. It specifies how a retail set is produced. Final box and insert dimensions are set from a physical component-fit proof and the printer's dieline.

Component	Production specification
Cards	60 poker-size cards total (52 core + 8 Infinite); 63 × 88 mm finished size; 3 mm bleed; minimum 3 mm safe zone; 310–330 gsm black-core stock with linen or matte finish.
Resource tokens	60 round tokens at 20 mm diameter on 1.5–2.0 mm punchboard — 20 Prediction, 20 Protection, 20 Continuance.
Trump marker	One 25 mm marker.
Printing	Grayscale-safe: all suit and card meaning must remain legible in single-color printing.
Box and insert	Final dimensions set from a physical component-fit proof and printer dieline.

Table 2.3 — Manufacturing baseline (production specification, not game rules).

A vendor proof and a safety and compliance review are required before manufacture.



Chapter 3 • Setup

This chapter describes setup for the full Infinity Predicted mode with four players — the recommended configuration. Other player counts are covered in Chapter 9. Perform the steps in order.

Setup sequence

1. Seat four players and choose a first player for the first round.
2. Shuffle the 52-card core deck.
3. Shuffle the 8-card Infinite deck separately. Keep it apart from the core deck.
4. Deal 10 core cards to each player.
5. Reveal the top card of the remaining core deck. Its suit is trump for Round 1. Place the trump marker on that suit.
6. Reveal 3 Infinite cards face up into a shared row called the Horizon.
7. Give each player a starting allotment of tokens: 3 Prediction, 2 Protection, and 2 Continuance.
8. Place the remaining core cards face down as the Draw stack, within reach of all players.

You are now ready to begin the round structure described in Chapter 4.

Deal math

Four players receive 10 cards each, using 40 of the 52 core cards. One card is turned up to set trump. The remaining 11 cards form the Draw stack that effects such as Forecast Window and Paradox Ledger draw from.

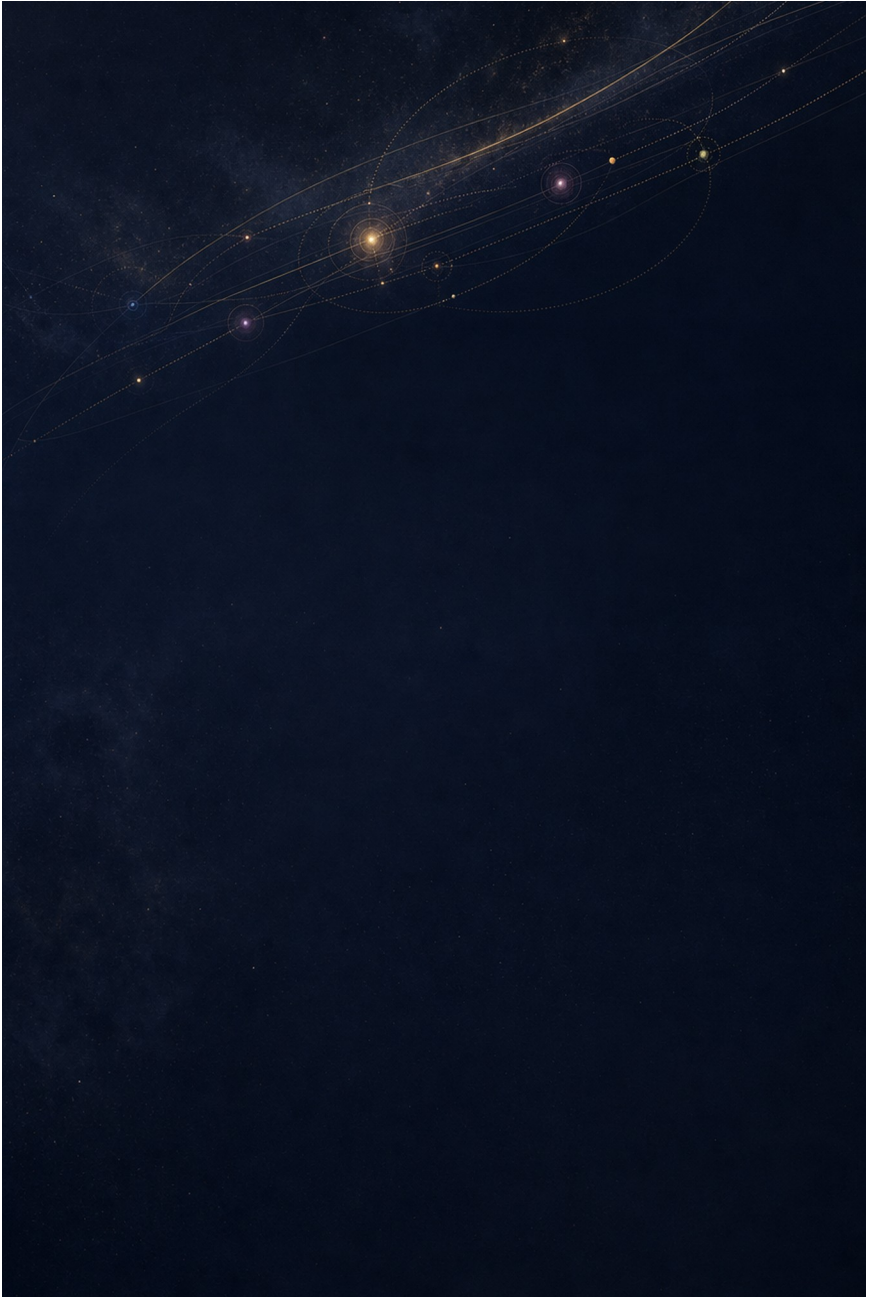
Setup checklist

- ☐ Core deck (52 cards) shuffled.
- ☐ Infinite deck (8 cards) shuffled separately.
- ☐ 10 cards dealt to each of the four players.
- ☐ Top core card revealed; trump marker placed on that suit.
- ☐ 3 Infinite cards revealed into the Horizon row.

- ❑ Each player has 3 Prediction, 2 Protection, and 2 Continuance tokens.
- ❑ Remaining core cards placed as the Draw stack.
- ❑ First player chosen.

Prefer a shorter game to learn?

New groups should start with the core-only game in Chapter 9, which drops the Infinite deck and the Horizon phase. It is the recommended learning game and uses a four-phase round.



Chapter 4 • The Round Structure

Each round of Infinity Predicted has five phases, always performed in the same order: Forecast, Horizon, Bid, Play, and Close. This structure is what distinguishes the game from ordinary trick-taking. Players do not merely react to cards — they publicly commit to future outcomes and then shape the round around those commitments.

#	Phase	What happens	Detailed in
1	Forecast	Players may spend Prediction tokens to declare public forecasts.	Ch. 5
2	Horizon	Players may claim a face-up Infinite card by paying its cost.	Ch. 5
3	Bid	Each player secretly sets a bid, then all reveal at once.	Ch. 6
4	Play	Ten tricks are played under follow-suit rules.	Ch. 6
5	Close	Score the round; rotate first player; refresh for the next round.	Ch. 8

Table 4.1 — The five phases of a round, in order.

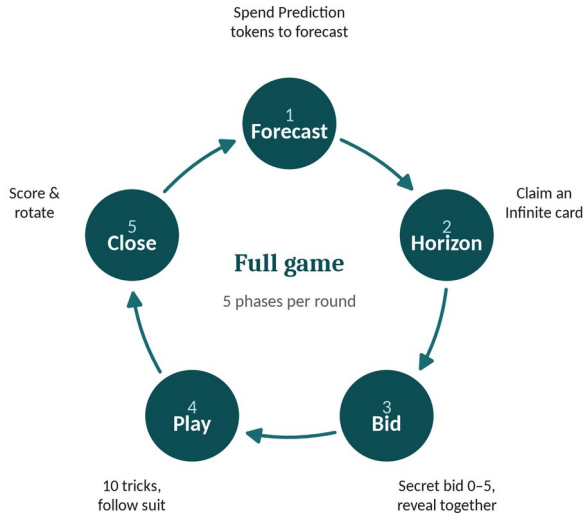
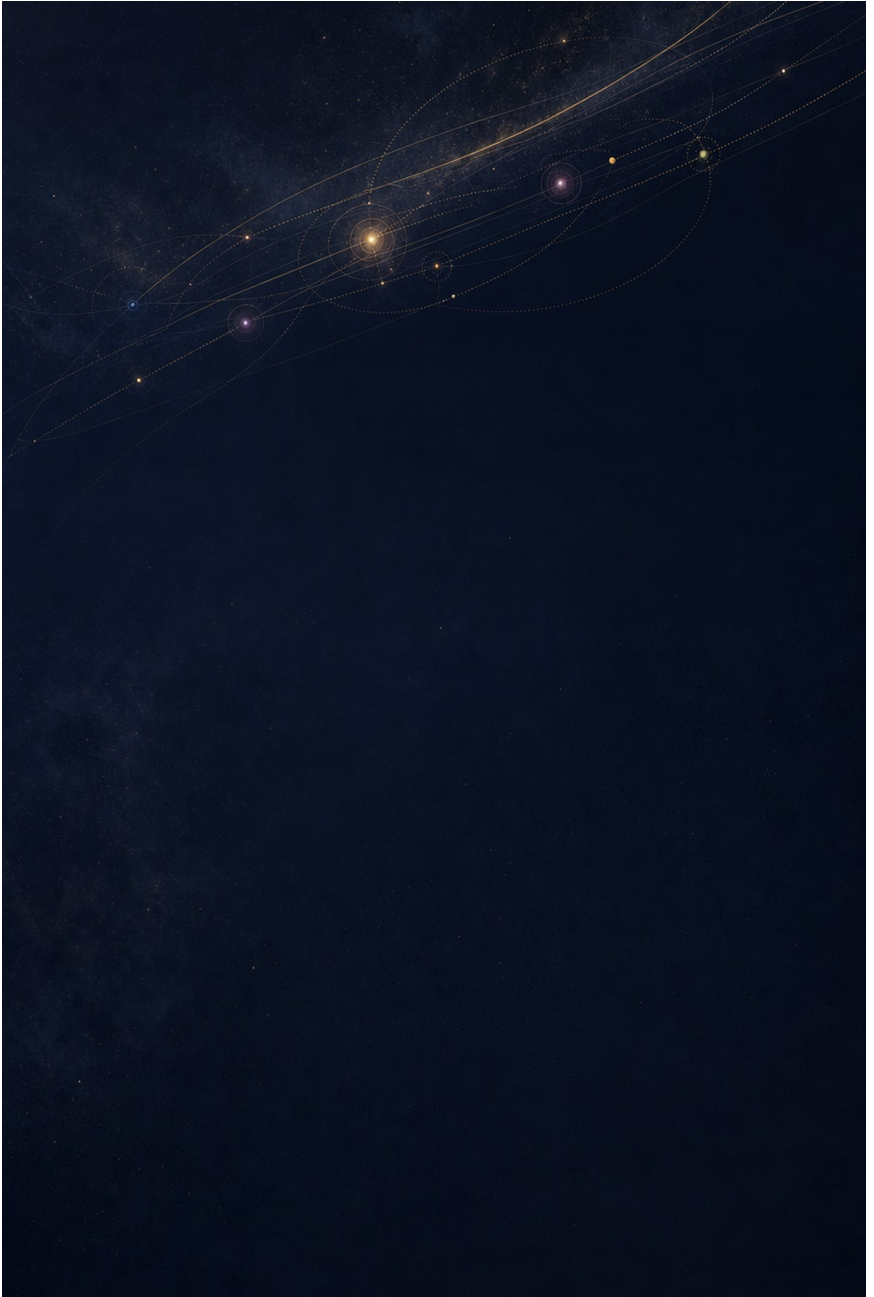


Figure 4.1 — The full game: a five-phase round loop.

A round contains exactly **ten tricks**. A standard game is **three rounds**; a campaign game is **five rounds**. The following chapters describe each phase in the order you perform it.



Chapter 5 • Forecast and Horizon

The first two phases of every round are where commitment happens before certainty. They are the strategic heart of Infinity Predicted.

Phase 1: Forecast

In turn order, each player may either spend one Prediction token to declare a prediction, or pass. Predictions are public unless a card effect says otherwise. A player may make a prediction only by spending a token; passing costs nothing.

There are two classes of prediction. A simple prediction is safer and scores less; a hard prediction is riskier and scores more. A failed prediction of either class costs points (Chapter 8).

Class	Prediction	Reward
Simple	Will I win the next trick?	+3
Hard	The exact number of tricks I will win this round.	+5
Hard	A named suit will dominate this round.	+5
Hard	An Infinite card will decide a trick this round.	+5

Table 5.1 — Prediction classes and rewards.

Two terms are defined precisely for scoring. A suit **dominates** a round when it wins a strict plurality of the round's tricks — more tricks than any other single suit; a tie for the most tricks does not count as domination. An Infinite card **decides a trick** when the card or its effect directly changes, cancels, protects, reclaims, or determines that trick's winner or scored ownership, compared with how the trick would have resolved under ordinary core-card rules.

Choose forecasts you can influence with your own play.

Phase 2: Horizon

Horizon: Claiming an Infinite Card

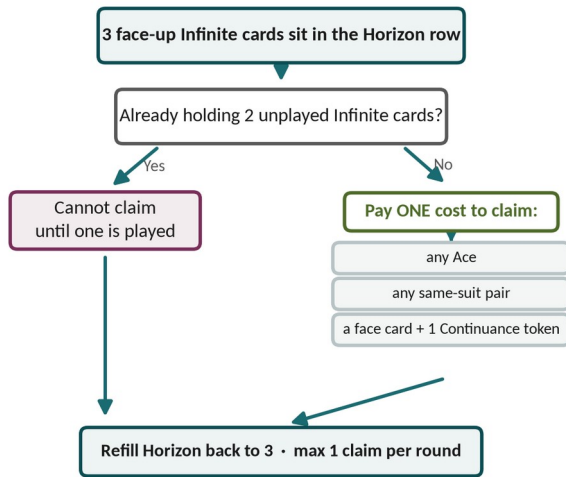


Figure 5.1 — Claiming an Infinite card from the Horizon, and the two-card hand cap.

The Horizon is a shared row of three face-up Infinite cards (used only in the advanced layer). Starting with the first player and proceeding in turn, each player may claim one face-up Infinite card from the Horizon row by paying its cost. To claim a card, discard one of the following:

- any Ace, or
- any pair of same-suit cards, or
- one face card (Jack, Queen, or King) plus one Continuance token.

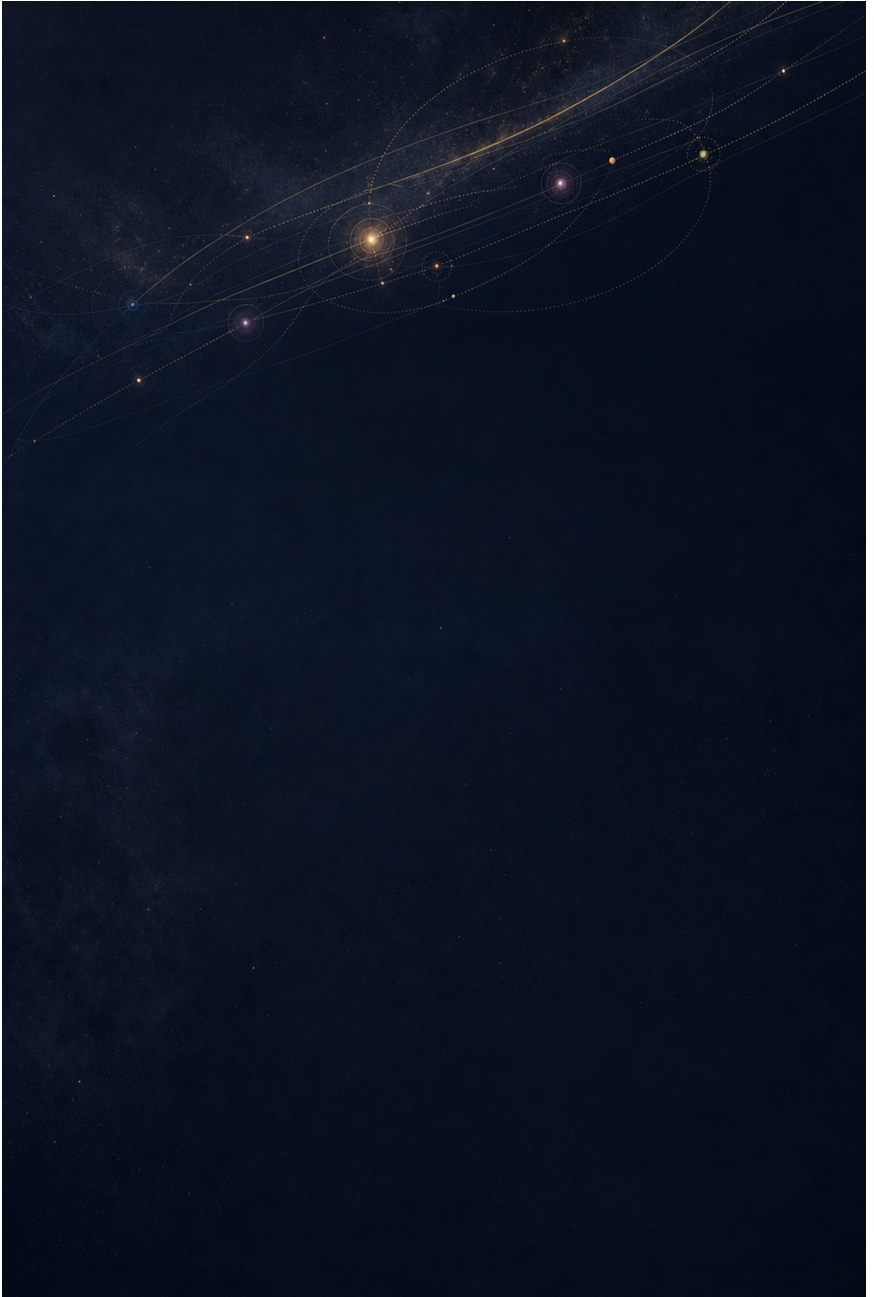
After a card is claimed, refill the Horizon row back to three face-up cards from the Infinite deck when possible. A player may claim at most one Horizon card per round.

Infinite hand cap

A player may hold at most **two unplayed Infinite cards**. A player who is already at the cap cannot claim another Horizon card until one of their Infinite cards has been played. When an Infinite card is played and resolved, it goes to a face-up Infinite discard pile unless its own text places it elsewhere.

Why this matters

Forecast and Horizon together create the game's central tension: you commit resources and reputation before you know how the cards will fall. Claiming a powerful Infinite card costs real cards from your hand — cards you might have needed to make your bid — and you can bank only two at a time.



Chapter 6 · Bidding and Trick-Taking

Phase 3: Bid

Each player secretly sets a bid — a whole number from **0 to 5** — representing the number of tricks they expect to win this round. All players reveal their bids simultaneously. Bids cannot be changed once revealed.

Bidding is the core commitment of the round. Scoring strongly rewards an exact bid and punishes falling short, so a conservative, accurate bid usually beats an ambitious, risky one (see Chapter 8).

Phase 4: Play

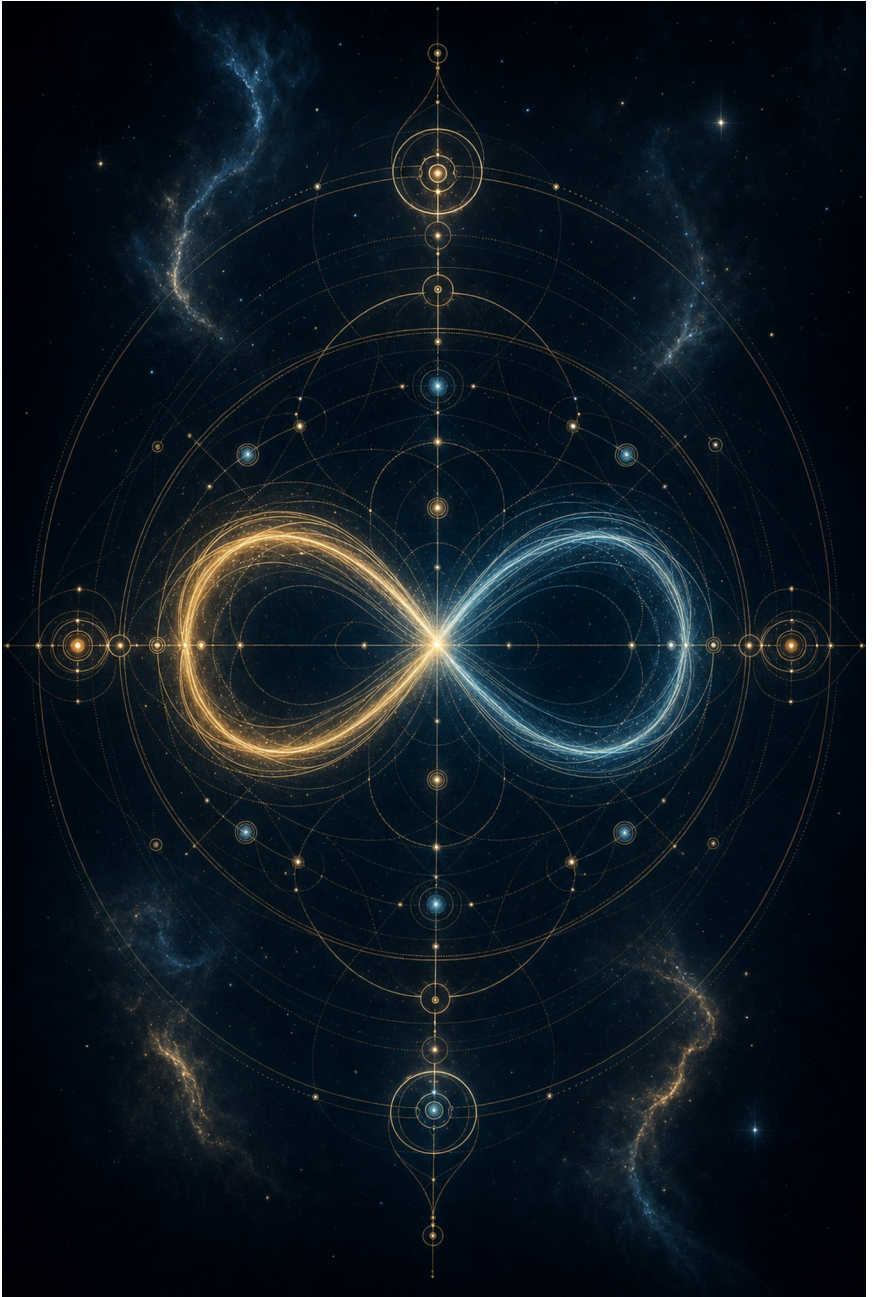
The Play phase resolves the round's ten tricks. Trick-taking follows standard rules:

1. The first player leads any card to the first trick. Its suit becomes the led suit.
2. In clockwise order, each other player must follow suit — play a card of the led suit — if able.
3. A player who is void in the led suit may play any card, including a trump or, if conditions allow, an Infinite card.
4. Resolve the trick: the highest trump wins; if no trump was played, the highest card of the led suit wins.
5. The winner of the trick collects it and leads the next trick.
6. Repeat until all ten tricks are played.

Each trick a player wins is worth one point (Chapter 8) and counts toward that player's bid and toward suit bonuses.

Follow-suit reminder

You must follow the led suit if you can. Only a player with no card of the led suit may play off-suit. Trump beats any non-trump; among cards of the same suit, higher rank wins. Trump may be led at any time — there is no “trump broken” restriction.



Chapter 7 · The Infinite Advanced Layer

The Infinite layer is an optional set of eight special cards that add prediction, protection, and controlled rewrite effects to the game. They are not a fifth suit: they sit outside ordinary suit logic, they live in their own small deck, and they are acquired through the Horizon phase (Chapter 5). Add them only after your group is comfortable with the core game.

Each Infinite card has a defined timing window — when it may be played — and a defined effect. The card-by-card reference below is followed by two summary tables.

Holding and discarding Infinite cards

A player may hold at most two unplayed Infinite cards at once, and cannot claim another from the Horizon while at that cap (Chapter 5). When an Infinite card is played and resolved, place it face up in the Infinite discard pile unless its own text sends it elsewhere.

7.1. Paradox Ledger

Timing: play only when you are void in the led suit.

Effect: it wins the trick. After that trick is scored, give one card you have won to another player. If your public bid was exact at that moment, gain one Prediction token.

7.2. Covenant Line

Timing: may be played whether you are following suit or void.

Effect: if it wins the trick, protect one trick you have previously won. Protected tricks cannot be altered, stolen, or nullified for the rest of the round.

7.3. Forecast Window

Timing: play before a trick begins.

Effect: name the suit that will win this trick. If you are correct, gain 3 points and draw one card after the trick resolves.

7.4. Quiet Pivot

Timing: play after any trick resolves.

Effect: change trump to the suit of a card from your hand, then discard that card face up.

7.5. Null Signal

Timing: play in response to an Infinite card just played.

Effect: cancel that card's effect. The cancelled card still counts as a played card — only its effect is negated.

7.6. Return Path

Timing: play during the Close phase.

Effect: reclaim one card you previously lost through Paradox Ledger or a similar effect, and count it in your score pile.

7.7. Long Horizon

Timing: play during the Forecast phase.

Effect: name one suit. Each trick you win in that named suit this round is worth +1 extra point.

7.8. Witness Mark

Timing: attach to one of your public predictions.

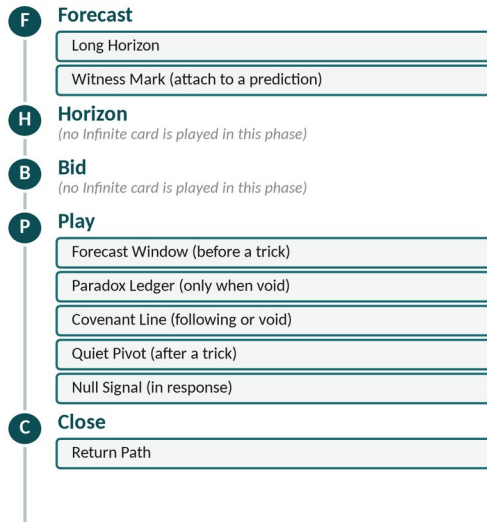
Effect: if that prediction succeeds, double its bonus. If it fails, lose 2 points in addition to the normal penalty.

Timing summary

Card	When it may be played
Paradox Ledger	During Play, only when void in the led suit
Covenant Line	During Play, following suit or void
Forecast Window	Before a trick begins
Quiet Pivot	After any trick resolves
Null Signal	In response to an Infinite card just played
Return Path	During the Close phase
Long Horizon	During the Forecast phase
Witness Mark	Attached to a public prediction

Table 7.1 — Infinite card timing windows.

Infinite Card Timing Map



Played Infinite cards go to the face-up Infinite discard pile unless their text says otherwise.

Figure 7.1 — When each Infinite card may be played across the five phases.

Effect summary

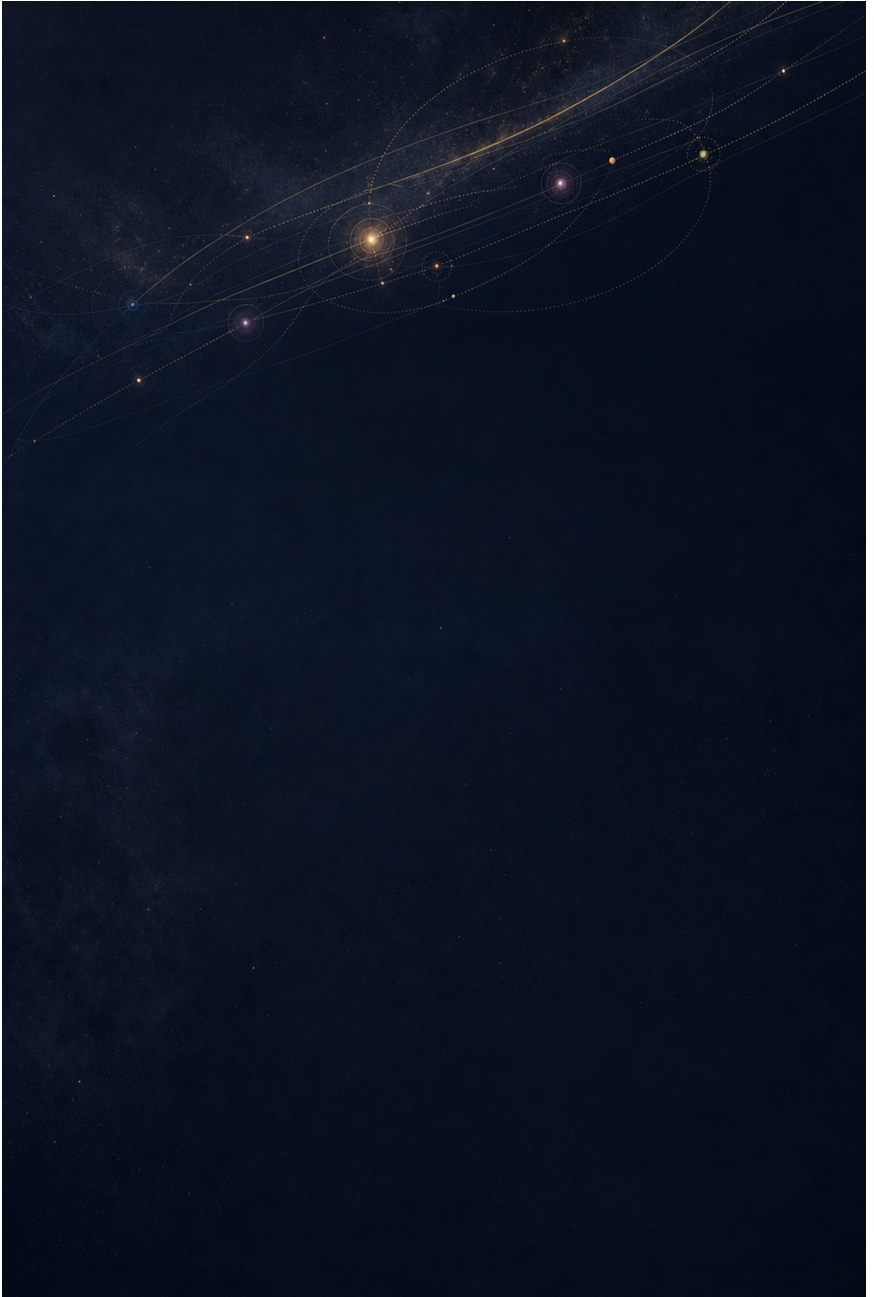
Card	Effect in brief
Paradox Ledger	Wins the trick; then give away one won card; gain a Prediction token if bid was exact.
Covenant Line	If it wins, protect one previously won trick for the rest of the round.
Forecast Window	Name the winning suit; if correct, +3 points and draw one card.
Quiet Pivot	Change trump to a suit from your hand; discard that card.
Null Signal	Cancel the effect of an Infinite card just played.
Return Path	Reclaim a lost card into your score pile during Close.
Long Horizon	Named suit scores +1 per trick won this round.
Witness Mark	Double a prediction's reward on success; extra -2 on failure.

Table 7.2 — Infinite card effects.

Interaction: Null Signal and protection

Null Signal cancels an Infinite effect as it is played. Protection tokens and

Covenant Line, by contrast, shield tricks that were already won from later interference. See Chapter 8 for how tokens and protection interact with scoring.



Chapter 8 · Scoring, Tokens, and Round End

Scoring happens in the Close phase of each round. Total each player's score from four sources — tricks, bids, predictions, and suit bonuses — then apply any token conversions at the end of the game.

Trick points

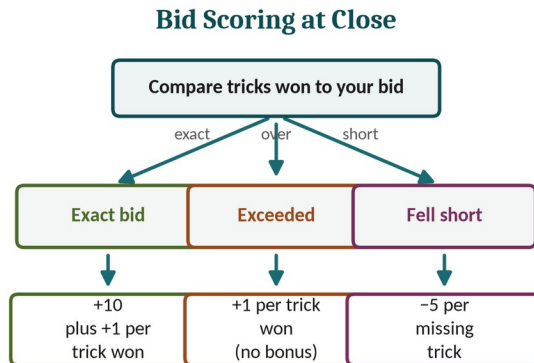
Each trick you win is worth 1 point.

Bid points

Result	Score
Exact bid (you win exactly the number you bid)	+10, plus 1 point per trick won
Exceed bid (you win more than you bid)	+1 per trick won; no exact-bid bonus
Fall short (you win fewer than you bid)	-5 per missing trick

Table 8.1 — Bid scoring.

Because the exact-bid bonus is large and shortfalls are heavily penalized, accurate bidding is the backbone of a winning strategy.



Then add: prediction points, suit bonuses (+2 each),
and +1 per unused Continuation token at game end.

Ties: most exact bids → most successful hard predictions
→ most unused Continuation tokens → shared victory

Figure 8.1 — Bid scoring at Close, with the end-of-game tiebreaker order.

Prediction points

Predictions are declared in the Forecast phase and classified as simple or hard (Chapter 5, Table 5.1).

Outcome	Score
Correct simple prediction ("Will I win the next trick?")	+3
Correct hard prediction (exact tricks, suit domination, or Infinite decides a trick)	+5
Failed prediction (simple or hard)	-2
Witness Mark attached	Doubles the success reward, or adds an extra -2 on failure

Table 8.2 — Prediction scoring. See Chapter 5 for the definitions of "dominate" and "decide a trick."

Suit bonuses

Suit	Bonus condition	Award
Mind	Win 3 Mind tricks in the round	+2
Forge	Win at least one trick in 4 different trick positions across the round	+2
Heart	Finish the round with no broken protected trick	+2
Seed	Gain at least 2 Continuance tokens during the round	+2

Table 8.3 — End-of-round suit bonuses.

The token economy

- **Prediction tokens** are spent to declare forecasts in the Forecast phase.
- **Protection tokens** can shield one won trick from non-Null Infinite effects.
- **Continuance tokens** can substitute for one discard cost (for example, paying a Horizon claim), or convert into +1 point each at the end of the game if unused.

Round end and rotation

After scoring a round during Close:

1. Total and record every player's score for the round.
2. Rotate the first player one seat clockwise.

3. Reveal a new trump if a rule or effect changes it; otherwise trump carries as set.
4. Refresh the Horizon row to three face-up Infinite cards.
5. Begin the next round, or end the game if the final round is complete.

Winning the game

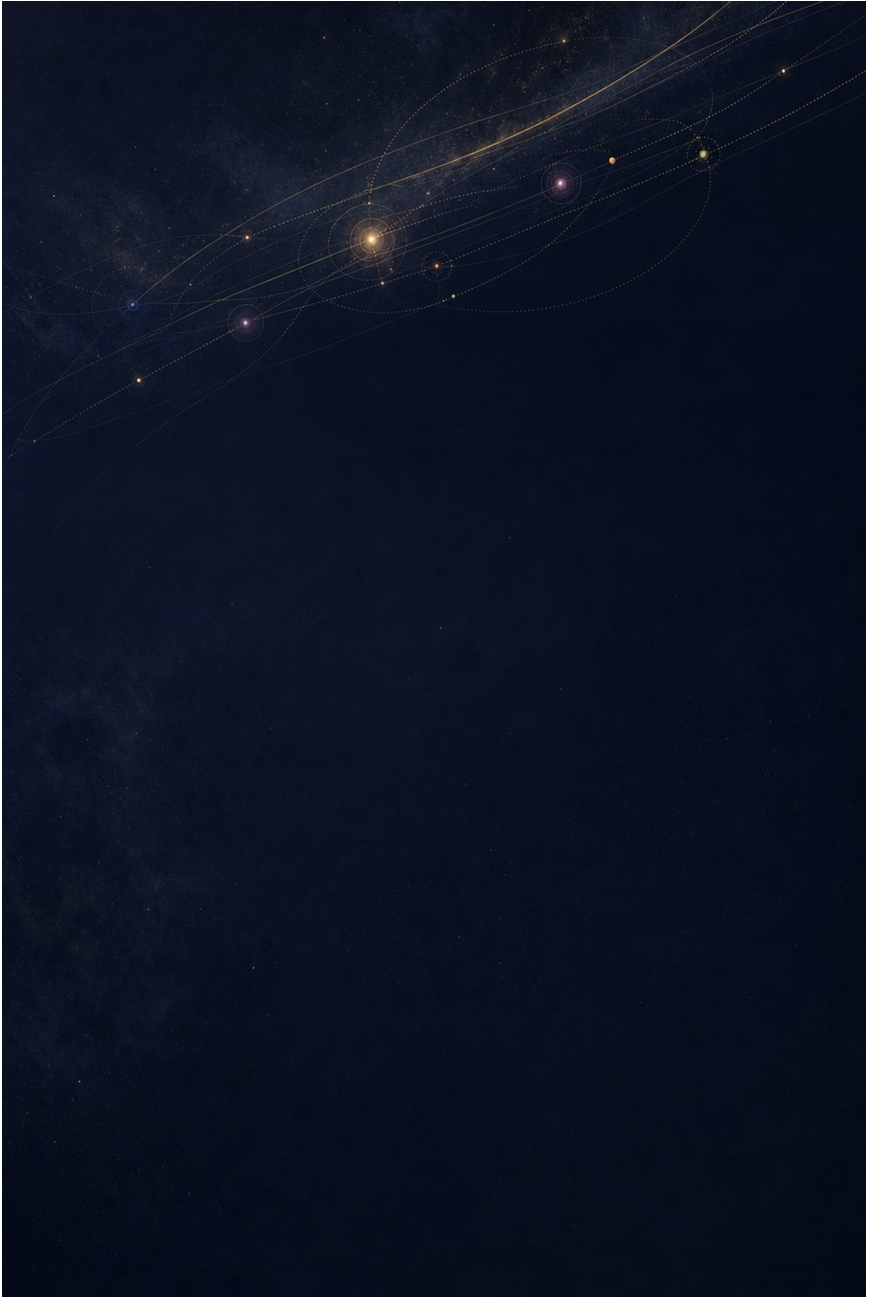
- **Standard game:** the highest total score after 3 rounds wins.
- **Campaign game:** the highest total score after 5 rounds wins.
- **Solo / oracle mode:** beat target score thresholds instead of opponents (Chapter 9).

Breaking a tie

If two or more players finish with the same total score, break the tie in this order:

1. Most exact bids across the whole game.
2. Most successful hard predictions across the whole game.
3. Most unused Continuance tokens at game end.

If players remain tied after all three steps, they share the victory.



Chapter 9 • The Core-Only Game, Modes, and Player Counts

The core-only game (recommended learning game)

The core-only game is the **recommended way to learn Infinity Predicted**, and it is the basis for a possible base edition. It uses only the 52-card core deck — no Infinite cards and no Horizon phase — so a round has four phases instead of five.

Core-only setup (4 players)

1. Shuffle the 52-card core deck.
2. Deal 10 core cards to each player.
3. Reveal the top card of the remaining deck. Its suit is trump; place the trump marker on it.
4. Give each player 3 Prediction, 2 Protection, and 2 Continuance tokens.

Do not use the Infinite deck, and do not lay out a Horizon row.

Core-only round (4 phases)

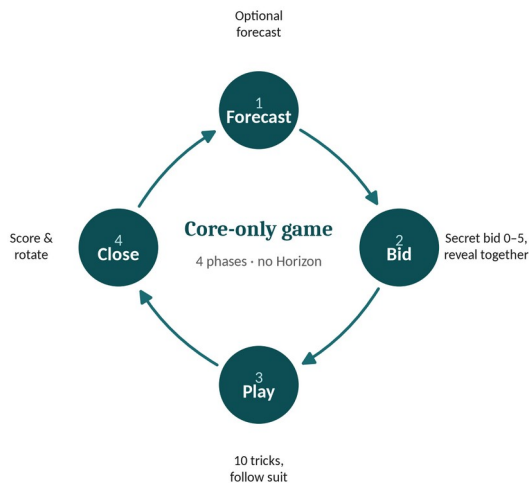


Figure 9.1 — The core-only game: a four-phase round with no Horizon.

1. Forecast — optionally spend a Prediction token to declare a forecast. The “an Infinite card will decide a trick” prediction is unavailable in this game; the other prediction types are used normally.
2. Bid — secretly bid 0–5 tricks, then reveal simultaneously.
3. Play — play the round’s ten tricks under the normal follow-suit rules; highest trump, or else highest led suit, wins each trick.
4. Close — score tricks, bids, predictions, and suit bonuses normally, then rotate the first player and begin the next round.

Scoring is exactly as in Chapter 8: trick points, bid scoring, prediction scoring, suit bonuses, and end-of-game Continuance conversion all apply. Because there is no Horizon phase, the round is simply shorter to teach. A standard core-only game is three rounds; a campaign is five.

What changes without the Infinite layer

Phases: four (Forecast, Bid, Play, Close) instead of five — no Horizon.

Predictions: the “Infinite card decides a trick” type is unavailable; all other types remain.

Everything else — trumps, follow-suit, tokens, scoring, suit bonuses, and tiebreakers — is unchanged.

Player counts

Four players is the only standard, competitive, balance-tested ruleset.

The configurations below for other counts are **advanced experimental variants**: they are playable and enjoyable, but they are not tournament-certified and their balance has not been validated to the same standard as the four-player game.

Players	Status	Configuration
4	Standard / competitive	All 52 cards in play; 10-card hands as described in Chapter 3.
2	Advanced experimental variant	Duel mode: 13-card hands and a shared prediction market.
3	Advanced experimental variant	Cut one suit subset, or use a kitty (a small face-down set aside).
5–6	Advanced experimental variant	Use shorter hands and a central kitty.

Table 9.1 — Player counts. Only the four-player game is standard and balance-tested.

These variants keep the same phases, tokens, and scoring; only the deal and seat count change. Treat their balance as experimental rather than certified.

Play modes

Mode	What it uses
Training	No Infinite cards. Standard trick-taking with bidding — the teaching mode.
Doctrine	Add 2–4 Infinite cards and exact-bid scoring.
Infinity Predicted	The full 8-card Infinite deck, prediction tokens, phase scoring, and campaign progression.
Oracle	The same deck used for non-competitive reading or a solo challenge.

Table 9.2 — The four play modes.

Solo and oracle mode

Solo and oracle play is an **advanced experimental variant** for one player against target thresholds instead of opponents. Like the other non-standard configurations, it is not balance-certified.

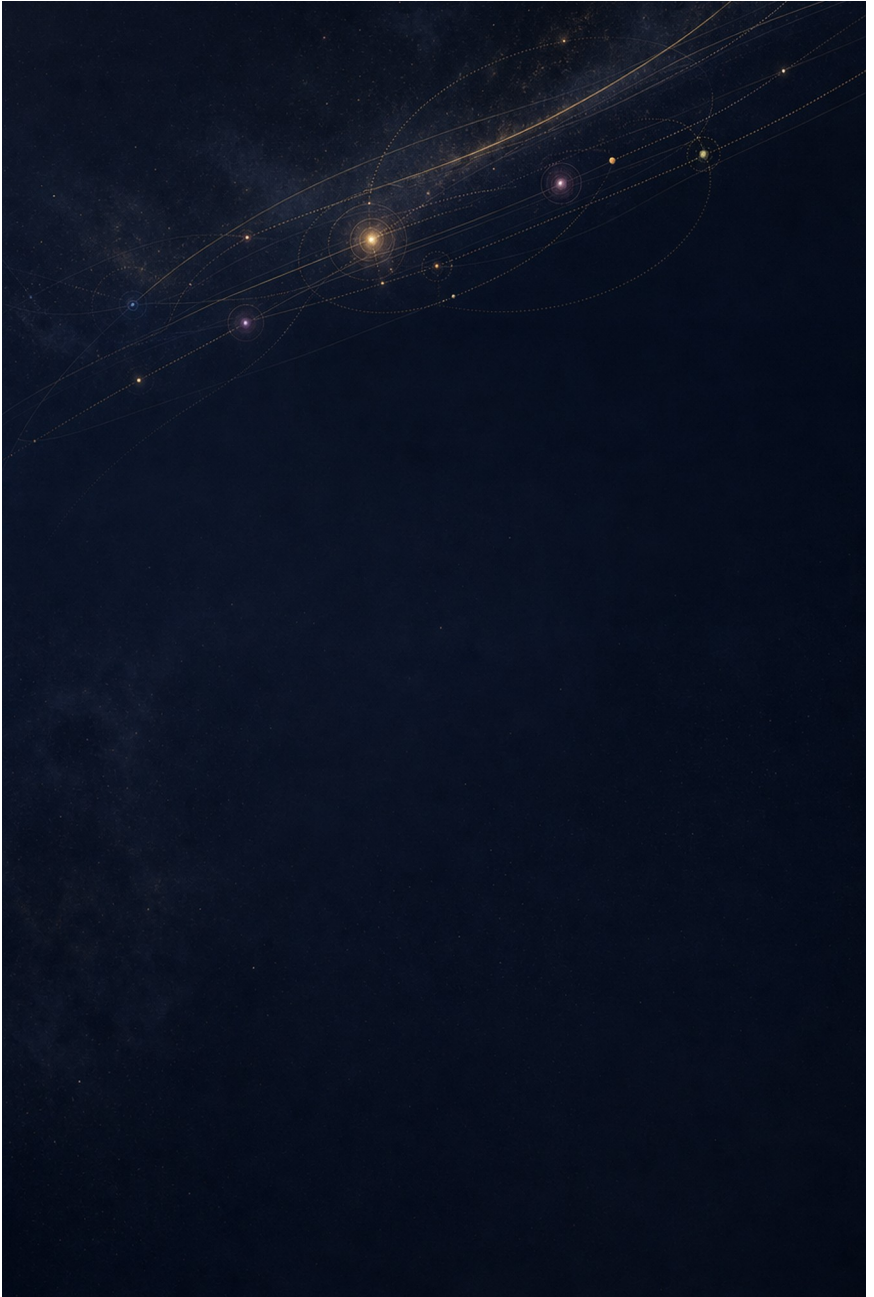
1. Deal yourself 12 core cards.
2. Reveal 3 Horizon cards.
3. Set 3 predictions before play.
4. Simulate an opposition “row” from top-deck reveals as you play.
5. Score yourself against the thresholds below.

Score	Result
0–14	Drift
15–24	Stable
25–34	Witnessed
35+	Infinity Predicted

Table 9.3 — Solo / oracle scoring thresholds.

Campaign and expansion

Campaign mode extends the game to five rounds and allows custom scenarios, rotating trump conditions, and variant Infinite pools. The designers note that the system can expand into a larger oracle line, campaign scenarios, faction packs tied to Odisena themes, and a digital assistant using the same card schema. These expansions are directions for future development, not part of the current rules.



Chapter 10 · Examples of Play

The following worked examples use only the rules defined in this book. Player names are Ada, Boro, Cyra, and Dane.

Example 1: An exact bid

In a round, Boro bids 3. Over the ten tricks he wins exactly three. He scores the exact-bid bonus plus one point per trick won:

Scoring Boro's round

Tricks won: 3 → +3 points

Exact bid bonus: +10

Round total from tricks and bid: $3 + 10 = 13$ points.

Example 2: Overshooting the bid

Cyra bids 2 but wins 4 tricks. Because she exceeded her bid, she earns 1 point per trick won and no exact-bid bonus:

Scoring Cyra's round

Tricks won: 4, scored at +1 each → +4 points

Exact-bid bonus: none (bid exceeded)

Round total from tricks and bid: **4 points.**

Note that Cyra's four tricks earned her only 4 points, while Boro's three exact tricks earned 13. This is the heart of the game: accuracy beats greed.

Example 3: Falling short

Dane bids 4 but wins only 1 trick. He is 3 tricks short. He scores 1 point for the trick he won, then loses 5 points for each of the three missing tricks:

Scoring Dane's round

Tricks won: 1 → +1 point

Shortfall: 3 tricks × (−5) = −15 points

Round total from tricks and bid: $1 - 15 = -14$ points.

Example 4: A prediction with Witness Mark

Before the round, Ada spends a Prediction token to declare the simple prediction “Will I win the next trick?” (worth +3 if correct) and attaches a Witness Mark to it. She wins that next trick, so the prediction succeeds and the Witness Mark doubles the reward:

Scoring Ada’s prediction

Correct simple prediction: +3

Witness Mark doubles the reward: +3 → +6 total

If the prediction had failed instead: -2 (failed prediction) plus -2 (Witness Mark penalty) = **-4 points**.

Example 5: A hard prediction

Boro spends a Prediction token to declare the hard prediction that he will win exactly 3 tricks this round. He wins exactly three, so the hard prediction succeeds:

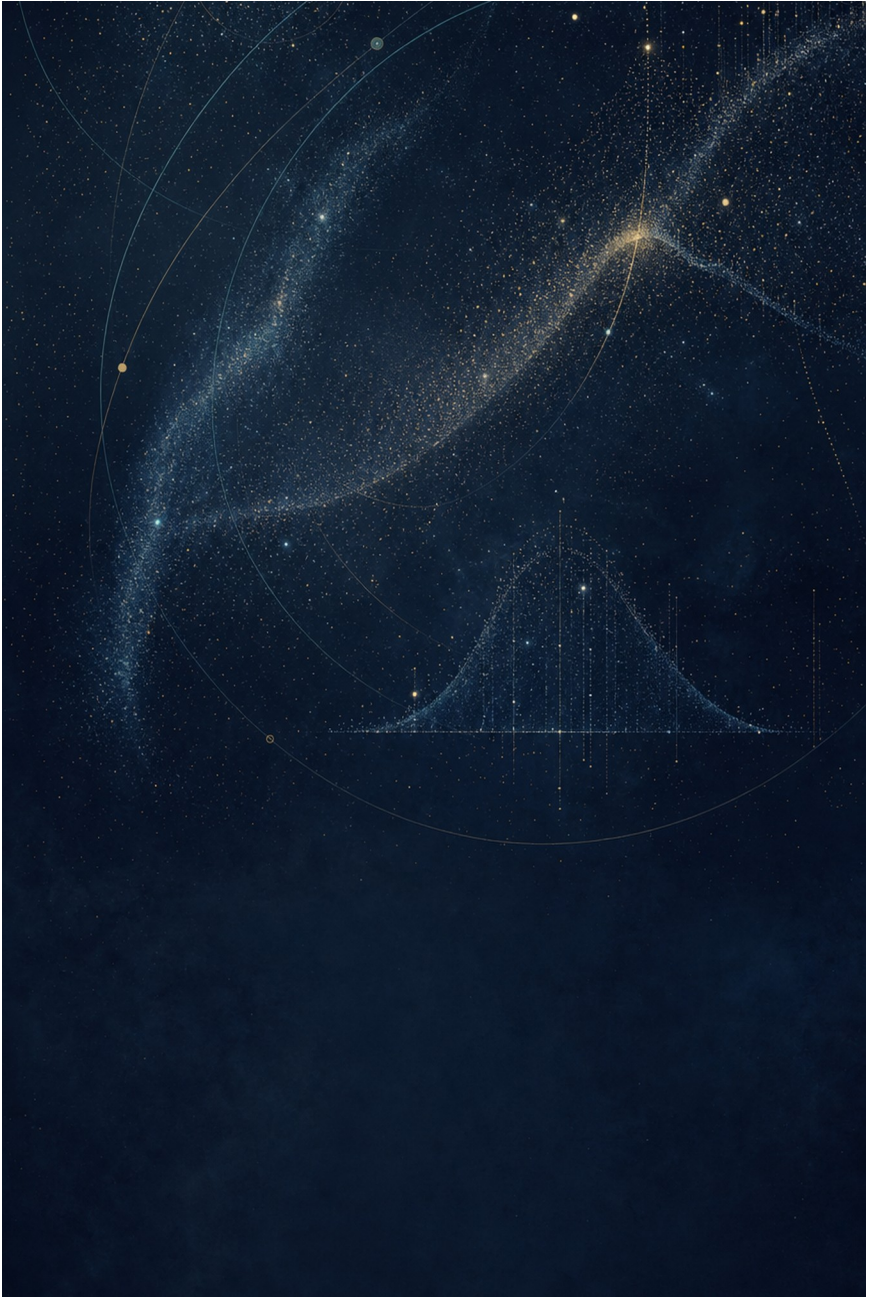
Scoring Boro’s hard prediction

Correct hard prediction: **+5 points**.

Had he won two or four tricks, the prediction would fail: -2 points.

Example 6: A suit bonus

Over the round, Cyra wins three tricks that were led and won in Mind. At Close she earns the Mind suit bonus of +2 points, added on top of her trick and bid scoring for the round.



Chapter 11 • Design Lineage

Infinity Predicted reached its published form through an iterative research-and-development process. This chapter records that lineage so the design team can distinguish the finished game from the models used to test it. Nothing in this chapter is a rule of the published game.

Two architectures

An earlier research model — the Infinite Balance Lab, described in Chapter 12 — treated the game as having four suits: Heart, Mind, Forge, and Infinite. In that model, “Infinite” was a fourth, meta-level suit used as a test harness for bounded rule-modulation effects (Pivot, Cascade, Reorder, and Anchor). It was never intended as the shipping suit lineup; it was a controlled environment for measuring how a rule-bending suit behaves against conventional archetypes.

The published game stabilizes a different, cleaner architecture. The fourth core suit is Seed — the continuance suit — giving four thematically balanced suits (Mind, Forge, Heart, Seed). The rule-bending material that the lab modeled as a “suit” was moved out of the core entirely and reshaped into an optional advanced-card layer: the eight Infinite cards of Chapter 7.

Aspect	R&D model (Infinite Balance Lab)	Published game
Suits	Heart, Mind, Forge, Infinite	Mind, Forge, Heart, Seed
Role of “Infinite”	A fourth meta-suit test harness	A separate optional 8-card advanced layer
Infinite mechanics	Pivot, Cascade, Reorder, Anchor (bounded, stateful)	Eight named cards with fixed timing/effects (Ch. 7)
Status	Development evidence only	Current playable rules

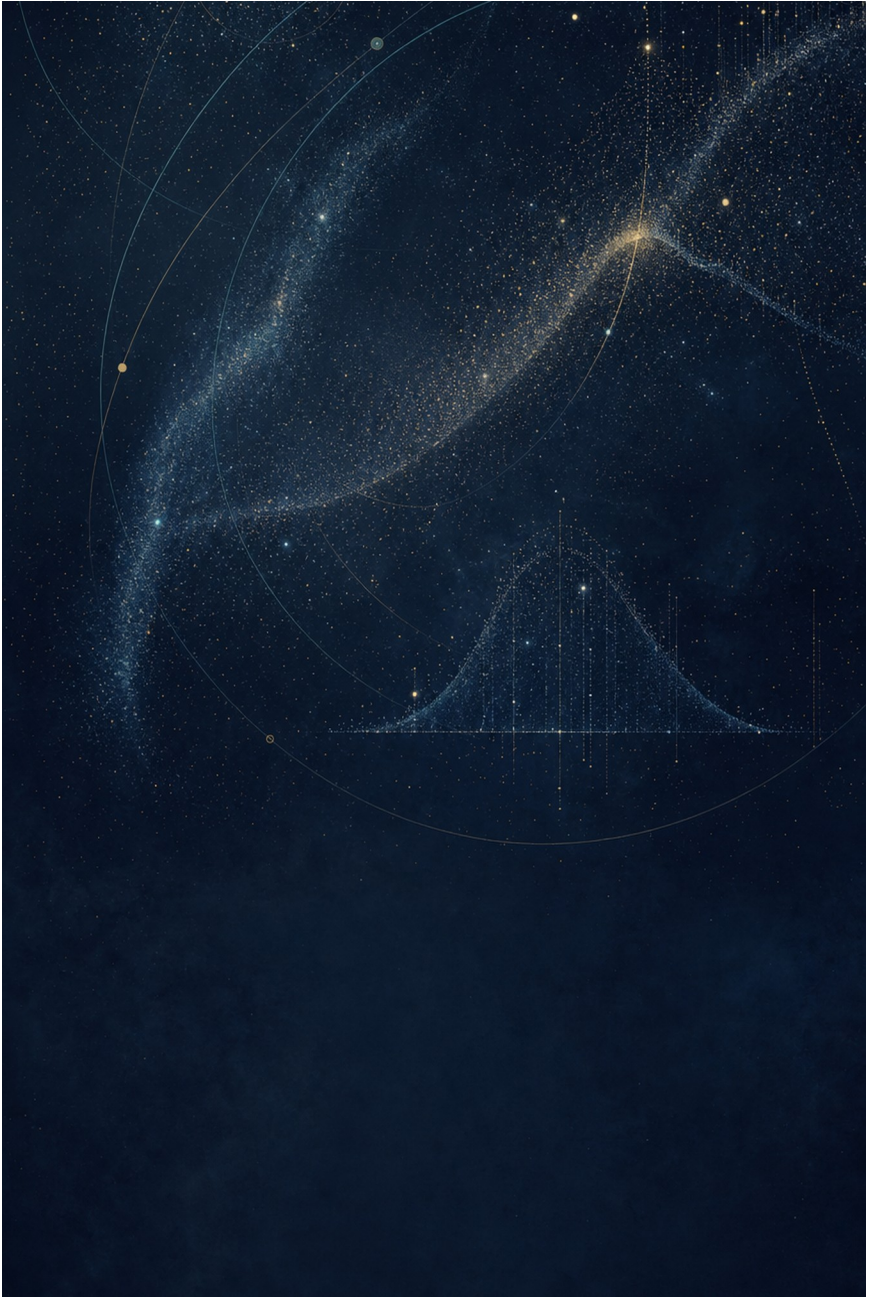
Table 11.1 — The predecessor test harness versus the published architecture.

Read this correctly

The Infinite-as-suit model, its four bounded effects, and all of its simulator results are development evidence about how a rule-bending layer behaves. They are not rules of Infinity Predicted. The playable game is the four-suit core (Mind, Forge, Heart, Seed) plus the optional eight-card Infinite layer.

Why the change

Separating the rule-bending material from the suit system gives the published game a clean, symmetric four-suit core that teaches like a conventional trick-taking deck, while preserving the more experimental prediction-and-rewrite effects as an opt-in layer. Groups can enjoy a complete game without ever touching the advanced cards, and advanced groups can add them without redefining what a suit is.



Chapter 12 · Playtesting and Balance

The prediction-and-rewrite ideas behind the Infinite layer were stress-tested in a dedicated simulator, the Odisena Infinite Balance Lab. This chapter summarizes that work as development evidence. An important caveat comes first.

How to read these numbers

The Balance Lab is a fast balance proxy, not a faithful rules engine for Infinity Predicted. It resolves games on an abstract tempo model and was tuned for heads-up archetype matchups. Its win rates should be read comparatively — is one build healthier than another? — not as literal predictions of retail play. These are simulator estimates for the predecessor test harness, not a certification of the final published game's balance.

Method

- **Monte Carlo engine.** The default run plays 10,000 seeded games, replaying archetype-versus-archetype matches and tracking game-, deck-, and card-level outcomes. A fixed seed makes runs reproducible.
- **User-editable card library.** All card definitions live in a YAML file with a validated schema; costs, effort, power, and effect magnitude can be edited without touching code.
- **Plugin effect registry.** Card effects are registered functions rather than hard-coded branches, so new effects can be added in isolation.
- **Dominant-strategy detection.** A detector flags an archetype only when its win rate is high (above 60%) and a structural condition holds (no bad matchups, one card carries too many wins, or opponents rarely recover).

Balancing progression

The tool and the archetype balance were developed in stages, each gated by an expanding automated test suite:

Stage	Tests passing	Milestone
Initial build	24 / 24	Monte Carlo engine, win-rate intervals, and dominance detection in place.
Mechanics iteration	75	Stateful bounded effects and evidence-based counterplay telemetry added.
Balance hardening	132	Full archetype re-balance validated.
Release gates	10 / 10 balance gates	All merge-blocking balance gates passing.

Table 12.1 — Test-suite progression during development.

Archetype win rates

Four deck archetypes were modeled: Tempo, Engine, Control, and Balanced. Early in tuning the field was uneven; after balancing it converged toward a healthy band around 50%.

Archetype	Initial rate	Later baseline
Tempo	55.1%	52.2%
Engine	54.2%	51.2%
Balanced	40.9%	50.3%
Control	49.7%	46.3%

Table 12.2 — Archetype win rates before and after balancing (10,000-game runs, fixed seed). Simulator estimates for the predecessor test harness.

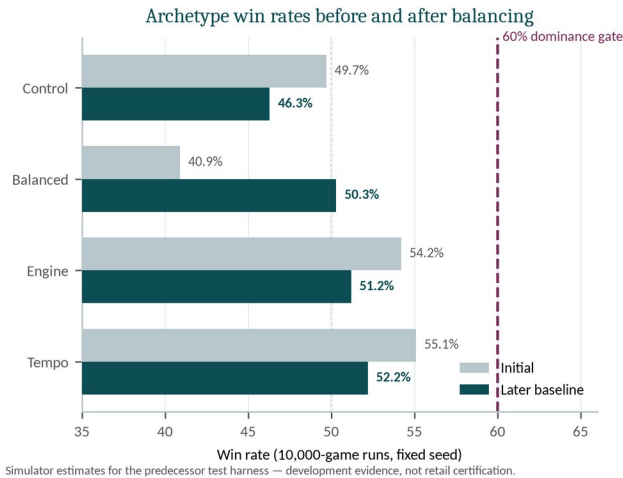


Figure 12.1 — Archetype win rates before and after balancing. Every archetype sits below the 60% dominance gate.

The later baseline (validated at 10,000 games with a fixed seed and confirmed across six deterministic seeds) shows every archetype below the 60% dominance gate, with zero dominant-strategy warnings and no severe card flags. Balanced moved from a punching bag (~41%) to a neutral efficiency generalist (~50%); Control settled into a slower deck with genuine unfavourable matchups rather than a runaway.

Stateful Infinite effects tested

The lab's "Infinite" suit modeled four bounded, stateful, reversible, versioned effects. These were the meta-suit test harness described in Chapter 11 — development evidence, not published rules.

Effect	Bounded behavior
Pivot	Swaps the weakest hand card for the best discard — only when legal and improving.
Cascade	Draws one card, then discards the weakest — net hand size unchanged.
Reorder	Reverses initiative for the current round; auto-resets exactly one round later.
Anchor	Installs a single-use shield that absorbs one disruption, then expires.

Table 12.3 — The four bounded Infinite effects in the predecessor test harness.

Automation and gates

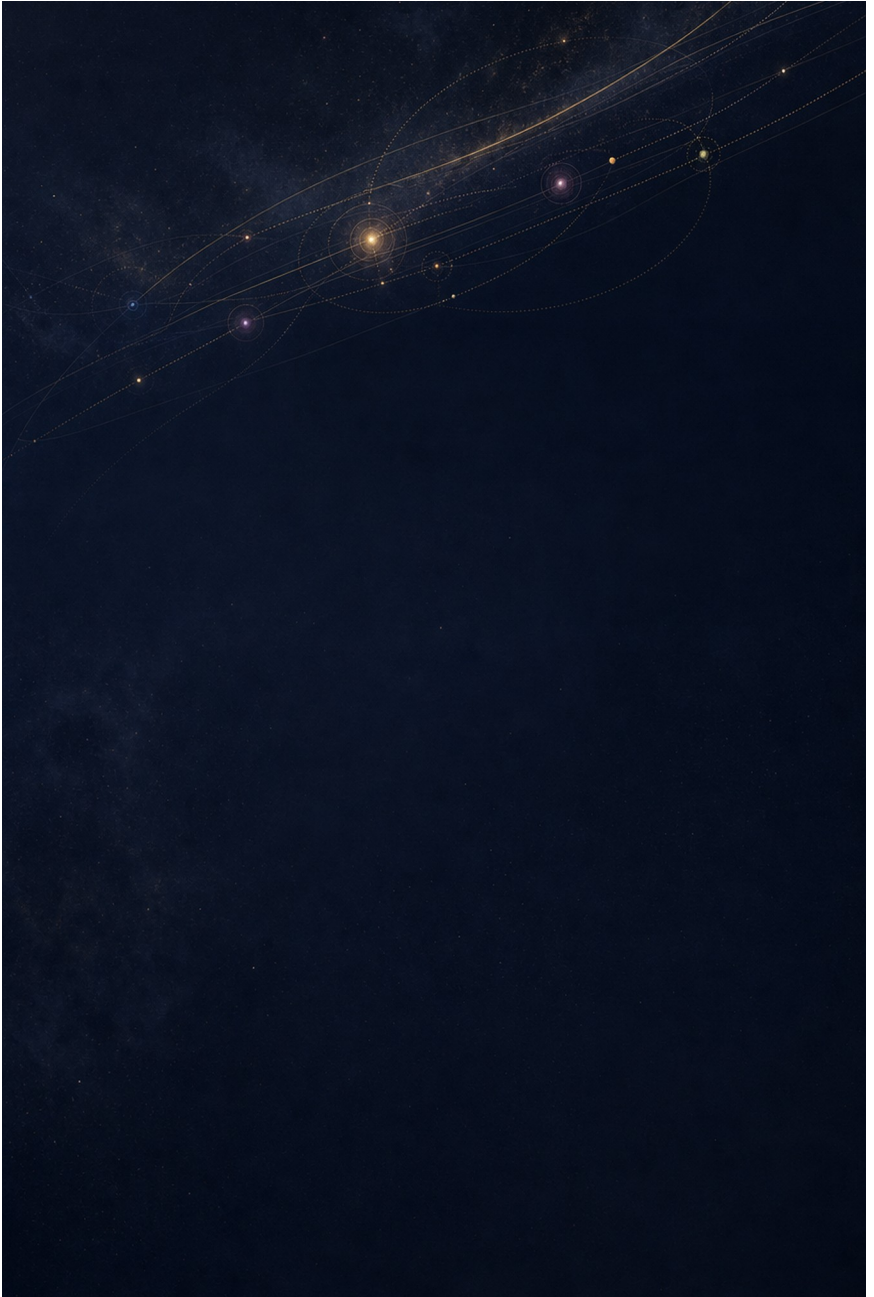
The simulator ships with merge-blocking automation so that balance and security regressions are caught before they land:

- **CI balance gates:** a merge-blocking gate runs the standard 10,000-game seed, a six-seed panel, and a serial-versus-parallel reproducibility check, then evaluates ten documented gate bands (archetype health, per-seed guardrail, matchup diversity, zero dominance, Infinite/base power ratio, and reproducibility).
- **Scheduled and pull-request runs:** gates run on every pull request and push, on manual dispatch, and on a weekly schedule.
- **Security automation:** weekly dependency-update pull requests plus dependency, static-analysis, and secret scanning run as their own merge-blocking gate, portable to a private repository without paid security add-ons.

The Balance Lab is maintained as an internal Odisena tool and dashboard. Its interactive console is available at <https://infinite-balance-lab.vercel.app>. Its sample card values are illustrative placeholders, not canonical Infinity Predicted numbers.

Statistical caution

Reported figures are point estimates from a fixed-seed Monte Carlo proxy. The source data confirms stability across six deterministic seeds and reports no dominance warnings, but does not supply confidence intervals for the retail game. Treat every percentage as a development signal, not a guaranteed retail win rate, and do not attach confidence intervals that the source data does not provide.



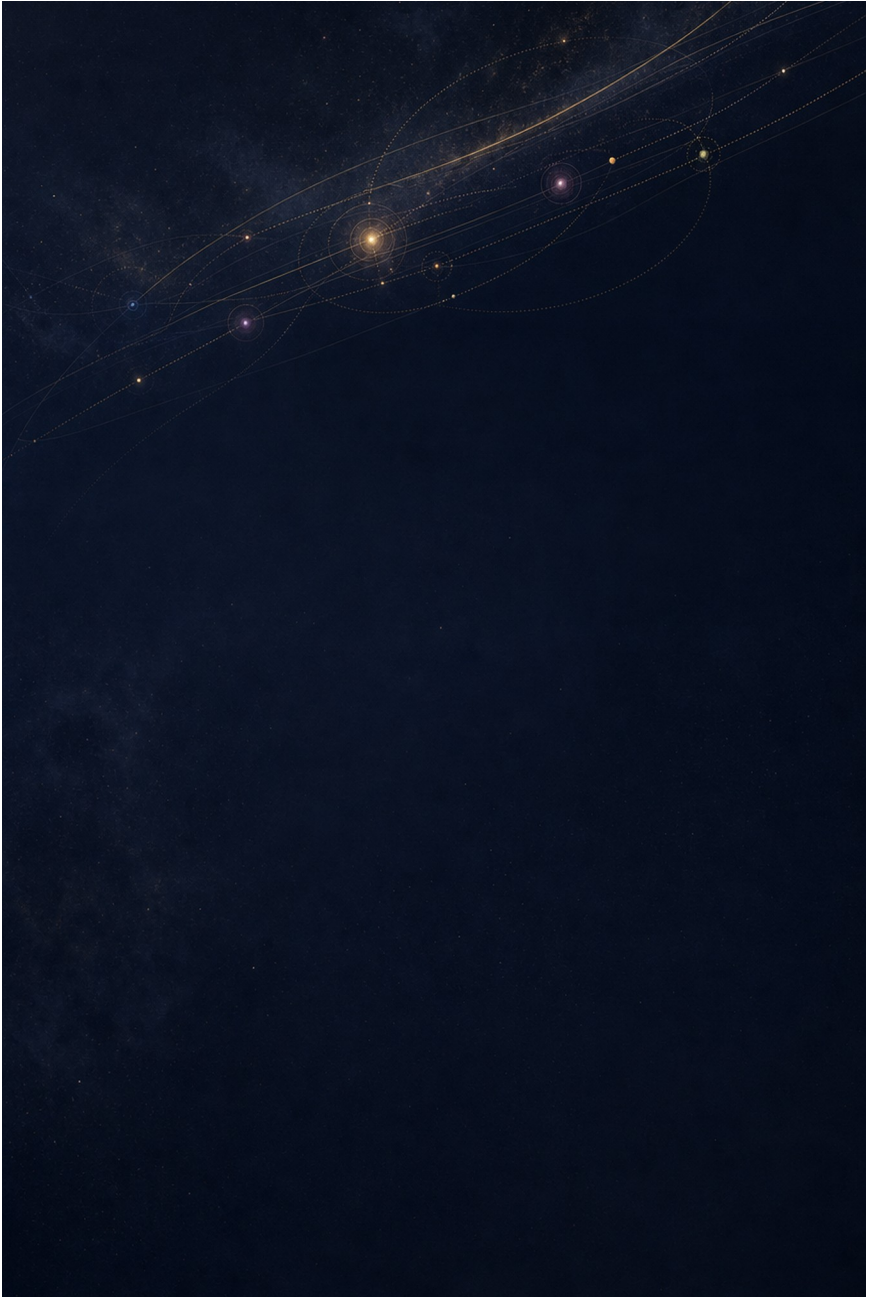
Chapter 13 · Strategy

For your first games

- Bid what you can see. Count your high trumps and Aces; those are your reliable tricks. Bidding your safe count exactly earns the +10 bonus — the single biggest swing in the game.
- Underbid before you overbid. Falling short costs -5 per missing trick, while exceeding your bid gives only +1 per trick. When unsure, bid low.
- Save Continuance tokens. Unspent Continuance tokens convert to +1 point each at the end of the game, so hoarding them is a quiet, safe source of points.
- Make predictions you control. Predict outcomes your own play can steer — such as winning the next trick — rather than table-wide events you cannot influence.

For advanced play

- Use Long Horizon with a suit you are loaded in. Naming a suit you hold many winners in turns each of those tricks into +2 (one for the trick, one for the bonus).
- Time Quiet Pivot to strand opponents. Changing trump after a trick can leave opponents holding worthless “trumps” and protect your remaining winners.
- Protect before you are attacked. Covenant Line and Protection tokens lock in won tricks; use them on tricks that opponents’ Infinite cards could otherwise steal or nullify.
- Hold Null Signal as insurance. Keeping one answer for an opponent’s key Infinite play is often worth more than spending it early.
- Commit with Witness Mark only on high-confidence predictions. Doubling a reward is powerful, but the extra failure penalty punishes speculative marks.
- Read the suit bonuses into your plan. Mind rewards clustering wins in one suit; Forge rewards spreading wins across trick positions; Heart rewards protection; Seed rewards banking reserves. Let the bonus you can reach shape your bid.



Glossary

Bid A secret number (0–5) of tricks a player commits to winning in a round, revealed simultaneously.

Close The final phase of a round, in which scores are tallied and the table is refreshed.

Continuance token A reserve token that can pay a discard cost or convert to +1 point each at game end.

Core deck The 52-card deck of four suits and thirteen ranks used for the standard game.

Core-only game The recommended learning game: the 52-card deck with a four-phase round (no Infinite cards, no Horizon).

Decide a trick An Infinite card or effect directly changing, cancelling, protecting, reclaiming, or determining a trick's winner or scored ownership, compared with ordinary core-card resolution.

Dominate A suit dominates a round when it wins a strict plurality of the round's tricks — more than any other single suit. A tie for the most tricks does not count.

Forecast The first phase of a round, in which players may spend Prediction tokens to declare public forecasts.

Hard prediction A +5 prediction: exact tricks won, suit domination, or an Infinite card deciding a trick. Failure costs –2.

Horizon A shared row of three face-up Infinite cards; also the second phase of a round, in which they are claimed.

Infinite card One of eight optional advanced cards with prediction, protection, or rewrite effects; not a suit. A player may hold at most two unplayed.

Infinite discard pile The face-up pile where played and resolved Infinite cards go, unless their text places them elsewhere.

Led suit The suit of the first card played to a trick; other players must follow it if able.

Prediction A public forecast of a round outcome, declared by spending a Prediction token.

Prediction token A token spent to declare a forecast during the Forecast phase.

Protection token A token that shields one won trick from non-Null Infinite effects.

Round One full cycle of the phases; ten tricks are played per round (five phases in the full game, four in the core-only game).

Simple prediction A +3 prediction: "Will I win the next trick?" Failure costs -2.

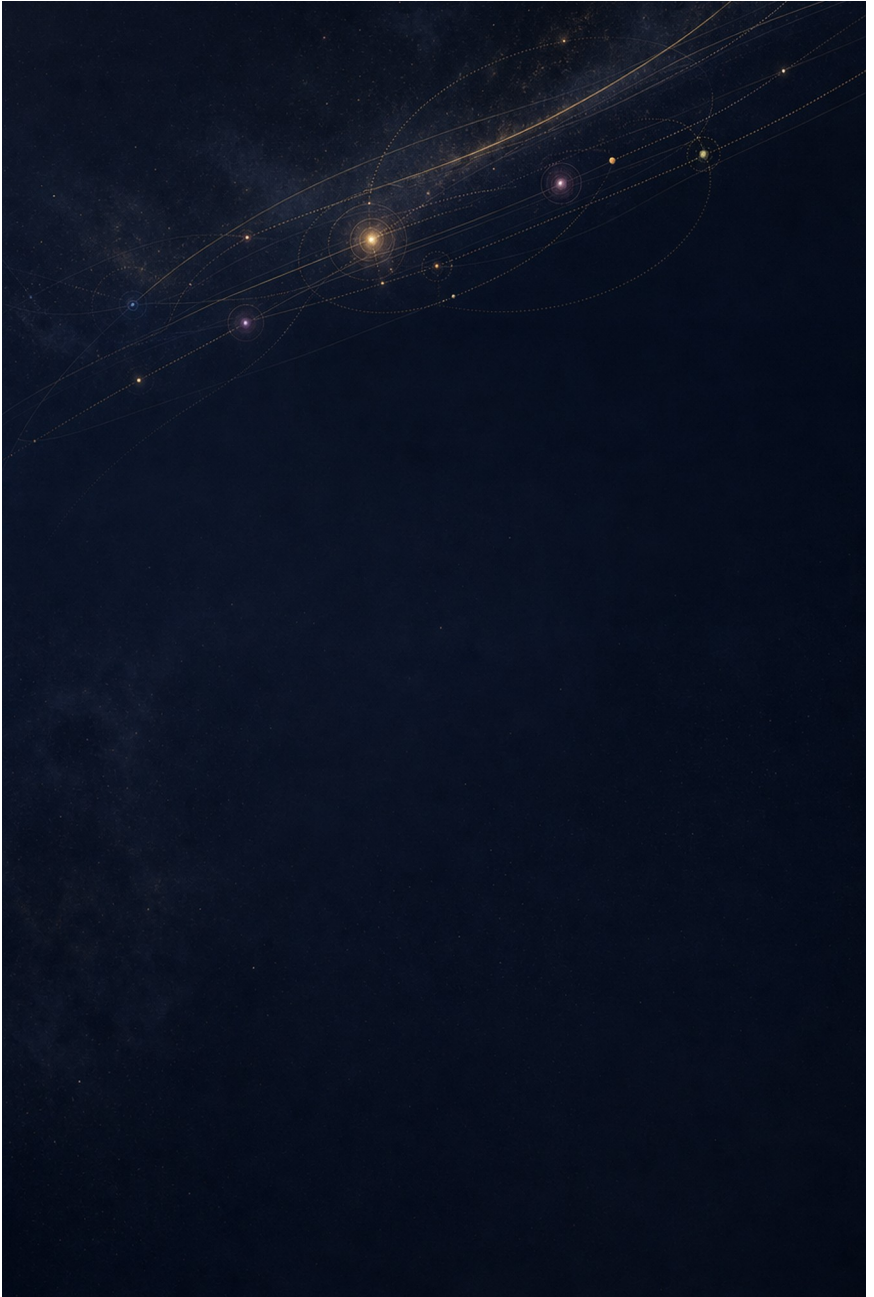
Suit bonus A +2 award earned at Close for meeting a suit-specific condition.

Tiebreaker The order used to break equal final scores: most exact bids, then most successful hard predictions, then most unused Continuance tokens; otherwise a shared victory.

Trick A single play in which each player contributes one card; the highest trump or led-suit card wins.

Trump The suit that beats all others for a round, set by revealing the top core card at setup. Trump may be led at any time.

Witness Mark An Infinite card attached to a prediction that doubles its reward or worsens its penalty.



Quickstart · One-Page Reference

Setup (4 players)

1. Shuffle the 52 core cards; shuffle the 8 Infinite cards separately.
2. Deal 10 core cards to each player.
3. Reveal the top core card → that suit is trump; place the trump marker.
4. Reveal 3 Infinite cards into the Horizon row.
5. Give each player 3 Prediction, 2 Protection, and 2 Continuance tokens.

Each round (5 phases)

1. Forecast — spend a Prediction token to declare a forecast, or pass.
2. Horizon — optionally claim 1 Infinite card (pay an Ace, a same-suit pair, or a face card + Continuance token); refill to 3.
3. Bid — secretly bid 0–5 tricks; reveal together.
4. Play — play 10 tricks; follow suit if able; highest trump, else highest led suit, wins; winner leads next.
5. Close — score, rotate first player, refresh Horizon, next round.

Key limits

- Trump may be led at any time (no “trump broken” rule).
- Hold at most 2 unplayed Infinite cards; at the cap you cannot claim from the Horizon. Played Infinite cards go to the Infinite discard pile.

Predictions

- Simple (+3): “Will I win the next trick?”
- Hard (+5): exact tricks I will win; a named suit dominates (wins a strict plurality); an Infinite card decides a trick.
- Failed prediction: -2. Witness Mark doubles a success / adds an extra -2 on failure.

Scoring at a glance

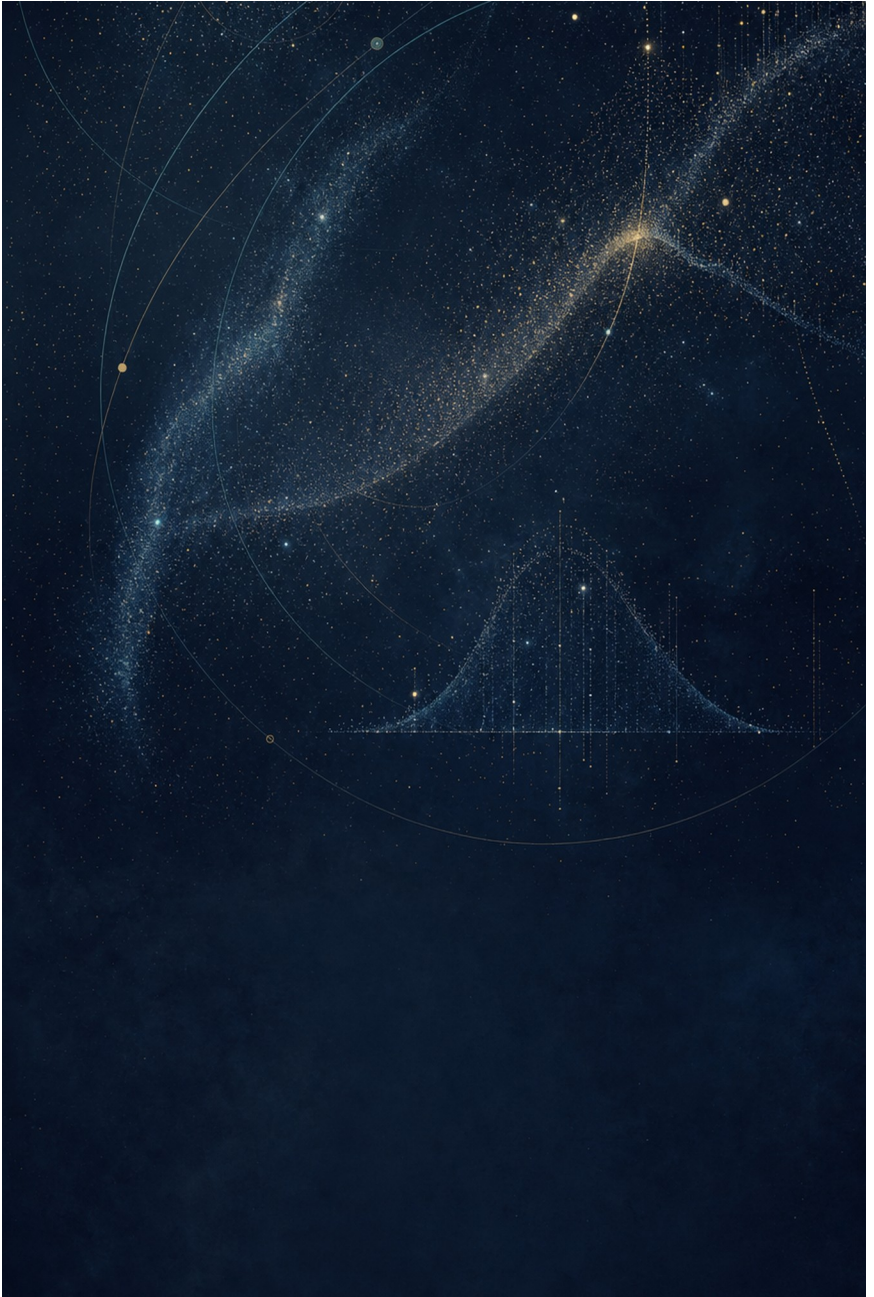
- 1 point per trick won.
- Exact bid: +10 plus 1 per trick. Exceed: +1 per trick only. Short: -5 per missing trick.
- Suit bonus: +2 each — Mind (3 Mind tricks), Forge (wins in 4 trick positions), Heart (no broken protected trick), Seed (gain ≥ 2 Continuance tokens).
- Unused Continuance tokens: +1 point each at game end.

Winning and ties

- Highest total score wins — 3 rounds standard, 5 rounds campaign.
- Ties break by: most exact bids → most successful hard predictions → most unused Continuance tokens → else shared victory.

Learning the game

- New group? Play the core-only game (Chapter 9): four phases, no Infinite cards, same scoring.



Appendix A · Design-Development Toolkit

The appendices preserve the design-development lexicon and reusable templates from the game’s research history. This material is for designers, editors, and playtesters. It is not a set of rules for the published game, and its terminology is not required to play Infinity Predicted. The templates are provided as blank, reusable forms; fill them in during development.

Terminology note

The canonical development lexicon below (Continuum, Instance, Horizon, Flux, and so on) belongs to the design tracker used during R&D. Where a term also appears in the published rules (for example, Horizon and Anchor), the published meaning in the main chapters governs play. The development definitions here are for the design toolkit only.

A.1 Development lexicon — core vocabulary

Canonical term	Development meaning	Generic equivalent
Continuum	The complete randomized set of playable instances available to a player.	Deck
Instance	A single playable game object originating from the Continuum.	Card
Horizon	A player’s currently available concealed instances.	Hand
Origin	The face-down zone from which instances are drawn.	Draw pile / library
Echo Archive	The public zone containing spent, discarded, or resolved instances.	Discard pile
Active Field	The shared or player-owned zone where persistent instances operate.	Battlefield / board
Flux	The spendable resource used to activate or resolve effects.	Mana / energy
Cycle	One complete player turn, including all timing windows.	Turn
Continuum Round	A complete sequence in which each player receives a Cycle.	Round
Nexus Wild	A wildcard instance eligible to route into a suit-specific effect.	Wildcard

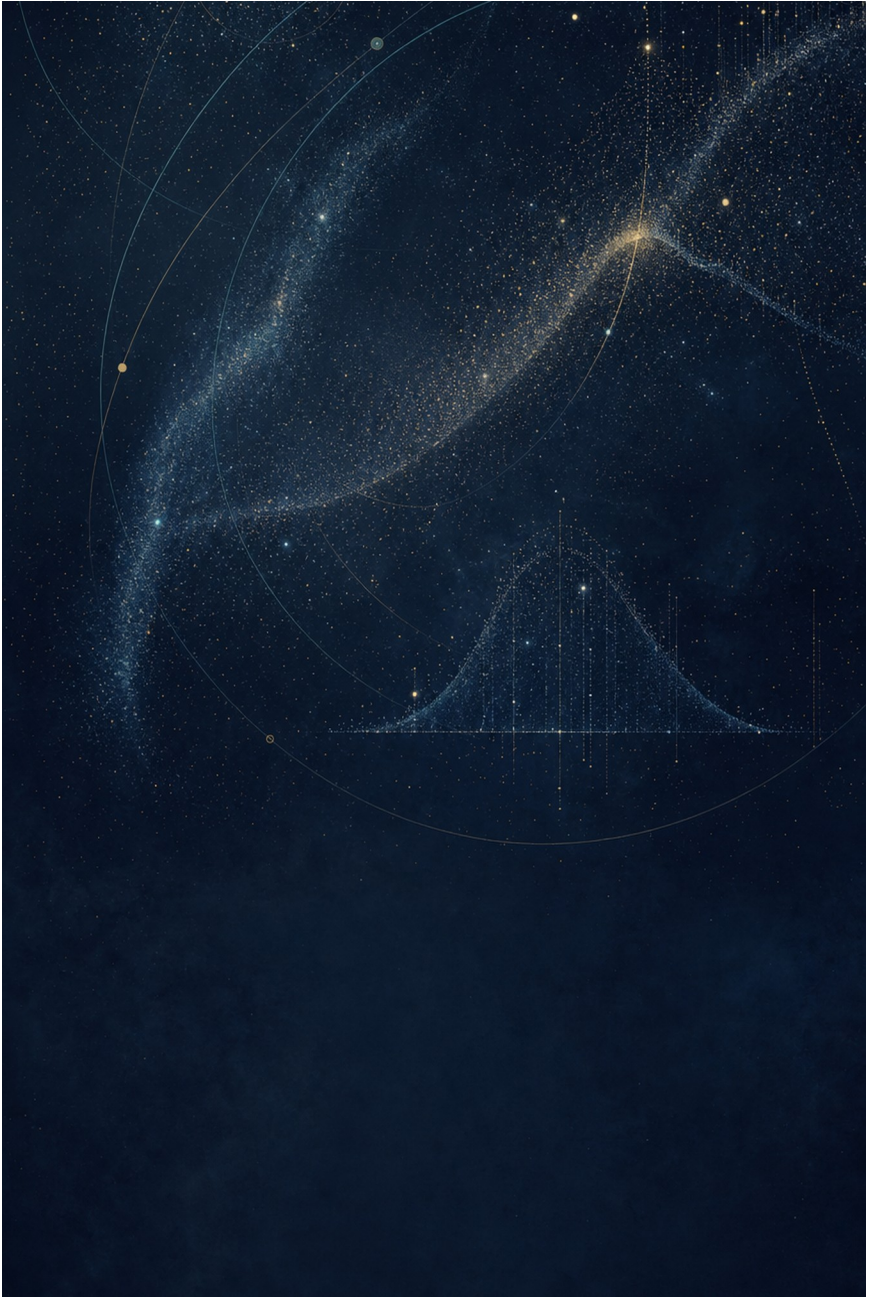
Canonical term	Development meaning	Generic equivalent
Infinity Counter	A visible state marker created by Infinite effects.	Infinite marker / token
Echo	A bounded copy of a previously resolved non-copy effect.	Copied effect
Anchor	A preserved legal state to which a reset can return.	Checkpoint / snapshot
Sever	Terminate an active chain without generating another Echo.	Hard reset / terminate
Equilibrium Signal	The calculated balance classification for a test scenario.	Balance signal

Table A.1 — Development lexicon (core vocabulary), preserved from the design tracker.

A.2 Development card-type taxonomy

Type	Classification	Default rarity	Flux band	Continuum limit
Axiom	Foundational permanent	Rare	3–6 Flux	Max 2 per named Axiom
Vector	Active permanent	Common–Rare	1–7 Flux	Max 4 per named Vector
Protocol	Resolving action	Common–Rare	1–6 Flux	Max 4 per named Protocol
Catalyst	Reactive action	Uncommon–Rare	1–4 Flux	Max 3 per named Catalyst
Nexus	Wildcard router	Rare	2–5 Flux	Max 2 per named Nexus
Anchor	State-preservation permanent	Uncommon–Mythic	2–6 Flux	Max 2 per named Anchor
Echoform	Derived temporary instance	Derived / none	No printed cost	0 (created by effects)
Singularity	Unique culmination permanent	Mythic	7+ Flux	Max 1 per named Singularity

Table A.2 — Development card-type taxonomy (Axiom, Vector, Protocol, Catalyst, Nexus, Anchor, Echoform, Singularity), preserved from the design tracker.



Appendix B · Reusable Design Templates

The following blank forms are reusable templates derived from the design tracker. Print or copy them as needed. They contain no sample data; fill them in during development.

B.1 Card design record

Card ID	Canonical name	Card type	Rarity	Flux	Continuum limit

Template B.1 — One row per catalogued instance. Extend as needed.

Canonical rules text	Default timing	Max Loop Depth	Victory link	Version	Status

Template B.1 (continued) — Rules text, timing, and construction fields.

B.2 Terminology register

Canonical term	Rules meaning	Generic equivalent	Implementation key	Status

Canonical term	Rules meaning	Generic equivalent	Implementation key	Status

Template B.2 — Register each canonical term, its meaning, and its status.

B.3 Deck (Continuum) validation checklist

- ☐ Total instance count equals the required Continuum size.
- ☐ Every instance is within its per-identity Continuum limit.
- ☐ Every instance is deck-eligible (Echoforms excluded).
- ☐ Rarity distribution falls within the configured minimum and maximum shares.
- ☐ Flux curve reviewed against the target average Flux.
- ☐ No row flagged “Review,” “Deck-ineligible,” or “Invalid quantity.”
- ☐ Deck verdict reads VALID.

B.4 Rarity and Flux-curve audit

Rarity	Card count	Share	Minimum	Maximum	Status
Common					
Uncommon					
Rare					
Mythic					
Derived					

Template B.4 — Record rarity shares and check them against configured bands. Note the average Flux and Flux curve alongside.

B.5 Sideboard plan

Plan ID	Opponent pattern	Strategic objective	Cards IN	Cards OUT	Net change	Plan status

Template B.5 — One row per matchup plan; IN and OUT counts must balance and stay within main-deck limits.

B.6 Matchup plan (per opponent)

Opponent pattern	Key threats	Answers to prioritize	Cards to trim	Notes

Template B.6 — Plan against each opposing pattern before boarding.

B.7 Post-board validation checklist

- ☐ IN cards exist in the sideboard and are available.
- ☐ OUT cards exist in the current main Continuum.
- ☐ Swap is balanced (IN count equals OUT count).
- ☐ Post-swap quantities remain within per-identity main-deck limits.
- ☐ Post-board rarity distribution still valid.
- ☐ Post-board Flux curve still valid.
- ☐ Plan status reads VALID.

B.8 Matchup matrix (pre / post win rate)

Opposing pattern	Pre baseline WR	Pre Infinite WR	Pre delta	Pre 95% CI low	Pre 95% CI high	Pre signal

Template B.8a — Pre-board weighted win rates with a 95% confidence interval and balance signal.

Opposing pattern	Post baseline WR	Post Infinite WR	Post delta	Post 95% CI low	Post 95% CI high	Delta shift

Opposing pattern	Post baseline WR	Post Infinite WR	Post delta	Post 95% CI low	Post 95% CI high	Delta shift

Template B.8b — Post-board weighted win rates, confidence interval, and delta shift versus pre-board. Populate confidence-interval fields only from collected trial data.

B.9 Playtest session log

Test ID	Phase	Flux state	Opponent	Baseline trials	Baseline wins	Infinite trials	Infinite wins

Template B.9 — One row per matched scenario. Record equal baseline and Infinite trial counts so effect size and uncertainty can be computed.

B.10 Issue / change log

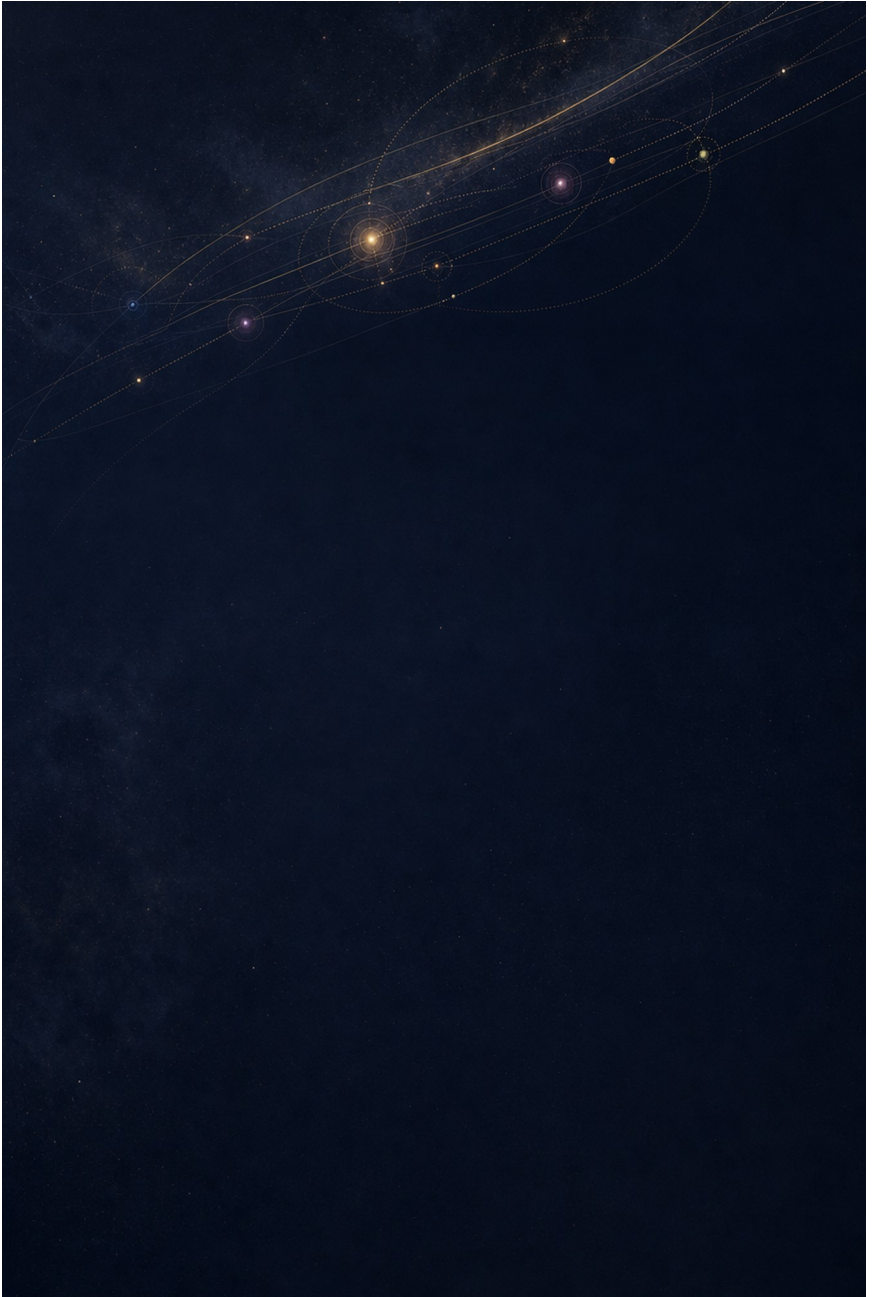
Date	Item	Change / decision	Owner	Status

Template B.10 — Track design changes, owners, and status across cycles.

B.11 Release gate checklist

- ☐ Pre-test baseline state captured and linked (immutable).
- ☐ Bounded scenario batch run; each scenario declares phase, resource state, and loop-depth cap.
- ☐ Thesis and invariants validated; recursion terminates cleanly; delta and CI reviewed.

- ☐ Assumptions and exceptions registered with owner and disposition.
- ☐ Next iteration authorized; evidence preserved and recovery path tested.
- ☐ Balance gates passing (archetype health, per-seed guardrail, matchup diversity, zero dominance, power ratio, reproducibility).
- ☐ Security scan passing (dependency, static-analysis, and secret scans).



Publication and Production Standards

This closing section records the standards that govern the published game and its manufacture. It is a reference for the production team; players need only the rules chapters. The rulings summarized here are already applied throughout the book — this section simply collects them in one place, together with the manufacturing and accessibility requirements that must be met before a set is produced.

Resolved rules decisions

The following design decisions are final and are reflected in the rules chapters.

#	Topic	Decision (see chapter)
1	Final ties	Break equal totals by most exact bids, then most successful hard predictions, then most unused Continuance tokens; otherwise a shared victory (Ch. 8).
2	Player counts	Four players is the only standard, balance-tested ruleset; 2, 3, 5, 6, and solo/oracle are advanced experimental variants, not tournament-certified (Ch. 9).
3	Prediction classes	Simple (+3): will I win the next trick. Hard (+5): exact tricks, suit domination, or an Infinite card deciding a trick, with “dominate” and “decide a trick” defined precisely (Ch. 5, Ch. 8).
4	Infinite hand cap	Hold at most two unplayed Infinite cards; at the cap a player cannot claim from the Horizon. Resolved Infinite cards go to a face-up discard pile unless text says otherwise (Ch. 5, Ch. 7).
5	Leading trump	Trump may be led at any time; there is no “trump broken” restriction (Ch. 1, Ch. 6).
6	Suit identifiers	Shape-plus-letter identity locked (circle M, square F, diamond H, hexagon S) with color as a secondary cue; grayscale-safe (Ch. 1).
7	Core-only game	Standalone four-phase learning game defined; basis for a possible base edition (Ch. 9).
8	Component baseline	Manufacturing baseline specified as a production standard, not a game rule (Ch. 2).

Table — Resolved decision record. All items are applied in the rules chapters.

Manufacturing and compliance requirements

Before any set is manufactured, the following must be completed. These restate the manufacturing baseline in Chapter 2 as production gates.

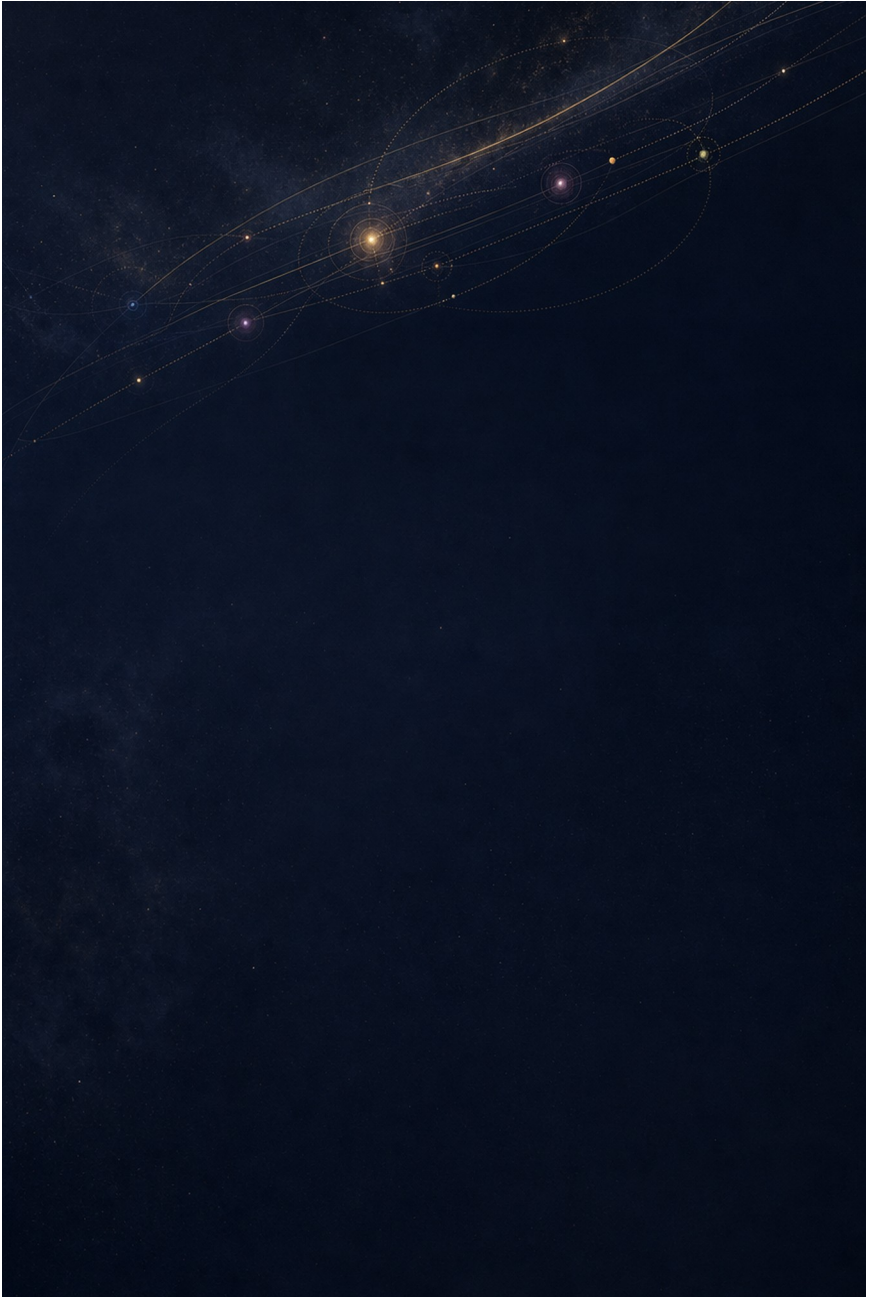
- ❑ Cards produced to the baseline: 60 poker-size cards (52 core + 8 Infinite), 63 × 88 mm, 3 mm bleed, ≥3 mm safe zone, 310–330 gsm black-core stock, linen or matte finish.

- ❑ Tokens produced: 60 round 20 mm tokens on 1.5–2.0 mm punchboard (20 each Prediction, Protection, Continuance); one 25 mm trump marker.
- ❑ Grayscale-safe printing verified: every suit and card reads correctly in single-color output; shape + letter primary, color secondary.
- ❑ Color-vision check passed for the four suit hues; color is never the only distinguishing cue.
- ❑ Box and insert dimensions set from a physical component-fit proof and the printer dieline.
- ❑ Vendor proof approved.
- ❑ Safety and regulatory compliance review completed for the target markets.

Editorial standards

- ❑ All canonical numeric values verified against the finalized rules.
- ❑ Core rules, advanced Infinite layer, and design appendices clearly separated.
- ❑ Table of contents and running heads confirmed against final pagination.
- ❑ Interior formatted for 6 × 9 inch trim with gutter-aware margins.

The research-and-development balance work in Chapter 12 remains a simulator proxy for the predecessor test harness; its limitations are stated there and are intentional, not open editorial questions.



Colophon

Infinity Predicted

A Trick-Taking Game of Prediction and Continuance

Written by Ian Dansereau · An Odisena game book

Set in Caladea and Carlito. Interior illustrations by AI-assisted tools under human art direction;
diagrams generated programmatically from the finalized rules.

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