



MemoryCore

LOW-POLY RPG



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A GAME BY
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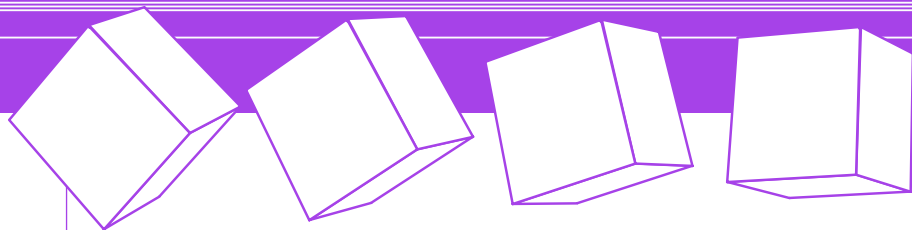


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THIS IS NOT A CONSOLE



From the makers of **THE QUEEN'S DILEMMA**, **WILDERFEAST**, and **NOT THE END**, MemoryCore is a curated anthology of **32-BIT-ERA-INSPIRED TTRPGS**, each paying tribute to a classic of the disc age.

Housed in a high-quality magnetic box, MemoryCore brings the great **VIDEOGAME CLASSICS** of the 1990s to the tabletop, reimagined for a shared, multiplayer experience.

This first collection celebrates **SIX ICONIC TITLES** from that era, spanning genres and visual styles—from low-poly worlds to pixel art—transforming unforgettable single-player adventures into stories meant to be played together.

PLAYERS

UP TO 5

DIFFERENT GAMES

6

PREP TIME

0

The games come in **ICONIC LATE-'90S PACKAGING**, and each title introduces its own unique characters, mechanics, rules, and distinctive design elements layered on top of the MemoryCore System, carefully adapting the aesthetic, narrative, and design feeling of its disc-era inspiration to the table.

From **SURVIVAL HORROR** to **STEALTH**, from **METROIDVANIAS** to **FIGHTING GAMES**, from **RACING TITLES** to **JRPGs**, each game translates the defining sensations of its reference genre into new, tailored rules and experiences—while remaining fully compatible with the shared core system.

Pick a game, open the box, and jump into a zero-prep experience for up to 5 players (GM included).

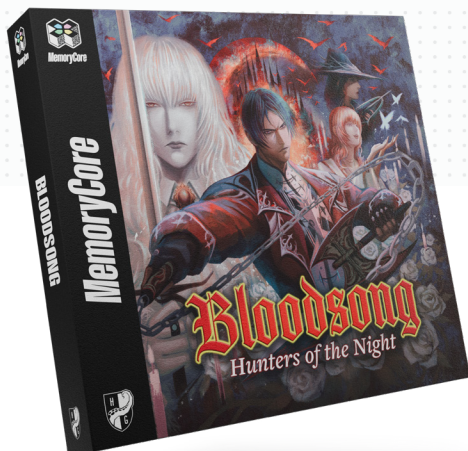


CLASSIC VIBES. FRESH CAMPAIGNS. NOSTALGIC TO THE CORE.



ACTION-STEALTH

ALREADY INCLUDED IN THE BASE BOX



METRODVANIA

ALREADY INCLUDED IN THE BASE BOX



SURVIVAL HORROR

The first MemoryCore TTRPG anthology features 6 games. Some are direct tributes to landmark titles within their genres, while others blend multiple influences into original mash-ups designed specifically for the strengths of tabletop play.



FIGHTING GAME



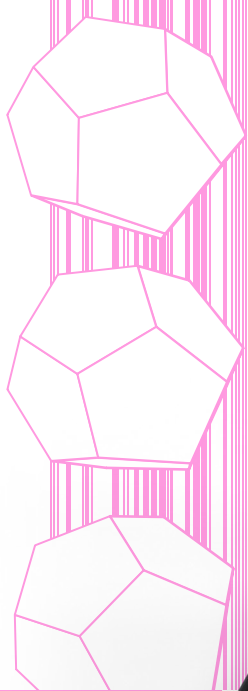
JRPG



RACING GAME

AN ICONIC PACKAGE.

Each game in the first MemoryCore anthology comes in a nostalgic cardboard box that recalls the iconic jewel cases of the 32-bit era, measuring 142 × 130 × 20 mm. Inside, you'll find everything needed to play that specific title, neatly stored within the case—no extras or additional components required.



GAME RULEBOOK

A full-color, 60-page saddle-stitched manual. Each game's rulebook details its unique systems and mechanics, including combat, monsters, travel, save system, and more.

1

MEMORY CARDS

A deck of MemoryCards (x32) featuring key gameplay elements such as weapons, items, or combos, illustrated with striking low-poly or pixel art.

2

GAME DISC

A 120 mm-diameter cardboard disc that the GM spins during play to trigger unique rules and effects, such as the Guard Alert mechanic in Solid State Machine or the growth of Dracula's power in Bloodsong.

3

CHARACTER BOARDS

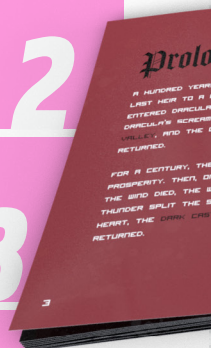
One for each pregenerated character (x4). Write and erase directly on the boards to minimize player bookkeeping and maximize the game's press-start-and-play feel.

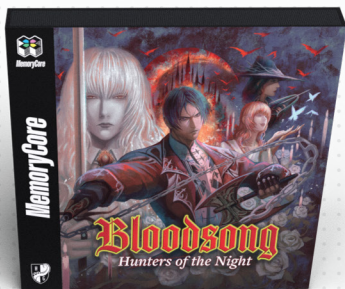
4

EXPLORATION MAP

A double-sided, full-color paper map, sized 240 × 360 mm, used during exploration of the game.

5





BACKGROUND
You want to steal the Blood Legions, a secret book that can breach the defenses from your homeland.

STARTING EQUIPMENT
Crossbow
Bear trap

CHARACTER GROWTH		TRAITS	
LEVEL	XP	STR	INT
1	0	1	1
2	10	2	2
3	20	3	3
4	30	4	4

LEVEL
1

XP
0

STR
1

INT
1



HEALTH POTION
Spend 5 cards to heal 5 current HP.

SILVER KEY
Gain access to level 5 security doors.

ROBY ARMOR
Equip. As this card is equipped, you gain the benefit of Roby's armor.

The Hunters

DARRUS BRIGHTMOOR - RELENTLESS, BRAVE
CHARISMATIC HUNTER WHO HOLDS THE FRONT
LINE AND OPERATES IN CLOSE QUARTERS.
LIFE AND DEATH ARE HIS ONLY FRIENDS.

LUCKY LAFREY - RESERVED, FABLE-BLOODED
GUILTY AND FIGHTS WITH KEY PRECISION AND
QUIET AND FIGHTS WITH KEY PRECISION AND
KEEPS DARK POWERS LEASHED.

JULIANA LAUREY - METICULOUS, HEADBARK HUNTER
WHO CONTROLS THE BATTLEFIELD WITH CLARITY
AND LOGIC AND FIGHTS DOWN WITH TRAP.

MIRA RETAVILLE - STUBBORN, SPARK-HEARTED
SPARTAN WHO PROTECTS THE CREW AND
SLICES RESTLESS SOULS BACK TO SILENCE.

DARRUS BRIGHTMOOR
THE CHAINBOUND HUNTER

You want to find out why **Roby** Brightmoor never returned from the Dark Castle a hundred years ago.

LEVEL
16

STATS (All stats are on a scale from 0-12)

Strength	d6	d6	d8	d10	d12
Destiny	d4	d6	d8	d10	d12
Precision	d4	d6	d8	d10	d12
Resourcefulness	d4	d6	d8	d10	d12
Intelligence	d4	d6	d8	d10	d12
Faith	d4	d6	d8	d10	d12

TRAP (All traps are on a scale from 0-12)

Reckless | Brave | Strong

SKILLS (All skills are on a scale from 0-12)

<input type="checkbox"/> Poison	<input type="checkbox"/> Curse	<input type="checkbox"/> Stone
<input type="checkbox"/> Fear	<input type="checkbox"/> Bleed	<input type="checkbox"/> Madness

SKILL FEATURES

- Chainbound (10)**
Gain HULL on a test when attacking with a double elemental.
- Vampire Hunter (10)**
Gain the View spot of any VAMPIRE, even DRACULA.
- Fearless (10)**
Remove 1 ELEMENT. You are also immune to FEAR.



LOOKS LIKE A CONSOLE. PLAYS LIKE ONE.

The MemoryCore box doesn't just look like a retro console—it behaves like one: you don't need anything else to start playing. Inside the high-quality magnetic box (sized 270x185x85mm), you'll find:



1

A **FULL-COLOR, 80-PAGE PAPERBACK RULEBOOK** containing the core rules used across all games—and the tools you need to create your own.



MEMORYCORE USER MANUAL

2

The first two games of the collection, the action-stealth **SOLID STATE MACHINE** and the metroidvania **BLOODSONG: HUNTERS OF THE NIGHT**.



GAME X2

3

A set of **4 MEMORYCORE-BRANDED MARKERS**, one for each player, designed to write, erase, and rewrite directly on the Character Boards included in each game.

A set of **32 WOODEN TOKENS** to manage loot, consumables, and other game statuses.

A set of **STICKERS** to customize your box—or anything you like—making your copy of MemoryCore truly unique.



SYSTEM ACCESSORIES

The **BOX IS ALREADY SIZED TO HOLD ALL SIX GAMES** from the first anthology, each available à la carte or in value-packed bundles offering substantial savings. Load the console with the full collection, slip it into your backpack, and take it anywhere—or display it proudly on your shelf.



ACTION STEALTH

SOLID STATE MACHINE



ALREADY INCLUDED
IN THE BASE BOX



PLOT

The Vesper Squad—an elite infiltration unit—has reached Ark-9, a research platform anchored to the Arctic pack ice which has been seized by the Old Vespers, a terrorist organization threatening to trigger a global climate crisis.

STEALTH

1

The Game Disc tracks Alert Level. You don't roll to stay hidden—you roll while acting in stealth. Raising Alert has immediate, tangible consequences.

TACTICAL ESPIONAGE

2

Information beats raw power. Learn patterns, predict moves, manipulate enemies, and uncover twists as the story unfolds.

GADGET-FIRST PLAY

3

Decoys, disguises, stuns, explosives—gear defines your approach and opens new tactical options.

RULE-BENDING BOSSES

4

Boss encounters break core rules and demand adaptation. Some adversaries return throughout the campaign.

IRON SAGE

You want to find out why Old Root left the Vesper Squad and became a terrorist.

LEVEL / 6

HEALTH

FOCUS

STATS / Roll the TOP DIE on your STAT BAR vs. DC

ASSAULT	d4	d6	d8	d10	d12
MOBILITY	d4	d6	d8	d10	d12
AIM	d4	d6	d8	d10	d12
SENSES	d4	d6	d8	d10	d12
BRAIN	d4	d6	d8	d10	d12
NERVE	d4	d6	d8	d10	d12

SPEC / Gain ADVANTAGE on a TEST [1]

- Suppressive fire
- Cover to cover
- Quick shot
- Fieldcraft, Ambushes
- Tactical Planning, Detect lies
- Field commander

De-Escalation [1]

Lower ALERT by 1 by creating a distraction or misleading the enemy.

FEATS

- Tactical Espionage [1]
- Instantly learn one of an Enemy's FEAT.
- Lead by Example [1]
- Gain MULTI on a TEST. Give your best result to an ally, keep the second best.

RATION Restore 1

MEDICINE Restore 1 STAT BAR

DIZAPAM Restore 1

BACKGROUND

Your real name is **Samuel Kent**, and the military is the only life you've ever chosen. You joined the **Vesper Squad** after Old Root's betrayal. You idolized him blindly, but the way you're someone who shaped you into what you are. That's why you accept the official version: don't throw away your life. There's something in you. Your team can count on you. The man who holds the world together falls apart — not because he's fearless, but because he has to.

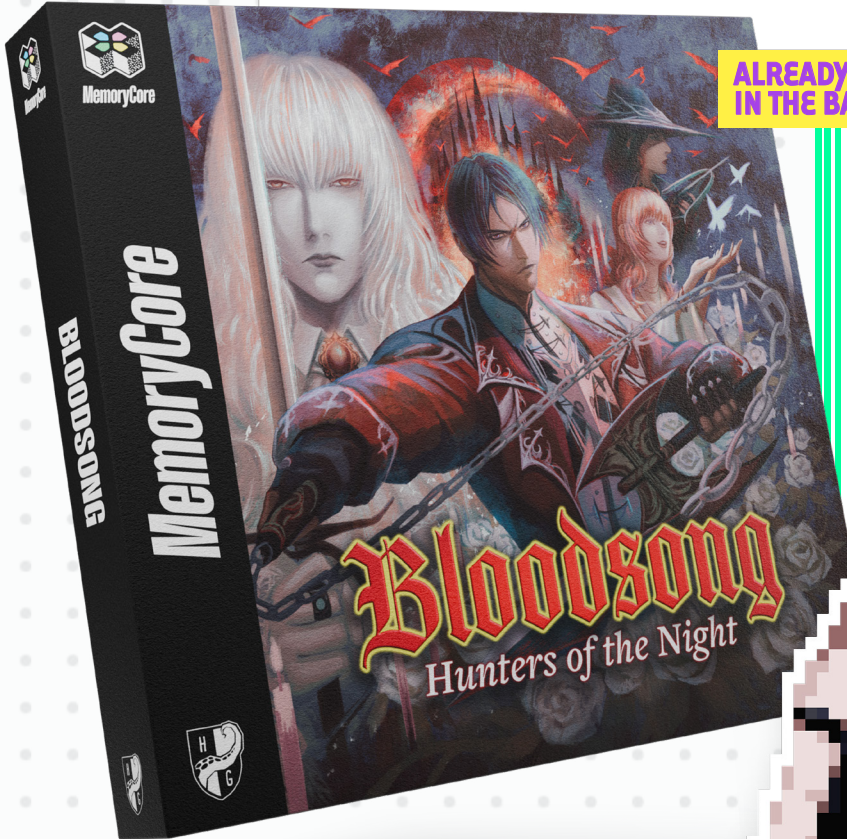
STARTING EQUIPMENT

- Gear: Cigarettes
- Weapon: Frag Grenade
- Weapon: Handgun



Bloodsong

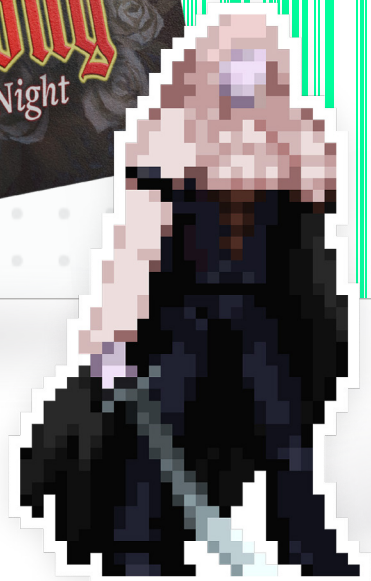
Hunters of the Night



ALREADY INCLUDED
IN THE BASE BOX

PLOT

The Black Castle has returned once again. Now four vampire hunters must brave its horrors, uncover its secrets, and face Dracula if they hope to banish him back into the darkness!



THE BLOODSONG

1

The Game Disc tracks the castle's rising curse, corrupting the characters and driving monsters to greater ferocity.

ABILITY-GATED EXPLORATION

2

New powers—double jumps, alternate forms, traversal skills—unlock previously unreachable areas.

MAPPING & BACKTRACKING

3

Revisit zones to discover shortcuts, save rooms, hidden paths, and branching endings.

THE BLACK CASTLE

4

Each area conceals optional zones, side quests, and rewards for bold exploration.

DARIUS BRIGHTMOOR
THE CHAINBOUND HUNTER

You want to find out why **Redgar Brightmoor** never returned from the Dark Castle a hundred years ago.

LEVEL / 6

STATS / Roll the TOP DIE on your STAT BAR vs. DC.

- Strength d4 d6 d8 d10 d12
- Dexterity d4 d6 d8 d10 d12
- Precision d4 d6 d8 d10 d12
- Awareness d4 d6 d8 d10 d12
- Intelligence d4 d6 d8 d10 d12
- Faith d4 d6 d8 d10 d12

TRAIT / Gain ADVANTAGE on a single TEST

Reckless | Brave | Strong

AILMENTS / Gain DISADVANTAGE on a single TEST

- Poison
- Fear
- Curse
- Bleed
- Stone
- Madness

CHARACTER GROWTH

LVL	1	2	3	4	5	6
1	1	6	7			
2	2	7	7			
3	4	8	8			
4	5	9	9			
5	6	6	9	9		

BACKGROUND

Your name is **Darius Brightmoor**. You're a Relentless, battle-hardened vampire hunter.

You want to find out why **Redgar Brightmoor** never returned from the Dark Castle a hundred years ago.

STARTING EQUIP

- Chain-flail
- Axe

ICONIC FEATURES

- Chainbound [1+]**
Gain MULTI on a TEST when attacking with a CHAIN. Deal double elemental.
- Vampire Hunter [1+]**
Spot the WEAK SPOT of any VAMPIRE, even DRACULA.
- Fearless [1+]**
Remove 1 AILMENT. You are also immune to FEAR.



EXTINCTION PROTOCOL



PLOT

Vulture Creek: After a containment breach at a remote corporate facility, a rookie officer, a disgraced investigator, and two scientists must survive the creatures that escaped after the corporate blunder, uncover the truth, and stop the infection before it spreads.



天結卷 FINAL TOURNAMENT



PLOT

A roster of fighters from different worlds and eras must compete in the Tenkuryu, a multidimensional martial arts tournament. Only the winner can save their home reality and prove themselves to be the strongest fighter in the universe.





COREBOUND CHRONICLES



PLOT

Neo-Terra is dying, consumed by evil corporations. The natural balance is broken. Suddenly, the Corebounds rise: colossal creatures that will protect Neo-Terra at any cost—even if it means wiping out humanity. The top cadet of the Eden Academy, an eco-terrorist, a young girl who hears Neo-Terra's voice, and a scoundrel from the Capital must all band together to face this crisis and figure out how to save the world.



OVERDRIVE

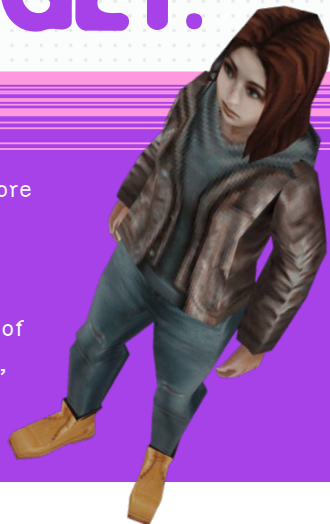
CREW



PLOT

On the streets of Highway City, a crew of adrenaline-junkies competes in illegal races and extreme stunt events to earn reputation, money, and control over the city's districts.

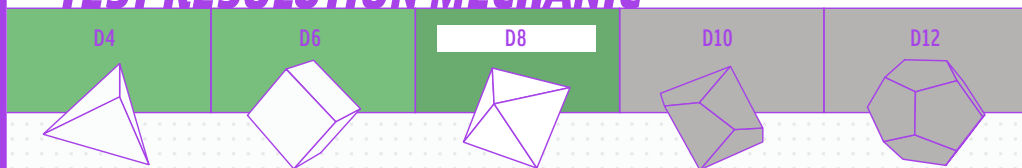
EASY TO LEARN. HARD TO FORGET.



STRAIGHTFORWARD, **MINIMAL**, and **RELENTLESSLY THEMATIC**. MemoryCore keeps its core rules light at the table and rich in flavor, so every choice feels true to the genre you're playing.

At the heart of the game are the **STAT BARS**. Each shows a set of "Active" dice marked in green and "Inactive" dice in grey, ranging from d4 to d12. The green die with a bright white number is your highest Active die, also called the **TOP DIE**.

TEST RESOLUTION MECHANIC



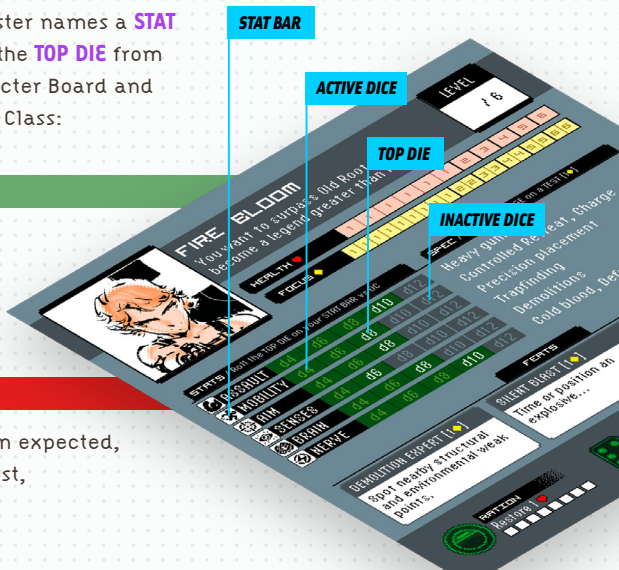
When you face a **TEST**, the game master names a **STAT** and sets a **DIFFICULTY CLASS**. You roll the **TOP DIE** from the matching Stat Bar on your Character Board and compare the **RESULT** to the Difficulty Class:

EQUAL TO OR HIGHER: SUCCESS.

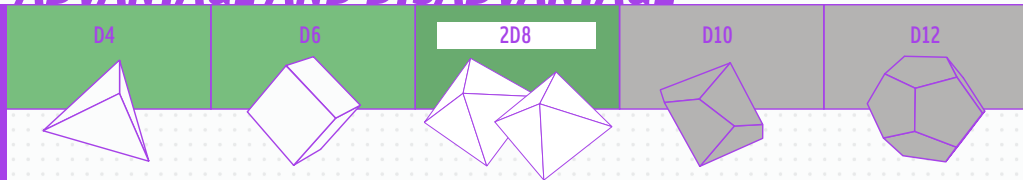
You achieve your goal as intended. For combat, simply add your weapon's damage modifier to the result of your successful roll.

LOWER: FAIL FORWARD.

The situation evolves differently than expected, introducing a new complication, cost, or unforeseen twist.



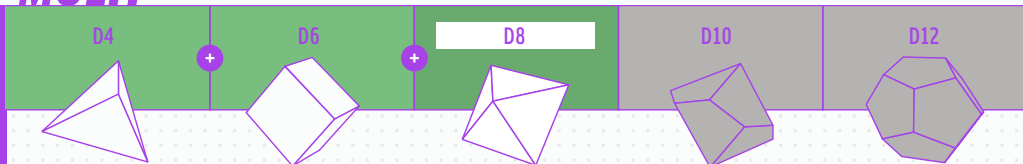
ADVANTAGE AND DISADVANTAGE



Skills and Traits can grant you Advantage on your rolls—but powerful enemies, negative status effects, or difficult circumstances may impose Disadvantage.

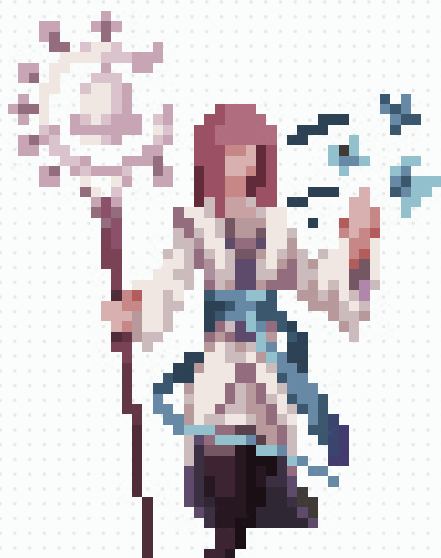
- **ADVANTAGE:** Roll your Top Die twice and keep the better result.
- **DISADVANTAGE:** Roll your Top Die twice and keep the worse result.

MULTI



Your Stat Bar is more than a visual tracker—certain Feats and MemoryCards can unlock a special kind of roll, putting all your Active dice to work at once.

- **MULTI:** Roll all the Active dice in your Stat Bar and keep the best result.



BUFFS AND DEBUFFS

- When you gain a **BUFF**, activate the first Inactive die in the matching Stat Bar, to the right of your highest Active die. Buffs are always temporary, usually lasting 1 turn, or more rarely, 1 scene.
- When you suffer a **DEBUFF**, deactivate the highest Active die of that Stat Bar; you can't use it for the next Test with that Stat. Debuffs can be removed in various ways, such as Tests, Feats, MemoryCards, or by a Buff.

CUTSCENES AND BUTTON-MASHING

D4



+

D6



+

D8



+

D10



+

D12



In specific high-energy scenes—like **ACTION CUTSCENES** or **1V1 MATCHES WHERE COMBOS IGNITE**—you switch to the “button-mashing” roll mechanic:

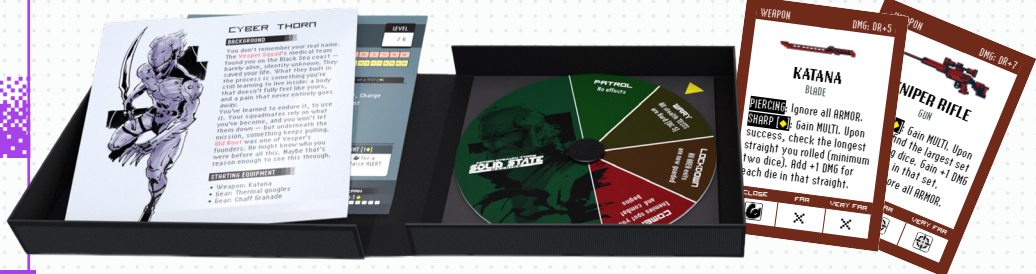
Roll **1D4, 1D6, 1D8, 1D10, AND 1D12 ALL TOGETHER**, then look for **STRAIGHTS AND MATCHING NUMBERS** to twist the outcome of the scene and trigger extra effects.

Button Mashing is always resolved simultaneously: **ALL PLAYERS ROLL AT THE SAME TIME**, then the game uses the results to determine how the scene unfolds. This makes it ideal for moments where the focus is on the outcome of a whole exchange rather than on step-by-step actions. A cutscene might use Button Mashing to show how each character performs during a dramatic sequence, while a 1v1 encounter might use it to resolve the flow of a clash through simultaneous rolls.

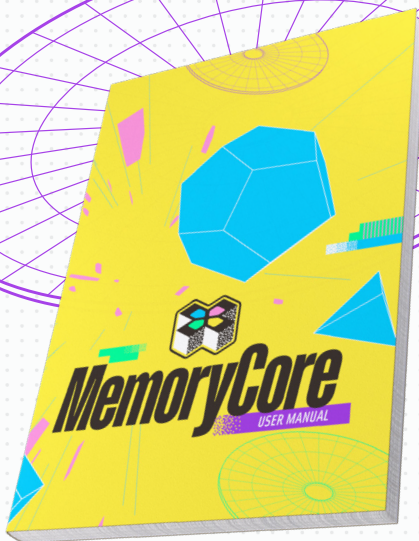


GENRE-DEFINING RULES

FEATS, MEMORYCARDS, AND GAME-SPECIFIC RULES add unique ways to roll and resolve actions—making **EVERY WEAPON, ITEM, AREA, AND CHARACTER** feel distinctive and handcrafted. Each game also features a **GAME DISC** that tracks a genre-defining mechanic like Alert in Solid State Machine, or Infection in Extinction Protocol.



PLAY. REMIX. CREATE.



Think we missed a timeless classic from the disc-age? So do we. That's why MemoryCore isn't built just around our nostalgia—it's built around yours. The MemoryCore User Manual gives you all the **TOOLS** you need to create, **CUSTOMIZE**, and expand your own adventures, and even **DESIGN ENTIRELY NEW GAMES** from scratch!

The system is built around the **6 STATS**. Every game uses the same **SIX ICONS**, but renames the Stats to match its tone and genre. In *Solid State Machine*, it's Assault; in *Bloodsong*, it's Strength. Different flavor, same Stat, full compatibility.

The same philosophy applies to MemoryCards, which run on a network of **SHARED TAGS** across the entire anthology. Keywords like FAST, LOUD, BURN, and POISON are **UNIVERSAL**, carrying the same mechanical meaning in every game. This means elements can move seamlessly between experiences. A sword from Bloodsong that inflicts POISON can be brought into Corebound Chronicles with the exact same effect—instantly expanding your arsenal and reshaping your play.

MemoryCore is **MODULAR**, **EXPANDABLE**, and **PLAYER-DRIVEN**: a system where every game connects, and every player can build, remix, and evolve their own disc-age legacy.



MemoryCore

LOW-POLY RPG

coming to

 **BACKERKIT**

June 9 2026

