CARD ROGUE

Changes from v1.0 to v1.1
The text below is from 1.1 that is a change from 1.0.
Compiled by Ric Van Dyke 4Feb2017

PAGE 3:
STORY MODE

As a separate form of play, a single player can play using the STORY MODE RULES. Story mode is a version of the game that has a predefined dungeon to explore. The experience is more like a puzzle, as players will need to learn the perfect set of moves to make it out of the dungeon alive. Each level of the dungeon is prefaced with a story that unfolds the mystery of the dungeon.

After reading the STORY MODE RULEBOOK, play the first campaign: A SON'S DESCENT. Players may also submit their own story mode campaigns, called community challenge maps. Players can compete for a high score on a challenge map by seeing who can discover the quickest way to complete the challenge. Read more about how you can get involved in the STORY MODE RULEBOOK.

PAGE 3:
REMOVE EXTRA CARDS

Card Rogue comes with a few spare cards, in case some get lost, and a few cards only used in STORY MODE. Before beginning normal play, remove the DESCENDING LADDER CARD from the STARTING TILES, and all SPARE CARDS from the different decks.

PAGE 5:
Standard turn sequence

If the only action taken by the player was to move his player token, and the player did not interact with another card or player, he may repeat his turn from step 2. Once a player's turn is over, the next player takes his turn.

PAGE 13:
PROPERTIES OF A POTION

6. **POTION OF PARALYSIS:** end turn (if it is the player's turn) and skip the next turn.

PAGE 16:
Updates from previous versions
FROM V1.0

Paralysis now ends the player's turn, and skips his next turn.
Players may move twice in a turn if no other actions or interactions were taken.

C L A R I F I C A T I O N S

(Note: there are now 6 Character cards, the Bard and Mage were added to v1.1.)

PAGE 17:
BARD One of the six CHARACTER CARDS available to play. You may download a replacement of this character card to print or view as a reference.

PAGE 19:
DESCENDING LADDER A card in the STARTING TILES deck represented by a ladder descending into a hole. This card is only used in STORY MODE.

PAGE 22:
MAGE One of the six CHARACTER CARDS available to play. You may download a replacement of this character card to print or view as a reference.

PAGE 23:
PARALYSIS If a player or enemy is paralyzed he will end his current turn, if it is his turn, and lose a turn before being able to play again.

PAGE 27:
SPARE CARD Card Rogue has hundreds of small cards, and we'd hate the game to become unplayable if a fundamental card is lost. 20 spare cards are printed with several card backs, they can be recognized with the title: **SPARE XX**. They should be taken out of the game until a card is lost. Instead of writing on the spare card and having ink smear over cards, the spare cards are conveniently uniquely labeled. Keep a reference paper for each spare card used of what card it is replacing.

PAGE 28:
TRAP OF PARALYSIS End turn, and skip the next turn.