

APP'D: The Card Game

App'd is a futuristic card game for 2-4 players, where personal computing is done directly within one's brain. In this mad, advanced, future world people can upgrade their body's hardware, and download Apps directly into slots in their brains. Life would be easy if you could just download all the Apps you want without any problems but don't be fooled into thinking that your brain is a fortress. Dangers lurk everywhere. Beware of viruses, malware, worms, syntax errors, hackers and the like. Be the first player to avoid the pitfalls and download enough Apps to fill up 1 TB of your space in your brain without going over and you are App'd.

Game Play

All of the cards need to be shuffled together and placed in the middle of the table in one stack. Then the players will show one another how many technological devices they have with them, such as cell phones, tablets, music players, etc. The person with the most technology with them gets to play first and play moves from them in a counter clockwise direction.

The first player will begin his/her turn in the "download phase" of play. The "download phase" will always be the beginning phase of a players turn. During the "download phase" of play the player will draw cards from the main card pile until they have enough cards to have five cards in their hand. On their very first turn the player will draw five cards, on subsequent turns the player will draw cards until they have enough cards to have five in their hand. For example, if they begin their turn with two cards then they will only draw three cards from the main card pile. The player will place the drawn cards face down on the table in front of them in the order they were drawn to determine if they have drawn any infection cards. If they have not drawn any infection cards then they may place the cards in their hand and proceed with their turn.

If the player has drawn an infection card then they must flip the infection card over immediately for all of the players to see, they must read the card aloud and they must proceed with the action that the card advises them to take. If the player draws more than one infection card then he/she will complete the actions on the infection cards in the order that they were drawn. If the player has drawn the Dump'd card then they will discard their entire hand even if they had additional infections to play and the game will proceed to the next player.

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If the player drew no infection cards, or if they can proceed past the infection card that they drew then they will move into the “installation” phase of their turn. During the “installation” phase of play the player will be able to play one App card from their hand, one expansion card from their hand, and one hardware card if they have one of each in their hand. App cards will be played by placing them on the table in front of the player, and will count towards the 100% of 1 TB needed to win. Expansion cards will be played on the App card they correspond with. In order to play a hardware card the player lays the hardware card on the table in front of them. The hardware card will not go into effect until the player’s following turn. The player will need to read the card and recall what it allows them to do or makes them do to ensure they are using the card appropriately. Players can only play one App card, one Expansion card and one Hardware card during the “installation” phase of their turn unless they have a hardware card allowing them or forcing them to do otherwise.

One Hacker card may be played at any time during the player’s turn. Players may choose to play a Hacker card before or after the “install App” phase of their turn, as long as they play only one hacker card per turn. If a player forgets to play their Hacker card and they proceed to the “cleanup phase” of play they may not play the card until it is their turn again.

The final phase of a player’s turn is the “cleanup phase.” During the “cleanup phase” of play the player will discard at least one card from their hand. Should the player have no cards in their hand by the end of their turn then they will not be subject to the cleanup phase. Should the player have more than five cards in their hand after the cleanup phase then they will have to discard additional cards during the cleanup phase in order to ensure they only have five cards in their hand before play passes on to the next player unless they have the hardware card that helps them avoid the cleanup phase of play or hold additional cards in their hand.

Players do not have to play cards during their turn; they may choose to hold cards in their hand. The only action players must take is drawing cards during the “download phase” and discarding cards during the “cleanup phase.”

Winning

The winner of the game is the first player who fills 100% of their brain with Apps without going over the 100% limit.