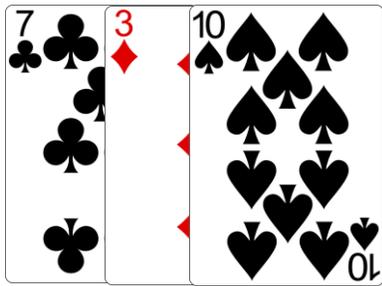


THE TOWER

“*The Tower*” is a Rogue-Like type 52 Playing Card Game. Enter the tower and slay the undead creatures occupying the place. Choose your actions, get attacks, heal, explore... Choose your attacks wisely, climb, vanquish or die and start over again.

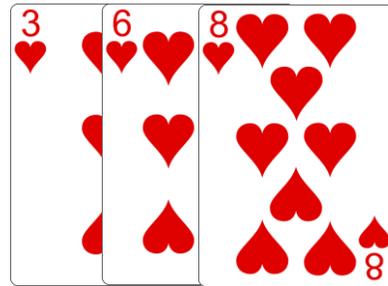
Start the game by sorting cards into these three decks and shuffle them

One deck of every numbered card except the heart ones



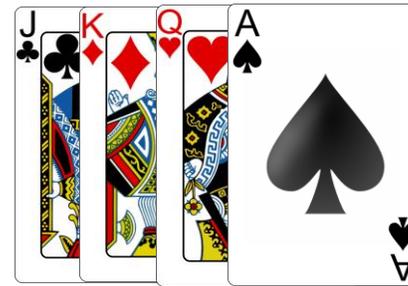
Attack Deck

Another deck with only heart numbered cards



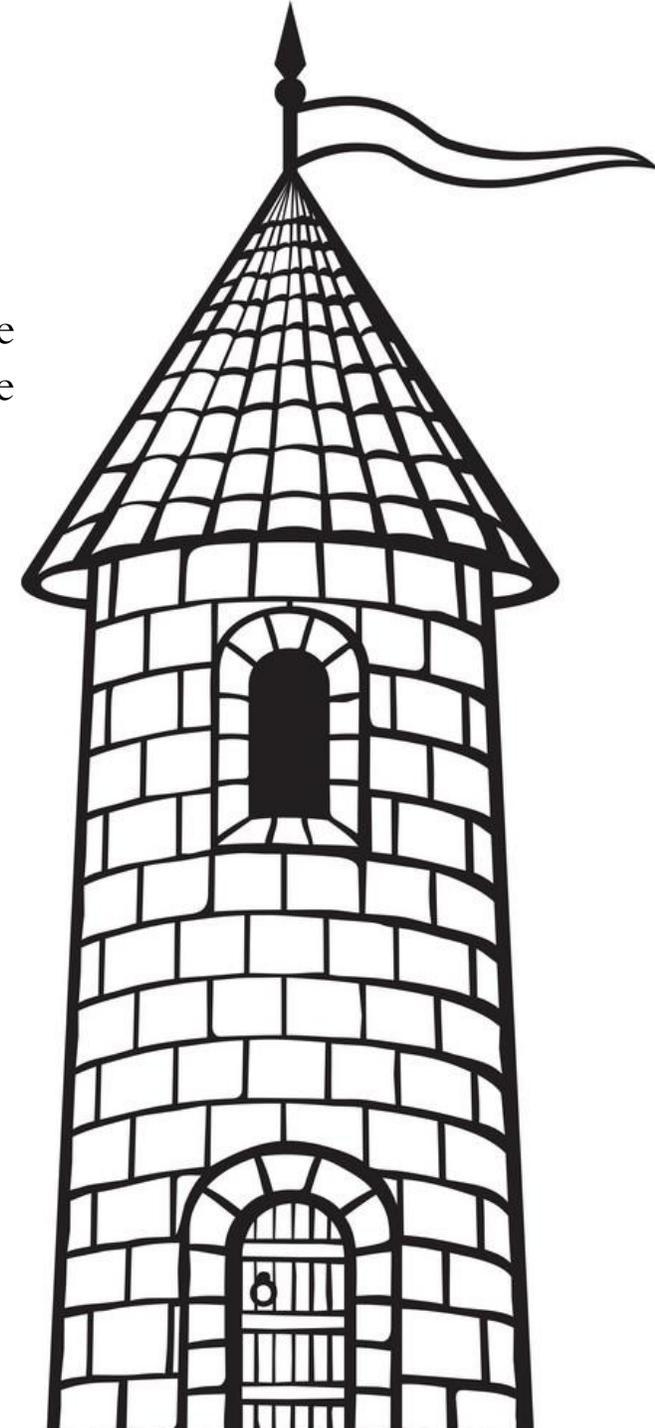
Potion Deck

A last deck with every face card



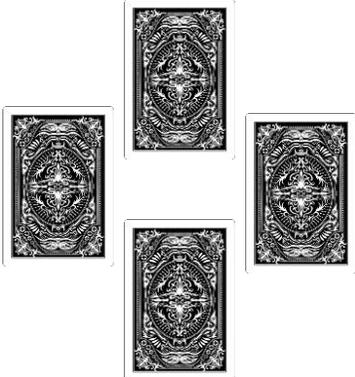
Room Deck

Draw 5 attack cards, 1 potion card and note on paper your 6 starting HP.



NEW FLOOR

Draw 4 room cards and put them flipped down on the table this way:



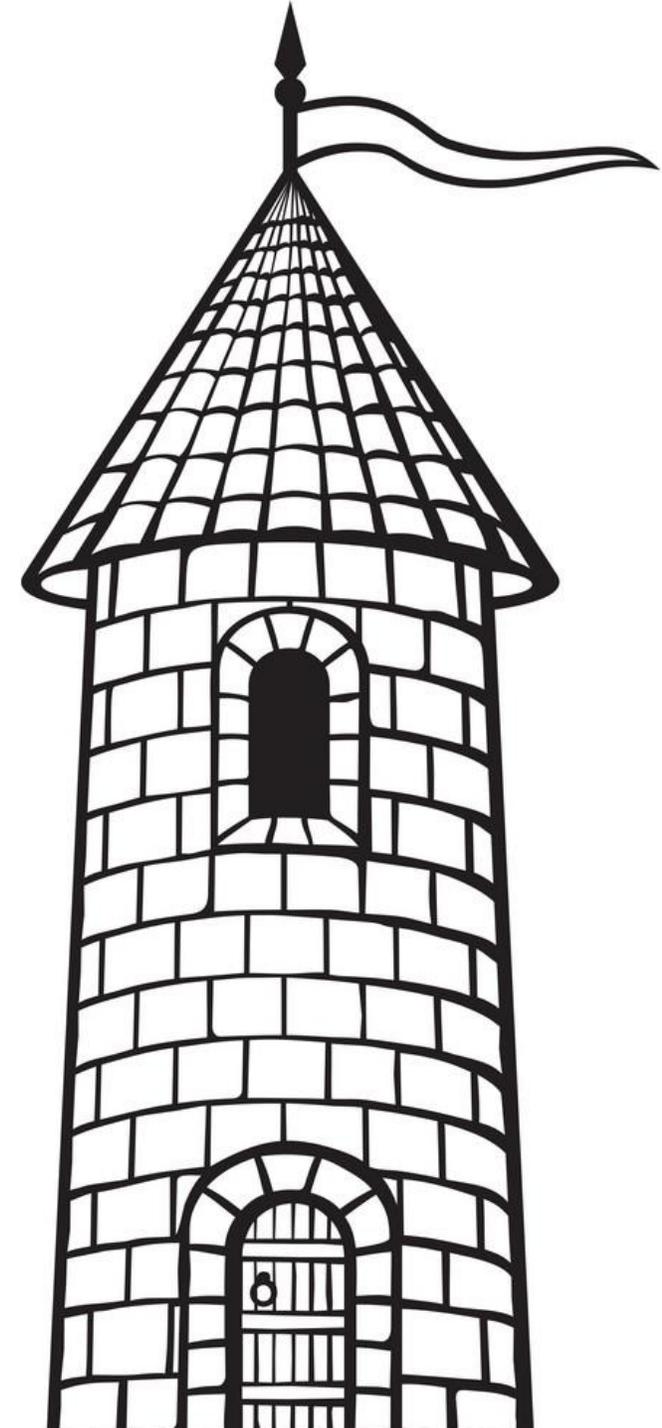
You start the game with 4 action points (Explained below), Use them then choose a room and fight the creature inside. You can choose a room you didn't explore (still flipped down) or an explored room where you know which creature you'll face.

When you cleared a floor, draw another 4 cards facing down and use your remaining action points from your previous fight.

If the floor deck is empty and every monster is dead, you won the game !

If you successfully slayed your enemy, you gain a **number of action points** regarding the foe you killed. Use each point by choosing one action in the list below (*you can use multiple times the same action while you still have action points left*)

- **Draw** an attack card.
- **Draw** a potion card.
- **Drink** a potion card : Add the value of the card to your HP (*you can go above your 6 starting HP*).
- **Explore** a room on the table : choose one of the reversed room cards and flip it up to see what creature lies in there.



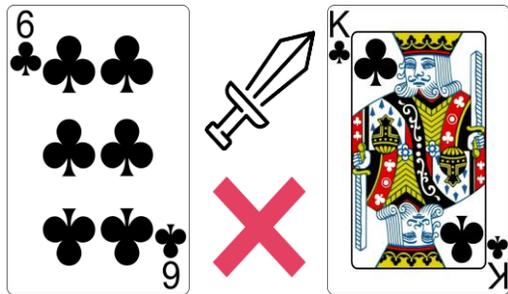
FIGHT

Monster Card	Damage Dealt	HP	Actions points won after victory
Ace	3	22	4
King	2	18	3
Queen	2	14	2
Jack	1	10	1

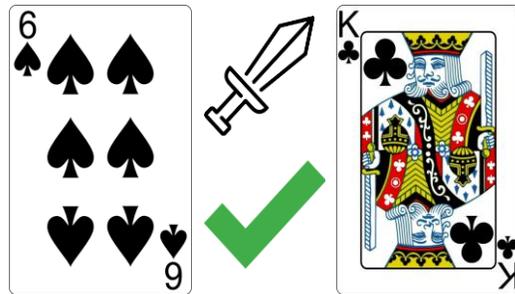
To slay an enemy, you must use attack cards to lower its Hit-Points (HP) until it comes to 0. You can choose to use a potion as an attack but you won't be able to drink it further on.

You **cannot use the same suit** as the room card.

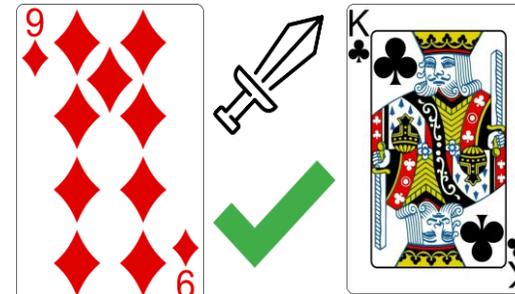
If both your attack and the room has the same colour, you deal the number of your card of damage to the creature HP. If it's the **opposite** colour, you deal **double damage**.



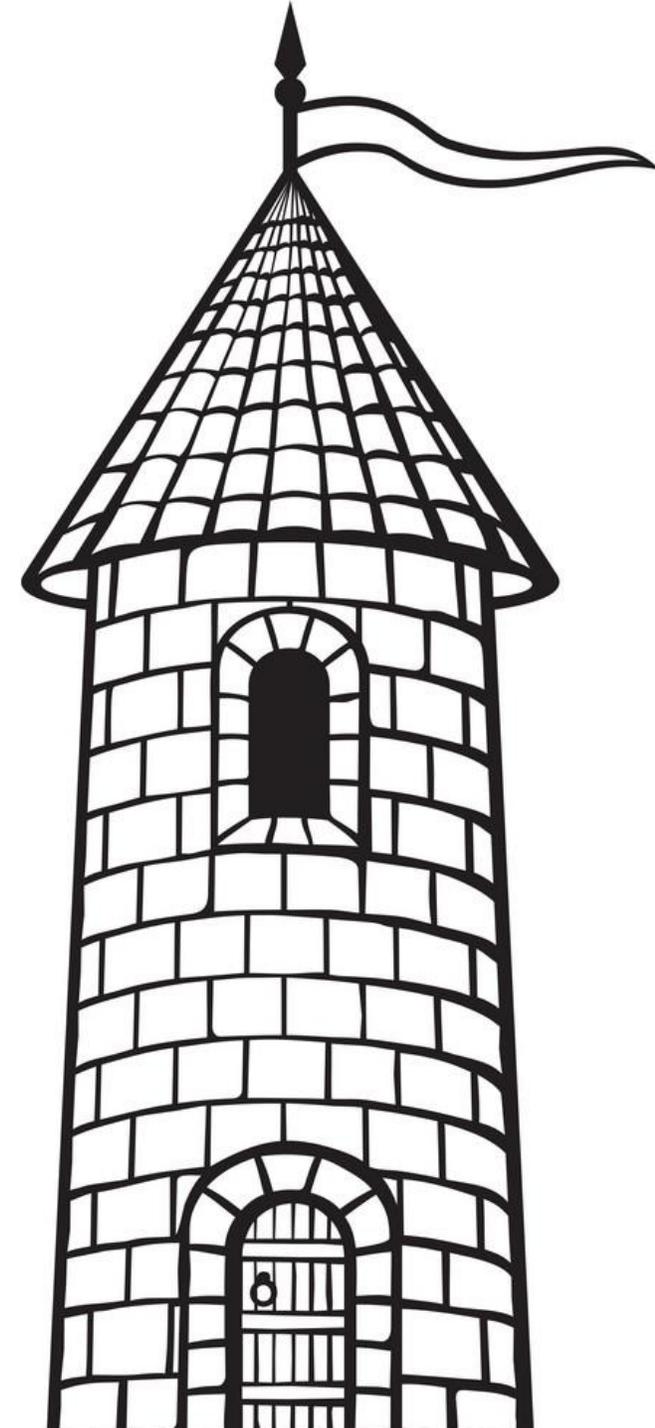
Cannot use Clovers
against Clovers



Player deals 6 Damage
and suffers 2



Player deals 18 Damage
without getting hit



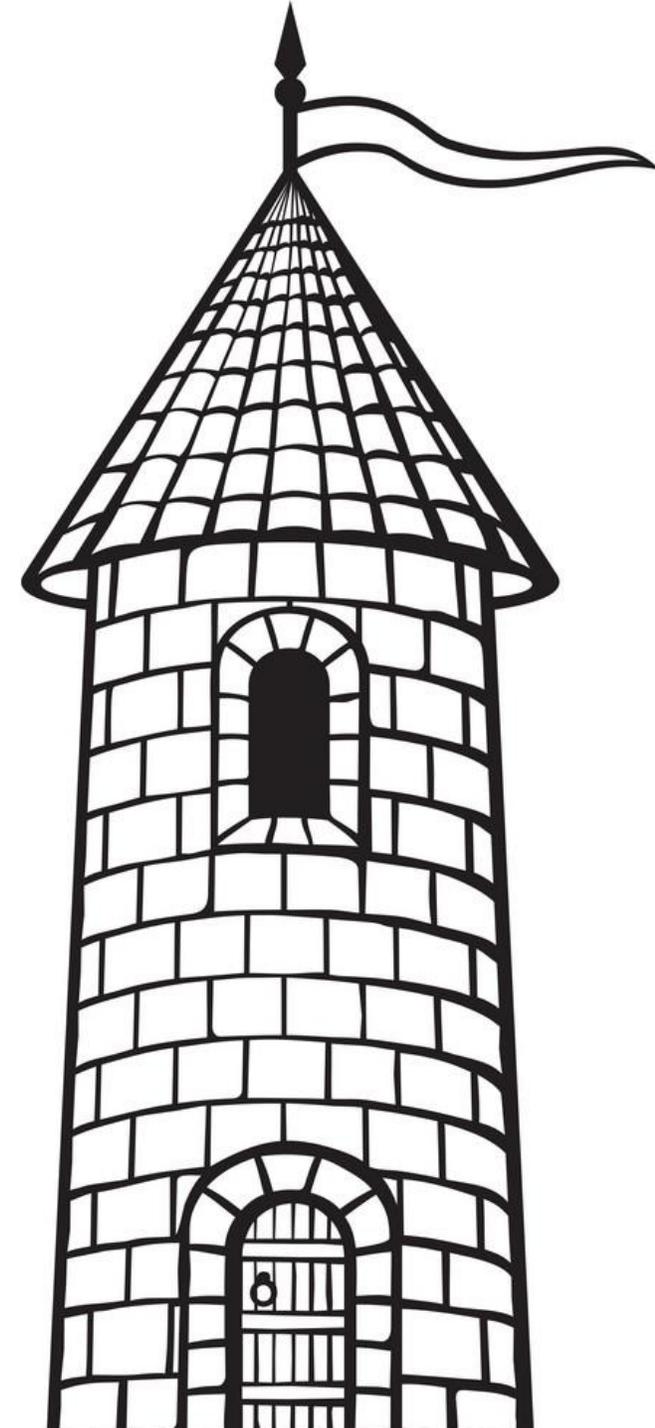
FIGHT

If the creature is still standing after you hit it, lower your own HP of the creature damage value (do not double in case of opposite colour for the monster damage). Then repeat the assault until you or your enemy dies.

When you used a card, or killed a foe put it aside the game, you cannot draw it back
Every new floor after the first one, Add one to each monster damage value.

Monster	Floor 1 Damage	Floor 2 Damage	Floor 3 Damage	Floor 4 Damage
Ace	3	4	5	6
King	2	3	4	5
Queen	2	3	4	5
Jack	1	2	3	4

If your die fighting an enemy, you lost the game. Start over the whole process and try again to destroy the wicked evil standing in the tower.



THE TOWER

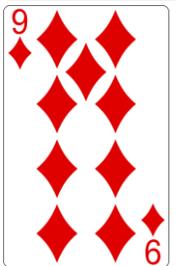
Potion
Waste



Potion
Deck



Attack
Waste



Attack
Deck



Current
Floor



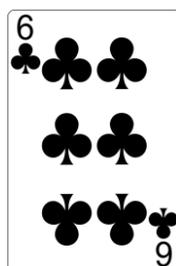
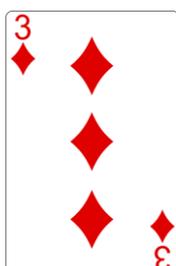
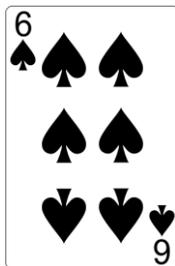
Room
Waste



Room
Deck



PLAYER'S HP :
14



Player's
hand

