DARKNESS

RULEBOOK



ROGUE DECK

PLAYERS: 1
AGES: 12+
PLAY TIME: 5-20 minutes

ROGUE DECK: DARKNESS
"The Rogue gives chase as The Twisted King flees into Darkness"
The Darkness must be explored and conquered before The Rogue can confront The Twisted King. Once the Twisted King is defeated, The Rogue must escape, crown in hand, before collapsing in exhaustion.

GAMEPLAY OVERVIEW
- Play cards from your hand so that The Rogue can move about, explore the darkness, attack and evade enemies.
- Live deck-building; swap cards in your hand with cards revealed in the darkness.
- Reveal and resolve all darkness cards before attacking The Twisted King, and then finally escaping to the light.

DESIGNER'S NOTE
Each game of Rogue Deck: Darkness begins as a desperate struggle, but if The Rogue can survive and start learning from the darkness, eventually the tables will turn and the fight against The Twisted King and his dark allies can begin!

KYNG

RULES

GAMEPLAY

- *Set up* the game.
- Each turn, you will draw 4 cards form the *Rogue Deck* into your hand, then you may play those cards onto a discard pile in front of you so that The Rogue can do any/all/none of the following actions:
  - ***Claim* a card from the darkness**
  - ***Move***
  - ***Reveal* the Darkness**
  - ***Evade* an enemies attack**
  - ***Attack* an enemy**
  - **Use a *Special Ability***
- The same action may be performed more than once.
- Before starting your next turn and drawing more cards, any cards you cannot or do not wish to use this turn, must be discarded. If you end your turn adjacent to an enemy, reduce The Rogue's *vitality* by 1.
- If at any point there are no cards left to draw from the rogue deck, then:
  1. Finish your turn (if you were able to draw at least one card)
  2. Shuffle all the cards in the discard pile to form a new Rogue Deck
  3. Reduce The Rogue's *vitality* by 2

GAME END

- You lose the game if The Rogues *vitality* drops below 1
- To win the game, The Rogue must complete the following tasks in this order:
  1. *Reveal* and then resolve (*claim* or *attack* and defeat) all of the cards in the *Darkness Deck* (including the 3 starting '*evade*' cards, but not The Twisted King card)
  2. *Attack* and defeat the Twisted King
  3. Move back to the entrance card and then discard any 3 cards to exit

DIFFICULTY

If you win a game of Rogue Deck: Darkness, your journey is not over yet. There are 3 difficulty levels as follows:

- Standard: No change to the setup
- Legendary: During *setup*, any one of the starting evade cards, must be placed as a dead end (refer to *reveal* section)
- Epic: Any two of the starting evade cards must be dead ends.

To fully complete the game, fill all the check boxes on each progression card:

- The Challenge Card (white/green/gold = standard/legendary/epic)
- The Death Card (The Rogue will die… often… twelve deaths may not be enough)

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GLOSSARY

SETUP & GAME COMPONENTS

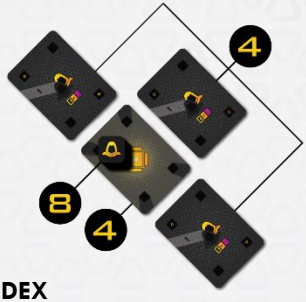
Setup starts with arranging all the cards into a single deck. This is also how you pack up the game, so it's easier to set up next time. Arrange the cards as follows from top to bottom (Title Card on the top, *Rogue Deck* on the bottom):

1. **Title Card**
2. ***Darkness Deck*** – 23 cards, shuffled, face down
   - 22 cards with violet or gold icons
   - + 'Challenge Card' underneath (use this card to mark The Rogue's wins)
3. ***Vitality Deck*** – 11 cards, face up, in order, with 10 at the top
   - 10 cards with green numbers 1-10
   - + 'Death Card' underneath (use this card to mark The Rogue's deaths)
4. **Entrance Card** – Face Up
   - Card with gold 'diamond' shaped icon
5. ***Evade*** **Cards** – 3 cards, face up
   - Small triangle icon in top-left/bottom-right corners
   - These can be arranged in any 3 positions around the entrance card. You can never place any cards in the 4th empty position around the entrance card (this represents the way in/out).
6. ***Rogue Deck*** – Shuffled, face down
   - 18 cards with white or blue icons

You'll also be using 3 cubes; 1x D6 and 2x tokens:

7. **Darkness Die**
8. **Rogue Token** (rogue icon face-up, skull icon face-down)
9. **Twisted King Token** (king icon face-up, crown icon face-down)

Now, with all the cards arranged, it's time to set up the game. Lay out the cards and cubes in order 1-9, as follows:





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ROGUE DECK

The Rogue Deck consists of 18 cards:



Attack Cards x12

- Power: 2-7, two of each



Defence Cards x6

- Power: 2-7

DARKNESS DECK

The Darkness Deck consists of 22 cards + the 'Challenge Card':



'Strength' Cards x3

- Power: 8, no ability



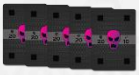
Special Ability Cards x3

- Power: 9



Upgrade Cards x4

- Fortitude, Momentum, Efficacy & Versatility



Twisted Creature x5

- Defence Power: 20 | Attack Power: 10



Twisted Physician x2

- Defence Power: 20 | Attack Power: 10
- Increase The Rogue's vitality by 1 when a Twisted Physician is attacked and defeated



Assassins x2

- Defence Power: 20 | Attack Power: 10
- If an Assassin is revealed adjacent to The Rogue's position, immediately reduce the Rogue's *vitality* by 1



'Bulwarden' x2

- Defence Power: 20 | Attack Power: **15**



The Twisted King

- Defence Power: **24*** | Attack Power: 10

  **Roll the Darkness Die to determine additional defence abilities*

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SPECIAL ABILITIES

Once in your hand, special ability cards can be played like any other card to *claim*/*move*/*reveal*, or you can add their power to another ability.
You can also activate their special ability, but at the cost of the card itself. Once a special ability is used, place it (face down) on top of one of the face down cards in the *revealed* darkness, near The Rogue.
There are 4 types of special abilities. 3 *evade* cards that are part of the starting cards, and 3 different special abilities found in the *Darkness Deck*:



Evade

- Lose this card to the Darkness: The Rogue *evades* for free
- Requires no other cards to be discarded, and does not reduce the *vitality* deck
- Power: 1



Death Mark

- Lose this card to the Darkness: *Attack* and defeat any enemy (except The Twisted King)
- Power: 9



Haste

- Lose this card to the Darkness: The Rogue may *move* up to 4 spaces
- Power: 9



Range

- Lose this card to the Darkness: The Rogue may *attack* any enemy from 2 spaces away instead of the usual 1 space (must be in a straight line)
- Power: 9

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UPGRADES

The Rogue can *claim* these upgrades from the Darkness for permanent bonuses. Once claimed, instead of going to the discard pile, upgrades are placed face-up above the area with the Title Card / Darkness Deck / Vitality Deck.



Fortitude

- Permanent: *Increase* The Rogue's *vitality* by one whenever you shuffle the Rogue Deck
- Don't forget that you also *decrease* The Rogue's vitality by 2 whenever you shuffle the *Rogue Deck*



Momentum

- Permanent: If The Rogue attacked and defeated an enemy since you *last* shuffled the *Rogue Deck*; *Increase* The Rogue's *vitality* by one when you *next* shuffle the Rogue Deck
- Don't forget that you also *decrease* The Rogue's vitality by 2 whenever you shuffle the *Rogue Deck*



Efficacy

- Permanent: You now deal 5 cards into your hand each turn



Versatility

- Permanent: Attack = Defence = Attack
- Attack cards can now be used to evade, and defence cards can now be used to attack

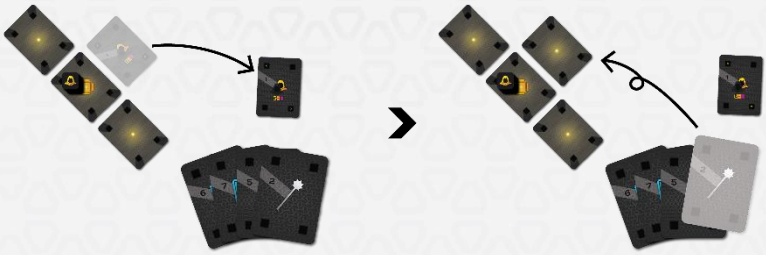
CLAIM

To claim a card revealed in the Darkness, you may swap it for one of the cards in your hand.

You may only claim cards with a gold icon (you cannot claim enemy cards that have a purple icon)

Take the card you want to claim from the Darkness and place it on the discard pile, then replace it in the same position with a face-down card from your hand.

You may move The Rogue for free; onto the card that you just placed face down in the Darkness.

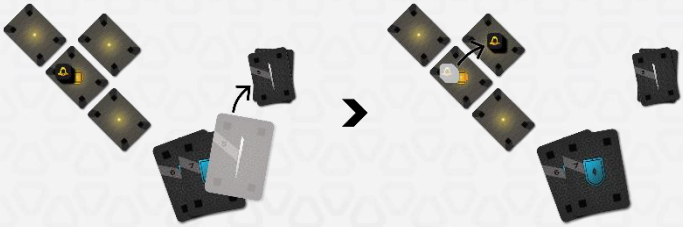


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MOVE

Discard any 1 card from your hand, to move The Rogue token 1 space (1 card), as long as the space is a face-down card, or the entrance card.
Note: the only way to move away from an adjacent enemy is to *evade*.



REVEAL

If there is at least one empty space adjacent to The Rogue, then you may discard any 1 card to reveal more of the Darkness (place cards from the *Darkness Deck*; face-up on the table).
Once you have discarded a card, roll the Darkness Die to determine the shape of the darkness that will be revealed. If the face-up option on the die cannot be entirely revealed, then the reveal reverts to a 'passage' (single card). The faces on the Darkness Die look a bit like a regular D6, but they actually show the shapes of the Darkness to be revealed:



1. Choose from one of the 5 options below
2. Passage: Reveal a single card
3. Hallway: Reveal 2 cards in a line
4. Chamber: Reveal a 2x2 shape, starting adjacent to The Rogue, then proceed clockwise
5. Crossroads: Reveal an 'X' shape, starting adjacent to The Rogue, then proceed clockwise
6. Brick Wall: Dead end. Reveal a single card, but place it at a 90 degree angle to the rest of the cards in the Darkness. The Rogue may move onto a dead end once the revealed card has been claimed or defeated, but no more of the Darkness can be revealed leading off from a brick wall.



Important: 'Chambers' are the only way to make a 'grid' of 2x2, and there can never be a 'grid' larger than 2x2 in The Darkness (e.g.: 2x3, 3x3, 2x4 etc. are not allowed). This will significantly restrict your options for revealing new areas.

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VITALITY

The Vitality Deck represents The Rogue's health and stamina, all in one.
To decrease The Rogue's vitality, take the top card, flip it over and place it down next to the vitality deck.
To increase The Rogue's vitality, take the topmost flipped card, flip it back over and place it on top of the Vitality Deck.

POWER

All cards that can be part of the Rogue Deck (white/blue/gold icons), have a number on them that represents their effectiveness. This number is referred to as the cards 'power' and can be added to another cards evade or attack ability.
Discard any card to add its power to another cards evade or attack.

EVADE

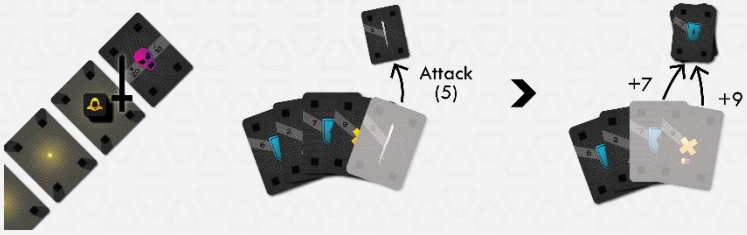
The Rogue's *Defence* Power ≥ Adjacent Enemies *Attack* Power

A regular *move* is not possible when The Rogue is directly adjacent to an enemy (running away without dealing with the enemy's incoming attack spells certain death for The Rogue)
To move one space away from an adjacent enemy, you must discard from your hand; at least one defence card (blue icon), along with enough other cards to make a total power that equals or exceeds the enemies attack power (refer to *Darkness Deck*).
Note: There are also cards you can claim from the Darkness, that have a free evade *special ability*.

ATTACK

The Rogue's *Attack* Power ≥ Adjacent Enemies *Defence* Power

To attack and defeat an enemy that is adjacent to The Rogue, discard from your hand; at least one attack card (white icon), along with enough other cards to make a total power that equals or exceeds the enemies defence power.
Once the enemy is defeated, flip the card face-down and the Rogue may move onto this card for free (without discarding any more cards).
E.g.: The Rogue attacks a twisted creature when you discard a 5 attack card. You then discard a 7 defence card and a 9 special ability card to add 7 & 9 to the power of the attack for a total of 21, enough to defeat the enemy with a defence power of 20.



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THE TWISTED KING

Revealing The Twisted King

When The Twisted King is revealed, it must not 'block' access to any other spaces in the Darkness.

E.g.: If it is the first card laid out in a room or crossroads, it could be impossible to attack or claim the other cards of the room/crossroads.

If this does occur, once you have finished *revealing* that section of the darkness (hallway/chamber/crossroads), swap The Twisted King with a card that was just revealed. The new position for The Twisted King must be furthest from its current position, and must not 'block' access to any spaces as described above.

Once The Twisted King card is revealed, place the Twisted King Token on it. For now the token just helps identify The Twisted King's location in the Darkness.

Attacking The Twisted King

To *attack*, The Rogue must be adjacent to The Twisted King, and must:

1. Discard one attack card
2. Roll the Darkness Die to see what additional defence ability The Twisted King has used:
   1-2 Pre-emptive Strike – Reduce The Rogue's *vitality* by 1 or 2 respectively
   3-4 Parry - The Twisted King's defence power is increased by 3 or 4 respectively
   5-6 Twisted Winds – The Rogue is pushed 5 or 6 spaces away from The Twisted King (you choose the direction)

Defeating The Twisted King

To defeat the Twisted King after attacking (provided The Rogue was not pushed away by Twisted Winds), you must:

1. Discard enough cards to increase The Rogues attack power so that it equals or exceeds The Twisted King's defence power (don't forget to account for additional defence power if The Twisted King used 'Parry')
2. Use the Rogue Token to knock the Twisted King Token off it's card, then place the Rogue Token to the side
3. Flip The Twisted King card and place the Rogue Token on top.
4. Rotate the Twisted King Token so that the crown icon is face-up, then stack it on top of the Rogue Token
5. Flip the 'Fortitude' *upgrade* card; it will no longer provide a bonus.

Escaping the Darkness

The Rogue must now make it back to the entrance and out of the Darkness, but "heavy is the crown"… You now need to discard 2 cards to move 1 space. Move the two stacked tokens together. Once The Rogue reaches the entrance, you'll have to discard 3 cards for The Rogue to make an escape.

Don't forget that the 'Fortitude' upgrade is no longer providing a bonus, and the 'momentum' upgrade card will only provide a bonus one more time.

If The Rogue makes it to the entrance and then escapes; congratulations, you win!

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