

# APP'D: The Card Game

## Errata for App'd 07/20/2013

### **Movement of play**

Play should actually move in a clockwise direction from the first player and not in a counter clockwise direction.

### **Infection cards**

Before an infection card takes place the player must draw all the cards that will bring their hand back to five cards or six cards if they have the WiFi Upgrade hardware card that requires that they draw an additional card. If the player draws multiple infection cards they will play them in the order drawn unless the first infection drawn is Dump'd in which case they will discard their entire hand even the remaining infections and play will move past them. If the player draws a Dump'd card as their second or third infection then they will follow the actions of the other infection cards in the order drawn and will discard their entire hand once the other actions are taken.

### **Expansion Cards**

You may only play one Expansion card per App. If an App is stolen by another player then the Expansion card is discarded and cannot be played by either player.

### **Hardware Cards**

You may only play one of each type of Hardware card, so if you already have an Occular Interface then you are unable to play another Occular interface. When using the High Speed Wet Wire card you will discard any four cards from your hand, even infection cards and then you will draw four more cards. If you draw an infection card on the second draw then you must follow the directions given on the infection card and proceed with play.

### **Going Over**

If you place Apps in front of you and you do your math incorrectly then there may be times when you go over 100%. If you go over 100% your brain is scrambled, and you lose. Since your brain is scrambled your cards are stuck there with you and cannot be used by any other players. Sit back, relax and wait to see who wins.