

HELL OF A RUN



3-7 PLAYERS | 15-25 MINS | AGE 10+

Hell of a Run is a board game that puts all seven princes of hell, masters and lords of the seven deadly sins, in a direct fight to see who can dethrone the King of Hell.

To achieve this the player runs against all opponents going through the ten levels of hell. Each player has a deck of 30 themed cards based on the strength their prince represents.

What strategy will you use? All is possible, you just have to dare!

LORE

Hell has been in chaos and civil war since the dawn of time. Due to the inability of Hell's princes to join a common cause, they never really managed to obtain an absolute victory in the fight against the angels of paradise.

After their last defeat, the princes of hell, unhappy with the king's leadership, challenged his authority, planning to dethrone him.

A bloody battle ensued causing the near annihilation of the underworld.

Realizing the ruin of his empire, the king put an end to his children's rebellion, but not before causing one last tumult: one last race to Paradise!

Rules are simple: anything goes but ripping eyes!
To the victor... The throne and the title of the new King of Hell!



SET UP



1 - Each player chooses a prince and takes the corresponding deck of the chosen prince.

2 - Place the board in the center of the table and each player puts their meeple or miniature figure at the starting point.

3 - Each player shuffles their deck and puts it in front of them.

4 - Each player draws 5 cards.

5 - The first player is determined by whoever did the best “bad” deed recently.

6 - If you would like to try events, access the HOAR app.

NOTE: Play without events on your first game.

CARD ANATOMY



1 - The name of the card.

2 - Cost of action points: each player can play cards up to 3 action points on their turn.

3 - Icons: basic functionality of a card. Must be followed in order.

4 - Description: full functionality of the card. Only special cards have this.

5 - Card number.

BOARD'S ANATOMY



GOAL

To win the race the player needs to get to the last level (10 - Paradise) or achieve a condition described in a game card that says the player won the race.

If another player reaches the top first all the other players immediately lose the game and accept the new Hell's leader!

NOTE: It is possible for a game to have multiple winners or end up with none.

HOW TO PLAY

Hell of a Run is played in a series of turns starting with the first player and following in a clockwise direction.

The active player completes the following phases in their turn:

1 - INITIAL PHASE: Apply any effect that occurs at the start of the turn and draw one card from your deck.

2 - MAIN PHASE: Play cards. You can play cards that cost up to 3 action points. Place the chosen card in the play area (in front of you) and apply the card effect. After applying the card effect the card goes to the discard pile (if the card is not a tower).

3 - FINAL PHASE: Apply any effect that occurs at the end of the turn and discard cards until you have a maximum of 8 cards in hand. Pass the turn to the next player.

GAME AREAS

Hand - Drawn cards are put into hand. You can only have 8 cards here when you end your turn. If someone asks how many cards you have in your hand, you have to tell them. They are kept private unless stated by a card otherwise.

Discard pile - Each player has his own and keeps it facing up. After a card is played (if not a tower), it's placed here. If the card is not from your deck, give it to the owner after playing it. Towers also go to the discard pile after being destroyed. Any player can see / handle any player's discard pile, but it is common courtesy to ask permission first.

Deck - Combination of 30 pre-built cards. It is kept in a stack facing down. Shuffled at the start of the game and whenever there is an effect to search for a card in the deck.

In Play - Area where towers are placed while they are in effect. By default it is placed in front of each player. The cards in play can be consulted by any player, unless a card indicates otherwise.



In Play



Deck

Discard Pile

TYPES OF CARDS

The type of a card depends on the icons that it features:



Movement: Makes the player climb the indicated floor numbers.



Attack: Makes target player drop one or more floors depending on the number featured.



Defense: Tower cards remain in play until they're destroyed. When attacked, the defending player has to destroy the number of charges of their tower card depending on the attack value.



Draw: The player can draw the indicated number of cards from their deck.



Interaction: This type of card has a 0 cost value and can be played at any time even if it's not on the player's turn.
See card anatomy image (4 - description).

Multi: Some cards have multiple icons and are considered to have multiple types. The effects must be resolved in order of appearance.

Special: The card is considered special if it has a description box and basic if it doesn't.

COMBAT

Cards always target one or more players or other cards.

The player who's been the target of an attack drops the number of levels indicated on the attack card.

If the defending player have tower cards in play, they must choose cards to defend. A tower loses one charge for each sword in the attacking card.

NOTE: Special cards can make a player drop levels. In this case, it's optional for the defending player to destroy tower charges or drop levels to keep their towers.

STACK

Cards with the interaction icon can be played at any time, even on an opponent's turn. Although rare, after an interaction card is played, a player can play a card of interaction in response.

When this happens create a stack with the cards in the order they were played and start resolving them by the last card that was played first. If a card doesn't have a target anymore when it gets resolved, it simply goes to the discard pile.

PACTS

Hell of a Run is a social game and allows pacts between players. This is optional of course but lots of players enjoy it. Pacts can be verbal or written and to make them official, players can use a handshake or paper. Both players write the goal of the contract and sign with the name of their prince below.

Finally, when players form an agreement none of them can go back with their word.

Example: Player 1 agrees with player 2 he/she will destroy a tower if player 2 doesn't attack player 1 during a turn.

Both players are bound to the contract and can't break their word.

GOLDEN RULES

PLAY TO WIN

Being a multiplayer game the players must follow a rule of honor in which they must always play to win. Having said that, it's normal temporary alliances happen between the players.

An example of this would be when an opponent is in a position to win, and only one alliance would avoid this result, however these alliances should always aim for individual victory and not offer the victory to another player. This is explained thematically as players are representing one of hell's princes and they are all extremely individualistic.

CARDS CALL THE SHOTS

Some cards can completely change the shape of how Hell of a Run is played.

From how many players can come out winners to changes in the conditions of victory.

As such if any card contradicts this Rule Book the description on the card always takes precedence.

HAVE FUN

The ultimate goal is for all players to have fun. Therefore the relationships between the players must always be equal or better than when they started the game. Never let a game decision affect you personally.

In Hell of a Run each prince has very different personalities and strategies to win. Know a little more about each one here.

THE KING - PRIDE



The King, lord and creator of Hell was an archangel that fell from grace after defying heaven's authority. Known to own a pride and power greater than heaven itself he turned his back on them and created a realm in the image and likeness of his own personality. He created and conceived each child and gave them their own realm and abilities mirrored to his own so he could grow in power.

He is therefore King, father, overlord but he is also the Prince of Pride for vain and proud like him, he would never willingly give this characteristic to anyone, not even a son.

"I couldn't care less of what you think! See you all at the finish line!"

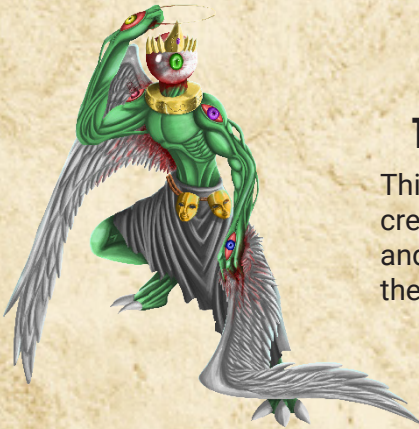
SLACK- SLOTH

Slack was created by the King of Hell with the capacity for innovation and invention to gain an advantage over paradise. However, he is an expert at creating strategies to do the least possible while delegating the hard work to others.



The goal of Sloth's deck is to do as little as possible and use his opponents to move him. His cards focus on interacting and manipulating other movement cards.

"Race? What race? Can you please go fetch me my pillow?"



THE EYE - ENVY

This all-seeing demon created himself to have and achieve all of what the other princes have.

The purpose of the Eyes' deck is to use the opponent's cards against them since they are so much better than his.

It's a strategy that interacts a lot with opponents, which will make them furious, but don't worry...

Envy is a dish that, along with revenge, is best served cold!

"I'm only envious if i lose the race, right?"

HAMMER- WRATH

Hot headed and always with his warhammer ready to spill some blood, Hammer values those who are not afraid of losing a few teeth in exchange for a good old hand-to-hand fight.



His deck uses its physical power to attack everyone in front of him, or behind him... and also on the same level as him! He doesn't use great strategy to win, relying heavily on his strength and courage.

"Offense is the best defense!"

SWEET TOOTH - GLUTTONY

Sweet Tooth was born out of the king's desire to infiltrate amongst humans. He represents the excesses and vices that men and demons alike cannot live without. He feeds off them! The goal of Sweet Tooth's deck is to use both his towers and the opponents' towers to power his attacks. He is capable of any trick to catch a tower.



"I only eat when i'm bored! Well, i guess i'm always bored!"

LILIBETH - LUST



The king of hell's only daughter is a demoness with a higher intelligence.

Considered his right hand, Lilibeth plans to rule some day next to her father... or all by herself!

Her deck is a master at making players discard cards and use the discard pile as resources. She tries to convince opponents to give up resources when she is the one who gains most from it.

"Men are so weak. Why would you lust for love when you can Lust for knowledge, that's where lies the true POWER! That's what makes me tick!"

LORDE LEVERAGE - GREED

Lorde Leverage was an ancient lord who owned a large region in ancient Europe. Over time he became one of the richest and most powerful lords on the continent, always exploiting everything and everyone for his benefit.

Soon he realized that although he might be the most powerful Lord, death would soon come so he searched the four corners of the earth in search of a way to overcome death. When Leverage was in his final breaths he was visited by a demon who in exchange for his soul offered him immortality.



Leverage accepted the deal and was turned into a vampire.

After an existence of almost 300 hundred years the old demon visited him again but this time to collect the debt and take his soul.

Though dead and defeated he was taken into the infernal court by The King himself, who, marveling at the greedy life led by Leverage, offered him nothing less than what Leverage had always aspired to, a title... The Prince of Greed.

"Do you know what I learned from life on Earth? I can never win this race! I can't be faster...but I can certainly outsmart them!"

APP

Hell of a Run as a helper app with loads of functions: from seeing your favorite character in augmented reality, to getting to know more of the story behind the princes. You can also add events to the game which will bring elements of luck and fun.

Download the app here:



WEBSITE

Check out our website to get this Rule book in digital form and keep up with the news!
www.ninjacows.net

CREDITS

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