

HELL IS HUNGRY



**A DICESTORY CARD GAME
ABOUT KILLING PEOPLE
AND TAKING THEIR SOULS**

Hell is Hungry! v0.5b

How to Play and Current Rules as of: 8/10/23

Producer / Creator / Designer - Jack Davis

Designer / Artist - Gary Culkins

Designer / Tester - Barbara Barresi

Game Setup: 2 - player game

- 1) One player will shuffle a deck of cards(Soul Deck) including jokers and deal out a 3x3 grid with each grid sector receiving two cards face down, and 1 card face up. The face-up card is on top of the pile for the sector. The rest of the cards are set to the side and not used from this deck.
- 2) Each player is given a token that represents their place when placed on top of a pile of cards in the 3x3 grid. Each player is given a full deck of cards; 52 cards + 2 jokers. They Shuffle the cards and place them face down in a pile in front of them. Each player will draw 5 cards into their hand.
- 3) Players select who among them will go first by selecting the person reading these rules. The rules reader is doing a thankless job and should be rewarded.

How-To-Play:

1. **Round Starts:** Play starts with the first player placing their "Reaper(token)" onto any pile they want on the board. This player is now able to battle for souls in any adjacent space. They are not able to battle for the souls underneath their token as they are protecting them (more on this later).
2. **Begin a battle:** Once a player selects the souls they wish to capture they start the battle by placing a card of higher value on top of the exposed face card, the player to their left is now able to attempt to place a higher value card on top, and play continues to the left until no player is able to place a higher card, card combo, or runs out of cards. The player who placed the highest value card(s) onto the soul, wins the soul. The player takes every player's card that is on top of the exposed soul card and adds them to their points pile.
3. **Collect Souls:** The player has a choice with the exposed soul card they have won. They can lay it down next to their draw pile, we call this pile the purgatory pile, they place the card face up and receive no points for it.
4. **Draw Cards Phase:** at the start of each player's turn, all players draw cards until their hand has 5 cards. Before the next battle starts a player is able to swap any one card from their hand with the top card in the purgatory pile. Any card that is in the purgatory pile at the end of the game is worth 0 points.
5. **Next Player Turn:** The next player begins their turn by placing their token on any pile that is not occupied. They are allowed to attack and battle for any souls on a pile that is adjacent to them. Play continues with players attempting to be the last to play a card and having the highest value card(s) on the soul pile.
6. **Winning the Game:** Once three soul piles are completely exhausted; meaning every card is removed from the board from three separate piles. Players then separate by color or type for cards creating separate piles for each. Players then count all of the cards that are 1) Cards they have in their point pile from other players' decks and 2) All Soul Cards from the playing field. Card Values for counted are as follows:
7. **Counting Souls:** Ace: 11, King, Queen, Jack: 10, all cards lower than a 10 count as their value on their face. Example: a card with a 5 on its face is worth 5 points. A card with 3 on its face is worth 3 points. The player with the higher total value of souls wins and becomes the lord of Hell!

Rules:

Battling for souls:

Souls are won by being the last player to play and having the highest value card with no one else able to go. All cards of lower value lose to cards of higher value. Players are allowed to play any two cards from their hand, adding their values together. Below are the values for each card that is a non-numbered card(Face card). All numbered cards are worth their stated value during battle.

(As single cards - Joker > Ace > King > Queen > Jack)

Joker: 20 pts.

Ace: 11 pts

King: 10 pts

Queen: 10 pts

Jack: 10 pts

When combined with any other card each of the face cards are represented by their value.

For example: King + 6 = 16, Jack + 9 = 19, Ace + 2 = 13, Joker + 4 = 24.

When two face cards are combined they equal the sum of their values. For example:

King + Jack = 20, Queen + Queen = 20, Ace + Joker = 31, Joker + Joker = 40.

The only way a player is able to beat a single Joker is by playing a 2 on top of it. The play continues with the next player being able to play any card 3 and higher on top of the 2.

The only way a player is able to beat a Joker + Ace or Joker + Joker is with a Pair of 2's. The only way play continues is if the next player can play any pair of cards > a pair of 2's.

Attacking souls underneath a player(PVP):

When a player decides they want to battle for the soul that another player's token is sitting on and protecting. The attacking player must discard to the purgatory pile from a single card that is equal to or higher value than the soul card that is showing beneath the defending player. Once the attacker discards, the attacking player then battles with only the defender as normal by placing a card of higher value on top of the exposed soul card.

Only the attacking and defending players are involved in this battle. If the attacking player wins, the defender picks up their Reaper(token) and the attacking player takes the exposed soul card and 1 additional card if possible, and places them in their score pile. If the defender wins they are able to take the single exposed soul card and their reaper remains in that space.

Playing with more than two players:

In a 3-6 player game, the playing surface that is made of soul cards becomes a 4x4 grid. Play in a multiplayer game of 3-6 players works exactly the same as a two-player game in all other ways.