Helltoken manual

Story

NOW ON SALE! The "World Conquest kit" from Mad. Sci. Entist, including the super robot Helltoken AND remote control AND four bases, can now be bought as a package for only 100,000,000 bitcoin!

"Hell yes! I take it!" – the ones raising their hands were evil societies bent on world domination: Magic Society Fumblers and Revolution Army Sunsitters.

But there was only one robot…

The mad scientist snickered.

"Wonderful! You will both control the robot with one remote each, and the one who wins, wins the robot!"

While the two societies battled for control of Helltoken, the Death Merchants Gafnoric looked down from a high building. Who, I dare you, will gain the control of Helltoken?

Game overview

The players are all evil societies and will attack the enemies' radio stations, as per the mad scientist's instructions, all the while searching for their own.

You win by either destroy the opponent's bases, or insert the correct password into your remote control; the password being the locations of your own bases. On your turn, you will use Helltoken to attack your opponent, but your opponent will also use his remote to disrupt your instructions.

The victory conditions are

* Do enough damage to your enemy's bases.

* Deduce the location of all your bases.

Either will do for a win. You will attack the bases, all the while keeping notes, filling out the squares, and will try to use the information to figure out where your own bases are.

Contents

1 game board

1 Helltoken pawn

18 action cards

12 remote control cards

9 agent cards

3 summary cards

25 base cards

48 endurance counters

1 die

3 white boards

3 pens

2 manuals

Setup

* Choose your side.

* Shuffle the action cards to create a face down deck.

* Take the 4 remote control cards of your team.

* Shuffle the base cards and place four face down in front of each player. Don't look at your own!

* Look at and your opponents' base cards, and write down their locations on your white board.

* Put 4 endurance tokens on each of your base cards.

* Decide who goes first.

* The player who goes last places Helltoken in any space on the board.

Note: The agent cards are only used in the advanced rules.

How to play

Players take turns. Each player's turn goes as follows. However, the very first turn, steps 0 and 1 are skipped. Just go to step 2 right away.

Step 0 Entering password

If the player wants, he can enter his password. This is not mandatory.

Important: You can only enter passwords once per turn, and only max two times per game. Don't use this carelessly!

Entering password equals guessing where your bases. The turn player notes the locations on the password lines on his board, announcing them aloud. (The order is irrelevant.) If he is right, he wins. If he is wrong on at least one, the other players just says "you're wrong" (not which one is wrong). If the password entry fails, nothing happens except that the player has lost one chance.

Step 1 Moving

1) The robot moves 3 steps, no more, no less. It cannot move diagonally, but it's allowed to enter the same space twice.

Important: The map is wrap-around!

2) Opponent(s) disrupt(s) with remote control cards

Opponents can not flip one of their remote control cards to move Helltoken 1 step in that direction. A face down card cannot be used.

If the opponent does not use a remote control card, all of his remote cards are flipped face up.

Step 2 attack

1) Draw an action card from the deck.

If the action card has an extra effect, resolve it _before_ determining damage.

2) Roll for attack

All action cards have a damage adjustment number. The attack force is one die roll plus this damage adjustment.

It may happen that the attack becomes 0 or less. In that case, regard the attack as a miss; nothing happens.

3) Determining Area of Effect (AoE)

Helltoken attacks a 3x3 square with itself in the centre – that is 9 squares. However, the damage does not wrap around the edges, so if Helltoken is standing on the edge, the AoE is 6 squares, and if in a corner, it's just 4.

Fig A

Fig B

Fig C

Note that some action cards can change the AoE.

4) Distributing damage

* Within the AoE, select as many squares as the damage is high.

* If the damage is higher than the AoE is big, distribute the surplus damage on already selected squares.

If the damage was 6

Fig D

Choose 6 squares

Fig E

All four squares are selected, 2 are selected for double damage.

5) Declaring damage to bases

* All players now check to see if the opponent's base was hit, by checking the numbers they wrote down during setup.

* If one or more bases were hit, remove that many enducance tokens from that cards.

* No base can take more than 4 damage.

Important: All players' bases take damage, regardless of whose turn it was.

Then it's the next player's turn; go back to step 0.

Game end

The game ends if either of the below happens:

* Any player's total base endurance is 5 or lower

* Any player enters the right password on his turn.

It may happen that both (or all) players go to 5 endurance or lower with the same attack. If that happens, the player with the most remaining endurance wins. If they are the same, both (or all) players lose.

Notes

If you make a calculation mistake during the attack, and discover that after the opponent has told you the damage done, it's not allowed to change to the correct damage – it can be abused to gain information. All players must be aware that determining damage is crucial.

Action cards

Details on the action cards

Hell Punch (4 pcs)

Damage adjust 0

Regular attack

Hell Stomp (2 pcs)

Damage adjust 0

Move the robot 2 steps forward, then attack.

Move the robot 2 steps in any direction before the attack happens.

Hell Breath (2 pcs)

Damage adjust 0

The squares above, below and beside the robot cannot be part of the AoE.

Only the square the robots stands on, and the diagonally adjacent.

Hell Thunder (2 pcs)

Damage adjust –1

Flip an opponent's remote control card face down.

You can choose which card.

Hell Crush (2 pcs)

Damage adjust –2

No movement next turn.

The next player cannot move Helltoken. It can, however, be moved by remote control cards.

Hell Beam (3 pcs)

Damage adjust +1

Beam stretches out endlessly in all four directions.

The AoE is a vertical/horizontal cross, with the robot in the middle, totalling 9 squares.

Hell Missile (1 pc)

Damage adjust +3

The most powerful of all attacks.

Hell Chaos (1 pc)

Damage adjust –3

Attack twice: Roll dice, distribute damage, declare damage

This attack is weak, but it attacks twice.

Hell Wing (1 pc)

Damage adjust 0

Move Helltoken as many steps as the die result, dealing 1 damage to all squares it move onto.

Note: You cannot pass the same square once for this movement. Damage is done to the square Helltoken ends on.

3 player rules

The game is played as on 2 players. Players will take turns in clockwise direction. During setup, players will note down both opponent's bases. The last player to go places Helltoken during setup.

If a player goes to 5 endurance or below, he or she is out of the game.

The game ends when any player guesses their locations, or when there's just one player left.

Advanced rules

Each team has special agents with special powers. All of them are one-time use unless otherwise said.

After everyone has chosen team, everyone draws a random agent. Use the agent power for an even more extreme battle!

Agent cards

These cards can only be used in the advanced rules. There are three agents from each side. Don't reveal what agent you have until you use it. Each agent has a different timing for use, so please refer to the card.

Magic Society Fumblers

* Mysterious rite

Draw an unused base card to your hand. Reveal it in the attack phase to move Helltoken to that space.

It can be used at any player's turn, as long as it's in the attack phase. In your own turn, use it before you draw an action card; in another player's turn, use it instead of a remote control card (you cannot also use a remote control card if you use this).

* Expert

Cancel 1 attack from Helltoken.

This can be used after the attack die has been rolled, but before the damage has been declared.

It cancels the attack, and completely nullifies it.

* Mysterious pretty girl

Robot damage adjustment +3

The worlds most powerful girl, giving Helltoken a one-time +3 damage adjust. You can play it at any time during anyone's turn. However, it must be used before the die is rolled.

Revolutionary army Sunsitters

* Time traveller

Look at the top 3 cards of the action deck, and return them in any order.

This can be used on your turn, until you have moved Helltoken.

* Hacker

You may do a password entry twice in a turn

This can be used after your first try. Do mark that the tries are still used up.

* Special agent

During movement, you can also use the remote control. This card can be used twice.

This card can be used on your or other's turns, after the non-turn players have used their remote controls. The remote control cards are still flipped face down. Please note you can't use face down remote control cards. Discard the card after the second use.

Gafnoric traders

* Esper

Choose any outcome of the die (1–6) at any time you roll the die.

This card can be used at any time, but before the die in question is rolled.

* Portable satellite cannon

Choose any space and deal 1 damage there. Can only be used while you have 10 or more endurance.

This can be used at any time during your turn.

* CEO

Flip all remove control cards of one opponent face down. Then, remove one of them from the game.

This can be used at any time during your turn.

Beginner's guide

Scientist: It's me! The Mad scientist! My name's Mad. Sci. Entist! I'll teach you how to controll my little toy Helltoken!

(gulp)

Scientist: First, you BURN the bases. BUUUUURN!

Explanation: If you don't know what to do, start with attacking your enemy's bases. Doing damage will stress him, and will be of help later in the game when Helltoken unexpectedly runs amok. However, take care so you don't completely reveal where his bases are!

(I get it. Next time!)

Scientist: Then you just SQUEEZE the remote, like this!

Explanation: Even if you don't have a plan, it's good to move Helltoken around, because that messes stuff up for your opponent. Moving erratically will probably help you. Just don't use up all your remote control cards, because you need them when you need them.

(Sounds good! I'll try it out)

Scientist: And then you WRITE everything down!

Explanation: Information is the best resource you have. Taking careful notes is the key to victory. In the beginning, it's important to note as much as you can down. Use every square inch of the board!

(I'm… not good at writing)

(Then i'll show you how to do it)

Scientist: In the end, you just BAM the passwords!

Explanation: You can enter the passwords twice. You'd like to be 100% sure of course, but that's not that easy. Sometimes, it's good to make a qualified guess, even if you're not sure!

(Ah, I get it)

Scientist: The important part is to be BOLD!

Explanation: Helltoken is a game that you'll learn as you play. You'll get better the more you play, so don't hesitate too much. Invite new players and smash them to pieces!

Scientist: And now a NOTE lesson to beginners!

1: First, write down the location of your opponent's bases, by typing a cross there.

(Example: The enemy's bases are at 1, 18, 4, 14, in that order. Write it down, and put an x where they are.

2: Then black out the squares where no one is!

(Example: The enemy attacked 2, 3, 12, but no one suffered damage. Nothing is there. Just black them out.)

Scientist: When you get used to it, you'll get better at noting stuff down!

(Hah! Now I'll WIN!)