



I'm going
Straight to ...



Designed by  **ed walker**

Copyright 2023 Ed Walker, All Rights Reserved.

Contents

Parts.....	3
Object of the Game.....	3
The Board.....	3
Destiny Card.....	3
Game Play.....	3
Setup.....	3
Power.....	3
When is Power used.....	4
Bidding.....	4
Soul Cards.....	4
Combat Power.....	4
Sequence of play (a round).....	6
Individual Turn.....	6
Expend Souls.....	6
Attack a Player.....	6
Group Turn.....	7
Battle for a soul.....	7
Reset Power.....	7
Winning the Game.....	7
Consider Leaving a Tip.....	7
Printing the Game Pieces.....	8
Destiny Card.....	9
Soul Cards.....	10
Soul Cards.....	11
Playing surface.....	12

Parts

- 1 game board
- 1 pawn or other token to represent each player on the board.
- 10 Power tokens per player
- 20 Combat Power tokens (for a six player game add 3 for each additional player)
- 2 six-sided dice per player
- 100 Soul Cards

Use the last few pages of this rule book to print out your cards and playing surface.

Object of the Game

Up to six players are souls in limbo trying to reach their chosen destiny as either an Angel or Devil. More than six can play by adding additional pieces.

Through combat and proper management of resources the player moves closer to their destiny. The first one to reach their proper destination wins the game.

The Board

The board consists of two paths of 15 spaces each. There is a space labeled LIMBO at the center of the board where all pawns begin play. At each end of the paths are the two destinations: HEAVEN or HELL. These destinations count as the 16th spaces on the path.

Destiny Card

The Destiny Card is a two sided card that displays the player's destiny: Heaven or Hell. The side that is displayed indicates the destination that your pawn must reach to win the game. The Destiny Card can be flipped by certain circumstances during play that would necessitate the player altering their destiny and reversing course

Game Play

Setup

- Place board within reach of all players.
- Players place their pawns in Limbo.
- Each player collects 10 Power tokens. This forms the player's active Power pile.
- Combat Power tokens are placed in a draw pile within reach of all players.
- Each player places a Destiny Card with the desired destiny showing in front of them.
- Soul cards are shuffled and placed face down as a draw pile within reach of all players.
- Dice are placed within reach of all players. Each player requires two six sided dice.

Power

Each player starts with 10 Power tokens. Power tokens may be represented by any small item such as a glass bead, coin, etc.

Active Power tokens are placed next to the Destiny Card in front of the player.

When Power is utilized during a turn, the token is moved from the active pile to the side forming an inactive pile. It will remain there until the Group Turn ends. When the Group Turn ends, all inactive power refreshes to the active pile.

When is Power used

1. Power is expended during pre-turn bidding to gain Combat Power and initiative.
2. Power is used during each player's Individual Turn to attack or defend.
3. Power is expended during the Group Turn to battle for a soul.
4. Power is won or lost through combat.

If a player loses all Power tokens AND Combat Power tokens, that player is out of the game.

If a player loses all Power tokens but HAS Combat Power tokens, the player is returned to Limbo and may continue play but may not bid or use Power for combat, only relying on the dice role. The player may regain Power through combat victories.

Bidding

At the beginning of a new round of play, all players bid Power in an attempt to gain a Combat Power token AND determine initiative. Players without Power may not bid.

When bidding, all players announce simultaneously how many Power tokens will be expended.

A second round is allowed to give players a chance to outbid the high bidder.

Players may not bid more Power than they possess.

The chance to add to the bid is only allowed ONCE.

The highest bidder in the second round will take one Combat Power token from the draw pile and place it in front of them. This token enhances their combat ability going forward. This player is considered to have the initiative for the turn.

If the second round results in a tie, all tied players gain a Combat Power token but the initial player from the LAST turn retains the first action in the new turn. If this is the first turn of the game, the oldest player will have the initiative.

The player with the initiative will have the first move in the Individual Turn. Play continues clockwise around the table from that player. This bidding and initiative process occurs before EVERY turn.

Power that is spent in the bidding is moved to the player's inactive pile and may not be used during the individual or group turns.

Soul Cards

Souls are the coin of the afterlife. Players battle to control souls. Some souls are Good, others Evil and equate to the player's target destiny. Good souls will fuel the player's path to Heaven while Evil souls will propel the player toward Hell.

Souls are gained through battle during the Group Turn.

If the Soul draw pile is exhausted, the discard pile is shuffled and placed face down to form a new pile.

Combat Power

Combat Power tokens may be represented by any small item such as a glass bead, coin, etc. They should be easily differentiated from Power tokens.

Combat Power is gained during the bidding phase at the start of the round. Once gained, Combat Power remains active for the player unless it is captured through combat. If the draw pile is exhausted, no more Combat Power may be added to the game, Combat Power may only be gained through combat at that point.

Sequence of play (a round)

1. Pre-turn bidding.
 - Bid to gain Combat Power
 - Highest bid has initiative for Individual Turn.
2. Individual Turn (all players must perform their individual turn before the Group Turn can begin):
 - Expend souls to move toward destiny.
 - Attack 1 player if desired.
3. Group Turn (after **all** Individual Turns are completed):
 - Battle for a soul.
4. Reset all Power tokens that have been expended to active status.

Individual Turn

Individual Turns are performed in the order determined by the bidding at the start of the round. The player with initiative will perform the allowed actions if desired. Once that player has completed their actions, the next player will begin their Individual Turn and so on until all players have performed their Individual Turn.

Expend Souls

Expend 2 souls of a similar type (Good for Heaven, Evil for Hell) matching the Destiny card to move 1 space toward that destiny. Expended souls are placed in the discard pile.

To enter the final space of Heaven or Hell the player must expend 4 souls of the matching type.

Souls of the opposite destiny remain displayed unless somehow removed. If the total opposite souls displayed before a player reaches 4, that player's pawn is moved 1 space back toward Limbo. The 4 opposite souls are then discarded.

Attack a Player

1. Choose 1 opposing player to attack and declare the target. Players may choose to not attack another player.
2. The attacker and target then declare, simultaneously, how much Power will be spent in attack or defense. Once declared, the amount of Power to be dedicated may not be changed by either opponent.
3. Attacker and defender each roll two six-sided dice (2d6)
4. The total declared Power (P) is added to this total.
5. Other players not involved in the combat may declare to lend up to 1 Power (P1) to an opponent of their choosing. That Power token is moved to their expended pile. All loaned Power is then added to the combatant's total.
6. The total number of Combat Power (CP) tokens displayed by each player is added to their total.
7. The final total is the Combat Value (CV). $(2d6 + P + P1 + CP = CV)$
8. Combat values are compared; the highest value wins. Players who lend Power are not affected by any outcome of the battle.
9. **If the attacker wins** – the defender must give one active Power token (inactive if there are no active) AND one Combat Power token to the victor who adds it to their supply. The loser is also moved 1 space back toward Limbo. The loser never moves beyond Limbo toward the opposite destination.
10. **If the defender wins** – the attack fails. The attacker must give one active Power token (inactive if there are no active) to the defender who adds it to their active supply. Combat Power tokens do not change ownership in the situation. There are no changes in position for either combatant in this case.

11. **Ties** – No Power nor Combat Power tokens are exchanged. There are no changes in position for either combatant.
12. All Power invested in combat remains inactive for the Group Turn.
13. If combat forces the loser back into Limbo, the victor may also demand that the loser's Destiny Card be flipped.

Group Turn

Once Individual Turns have been completed by **all** players the Group Turn begins.

Battle for a soul

1. A battle for a soul will be for the topmost card in the soul draw pile which will remain face down until the battle is decided. The battle is mandatory and all players must participate.
2. All players roll 2 six-sided dice (2d6).
3. All remaining active Power (P) is automatically invested in this battle. The Power invested is added to the total of each player's two dice.
4. If a player has Combat Power (CP) tokens, the total number of tokens are added to this total.
5. The total equals each player's Combat Value (CV).
6. All combat values are compared; the highest value wins. ($2d6 + P + CP = CV$)
7. If the highest value is a tie – the battle is a draw and the Group Turn ends without revealing the soul card.
8. In the event of a victory, the soul card is revealed and placed before the victor of combat. Regardless of the type of soul, Good or Evil, the player now owns the soul and it is displayed before them.

Reset Power

After the Group Turn, all inactive Power tokens are returned to the player's active pile to begin a new round.

Winning the Game

If the player's destiny card displays HELL, that player has to enter the Hell space of the track. If the player's destiny card displays HEAVEN, that player must enter the Heaven space of the track. Entering the final space requires 4 souls of the matching type.

The first player to reach their displayed destiny will be the winner.

Consider Leaving a Tip

Did you enjoy this game? Consider leaving me a tip. I would love to eventually mass produce this as a high quality product and every dollar helps. This is totally voluntary as you may use this print-your-own game for free. Just click the button below or cut and paste this text into your browser:

<https://www.paypal.me/EdWhitey>

TIP JAR

Printing the Game Pieces

Provided

- 1 Heaven/Hell track
- 6 Destiny cards
- 100 Soul cards

First off, you should, buy some good quality paper. Use this to print out the cards. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of cards.

Use spray adhesive to mount the components onto thick card stock. This will make the parts easier to pick up and use, which generally creates a better over all experience.

The board can be mounted on foam core board, or heavy stock paper or even chipboard.

If you like, you may laminate these cards, or buy protective cards sleeves for them.

Destiny Card

Print 3 times. Cut along outside lines and fold at solid center line to make two sided cards.



Soul Cards

Print page 10 times – for a total of 50 cards



Soul Cards

Print page 10 times – for a total of 50 cards



Playing surface

Print out the next two pages one time each and mate them together into a single path joined at LIMBO.
This forms the playing surface..



