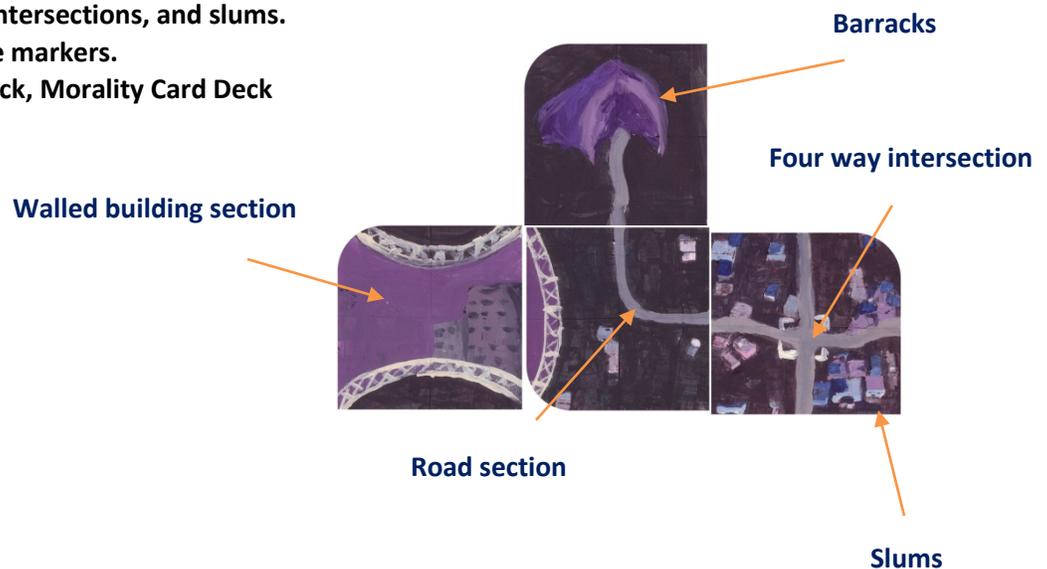


Hope's End Rules

Welcome to Hope's End, a 2-4 player game where your moral choices matter. Below you are the wonderful rules for the game you are about to embark on. Each section will explain in detail what the nuances of the game. However, if you are impatient, and wish to simply play the game, simply go to the bottom of the document and begin at Quick Setup, and move to Quick Play. These instructions will carry you along, pointing you to the appropriate sections in the Rules as you need them. Enjoy!

Equipment List

- 144 tiles, displaying walled building sections, barracks tiles, road sections, intersections, and slums.
- Four bags of tile markers.
- History Card Deck, Morality Card Deck



Goals

There are two goals in Hope's End. The first is to have the most points at the end of the game. Points are gained by placing tiles. The more tiles you have placed the more points you stand to score. This is called the **player goal**.

The second goal is to avoid having a combined total of **40 Ruined Tiles** through the course of the game. If at any point there are more than **40 Ruined Tiles**, every player loses the game. Think carefully when ruining a given tile.

Finish condition: The game is officially finished when **ALL** tiles are placed. At this point, you may begin tallying up the score on a piece of paper. (similar to Scrabble, in this regard.)

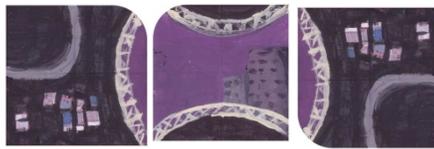
Scoring the Game

Each individual tile is worth **1** point to a player. A tile must not be **Ruined** for it to count towards a player's overall score.

Completed features are worth **+3** points per tile, within the feature.

A completed feature is defined as such:

A completed building: A building is considered completed when every inner-piece is surrounded by a wall, and no gaps are present. It must be one, consistent building. The example below would net the player, at the end of the game, **9** total points. **+3** for each tile.



One example of a completed building.

A completed road: the road is considered completed when both sides of the road end at a T or + intersection, when the road forms a circle, or a building dead end.

Here's a simple example of a completed road (player would score **9** total points for this feature):



A completed road.

This completed road consists of 3 tiles. One three-way intersection, one four-way intersection, and the tile connecting the two of them. The intersections, as mentioned before, act as ends to the overall completed road.

A completed barracks: The barracks is a unique looking tile; it appears to be a single, standalone structure. This tile, in order to be considered completed, must be surrounded on **every** side, including on the diagonal. This means a total of **8** tiles surrounding it. This also means that if you complete a barracks, you stand to gain **27** points. Shown below is an example of a "completed" Barracks, consisting of a total 9 tiles, including the Barracks tile itself:



Yup, you guessed it: a completed barracks!

Placing a Tile

Throughout the game, you will be placing tiles to build a huge, cohesive city.

Every player, regardless of Morality cards or History cards, will always be able to place **1** tile in a given turn, at minimum. Most of the time, however, they will be placing more than **1** tile.

How History cards and Morality cards affect tile placement in more depth is explained in each of those individual sections. Reference **History Cards** and **Morality Cards** for more information.

Morality Cards

Morality cards are both simple and complex. They exist to give you a moral conundrum you must wrestle with. Choose wisely, for these decisions effect the course of your game.

If you ever run out of Morality cards, simply shuffle the Morality discard pile, and place it face down on the table.

Each card has a question, and three possible answers. Choose the answer you most identify with (or don't, you know, your choice), and place your marker on that answer. **You may not change your decision, unless you discard an existing Morality card, and replace it with a new one.** At the beginning of your turn, after you draw a tile, you **must** draw a new Morality card, and replace it with an existing card. You may only have **3** Morality cards in front of you at a time, so one absolutely has to be replaced. The new Morality card and decision you made does not come into effect until the next History card is drawn.

Each Morality card is also of a certain **type**.

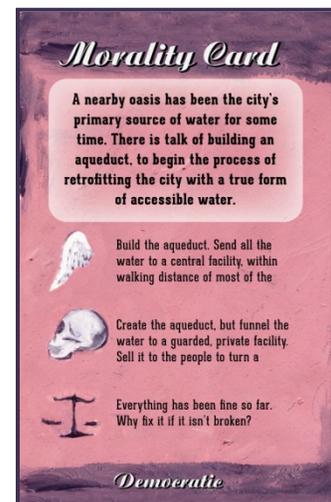
The three types are:

Anarchist

Democratic

Dictator

These types are explicitly referenced by the History cards. The consequences of choosing one of a specific type, or diversifying in your types of cards, will become apparent as you play the game. It's worthwhile to mention that it **is** important to make note of the type of card you're using.



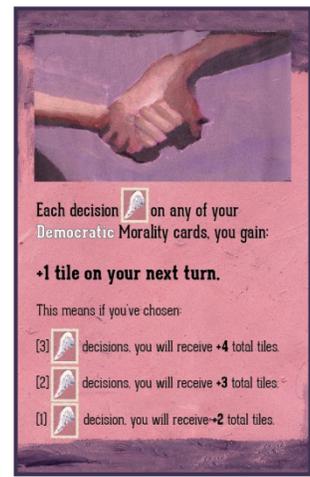
This is a Morality Card.

History Cards

Welcome to the section about History cards. History cards are what drive changes throughout the game (in combination with Morality cards). History cards are drawn once every player has had a turn. The process repeats when a new round begins (as defined by the person who went first, going again).

Each History card will either reward a given player, or set of players, or penalize them. The consequences of the card are displayed directly on the card itself, in unambiguous terms.

There are two types of History cards: History cards that affect every single player, and History cards that only affect distinct types of Morality cards. This is an important distinction to make. On the right, we see an example of a History card that refers to a specific type of Morality card, namely, a Democratic Morality card.



This is a History card!

If you ever run out of History cards, simply shuffle the History discard pile, and place it face down on the table.

If you got here by needing to know about **Ruination**, or **Ruining a Tile** as it's often known, refer below.

Ruining a Tile

You've drawn a History card and it's telling you to **Ruin** a certain number of tiles. Huh? What's that mean? Well, let me explain it to you. **Ruining** a Tile is simply taking a given tile, and flipping it over so the darker, more rubble-ish part is flipped upwards, in the same spot. As soon as the History card is flipped, if it is necessary to ruin a number of tiles, this **must** be the first thing the player's do before proceeding. Starting with the player on the **left** of the first player having tiles **ruined**, each player, other than the one actively having their tiles **ruined**, **ruins** one tile of their choice. This cycle continues until all appropriate tiles have been ruined. Many times, multiple players will have their specific tiles ruined.



An example of a Ruined tile.

A few VERY important side notes:

- **Completed features are exempt from ruin.** The only way a tile within a completed feature can be ruined is if, on the same tile piece, there is an incomplete feature, such as a road. This is a **very** important rule to note.
- The sides of a **Ruined** Tile function exactly the same as slums. You may place a tile that has a side with slums on it, adjacent to a **Ruined** Tile. This is the only pairing you can do next to a **Ruined** Tile.

Quick Setup

1. Shuffle the Morality card deck. Shuffle the History card deck. Set them to the side.
2. Have each player draw 3 Morality cards from the Morality card deck.
3. Place them face up, in front of the player, and place a marker on the decisions you agree with, as outlined by the cards. **One decision per card.**
4. Find the starting tile in the stack of tiles. (It will say Starting Tile on it.)
5. Place it in the center of the table, face up.
6. Separate the stack of tiles into four, even, smaller stacks. Place them accessibly.
7. Move onto the Quick Play rules.

Quick Play

1. Now that the game is setup, you're ready to play.
2. The player who bribes the designers of the game with the most money goes first.
3. No, seriously. We're waiting.
4. Still here?
5. OK, fine. The first player to say "I go first!" goes first. Congratulations.
6. Starting with this player, each player, in turn, will draw one tile from any of the four stacks. The turns move clockwise, from the starting player.
7. The player then draws a card from the Morality Card stack. Once they've drawn this card, they must read it aloud, and make their decision by placing the marker of their appropriate color on one of the three choices as shown on the card. Now that this is done, move onto placing the actual tile.
8. There are possibilities of four distinct features. A road, a section of a building, slums, and a Barracks tile. These were referenced in the Goal section of this document.
 - a. The starting player will now take his/her tile and place it adjacent to the starting tile, features matching up appropriately. A tile does not have to be placed so that **every** feature is meeting something; but one feature (road, building, slums) must meet the same feature on an adjacent tile appropriately. The criteria are:
 1. Roads must meet roads.
 2. Buildings must meet buildings.
 3. Slums must meet slums. For more reference on this, look under **Scoring the Game.**
 - b. This will often result in large, meandering buildings that have no insides. Never fear, there are tiles that are able to be placed within the inner-walls of a building, so making a mega-building is entirely possible.
 - c. The player will now place one of their given markers on the tile.
9. The next player proceeds with their turn by drawing a tile, a new Morality card (and the associated decisions), and then placing their appropriate tile and marker.
10. Once every player has placed a tile, it's time to draw **THE HISTORY CARD.**

- 11.** One History card is drawn, and placed so that everybody can see it. Follow the instructions on the History card.
- 12.** Now, with the History card still on the table and available to be seen, a new turn begins.
- 13.** When it's time to draw the next History card, discard the current one, and draw a new one, face up.
- 14.** Repeat the turns until all tiles are placed. Congratulations, you know how to play the game!

Thanks for playing Hope's End...

The creators of this game want to thank you for taking the time to enjoy and play Hope's End. We hope that you enjoy playing it as much as we enjoyed creating it.

If any confusion remains after reading these Quick Play rules, simply refer to the overall, more comprehensive sections above. All answers will eventually be revealed.

Now get out there and make the tough decisions. Your city depends on it.