

HELL SLOT MACHINE



2-4 Players



20-30 Minutes



Ages 10+



STORY

Every sinner has one last chance.

Deep beneath Hell lies the Hell Slot Machine, a cursed casino where lost souls gamble for redemption.

Every Spin could earn eternal glory... or condemn you forever.

Place Soul Fragments on winning Combos and convert them into Victory Points before luck runs out and become the only sinner worthy of entering Heaven.



COMPONENTS

- 72 Hell Cards
- 40 Soul Fragments (10 per player)
- Rulebook
- Hell Slot Machine Board
- 1 Victory Point marker per player.



OBJECTIVE

Score the required Victory Points.

Required Victory Points

- 2 Players: 15
- 3 Players: 12
- 4 Players: 10



SETUP

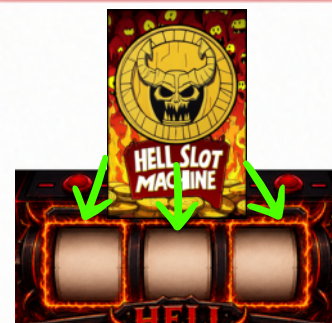
Shuffle the Hell Card deck.

Reveal 3 cards to form the bottom row of the Hell Slot Machine.

Each player:

- Takes 10 Soul Fragments.
- Draws 5 cards.

Choose a starting player and Play proceeds clockwise.





THE HELL SLOT MACHINE

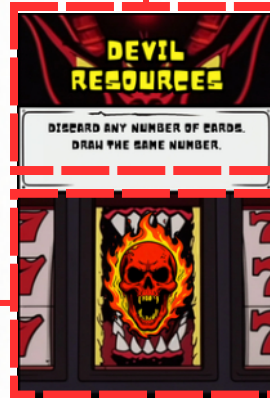
The Hell Slot Machine is a shared 3 × 4 grid where players play cards into empty spaces.

Each Hell Card contains:

- Card Effect (upper area)
- Slot Symbol (lower area)

Deck & Hand Rules

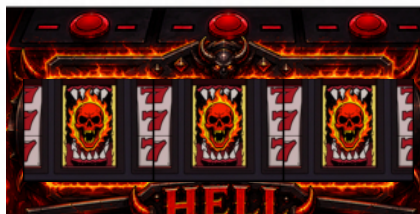
- Whenever you need to draw a Hell Card and the Hell Card deck is empty, shuffle the discard pile to form a new deck, then continue drawing.
- Maximum hand size is 5 cards. If you exceed it, choose and discard until you have 5.



BOTTOM ROW

The bottom row consists of 3 revealed cards.

They may form Combos and receive Soul Fragments. The bottom row remains fixed and is only replaced by a card effect or when the Hell Slot Machine completes a full cycle.



SLOT SYMBOLS



Builder Sinner Card

Manipulate the Hell Slot Machine to create Combos.



Infernal Sinner Card

Sabotage the Hell Slot. Some Infernal Cards have Sacrifice effects.
Sacrifice: Discard 1 card from your hand. Otherwise, ignore this effect.



Multiplier Sinner Card

Manipulate the Hell Slot Machine to Score or protect additional Soul Fragments.



Lost soul card

Lost Souls never form Combos. If there are no other Lost Soul symbols in its row or column, place 1 of your Soul Fragments on this card.

TURN STRUCTURE

1 FIRST TURN

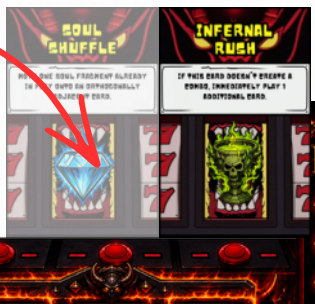
Each player starts with 5 cards. Skip the Draw step on the first turn.

2 START OF TURN

Draw 1 card.

3 CHOOSE ONE ACTION

- **SPIN:** Play 1 card into any empty space and resolve its effect. If it creates one or more Combos, resolve them immediately (free spin)
- **INSERT COIN:** Draw 2 cards.



4 END TURN

The next player begins their turn.

FREE SPINS

If a played card creates one or more Combos, gain exactly 1 mandatory Free Spin.

Immediately play another card. If it creates a Combo, repeat this process until no new Combos are created, you have no cards remaining, or the Hell Slot Machine becomes full.



CREATING COMBOS

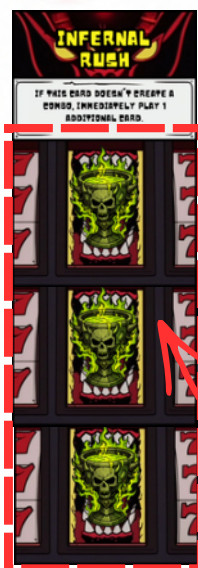
A Combo consists of exactly 3 matching Slot Symbols in a continuous horizontal or vertical line, including the card that created it. If multiple Combos are created, resolve each separately in the order of your choice. A card may be part of multiple Combos.

If more than 3 matching Slot Symbols are in the same line, the Combo uses the played card and the 2 closest matching Slot Symbols.



CLAIMING COMBOS

When you claim a Combo, choose 1 card in that Combo and place 1 of your Soul Fragments on it. A card may contain only 1 Soul Fragment, but may still be used to form future Combos. If every card in the Combo already contains a Soul Fragment, do not place a Soul Fragment. The Combo is still resolved normally.





REMOVING CARDS

Whenever a card leaves the Slot Machine for any reason, return all Soul Fragments on that card to their owners. Returned Soul Fragments are not scored.

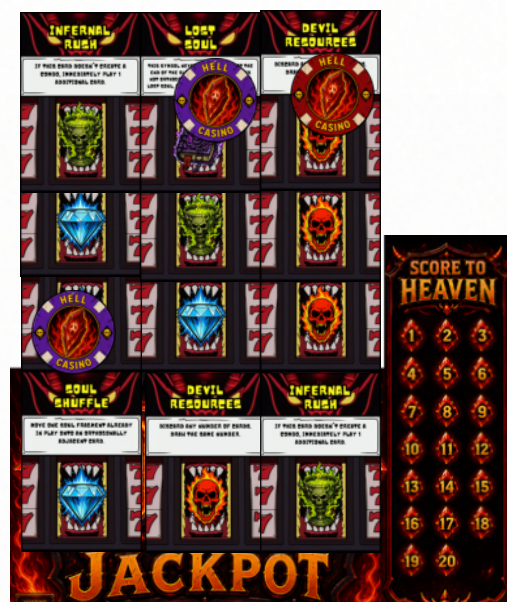


SLOT MACHINE CYCLE

If the Hell Slot Machine becomes full while resolving a turn, first finish resolving the played card, including its effect and any Combos it created. Then immediately complete the Slot Machine Cycle. Any pending Free Spins are lost. Resolve the following steps:

1. For each Soul Fragment you own on the Hell Slot Machine, advance your Victory Point marker 1 space.
2. Return all Soul Fragments to their owners.
3. Discard every card in the Slot Machine, including the three revealed bottom-row cards.
4. Reveal 3 new cards into the bottom row.

In this example, after the Hell Slot Machine is completed, score all Soul Fragments. The Purple player scores 2 Victory Points, and the Red player scores 1 Victory Point.



After the bottom row is renewed, if all 3 revealed cards show the same Slot Symbol, the player who placed the final card to complete the Hell Slot Machine scores 3 Victory Points. Then check for victory.



WINNING

Victory is checked at the end of each Slot Machine cycle. If one or more players have reached the required Victory Points, the player with the most Victory Points wins. If there is a tie, continue playing until the end of the next Slot Machine cycle.

