

GAME MANUAL

DISCOVER THE CARDS

In **Living Hell**, we will find 5 types of cards differentiated by their color:

STANDARD AND ELITE CREATURES

These cards belong to the "creature" type, which will be our main way to win. These creatures will have attack and defense values, and in the case of Elite creatures, they will also have special effects that make them much more dangerous!

SPELLS

These cards will be used on our own turn and will have an effect, either **instant** or **permanent**, that will give us a great game advantage. Permanent spell cards can be removed by disenchant spells or if the enchanted creature dies.

BOOST

These cards will grant us valuable extra power, so we can only have one of these cards in play at a time. Unlike permanent spells, these cards cannot be targeted by abilities or disenchant effects. The only way to get rid of one of them, and the effect it grants, is to destroy it through combat damage, reducing its **life points**, which we will see in the bottom right corner, to 0. We can replace a Boost card with another, but not in the same turn in which the first one was put into play.

WEAPONS

These cards count as equipment that we can add to our creatures on our own turn to grant them certain **stat improvements**. A creature can only have one weapon equipped, and it cannot be changed. The weapon will leave its respective zone once the creature dies or an effect destroys it.

This symbol will mark creatures that cannot have weapons equipped:



TRAPS

We will use these cards in response to certain actions that our opponent takes on their turn. These must be placed **face down** in their respective zone during our turn, and we will activate them on the opponent's turn by **flipping them over**.

THE BAAL CARD



When the total number of creatures in both players' **Graveyard zones** reaches **10**, the Baal card will be summoned to the table. Then, all cards on the table and in the players' hands will be sent to the graveyard. Each player will shuffle the remaining cards in their deck and draw 5, the rest will be discarded.

With these 5 cards, each player must finish the game!

LEARN TO PLAY

GAME MODES

• **CLAN MODE:** 2 players. 1 vs. 1. Each player will choose a clan (Horde or Kingdom) and their deck will only include cards from that clan (40 cards).

It is recommended to start with this mode until mastering the game.

• **FREE MODE:** 2 players. 1 vs. 1. The decks can be freely constructed, containing cards from different clans. The deck must contain a minimum of 40 cards and a maximum of 60, and must include at least 5 cards of each type: 5 creatures, 5 Elite creatures, 5 spells, 5 weapons, and 5 traps.

GAME RULES

• Each player starts with **20 life points**.

A coin will be flipped to determine who starts.

The starting hand will be **5 cards**. We will draw one card at the beginning of our turns, with **7** being the maximum number of cards we can have at the end of our turn. If we have more, we will have to discard them.

We can summon **1 Creature type card per turn**. Spell or Boost cards that add additional creatures can also be played.

Creatures summoned during the first turn of the game and during the first turn after Baal appears cannot attack in that turn. All creatures will have icons showing their Attack and Defense values. At the beginning of our turn, we can decide whether to put the creatures in attack or defense mode.

In attack position, the cards will be **vertical**, and the creatures will follow their attack value.



In defense position, the cards will be **horizontal**, and the creatures will follow their defense value.

- On their turn, each player will designate which creatures they attack. They can attack any creature unless an effect specifies otherwise.
- If a creature in defense position receives more damage than its defense value, the creature will die, but the player will not take any damage (if a creature takes damage equal to its defense value, it will not die). If the creature is in attack position, the player will take damage equal to the difference between their attack values. If attack values are tied, both creatures die.
- If a player controls no creatures, the opponent's creatures can attack the player directly.
- Players can also take damage from spell or reinforcement card effects.
- No creature can have negative attack or defense values or it will die.
- The winner is the player who reduces their opponent's life to 0 or depletes their opponent's deck. If both players end up with creatures that cannot destroy each other, or reinforcement, spell, trap, or weapon cards that cannot be equipped, the game is considered a draw.

LIVING HELL



LEARN ABOUT THE CLANS

• In **Living Hell**, you will discover and control one of the two main clans of the underworld: **The Kingdom and The Horde**.



In the **KINGDOM CLAN**, you will find the kings of Purgatory, great and powerful demons who base their power on their claws, jaws, and brute strength.

In the **HORDE CLAN**, you will encounter small demons, swarms of insects, zombies, renegade human clans, and cults. They may seem weaker, but they possess weapons, traps, and spells that make them very powerful!



THE PLAYING AREAS

The playing field is divided into 5 distinct areas: the **Creature** area, the **Support** area, the **Boost** area, the **Graveyard** area and the **Discard** area.

- There can be up to **3 creatures** at a time in the **Creature** area.
- There can be up to **3 cards of Weapons, Traps, or Spells** in the **Support** area, and up to **1 Boost card** in the **Boost** area.
- Creatures that are eliminated and spells that are used during the game will go to the **Graveyard** area. The creatures in this zone will count towards the summoning of Baal.
- Cards discarded due to effects or hand discards will go to the **Discard** area.