

Holy Roller

1 to 5 players

Game time - 45 - 90 minutes

Area - 3x3

This game is in an alpha stage. This means the rules, cards, and gameplay can change drastically from its current design at any time.

The horns of judgment have sounded and the end times are upon us. Evil floods the land and the people of earth need help against the constantly rising tide. You must work with your fellow saints to stymie the flood of evil before the seventh seal is broken.

Holy Roller is a cooperative card and dice game where you battle a flood of evil. Each saint has an ability to help them in the fight. You and your fellow saints have a very difficult struggle ahead. Evil comes in many forms and requires specific instruments to defeat. Roll your die, gain powerful artifacts, and work together to defeat evil! You either win together or lose together so talk and strategize with your fellow Saints. Evil is unrelenting and if you and your fellow saints do not work together, it is all but assured that you will be taken by the tide of evil sweeping the land!

Terms & Cards

Some things happen during a player's turn and some things can only happen once per round. A round is once around the table for each player's turn.

There are three different kinds of cards in Holy Roller: Saints, Evil, and Artifacts. Below is a breakdown of their anatomy.

Saints

Saints are the character the player assumes. They are the fighting force against evil.



Beautiful historical painting

Artist's Name

Title of artwork

Player ability

Artifacts

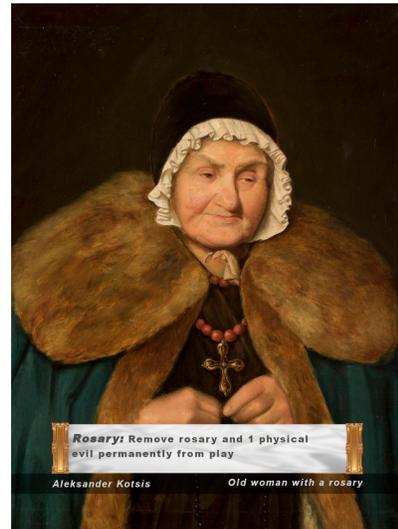
Artifacts are powerful weapons against the machinations of evil. All artifacts are used and then discarded except for dice that allow to you "Gain 1 Die". Keep those next to your Saint card during game play so you know how many die you are allowed to use during your turn.

Beautiful artwork

Name of artifact:
and effect of artifact

Name of artist

Name of painting



Evil

Evil floods the lands and each evil can only be defeated by specific tools.

Evil also comes in 3 types denoted by their banner color:

Physical



Mental



Metaphysical



Type of Evil Name of evil Cost to defeat evil Beautiful artwork

Effect of evil on play (if any)

Benefit of evil leaving play (if any)

All vanquish dice on all evil cards are rerolled

Swap vanquish dice between any number of evil cards in play

James Ward

Ignorance, Envy and Jealousy

Name of artist Name of painting

Seals

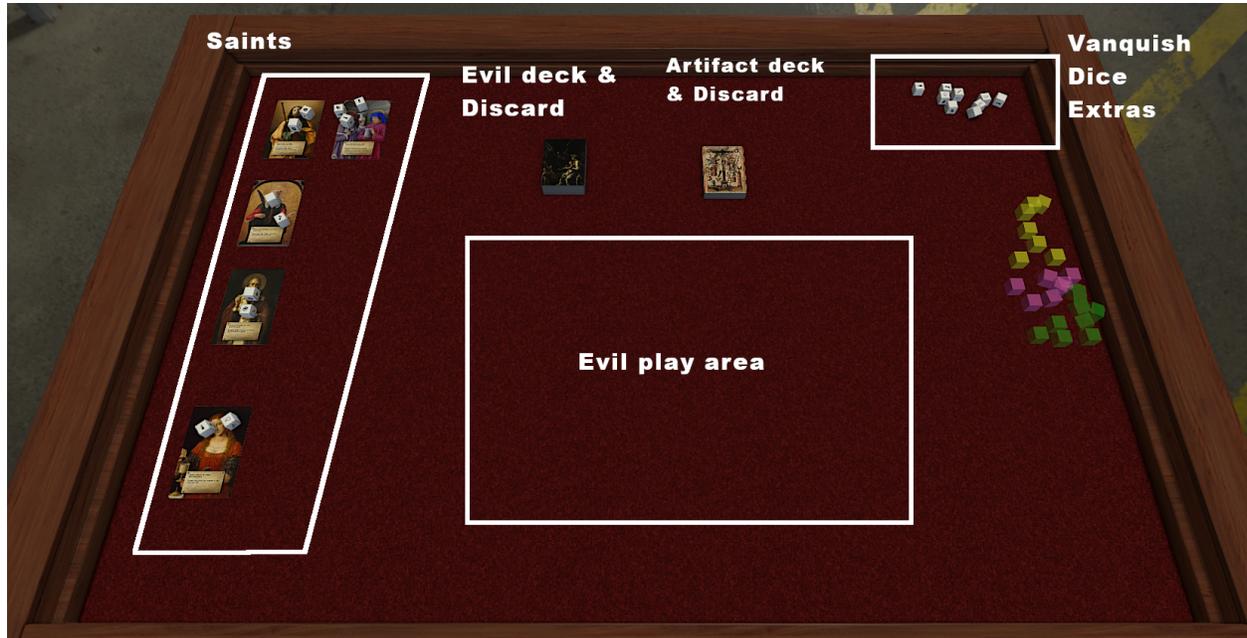
Seals are a special artifact. When a Seal is drawn a wave of evil washes across the land. Reveal and play evil cards equal to the number of players TIMES the number of broken seals. For example, the first seal is turned over and there are 3 players, so 3 evil cards would be immediately revealed, played, and resolved. Later the second seal is turned over, so 6 evil cards would be immediately revealed, played, and resolved.

Advanced Play: Seals are also triggered when the amount of any given evil exceeds 4 in play (example: 4 Atheist cards, or 4 Possession cards are in play at the same time). When that happens, evil has gained a foothold across the land. You must search for a Seal card from the Artifact deck and resolve it as normal. There can be cascading seals broken so beware of the evil arrayed against you!



Table Setup

Each player picks a saint and 2 dice (* Cosmas and Damian get 4 but they can not gain any extra during play). The rest of the saints are put back in the box. Shuffle the Evil and Artifact decks and place them at the top of the play area. Put the extra vanquish dice close by and set the evil type tokens close by also. There will be plenty of evil coming out during game play so make sure to leave at least a couple square feet.



During play you will be able to gain *additional Vanquish Dice. Since all players share the Exhausted Dice Pool, make sure to keep track of how many Vanquish Dice you are allowed in your pool.

**Cosmas and Damian cannot gain additional dice. They also cannot play any "Gain 1 Die" for another player*

Turn Phases

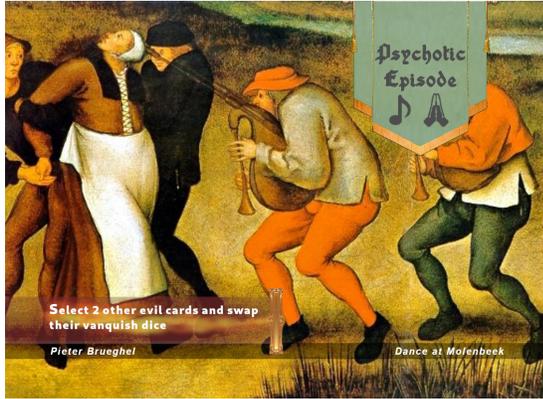
A turn consists of three phases and should be played in this order:

- Summon Evil:
 - Turn over evil cards from the evil deck equal to 1 + the number of Broken Seals in play and resolve effects of evil
 - Any player may play any artifacts they want, resolve any compounding effects immediately
- Deploy Righteousness:
 - Roll up to your Vanquish Pool Limit ****some evil may affect that limit***
 - Place Vanquish dice on chosen evil, if you choose. ****any player may contribute their unspent dice during this time***
 - Any player may play any artifacts they want, resolve any compounding effects immediately
- Resolve:
 - Evil is vanquished. Put evil in the evil's discard pile. Put the vanquish dice used to defeat evil into the shared Exhausted pile.
 - Draw artifacts for any blank dice rolled. Put the blank dice in the shared Exhausted pile ****drawing artifacts is not optional***
 - If a Seal is drawn, evil is summoned at player count ***TIMES*** broken seals in play (including the one just drawn), effects of evil are immediately resolved.
 - Play moves to the next Saint

Defeating Evil

After a player rolls their Vanquish Pool they can allocate some, all, or none of their symbols to defeating evil. Place the dice with the appropriate symbol(s) on the evil. During the Resolve phase, if there is enough Vanquish Dice on a piece of evil to defeat it, then the evil is vanquished. Take the evil card and put it in the discard pile. Take the vanquish dice and put them in the communal Exhausted pile.

Some artifacts allow you to use generic types of attacks instead of dice. You can substitute any symbol on an evil card with a generic type of attack. For example, the Psychotic Episode evil below is a Mental type of evil that requires a song and prayer to defeat. If you play Fasting and you have 4 dice, you gain 4 mental attack. You can then use 2 of those mental attacks to defeat Psychotic Episode. It is best to set the dice to blanks to indicate you are using them as generic types of attacks.



When evil gets summoned, more than 1 of the same kind of evil can come into play. When that happens, stack the evil up together. For instance, if Psychotic Episode is in play and while evil is summoned another Psychotic Episode is turned over, just stack the new Psychotic Episode on top of the existing one.

The effects of the same kind of evil do not compound! For instance, if three Witches are in play, do not add 3 evil to the count that must be summoned. It will still be just one extra evil that is summoned.

Example Rounds

It is the first round and it is time to summon evil. Psychotic Episode is flipped over. Cosmas and Damian then rolled 4 dice: Song, Prayer, Symbol, blank. They then used the Song and Prayer to defeat the evil. During resolution, Psychotic Episode was discarded then the Song, Prayer, and blank were sent to the shared Exhausted pool. 1 artifact was drawn for the one blank dice and added to the player's hand



Next is Saint Lucy's turn. Evil is summoned and it was a Witch. The evil effect of that card is "Add one card to reveal count while in play", which triggers another evil to be turned over. That evil card is Possession that has an evil effect of "Turn over another evil card". So a third evil is turned over, Demonic Influence, which has an evil effect of "Remove 1 die of your choice from another Metaphysical evil card in play". There are no vanquish dice locked on any metaphysical evil in play so that effect is ignored.



Now that all evil has been summoned, it is Saint Lucy's turn to roll her vanquish dice. She gets a Sword and a Garment. She uses her sword and Cosmas and Damian use their Symbol to help defeat the Witch. During the Resolve step, the Vanquish Dice are moved off of the Witch and into the shared Exhausted Pool. The Witch is placed in the evil's discard pile.



It is now Cosmas and Damian's turn again. Evil is summoned and it is Adultery, which is placed in the play area. It doesn't have any evil effects so it is time for the Deploy Righteousness phase. Cosmas and Damian pick ANY of the dice in the shared Exhausted Pool. *It would be good to discuss with your fellow Saints which die make sense to use given the evil you are facing!* Cosmas and Damian roll their 4 die and get a Relic, Potion, and Symbol.



They use the Relic and Symbol to try and defeat the Possession evil. During the Resolve phase, Possession is defeated and the benefit to defeating that evil is that you can defeat another metaphysical evil currently in play. So Cosmas and Damian also defeat Demonic Influence.

However, when resolving the blank die a Seal was broken. Immediately, before Saint Lucy can take her turn, the broken Seal must be resolved. When Seals are broken, evil is summoned at a rate of the number of players TIMES the number of broken Seals. So 2 new evil is summoned and Resolved: Anti-Christ and Gluttony. Neither of those have immediate effects to play, but they do affect ongoing play and must be taken into consideration for how they will affect the Resolve phase.





For instance, Gluttony will move a die from another piece of evil during the Resolve phase as long as that Vanquish value on the die is not one that will help defeat Gluttony. This means Gluttony, if it stays in play for an extended time, can collect many dice on its card and limit how effectively you can defeat evil!

Play continues back and forth with the Saints working together to defeat evil...or get swallowed by the rising tide!

How To Win

After the seventh Seal is broken no more evil can enter the land. All Vanquish dice that are in play are gathered together. Those dice are all converted into generic Vanquish types and can be used to defeat 1 symbol on an evil card. Distribute dice as the players see fit to defeat as much evil as you can. The benefits of vanquishing evil are still in effect so use them wisely!

Also, each artifact that a player still has in their hand can be used to defeat 1 evil card in play. Again, the benefits of vanquishing evil are still in effect!

If the number of evil cards in play is less than the number of players, then you and your Saints have done your jobs of reducing evil across the land and win! However if more evil remains then there is too much evil for you to vanquish and you lose the war against evil.