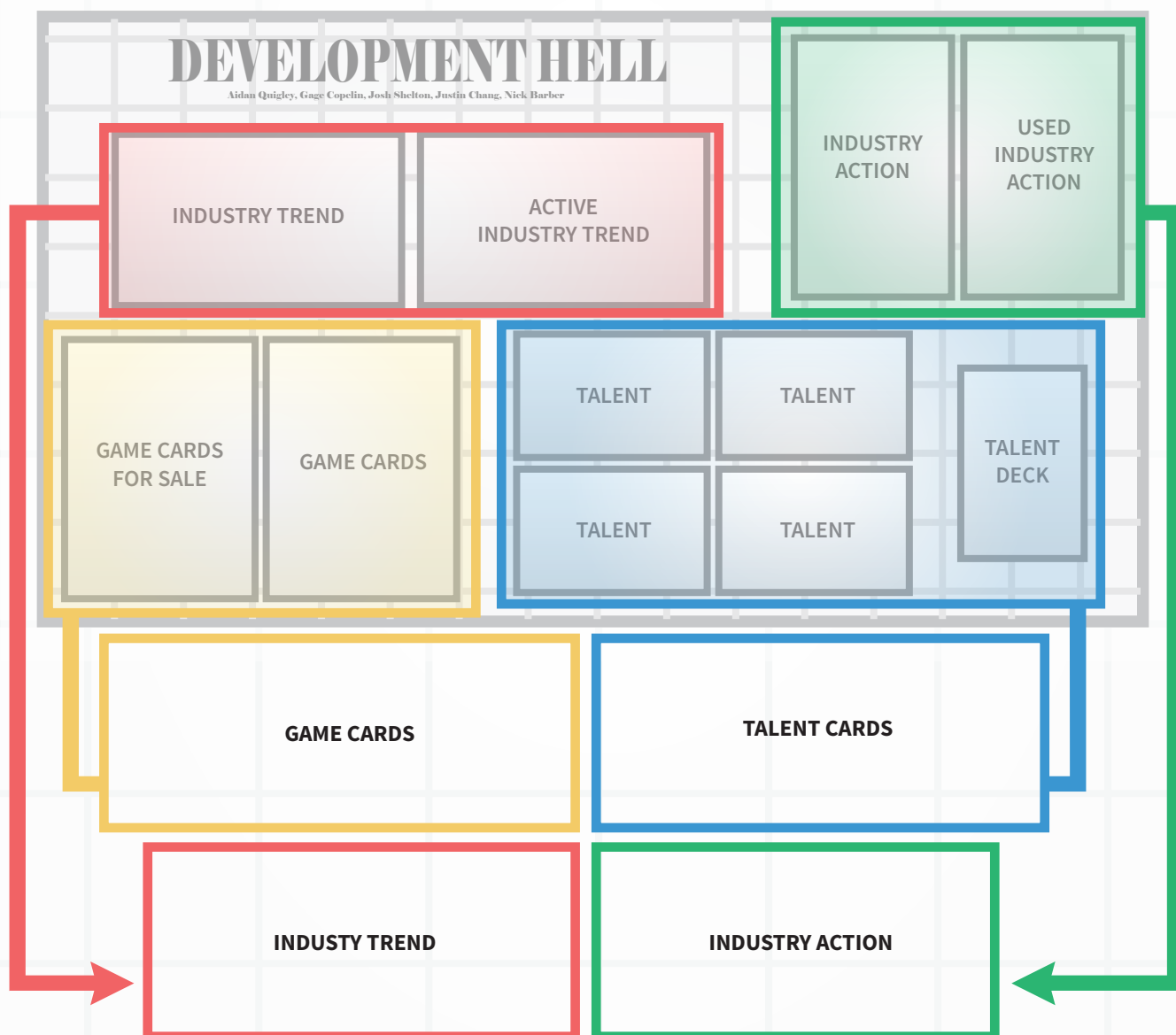




# Introduction




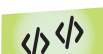
In Development Hell, you play as video game publishers. You each must bid on game ideas and talent to make as many games as possible. Each game requires specific talent, so hire wisely, and always keep an eye on your competitors.

## Game Board



# GAME CARDS

Amount of symbols from **Talent Cards** needed to complete a **Game Card**

-  = 3 Sound Design
-  = 1 Game Design
-  = 1 Art
-  = 2 Programming

## INCOME CHART

1 OR 2	360 K
3 OR 4	400 K
5 OR 6	440 K

Number rolled with die

Amount of **Currency** recieved

## Car Pilot

RACING

Title / Genre

COST

70 K

70 K = FLAT RATE

Amount of **Currency** player must pay for the card if they are the last player to gain a **Game Card** during the **Game Card Bidding Phase**.

GAIN

1 - 2	360 K
3 - 4	400 K
5 - 6	440 K

2 IA

Amount of **Industry Action Cards** you receive for completing a **Game Card**

2 PTS

Amount of **Points** you receive for completing a **Game Card**

## EXAMPLE :

**Talent Cards** needed to complete this **Game Card**

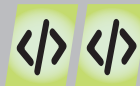
Alexander Pajitnov



Tim Shaver



GARRY



# TALENT CARDS

Name



= Programming



= Game Design

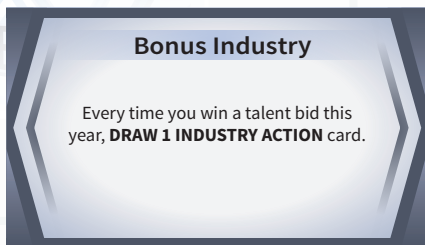


= Art



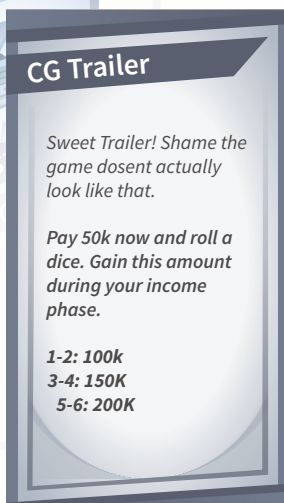
= Sound Design

## INDUSTRY EVENT CARDS



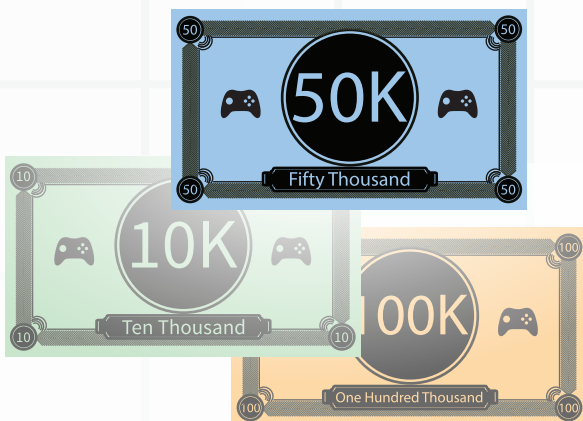
Industry events are flipped at the beginning of each round and are effective during each turn. Once all Industry event cards are flipped, the game ends!

## INDUSTRY ACTION CARDS



Industry Actions are rewarded for successfully completing goals. They can be played at anytime, unless otherwise specified.

## CURRENCY



Currency is bidded for games and talent cards. Players should try to win bids as much as possible, but also try to maintain their money too.



# Playing the Game

## Setup

Place the [Bidding Board](#) in the center of the players. Place the [Talent](#), [Game](#), [Industry Action](#), and [Industry Trend Decks](#) in their corresponding slots on the board.

The top four [Talent](#) cards are flipped and placed into the [Talent Card](#) slots.

## Beginning the Game

Each Player starts with 500K [Currency](#).

In Development Hell, each round consists of 3 phases that make up a “year”.

To begin the game, simply follow the steps in the first phase.

### Yearly Phase 1 – Bidding on Games

At the beginning of a new year, flip the top [Industry Trend](#) card and place it on the [Active Industry Trend](#) slot.

Then flip the top card of the [Game Deck](#) and place it on the [Games for Sale](#) slot.

Players may now bid an amount of currency of their choosing on the [Game](#), each bid raising the price of the game until no other player is willing to bid on the game.

The highest bidder takes that game. The amount bid is paid to the bank.

Repeat this process until only one player has not acquired a game this phase. That player must pay the [Flat Rate](#) for the next [Game](#) in the deck.

**Note:** players cannot bid on a game if they have already acquired a game during this phase, or if they are already holding three incomplete games.

### Yearly Phase 2 – Bidding on Talent

Once all four players have acquired a [Game](#), Yearly Phase 2 begins.

The player who won the first [Game](#) card during this year’s Phase 1 goes first and turns rotate to their left (Clock-Wise).

On a player’s turn, he or she chooses a [Talent](#) card to begin bidding on. All other players may join in on the bid, and similarly to bidding on games, the highest bidder takes the card. Once a player has won the selected [Talent](#) card, it is the next player’s turn.

Repeat this process until each player has taken a turn.

## Yearly Phase 3 – Income Phase

At this phase, if a player has acquired the required **Talent** to complete a **Game**, they may announce that they have completed a **Game** and then follow the following steps:

- Specify the completed **Game** and roll a dice; the dice roll corresponds to the income chart at the bottom of the specified **Game** card. Collect the amount of **Currency** stated by the income chart from the bank.
- The player then draws Industry action cards based on the amount listed on the completed **Game** card.
- The player then flips the **Game** card over to indicate that the **Game** is complete. These completed **Games** will be used for scoring purposes at the end of the game.
- The **Talent** cards used on the completed **Game** are then placed at the bottom of the **Talent** deck, unless otherwise stated.

Once all players have collected their rewards, the year is now over, and phase 1 begins again.

## Selling Unfinished Games

At any time during phases 2 and 3, if a player is short on **Currency**, or feels he or she will not be able to complete a **Game**, he or she may move one of their unfinished **Games** onto the **Bidding Board** onto the **Game Cards for Sale** slot.

If a player chooses to sell one of their **Games**, he or she draws an **Industry Action** card.

Next year when players are bidding on **Games**, the winning bidder gets this **Game** and gives the currency to the player who sold it, rather than placing the money into the bank.

**Note: players can bid on their own games, but if they win the bid for their own game, they must pay the bank the bidded amount.**

## Winning

The game is over after 8 years (the **Industry Trend Deck** should be fully exhausted).

Players tally up the points they won for each of their completed **Games**.

Players are also given an extra point for each 100k they have.

The player with the most points is the winner.