

A Horse Named Hope

by Alexandros Kapidakis

Earth, 1866 AD. The Wild West. You came here in search of a better future, and some well deserved quiet. Unfortunately, it's anything but. In these fledgling societies, you are what stands between civilization and total anarchy. What little gold the towns gather is constantly looted by gangs that go unchecked. Raids and heists are a common occurrence, and duels have become second nature. So you'll have to travel with your trusted horse into the different towns, preventing crime and punishing the outlaws.

A Horse Named Hope is a deck construction and hand management game for 1 or 2 players. You will first build a deck from the available Hero cards and then play through the Story cards in order to reach your objective. It is part of the "Hope" series of games.

Components

- 45 Hero cards

Discard ability



Type

Ability

- 17 Fate cards



- 36 Story cards

Threat



Type

Consequence

Test

Test outcome

- 10 Scenario cards: 2 Sheriffs, 2 Horses, 6 Towns

Skills



Life / Ability



Threat\Consequence

Test

Test outcome

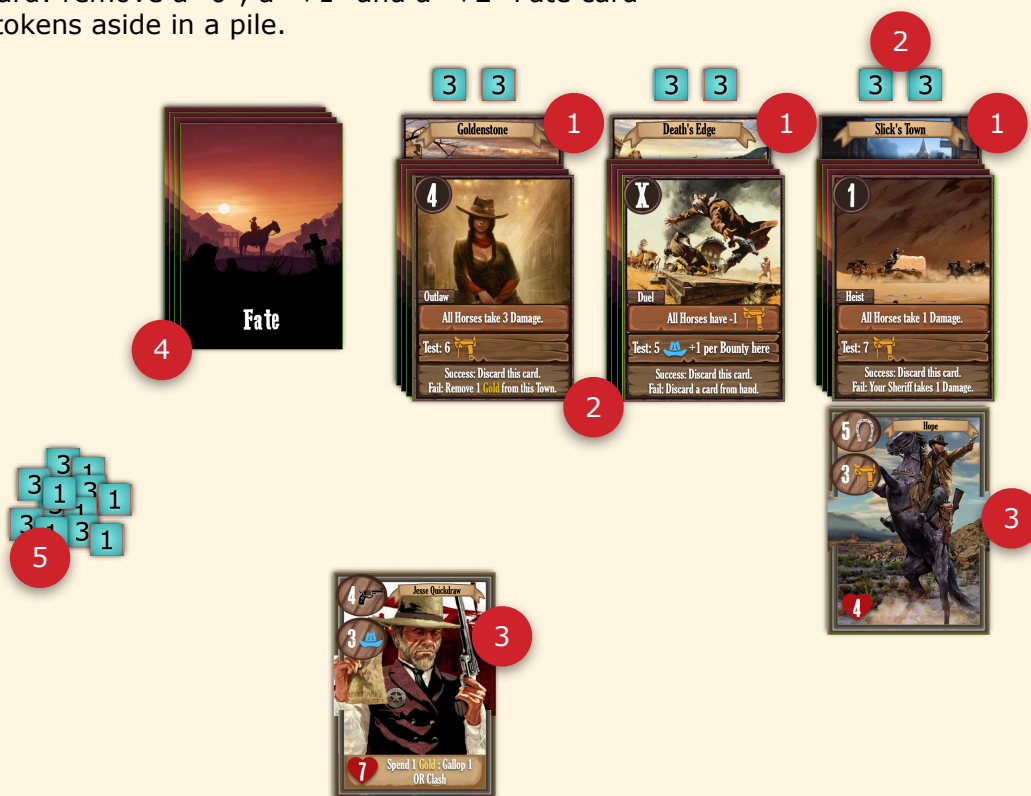
- 30 double-sided tokens

(used for anything that needs tracking)



Setup

1. Place 3 Towns per player in the middle of the table. In a 2 player game, place them in two rows of 3 Towns each.
2. Place in a deck 6 random Story cards on top of each Town and then place **6 Gold**(tokens) above each Town. Reveal the top Story card of each Town.
3. Choose and take one of the Sheriffs and one of the Horses. Place the Sheriff in front of you and the Horse below any Town you want.
4. Choose a difficulty and remove the corresponding Fate cards. Then, shuffle the rest into a deck and set it to the left of the Towns.
 - Easy: remove a "-2" and two "-3" Fate cards
 - Medium: remove a "-3", a "-2" and a "+1" Fate card
 - Hard: remove a "0", a "+1" and a "+2" Fate card
5. Set the tokens aside in a pile.



Player Decks

Solo

Start your deck by adding 1 random Hero card. Then, make a general deck with 28 Hero cards, discarding the others. Draw 4 Hero cards from the general deck and make two piles of 2 cards each, face up. Take and add one pile into your deck and discard the other pile. Continue until all cards from the general deck have been drafted. Your deck should have 15 cards. Shuffle all discarded cards into a deck, and set it aside. It will be called The Reserve

2 players

Make a general deck with all the Hero cards. Discard 1 random Hero card and then add 1 random Hero card to each player's deck. Draw 6 Hero cards from the general deck and make three piles of 2 cards each, face up. Each player takes and adds a pile to their deck. Discard the leftover pile. Players can freely discuss their strategies. Continue until all cards from the general deck have been drafted. Each player's deck should have 15 cards. Shuffle all discarded cards into a deck, and set it aside. It will be called The Reserve.

Most Hero cards have a set icon on their bottom left corner (●, ●). For your first game we recommend skipping this deck construction phase, and simply taking all 15 Hero cards from a set.

Before starting the game: Shuffle your deck and **draw 3 cards**.

Gameplay

The game is played in rounds, and each round has the same structure.

Players take actions in alternate turns, through their Hero cards or Sheriff's ability. You must take an action or pass for the rest of the round.

Possible actions:

- **Gallop:** move your Horse to an adjacent Town, either to the left or to the right. Two Horses can be on the same Town.
- **Clash:** interact with the face up Story card of the Town your Horse is in, or interact directly with the Town, if all of its Story cards have been dealt with. Then, follow the Success/Fail abilities of the card. When you complete a Town, flip its card face down but don't remove the Gold above it.

Important: You can discard a card from your hand to get +1 to a Skill of your choice. You can do this multiple times during a test, and you can also do this when a teammate takes a test, as long as you are in the same Town.

Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your skill value accordingly. Players always win in a tie, and their skill value can never go below 0. If the Fate deck is depleted, shuffle the discard pile into a new deck.


— **Prepare:** Draw a Hero card from your deck. If your deck is depleted, shuffle your discard pile into a new deck. You can have as many Hero cards as you want in your hand.

— **Supply:** Draw 3 Hero cards from the Reserve deck. Choose and place one of them at the top of your deck and the other two at the bottom of the Reserve deck.

— **Equip** (for Gear): Pay the cost and place the Gear next to your Sheriff. From now on you can use its ability. You can have as many Gears as you want next to your Sheriff, and you don't have to pay the Equip cost in order to use their ability.

When all players have passed, add 1 Bounty(token) to each revealed Story card, starting from the leftmost Town first. If the number of Bounties on a Story card is equal (or higher) to its Threat number, resolve its Consequence ability. This check is performed only after all players have passed, and not during their actions. Then, discard the Story card.

Exception: All Duel Story cards have an X as their Threat number, meaning the only way for these Story cards to be discarded is by dealing with them.

 : When you resolve the Consequence ability of this card, **immediately remove all Bounties from it.**

Each player suffers all the Consequences from each Story card (ex. Damage). When removing Gold and there is none left in the Town, remove it from an adjacent Town of your choice.

If your Sheriff or Horse ever takes damage equal to their health, they are removed from the game and you are eliminated.

Then, reveal the top Story card in each Town that hasn't a revealed Story card, if possible.

Draw **back up to 3** Hero cards and ready all exhausted Hero cards. Start a new round.

Game End

To win you simply must complete all the Towns.

You will lose if all players have been eliminated, or if all the **Gold** from all the Towns is gone.

Example of a round

1. It's the start of a new round. Joan is playing solo, and she will now take her actions.

2. First, she will add a Bounty on the Story card of Goldenstone, to Equip this Gear. She really needs to deal with this Raid before the end of the round...

3. Next, she will play this Friend from her hand. She will add a new Hero card to her deck, from its Supply action, and then Gallop to Goldenstone.

4. Because she Galloped, she will trigger the ability of this Gear: she will discard her last Hero card from hand to Clash in the Town she's in.

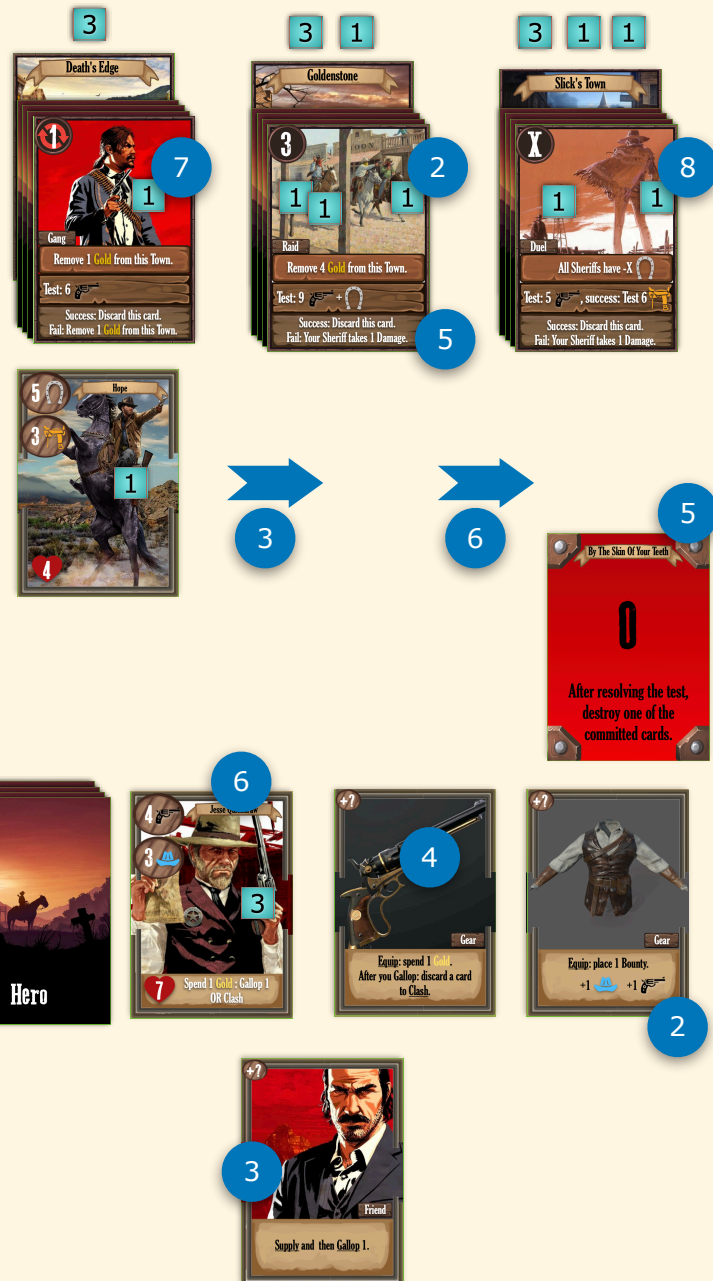
5. Her total in ☞ and ☞ is 9, as she has -1 ☞ from the Duel. She draws this Fate card and succeeds! Fortunately, she didn't commit any Hero cards to the test, and she will now discard the completed Raid.

6. She will spend 1 Gold from a Town, choosing Slick's Town, in order to use the ability of her Sheriff and Gallop 1, to Slick's Town.

7. She is done with her actions, so now she will add a Bounty on each revealed Story card. The Gang must be resolved, removing 1 Gold from Death's Edge. Then, she will remove its Bounty.

8. She will add a Bounty on the Duel in Slick's Town and then reveal a new Story card on Goldenstone.

9. Lastly, she will draw back up to 3 Hero and start a new round.



Glossary

- *By The Skin Of Your Teeth* Fate card: remove from the game one Hero card you discarded to boost your skill for this test, if any.
- +1 ☞ per card in your hand: you don't have to discard any cards to gain the bonus.
- Spend X Gold: Remove X Bounties from the corresponding Towns: For example, if you spend 2 Gold from Goldenstone you will remove 2 Bounties from its Story card.
- Destroy a Friend: remove from the game a Friend Hero card you have in your hand, if able.
- Discard a Gear: Discard a Gear Hero card you have in your hand OR you have played in front of you, if able.
- +1 more per other defeated Gang: keep defeated Gang Story cards aside, for easy reference.