

Finding Hope

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Earth, AD 1952. The Mafia has kidnapped a young reporter who was investigating them. The reporter holds valuable information about the mafia's businesses, and they will do everything they can to silence her. The cops don't want to get involved, so you are her last hope. You will need perfect aim and street smarts to eliminate the different mafia enforces and lieutenants, while your connections will help you find your target. Unfortunately, finding the reporter will not be enough, as you will then need to bring her back alive to uncover the mafia's secrets.

Finding 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



Type →
Cost ←
Ability ←

- 36 Story cards



Test →
Type/Keyword ←
Life/Clues ←
Abilities ←

- 17 Fate cards



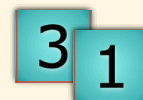
- 10 Scenario cards: 3 Investigators, 3 Bosses, 3 scenario Hero cards, 1 Reporter



(2 Items and 1 Fate card)

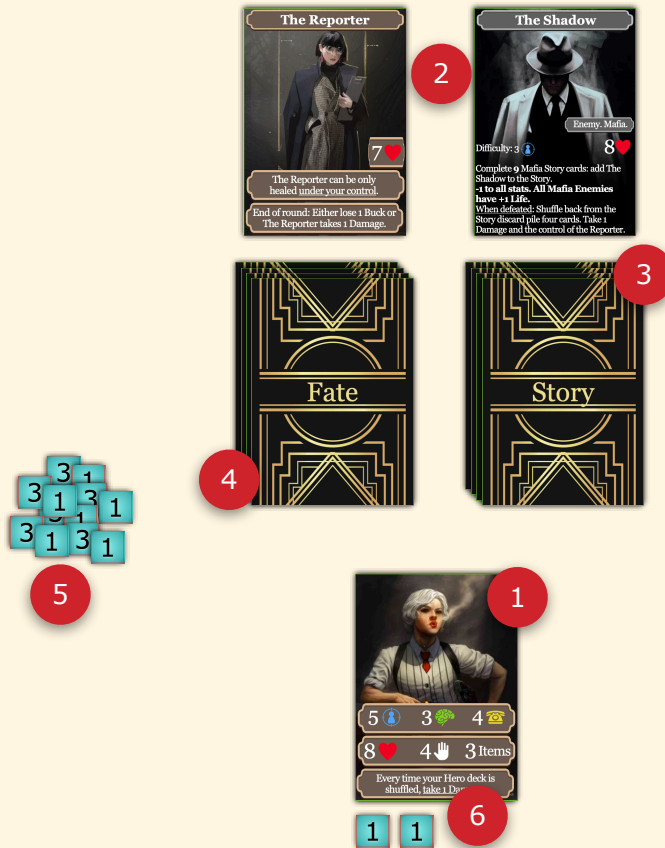
Skills →
Life / Hand size / Items limit →

- 30 double-sided tokens (used for anything that needs tracking)



Setup

1. Choose and take one of the Investigators and one of the scenario Hero cards.
2. Choose a Boss and follow its instructions. Next to it place the Reporter.
3. Shuffle the Story cards into a face down deck and place it below the Boss. If playing solo, remove 12 cards at random.
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 Story deck. If you chose the scenario Fate card, shuffle it as well.
 - Easy: remove a "-4" and two "-3" Fate cards
 - Medium: remove a "-3" and two "-2" Fate cards
 - Hard: remove a "-2" and two "0" Fate cards
5. Set the tokens aside in a pile.
6. Start the game with 2 Bucks (use the generic double-sided tokens).



Player Decks

Solo

Start your deck by adding your chosen scenario Hero card (if any). Then, choose any 5 Hero cards and add them to your deck. Shuffle the rest of the Hero cards into a deck, remove from the game 5 of them at random, and draw 5 cards adding them to your deck.

Then, draw 3 Hero cards, add one of them to your deck and remove the other two from the game. Repeat this 9 more times, until all leftover Hero cards have been drafted. You will end up with a deck consisting of 21 Hero cards.

2 players

Start your deck by adding your chosen scenario Hero card (if any). Shuffle the Hero cards into a deck and remove from the game 5 of them at random. Then, draw 2 Hero cards, add one of them to your deck and give the other to your teammate. Repeat until all Hero cards have been drafted. You will end up with a deck consisting of 21 Hero cards.

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 20 Hero cards from a set.

Before starting the game: Shuffle your deck and draw up to your hand size. Shuffle back to your deck any number of cards you don't want and then draw again back up to your hand size.

Gameplay

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

Firstly, draw 2 Story cards per player and add them to the Story row (to the right of the Story deck). There is no limit on how many Story cards the Story row can have.

Then, players take actions in alternate turns. You must take an action or pass for the rest of the round. Events must always be resolved first, before interacting with other Story cards on the Story row. Many Story cards have passive abilities that are always active, so don't forget them.

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.

Available actions:

- Resolve a revealed Event. Each *Event* has a test you need to perform using a specific skill, with a set difficulty value. If you succeed remove the *Event* from the story row. Most *Events* have extra rules, so read them carefully.
- Spend 1 Buck: Fight a revealed Enemy. Each *Enemy* has a test you need to perform using a specific skill, with a set difficulty value. If you succeed, place 1 Damage on that *Enemy*. If the amount of Damage on them equals their Life value, remove the *Enemy* from the story row. Most *Enemies* have extra rules, so read them carefully.
- Spend 1 Buck: Search a revealed Location. Each *Location* has a test you need to perform using a specific skill, with a set difficulty value. If you succeed, place 1 Lead on that *Location*. If the number of Leads on it equals their Clue value, remove the *Location* from the story row. Most *Locations* have extra rules, so read them carefully.
- Play a Hero card from hand, paying its cost in Bucks. Place *Items* next to your *Investigator*. Keep in mind your *Items* limit though, as shown on your *Investigator* card. If an *Item* has uses, place that many tokens on it.
- Use an Item you have already played. Follow their specific rules and spend a use, if needed.
- Discard 1 Hero card from your hand and gain 1 Buck. Discarded cards are placed on a discard pile next to your deck.

When all players have passed, activate all revealed Story cards in the Story row, from left to right. Follow their specific instructions. Each player suffers all the consequences from each Story card (ex. Damage). Don't forget to also activate the ability of *The Reporter*, at the end of each round.


Lastly, ready all exhausted cards and draw up to your hand size. If your deck is depleted, shuffle your discard pile into a new deck. Begin a new round.

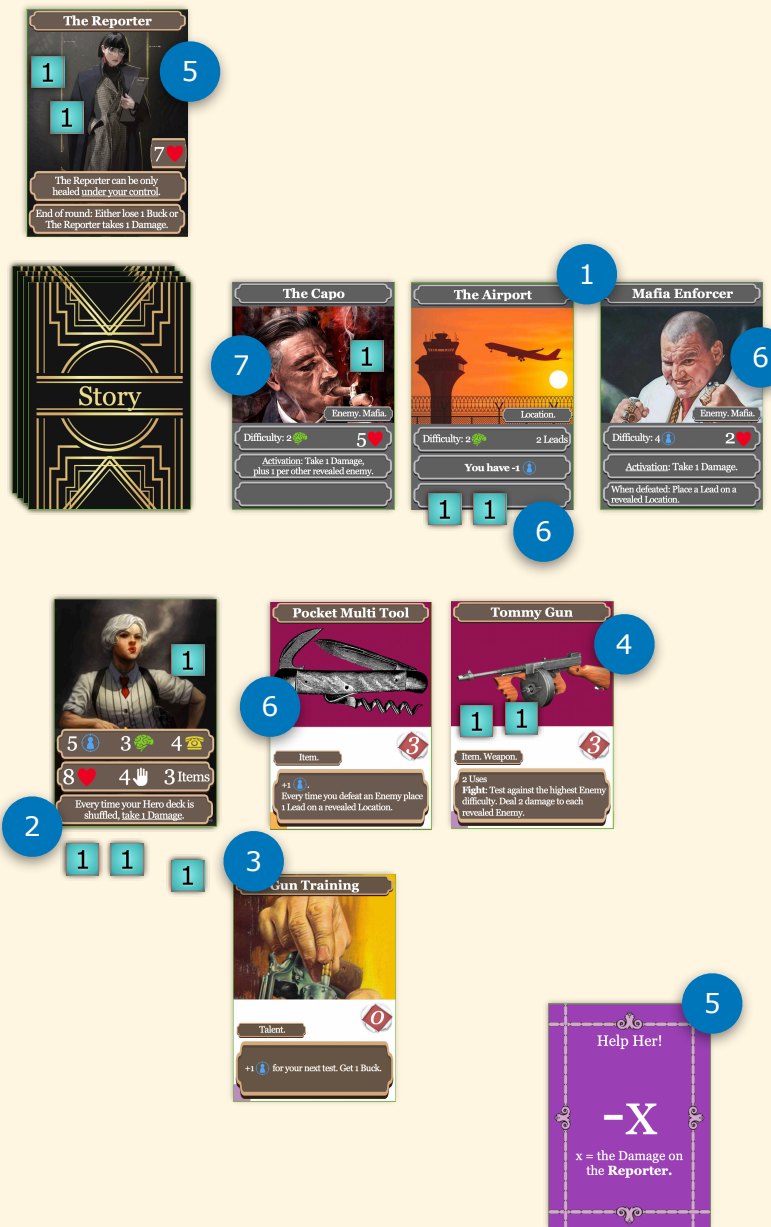
Game End

To win you must have the Reporter under your control, and the Story deck and Story row must both be depleted.



You will lose if all players, or the Reporter, have been eliminated.

Example of a round

1. It's the start of a new round. Two Story cards are added to the Story row.
2. Joan is playing solo, and she will now take her actions. She will first discard two Hero cards to gain 2 Bucks.
3. Then, she will play this card, gaining +1  for her next test and another Buck.
4. She will pay all 3 Bucks to play this Item, and immediately use it. The Mafia Enforcer is the Enemy with the highest difficulty (4), and her overall skill value is 6 (base of 5, +1 from Gun Training, +1 from Pocket Multi-Tool, -1 from the revealed Location).
5. She must now draw a Fate card to determine her final score. She draws this card. Thankfully, the Damage on the Reporter is only 2, so her final skill is at 4, succeeding in the test!
6. She will do 2 Damage to both Enemies, killing the Mafia Enforcer. Using his ability, she will place a Lead on the revealed Location. She will then activate the ability on the Pocket Multi-Tool, adding another Lead to that location and completing it.
7. She doesn't have any more cards or Bucks, so she will pass her turn. She will activate The Capo, taking another Damage. She will then activate the Reporter, giving her another Damage.
8. Lastly, she will draw back up to four cards and start a new round.



Glossary

- *The Shadow*: keep aside completed Story cards with the keyword *Mafia*, when you complete them. When you have completed 9 *Mafia* Story cards, add *The Shadow* to the Story row. When defeated, shuffle back to the Story deck 4 random, completed Story cards.
- *Lady Luck*: *Lady Luck* will enter the Story row when the Fate deck has been shuffled twice. Use tokens to mark the Threat. When activated, *Lady Luck* will add completed *Mafia* Enemies back to the Story row.
- *The Godfather*: *The Godfather* starts the game in the Story row. When defeated, all players must discard all of their played Items.
- *The Reporter*: any player can heal the Reporter, as long as she is under the control of a player.
- *Magnifying Glass*: if you succeed, place a Lead. If you spend a Buck after succeeding, place an extra Lead.
- *Fine Clothes*: you can go over your hand limit.
- *Tommy Gun*: in case of a tie, you choose the *Enemy*.
- *Flashlight*: you can't add your  if you already using  for the test.
- *The Historian*: keep this card in front of you, until you take any amount of Damage.
- *Fate Touched*: you may play this card only during one of your actions.
- *The Femme Fatale*: for example, if you pay 4 Bucks you will do 2 Damage to each revealed *Enemy*.
- *Garbage business*: for example, if your final skill value is 0, you will take 2 Damage.