“Hell For One” is a third-person single player game, a boss-rush belonging to the RTS (real-time strategy) genre.

The game takes place in hell, a world where demons live in a society based on strength, where the most powerful beings rule over the weakest. Many years ago the lord of all demons decided to rage war against the mortals to dominate also on their world, but their divinities defeated his evil army and confined him in hell with magic.

After thousands of years every attempt to break the spell failed, and eventually some of the demons realized that the only way to get back in war was to kill their doomed ruler and to substitute him with someone else, the only problem is that the demon lord is the most powerful being of hell, and most of the demons are loyal to him, especially his generals.

The player controls an imp (the lowest-class demon) who is the leader of a little horde composed by other imps like him. At the beginning of the game, the horde insurrects against their general, and declares its intention to kill everyone who gets between them and the demon lord, starting the rebellion against him.

In order to defeat every general loyal to the demon lord, the player must give the right orders to his army to find the most effective strategy against each boss while minimizing the casualties.

Each boss in fact is different from the other, having his strenghts, his weaknesses and some unique attacks and abilites.

The imp controlled by the player needs to move in the battlefield like a general, observing the situation to make quick decisions and give the right orders to his soldiers. The focus of the gameplay resides in this strategic component, but the player can also fight alongside their allies if he wants to try a most aggressive approach or if he believes that there's no need to give orders in that moment.

The horde under his command is divided in four groups of imps, and each order is given to every imp inside a group. The orders that can be given are many, but the player needs to choose 4 of them, and the selected orders will be those that can be given in battle. The first available orders are: melee attack (imps charge the enemy in a melee combat), ranged attack (imps throw their spears from the distance), tank (imps raise their shield to absorbe damage) and support (imps make a tribal dance to motivate and raise the attack of every ally). Some orders are particulary effective against an enemy, but others can be useless.

According to the situation, it could be necessary to quickly switch orders between multiple groups, or sometimes to give the same order to the whole horde!

The game has a cartoonish style and graphics, with flat colors, simple palette and round edges.

Imps are the absolute protagonists of the game. They're proud, combative but also funny.

Imps are pretty weak, so two hits taken will kill them and this also applies to the player.  
The imp controlled by the player wears a crown that makes him the leader of the horde. When he dies, the control will switch instantly to another imp of the horde, who needs to recover the fallen crown to be recognized as the new leader. So, as long as there is at least one imp in the horde, the game isn't over yet, and new allies can be made along the way.

In fact, around most of the battle arenas many imps will watch the rebels fight against their rulers, and sometimes they could decide to jump into the action and join the rebellion. Also after winning a battle, some of the spectators can decide to join the horde, expanding it or replacing the empty places left by the dead imps.