

I HATE THIS WORLD

I Hate This World is a game where you use the cards in your hand to kill yourself or save others.

Goal:

Each player in the game has a value called "desire points".

Everyone's initial desire points are the same, they are all 0. There are two ways to win:

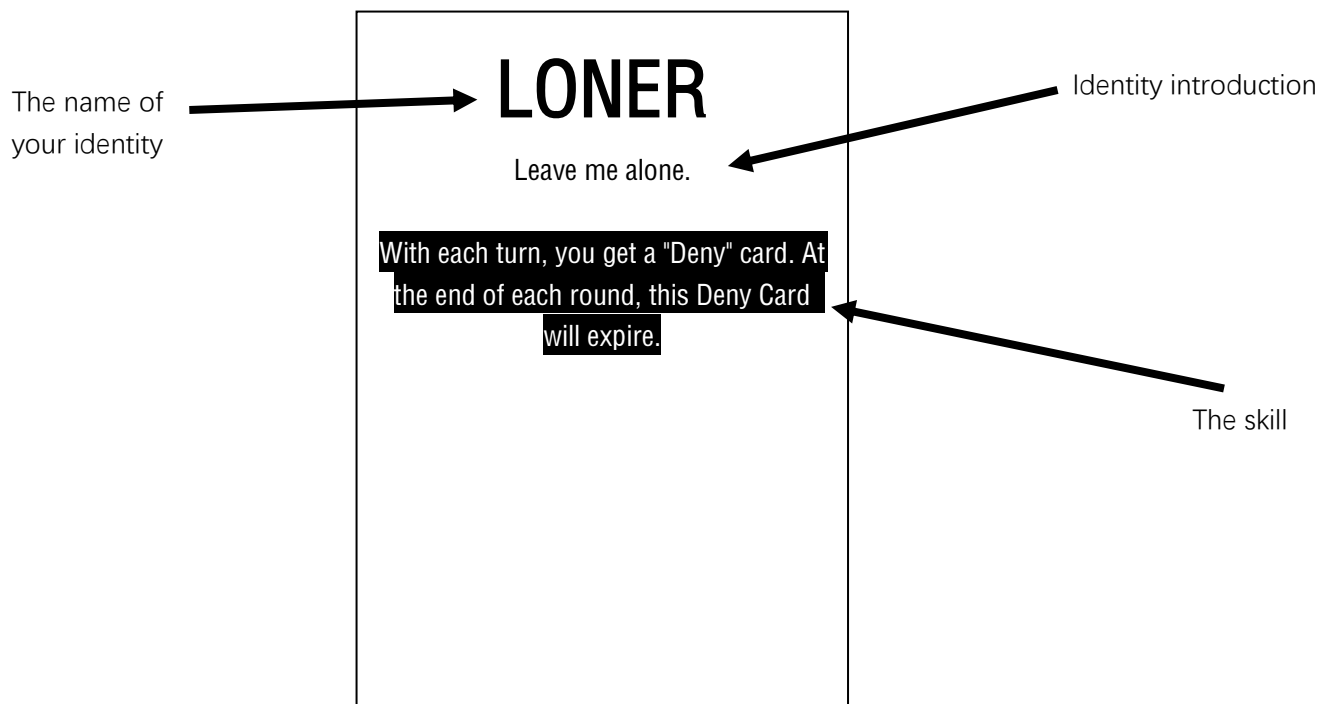
1. If your desire points reach -100, then you win
2. If you let another player's desire points reach 100, then you win.

Rule:

Each game can have 3-4 players.

Each player draws an identity card before starting the game, and different identity cards have different skills. There are 4 kinds of identity cards. Each player can use the skill once per turn. You can also choose not to use it.

Identity Cards:



Each player starts with five functional cards, and every player draws one card for each round. Each player has 5 action points per turn. The cards you use each turn may not have more action points than you have this turn.

Functional Cards:

There are 14 kinds of functional cards. Totally 56 functional cards. Function cards are divided into direct damage cards, special function cards, and fluctuation cards, three types.

● : Direct Damage Card: Cards that can only be used on your turn can cause a direct increase or decrease in DP to yourself or other players.

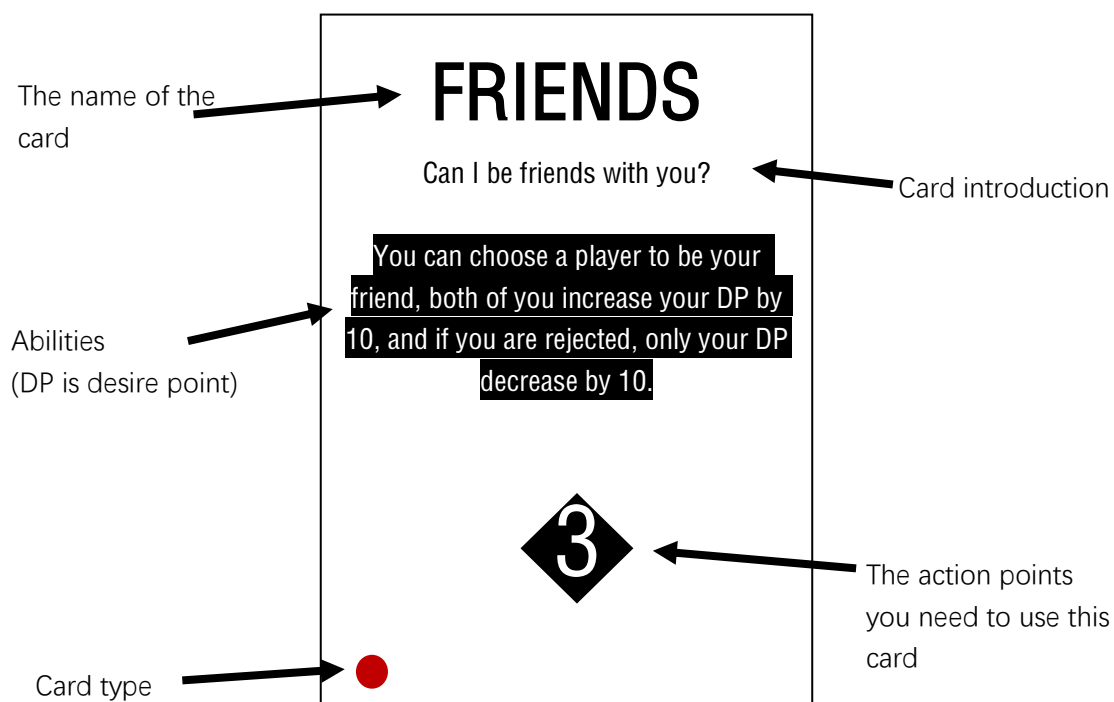
● : Special Function Card: Cards that cannot directly cause DP to go up or down but has a special effect.

You can use transfer cards and deny cards on anyone's turn. There are two situations.

1. You can use Transfer cards and Deny cards when another player uses a card against you.
2. You can use a Deny Card and a Transfer Card on behalf of the player whose card is being used when another player uses a card against another player.

But you need enough action points to use them.

● : Fluctuation Card: Cards with subsequent effects exist.



Each round has two phases.

1. The players draw their own event card, one for each round, all players draw together and reveal. The effect of event cards takes effect immediately.
2. The players use the function cards on themselves or on other players.

Event Cards:

There are 17 kinds of Event cards. Totally 68 events cards. Every player has 17 of their own event cards.

You cannot use Transfer cards or Deny cards for event cards.

