**Hell or High Water Game Rules:**

1. **Read ALL rules before playing the game! Some rules are not apparent when you need it to progress in the game.**
2. Players can decide among themselves who to go first. All game pieces must be placed on the START tile and players must pick up the special card **The Zeroth Remove** and follow its instructions.
3. Action cards should be randomly shuffled before the start of the game.
4. Players should take turns rolling a 6 sided die, and moving that many tiles.
5. **Color Coded Tiles:**

* If you land on or pass any **RED Stop tile**, you must stop ON the tile only if you are heading from a direction where the word “Stop” is rotated correctly to face your direction.
* If you land on any **RED Reverse tile,** your next turns will be in the opposite direction.
* If you land on any **RED Skip tile**, skip your next turn.
* If you land on any **GREEN Action tile,** pick up an action card and follow the instructions on it.
* If you land on any **GREEN Intersection tile,** pick up an intersection card and follow the instructions on it. See more in Rule 7.
* If you land on any **BLUE Roll Again tile,** roll die again and you can choose to either move forward or backward that amount.
* If you land on any **BLUE High Water tile,** see rule 5.
* If you land on or pass the **BLUE Savior tile**, see rule 8.

1. **High Water Tiles**:

* You must **stop** **and stay** on high water tiles, no matter if you are supposed to go past it. Pick up a High Water special card immediately after and follow the instructions.

1. **River Mechanics:**

* After crossing the river once, players are NOT allowed to go back. If you somehow end up back on the tile next to the river from the far side of the board, you must **STOP** on the tile and on your next turn, move in the opposite direction.
* If you roll a 1 or a 2 when crossing the river, consequently landing on a Capsize tile, you must lose your turn, add 150 PP, and move your game piece to the High Water tile **you did not just move from**. This is also stated in the Game Instructions on the High Water special card.

1. **Intersection Tiles:**

* If you **land** on an intersection tile (a tile where there are three or more paths diverging from it), you must pick up an intersection card.
* If your destinated tile is **not on** the intersection tile, but you pass an intersection tile where there is is a path **straight forward**, you may keep going and land on your destinated tile.
* If your destinated tile is **not on** the intersection tile, but you pass an intersection tile where there is a dead end **straight forward**, you must **stop on the intersection** and pick up an intersection card.

1. **Savior Tile:**

* This tile is the “finish line” of the board game. If you land on or is destined to pass this tile, you are given a choice. You can either finish the game with your current PP, OR you may reverse and continue playing in hopes of lowering your PP more. **By reversing, you automatically gain 500 PP.**
* Players may **not** choose to reverse from the Savior tile more than **three times!** If you land on the Savior tile four times, your journey has come to a close.

1. A player must stop and reverse on their next turn if they manage to come back to the starting tile.
2. If a player reaches 0 PP before they end the game, they can **NOT** lose any more PP, but they **will be able to gain PP.**
3. If a player reaches 10000 PP, they automatically drop out of the game.
4. After all players either decide to stop playing after reaching the Savior tile, or are disqualified, total up each player’s PP. Make sure you have added 500 PP to players who have reversed at the Savior tile, up to a total of 1500 PP added. Players are ranked with the winner having the least PP.