

NOTE: This FAQ concerns First Edition of HellRail only. If your copy of HellRail says "second perdition" at the bottom of the front cover, please see the HR2P FAQ instead.

Q: How, exactly, does the game end?

A: The rules state that "If, after your Draw step you don't have any cards in your hand, your turn ends." But, since the rules also tell you to skip your Draw step if the draw pile is empty, this technically never happens. The rule quoted should actually read, "If, when you get to your Load step you don't have any cards in your hand, your turn ends." Simply put, when all the players are losing their turns because they have no cards left in their hands, the game is over, and everyone tallies their scores.

Q: What happens if you get to the edge of the table while building the board?

A: Although not specifically stated in the rules, rails and circles cannot be hanging off the edge of the table. In fact, as suggested in one of the rules variants, obstacles on the table can help spruce up the game.

Q: What does the card "Chaos Reigns" do in a two-player game?

A: Nothing. Bwaahaahaahaaaa! Chaos never reigns, but it pours.

Q: Why does the game seem like slow going at the beginning?

A: You're not playing fast enough. No, really. Until some Circles hit the table, the game is pretty much just laying out some rail. Don't spend too much time pondering the particular merits of playing one rail card over another at this stage. If it helps, think of this portion of the game as a "setup phase".

Q: What keeps players from hording Circles in their hand?

A: Nothing, if Virgil doesn't scare them, or if he's already been played. (We like to save him until we're damn sure we can screw several people out of some cards.) Knowing when to play a Circle and when to hang onto one is part of HellRail's strategy. Keep an eye on other player's passenger car destinations, and be cautious of picking up a car that needs to be dropped at a Circle not yet on the table.

Q: Some of the details on my engine pieces are missing. Is this normal?

A: Yes. The playing pieces that come with HellRail are made by Glastyn Games using cold-cast resin. At this time, Glastyn Games does not possess the equipment needed to force all air from small, detailed molds. If painted as miniatures, however, the missing details can be very successfully interpreted as decay, which is appropriate for HellRail.

Q: Some of the backs of the cards in my HellRail set are not cut straight. Is this normal?

A: Yes. The print shop we used to print the first edition of HellRail was not able to completely line up the backs of the card sheets with the fronts. When it came time to cut the cards, therefore, we were forced with a choice between cutting squarely against the fronts or the backs of the cards. Obviously, since the rails need to line up, we chose to cut properly with regards to the fronts of the cards.