

THE NEBULA FROM HELL



The Board Game That Hates You

Recommended for ages: 13+

Time: 20 - 60 min.

Players: 4 - 6

WELCOME!

Welcome to the world of the Nebula From Hell. If this is your first time, we wish you good luck, because the Nebula sure won't. This game will beat you to your knees, slash your ankles and pour lemon juice in the wounds. Have fun!

QUICKSTART GUIDE

Read all instructions, or this game will suck.

1. CONTENTS

- (1) gameboard
- (72) action cards
- (18) bonus cards
- (1) thirty-second sand timer
- (6) space age plastic pawns
- (6) boring dice
- (1) spinner with plastic arrow



2. OBJECT OF THE GAME

Do I really need to explain this? Use your eyes! This board game clearly has spaces labeled START and FINISH. Gee, I wonder what those could mean. Figure this out yourself.

3. HOW TO PLAY

- Everyone rolls a die to see who goes first. Highest roll goes first. Play will continue clockwise.
- On your turn, pick up an ACTION CARD, read it out loud, and do what it says.
- Do not use dice to move unless a card tells you to do so.
- Do not read BONUS CARDS out loud until you play them.
- That's it. Next player.
- First player to use the grappling hook to pull themselves to finish wins!

4. ACTION CARDS (Read these cards out loud.)

Action cards are the bread and butter of this game. You always pick up an ACTION CARD when it is your turn, except for when you are on the GRAPPLING HOOK space. So not always, but mostly always. Each bonus card is good for one use per draw.

5. BONUS CARDS (Do NOT read these cards out loud.)

These cards give you certain abilities that you can use during the game to change things up. You can only use these cards on your turn unless the card says otherwise. Wait for the perfect opportunity to ruin another player's experience. Each bonus card is good for one use per draw.

6. SPINNER

When you land on a space or draw a card that instructs you to use the spinner, use the spinner.

7. SAND TIMER

This is a sand timer. It looks like a little plastic tube with sand in it. It lasts for thirty seconds. Use this anytime a card gives you a challenge. You will know when to use it, and if you don't, ask a friend to help you out, moron.

8. HOW TO USE THE CANNON

Sometimes during play, a card will tell you to fire the cannon. To fire the cannon, you spin the spinner. Whatever color the arrow lands on, that means a cannonball is firing at those spaces. Any player on a space with that same color is hit and has to move back however many the card says to.

9. DUEL

When game play prompts a duel, each player in the duel rolls one die. The player with the highest roll wins. Obviously.

10. THE NEBULA

Your stay in the Nebula is always one turn, unless an ACTION CARD or BONUS CARD says otherwise.

11. SAFE ZONES

When your pawn is on a safe zone, nothing can happen to you. You are completely safe, except sometimes you won't be.

12. MOVING BACKWARDS DOES NOTHING

Any time an ACTION CARD or BONUS CARD tells you to move BACKWARD, or anyone else's turn moves you in ANY direction, you simply move. No consequences or benefits happen. The only exception to this is a NEBULA space or card. Whether moved forward or backward on your own turn or someone else's, you ALWAYS go into the NEBULA.

13. TRYING TO CHEAT THE SYSTEM?

If someone is caught trying to "cheat" the system, everyone can hold a vote to send him back to start or into the NEBULA.

14. SOMETHING DOESN'T MAKE SENSE?

When you find a flaw in the game, or something crazy happens and the rules don't help, take a vote. Everyone decides what should happen. Let the bickering and whining begin as you vote on the outcome.

15. SHAMELESS PROMOTION

Enjoyed the game? Want more cards?

Buy an expansion pack to keep the nightmare going.

Check out our website for more ways to give us money.

Have a card idea? Submit your idea on our website so we can laugh at it and toss it away. Or use it.

www.thenebulafromhell.com

