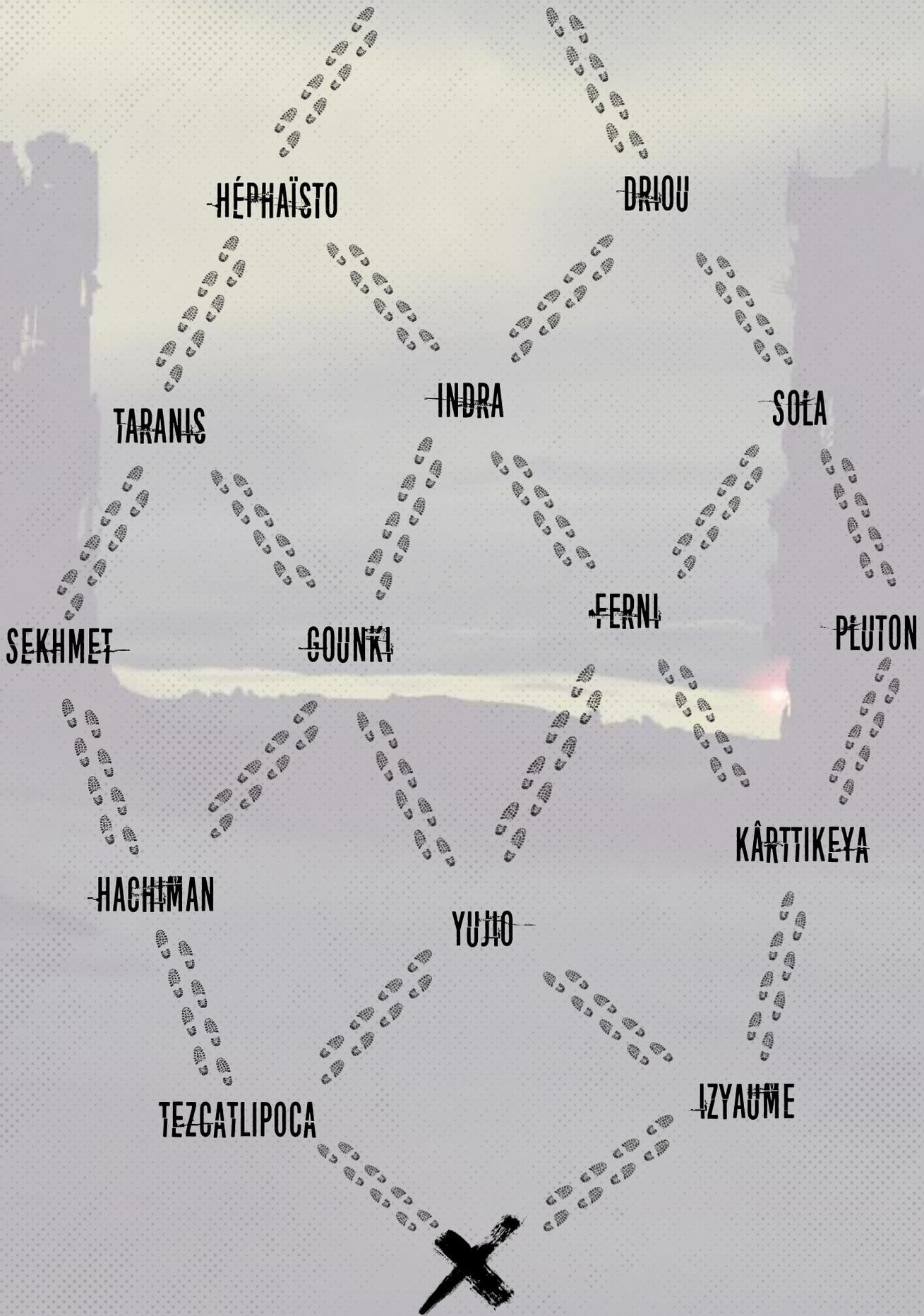


# SCENARIO 1

## SYPRADEL



# SCENARIO 1

## THE REMAINS OF A SON

### Introduction

Hunger...

It has become such a regular feeling in our lives, yet one that falls behind the strength that a child gives us. This man who enters a corn field is not thinking of his own hunger, but of his son's, they are looking for something to eat, their belongings all fitting in a simple wooden box that the man is carrying on his back, attached by a cord.

This man has already known so many horrors, the loss of his wife being his greatest scar. But his son is what still drives him further.

In an instant that feels like an eternity in slow motion, his world turns upside down once again. His son, who was walking a little ahead, disappeared in an explosion of mud and vegetation. Emerging from his state of shock and time resuming its sad course, he sees his son dismembered in several bloody pieces similar to a disassembled puppet scattered on the ground. A mine...

Maybe it's fate, the weight of hardship, maybe madness, name it the way you want, but acting almost instinctively and without delay, he empties the contents of the box and places the remains of his son and puts the box back on his back.

Staring into the void, a goal finally appears to him: to bury his child near his late wife, in Sypradel. This macabre ordeal is only a step towards his new destination.

### Scenario Setup and rules modifications

Remove the *Territory* cards and the *Destination* card from the game.

You start with the *Morale* gauge at level 3.

You are carrying a wooden crate on your back, this will be equivalent to a permanent weight with a value of 1. You cannot discard this crate (unless instructed otherwise).

You start the game with the Rope and a random *Findings* card.

### Objective of the scenario

You must go to Sypradel to inhumate the remains of your son beside his mother's.

### Scenario game mode additional rules

Place a cursor on the black cross on page 1. At the end of each day and at the beginning of the first day, you must choose one of the pathways to navigate through the available territories. You will move from the bottom to the top (towards the north). You always go through 5 Road cards each day. After going through the *Road* Cards, you must read the script that corresponds to the *Territory* you were going towards. A day ends **after** reading the script!

**Survival Mode:** Same Setup, but you must go through 6 *Road* cards each day.

# SCENARIO 1

## THE REMAINS OF A SON

### TEZCATLIPOCA

Night has fallen on Tezcatlipoca a few hours ago already. A biting cold petrifies your legs. In the distance, near an old ruined mill, you see a large fire that lights up the entire area. You approach the flames to warm your numb and frozen limbs. A few meters away, a strong smell of sulfur attacks your nostrils. You notice without much surprise that wood is not the fuel of this fire, but bodies. A mountain of bodies! You settle down at the foot of the fire and thank these poor souls now resting in peace who grant you, in spite of themselves, a little comfort...

*You lose 1 Morale and gain 1 Energy.*

### IZYAUME

You approach a territory in ruins. The ground is covered with blackened charred debris. Night will soon fall, but you cannot find a decent refuge for the night. You continue walking through ashes until suddenly a silhouette emerges from the dust: a rickety old man missing an eye. He tells you about a bear he has been tracking for months. According to him, the beast is said to be genetically modified. He tells you that he no longer has the strength to continue his hunt. He gives you a protective charm. Add to your *Findings* the 'Charm'. It has no market value. If you encounter the bear, you can discard the Charm without resolving the encounter and remove the bear from the game. (Write "Charm" on a piece of paper and add it to your inventory)

### HACHIMAN

Songs echo through the old buildings of Hachiman. Intrigued, you approach it cautiously. A group of men and women sing and dance around a fire. They seem peaceful, you join them without too much risk. They welcome you with open arms and offer you alcohol. You can choose to consume alcohol with them or not. If you accept, you gain 2 *Morale* and lose 1 *Energy*. If you refuse, nothing happens.

After a few hours of hanging out with them, you tell them your story. They are very sorry for your son and decide to offer you some help. Take the Shovel from the Green *Trade* deck. It could be useful for you to dig the grave of your son...

### YUJHO

A man with a bandaged face blocks your way. He doesn't seem mean despite the impression he gives off. He offers you to trade.

Draw the first 2 cards from the *Findings* deck. For a value of 2, you may choose one of these cards. For a value of 4, you may collect the 2 cards. Discard any cards you decide to trade. Discard any cards you choose not to collect.

## KÂRTTIKEYA

Crossing Kârttikeya does not enchant you. Rumors circulate about genetically modified creatures occupying this abandoned territory. After a few minutes of walking towards the north, you go through a metal barrier, carefully avoiding the sharp steel that protrudes. You continue north. Suddenly, a very long rusty bridge stands in front of you. It connects you to another distant cliff. The bridge still seems solid, but only allows the passage of one person at a time. You step on it, checking that it supports your weight. You move slowly, carefully not dragging your feet into one of the many holes that covers the dilapidated steel. About 60 meters further, you hear steps approaching you. In front of you, a man is taking the same bridge and heads in your direction. When he gets near you, he refuses to let you pass for fear that you will push him into the void. You have the choice to **attack** or **talk**.

### ➤ **Attack**

You jump on him trying to grab his neck. The man is weak, he can barely stand on his legs. You take the opportunity to push him over the thin metal rod that serves as a railing. He falls into the void without even letting the slightest cry... You lose 1 *Morale*, but you can continue your journey towards the next territory.

### ➤ **Talk**

The man asks about the wooden crate you carry on your back. You explain him your story, but he doesn't seem particularly touched. He thinks for a few moments and offers you a deal. If you offer him any item from your inventory, he lets you pass. If you accept, you can continue your journey towards the next territory. If you have nothing to offer him, you must attack him!

## PLUTON

After a long walk, you arrive in front of a small house with a pleasant and charming exterior. You enter the building to get rest with a short nap. The buzzing of insects irritates your ears and a vision of horror assails you. Thousands of flies dance and hover above a mountain of corpses. Men, women and children are piled up forming a human pyramid. On top of all that, lingers a smell of putrefaction that makes the place macabre and repulsive. It's your lucky day! Here, no one will come to take you out of your nap. In Geynum, only the toughest survive... You place the crate containing your son's remains in a corner of the room, and settle at the foot of the pile of rotting flesh. You are enjoying a well-deserved rest.

You gain 2 *Energy*. You lose 1 *Morale*.

## FERNI

Ferni is a small area with no great danger. You go across it with a serene spirit. At the foot of a swollen tree, you meet a man sitting on a filthy sheet. You avoid his gaze, but he calls you out with a curt "Hey sir!". The rhythm of your heart calms down when he offers you to trade. You can trade with him if you wish. Draw the first two cards from the *Findings* deck. You can keep one of these cards by discarding a card from your inventory with a value of 2 or more. The other card is discarded.

## GOUNKI

Gounki is a territory that has experienced a considerable number of wars. The ground is perforated by huge craters. The buildings of the old days only consist now of simple piles of stones...

A handful of survivors hide in the rubble. You come across a few of them, but they seem harmless. A young survivor catches your eye. Her body is covered with grey strips of cloth, her face half visible. She points at you. *What does she want?* You pretend to ignore her when suddenly a huge dog appears behind you. Its teeth sink in your arm. The wooden crate you are carrying falls on the rocky ground and shatters. Without second thoughts, you thrust your thumb and index finger into the canine's eyes. Despite the strength you put into it, the beast does not let go. You end up punching it at the muzzle and the dog finally releases its grip. The beast runs off to take refuge behind a pile of debris. After this incident, you find that the wooden crate containing your son's remains is broken. You pick up the bits of flesh scattered on the floor and your eyes start shedding a few tears. The young girl, whom you met earlier, approaches you and hands you a large white cloth. You place what is left of your son there and tie a knot with the fabric. You shove your new bag on your back. You thank the girl and resume your journey.

From now until the end of the game, the imposed weight of your burden is no longer 1, but 0.

## SEKHMET

Despite your aching legs, you finally arrive at Sekhmet. You sit down at the foot of a burnt tree and put your load on the ground. "You shouldn't rest next to that tree!" says a voice pulling you out of your thoughts. An old woman appears as if by magic. "You shouldn't rest next to that tree!" she tells you again. She caresses your face and adds "This tree is cursed. Your life isn't worth much anymore. Here take this, it could save you...".

Draw a *Findings* card.

## SOLA

In the rubble of a building, you hear the cries of a child. You start clearing away large debris in order to find out the origin of the crying. You gather your strength and care little about your condition. After long efforts, you come across a doll that perfectly imitates the crying of a child. A simple toy. You hug the plastic child. Synthetic screams echo through the ruins of Sola. The child stops crying. You collect the batteries from the toy and place the doll gently on the ground.

You lose 1 *Energy*.

Take the *Findings* card “Battery” (the one with a value of 2) from the *Findings* deck or from the discard pile.

## INDRA

Arriving in Indra, you notice a camper trailer in poor condition at the bottom of a ditch. You walk towards the vehicle. After a quick search, you find nothing of interest inside. You have the option of resting indoors for the night, sheltered from the cold and danger, or continuing your journey.

➤ **Spend the night inside the trailer**

You sit comfortably on a half-mattress with holes and dirty. As soon as your eyes closes, you fall in a deep sleep. When you wake up in the early morning, you notice that the caravan had been visited. *Devils!* All your belongings are gone. Luckily, they didn't touch your son's remains... Lose all your *Findings*. Gain 2 *Energy*.

➤ **Continue your journey**

It is too risky to spend an entire night in such an open place. You go on your way without regret.

## TARANIS

The end of your journey is near, but you are invaded by dark thoughts.

You take refuge in an abandoned cabin to rest. Inside, you discover a huge hole in the floor of the main room. At the bottom of it are piled up bodies half devoured by rats; a vision of horror!

If your *Morale* is at 1 or below, **Read A**

If your *Morale* is at 2 or above, **Read B**

## A

### ➤ If you have the Rope

Difficult to face all these horrors. *Geynum* is ruthless, it destroys you physically and mentally. *Why must I continue? Why burying my son? Dust returns to dust. Our guide is chaos and our fate is sealed.* You notice a beam running through the roof above the hole. You grab your rope... After about twenty minutes, your body is suspended above the pit. Your legs still seem to be moving, but your skin is cold and white. *I'm sorry my son...* Your adventure ends here.

### ➤ If you do not have the Rope

Difficult to face all these horrors. *Geynum* is ruthless, it destroys you physically and mentally. *Why must I continue? Why burying my son? Dust returns to dust. Our guide is chaos and our fate is sealed.* You hug the remains of your son very tightly against your chest and you throw yourself into the pit... You no longer have the courage to continue. Your adventure ends here.

## B

In the pit, mixed with the bodies, there seems to be material in good condition. You dive among the corpses and pick up something that will probably be useful to you. Draw a *Findings* card.

## DRIOU

You cross Driou, keeping in mind that nothing should stop you. Your long journey will soon come to an end. In the back of an overturned truck, a man calls out to you. You pretend to ignore him, but he quickly approaches you. You stop because it doesn't seem dangerous. The man carries the smell of death on him. He brings his face to your shoulders and sniffs you insistently. "You smell of fresh flesh sir! he tells you. You shove him and continue on your way. He catches up to you and says "Hey, I know you have some good meat on you, I can smell it from here!" Without warning, you punch him in the face. The man falls on his buttocks, his nose bleeding. "Don't hit me, sir! I just want to trade with you. How about giving me some of that meat in exchange for something valuable? »

You may, if you wish, give the man a few pieces of charred flesh that is in your receptacle, in exchange for a Trade card of your choice among the Green, Orange and Red decks.

If you accept, lose 2 *Morale* and draw the card.

If you refuse, resume your journey.

## HÉPHAÏSTOS

Hephaestus is torn apart! Bodies litter the paths ahead, and anything that can burn is attacked by destructive flames. As if hell had taken refuge in this territory. It is impossible for you to cross Hephaestus. You must turn back!

Face 6 new *Road* cards to reach DRIOU. It is not necessary to add a day on the gauge mat. After the 6 *Road* cards, read the DRIOU script.

## SYPRADEL

You finally arrived at your destination. You don't waste any second and go to your wife's grave. You dig with your hands (or the shovel), as deep as you can. After the last long efforts, your son is resting next to his mother... Your mind is definitely serene and peaceful, but what does the future hold for you?

### **Congratulations!**

You won "The Remains of a Son" scenario.

### **Calculate your score**

Add together your *Health*, *Morale*, *Energy* and *Destiny* levels. Multiply the total by 5 and that gives you your score out of 80. (If you dug with the shovel, earn an additional 5 points)