

A game by Yossef Fârhi

Illustrations : Corentin Dubreuil

Translation : Arie Zarka

Proofreading :

Ryan Higley & Eden Berdugo.



THE ROAD

A SOLO CARD GAME OF SURVIVAL AND DESTINY!

The Road is a single-player card game in which you have only one goal: to survive!

The hostile territories of Geynum are waiting for you. The obstacles will be multiple and varied. You'll have to cross dangerous places, overcome dangers, find allies, weapons, food and trade goods. In a world in ruins, anything can be useful. The Road cleverly combines tension, suspense, strategy and destiny. Each of your decisions will be the key to your survival. At the end of the road, you will reach salvation!

Game content :

- 40 *Road Cards*
- 20 *Encounter Cards*
- 9 *Fatality Cards*
- 25 *Findings Cards*
- 15 *Trade Cards* (5 green, 5 orange, 5 red)
- 10 *Land Cards*
- 1 *Destination Card*
- 2 large cards Gauge tray
- 5 Plastic markers

Aim of the game :

Survive the 6 day journey through the territories of Geynum and reach the Destination Territory.

Set-up:

Shuffle the following decks separately:



Trade card decks can remain face up and can be viewed at any time during the game. Separate them by color.

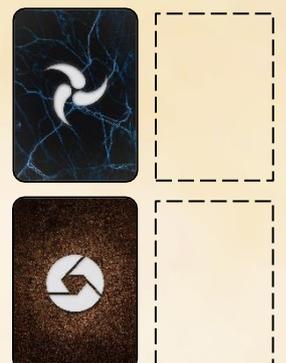
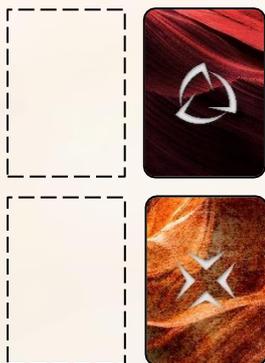


Keep the Destination card close to you.

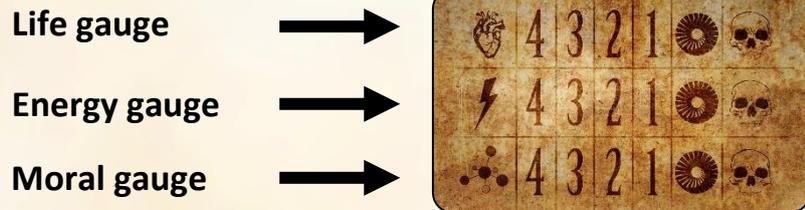
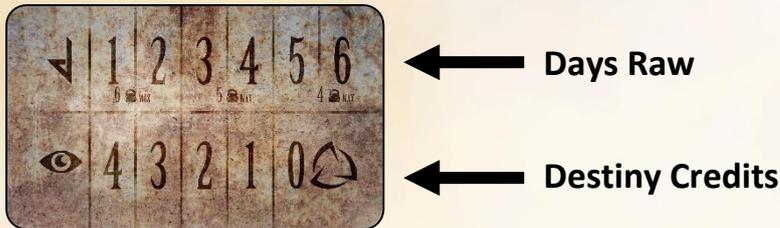


Place the small round plastic markers on the gauge mats. Place one marker on box 1 of the *Day* row, one marker on box 4 of the *Destiny* credits and one marker on box 4 of the *Life*, *Energy* and *Moral* lines.

Place the card decks and gauge mats in the following way (suggested) :



Quick presentation of gauge mats



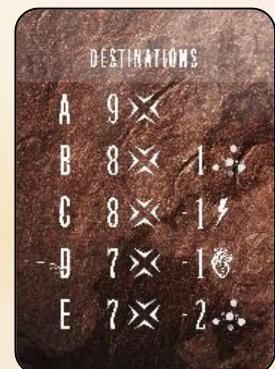
Sequence of a game

[Before starting a game, select a game mode. Three game modes are available, and they are detailed on page 24].

Your goal is to survive for 6 days. Each day, you must solve a number of *Road Cards*. At the end of each day, you must advance your day marker to the next day.

By using the *Destinations* card, randomly determine a Destination Territory from the 5 possible destinations (A, B, C, D or E). To do this, simply roll a D6. If you roll a 6, you can select your destination, otherwise consider destination A as 1, B as 2, etc.... If you don't have a D6, draw a card at random from one of the Trade decks. The letter on the drawn Card will determine your destination.

The *Destination* shows the number of *Road Cards* you will face on Day 6 of your trip. The penalty, next to the number of *Road Cards*, is to be resolved at the beginning of Day 6.



Once the destination has been determined, draw the first two cards from the *Territory* deck. Then choose one of the two cards and discard the second one. **This action must be performed at the beginning of each day, except on day 6.** Each territory card has a territory name, as well as a number of *Road cards*. This is the number of *Road cards* that separate you from this territory. Some territory cards also have a penalty or a bonus to be solved at the beginning of the day.



Sequence of events for a day

Once you have chosen the *Territory* card, place in front of you the number of *Road* cards shown.

Example: You draw Diomede and Cerbere. You decide to reach Cerbere, so draw 5 Road cards and place them **face down** as shown in the illustration at the bottom of the page.

Reminder: If the Territory card has a bonus or a penalty, it must be resolved before you draw the Road cards. The Destination Territory penalty must be faced before Day 6.



To face the day, you must solve the road cards, one by one and from left to right.



Solve a Road card

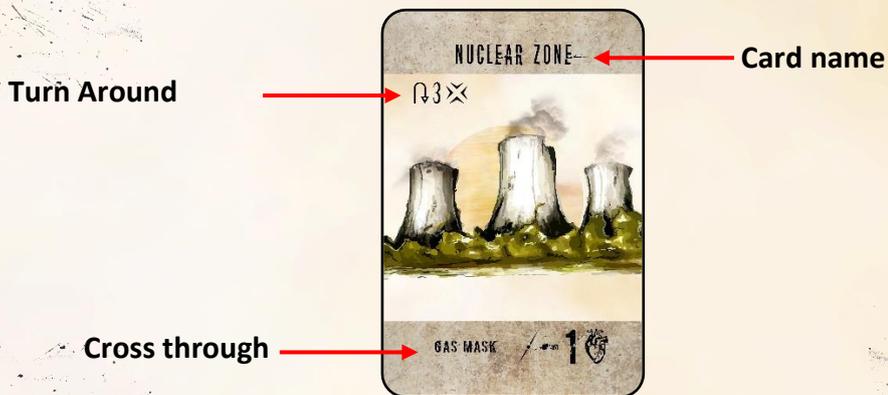
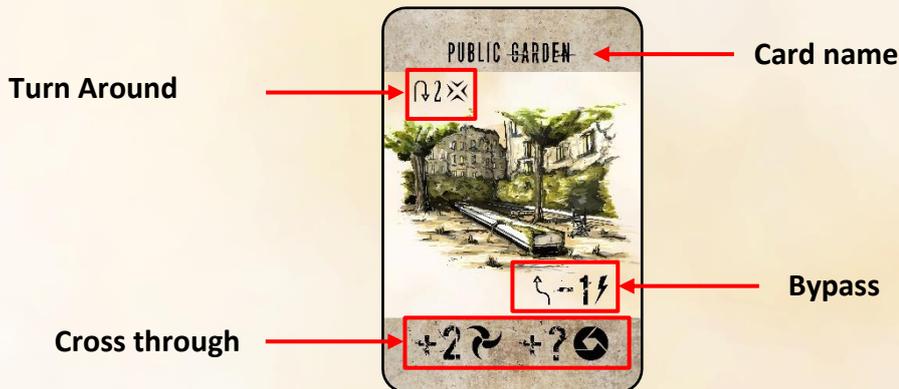
There are different types of road cards. Location cards, obstacle cards and event cards.

- "Location" Road cards represent a place to be visited. (i.e., Abandoned House, Old Theater, etc...)
- "Obstacles" Road cards represent an obstacle that blocks your path. You can go around it or face it, sometimes with the help of items. (i.e., Cliff, Raised Bridge, Destroyed Road, etc...)
- "Event" Road cards represent events with which you may or may not have to interact. (i.e., Stifling Dust, Dark Night, Burial, etc...)

To resolve a Road Card, flip it over and choose one of the actions displayed. On most *Road* cards you have the possibility to **Cross through**, **Bypass** or **Turning around**.

The sepossible actions are always displayed in the sameon every card. If an action is missing, it may not be necessary or impossible ro resolve.

Once the action is resolved, discard the Road card. **You can only choose one action!**



When there is a "/" on an action, you must choose one of the two options. On this card, option 1 is only possible if you have the "gas mask".

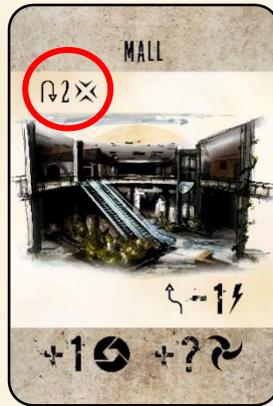
Action : Turn around

When you choose the action, "Turn around", you choose not to face the Road card. In return, you will have to take another, sometimes longer path to continue your journey. The "Turn around" arrow is accompanied by a number, that represents, the number of Road card(s) to add to your day instead of solving the card in question. Instead, undo the Road card and pick as many Road cards as you need. These cards must be placed in the exact location of the discarded Road card. The "Turn around" arrow can sometimes be red, meaning that it is impossible to take another road.

Using the "Turn around" action too often will deplete the deck of Road cards down quickly. **If the Road card deck is depleted and you must draw a new card from it, you lose the game!** (You are lost in Geynum)

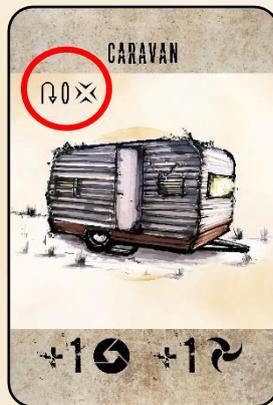
Example 1

You can avoid Crossing or Bypassing the Shopping Center against two new Road Cards.



Example 2

You can ignore the Caravan and not visit it, against zero road cards.



Example 3

You cannot avoid the Darkness Card by taking another path. You have to cross through it. You will either need the Torch or suffer damage.



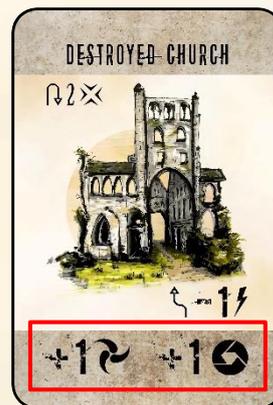
Action : Cross through

Note: The **Cross through** action can sometimes be interpreted as "**Visit**", "**Cross Over**" or "**Interact**".

The banner at the bottom of the *Road Cards* represents the "*Cross through*" action. If you choose this action, you must resolve the entire line (unless there is a "/"). The line must be resolved from left to right. This action will allow you to make encounters, retrieve objects, interact with an event, and sometimes cross obstacles.

Example 1

If you head through the destroyed church, you must solve an Encounter card and then pick up a *Find*.



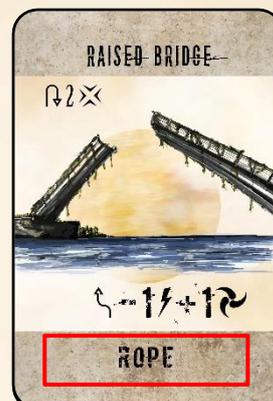
Example 2

If you cross the nuclear zone, you can pass through without any problem if the *Gas Mask* is in your inventory. If not, you lose 1 *Life* point. Using an item such as this doesn't discard it.



Example 3

If you need to cross the raised bridge, the only way to succeed is using the *Rope* in your inventory. If you don't have it, you must choose one of the two other possible options: **Finding another way** or **Bypassing**. Using an item like this doesn't discard it.



Action : *Bypass*

When you choose the "*Bypass*" action, you must suffer the consequence(s) present next to the small "wavy" arrow. You go around the place or obstacle without looking for another path. The consequences will often be loss of energy or encounters. On some road cards, the "*Bypass*" arrow is not available, which means that it is impossible to go around it.

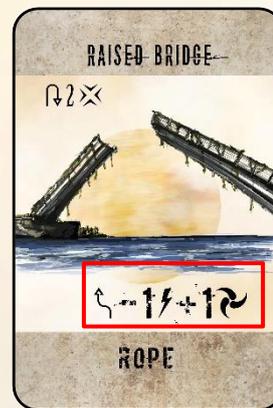
Example 1

If you "*Bypass*" the *Shopping Center*, you lose 1 Energy point.



Example 2

If you "*Bypass*" the *Raised Bridge*, you lose 1 Energy point and you must pick 1 *Encounter* card.



Retrieve a Findings card

The Findings are represented by this logo:



When you need to retrieve a *Findings* card, pick one and place it in your inventory (in your hand or on the table), it belongs to you. Finding cards are essential to your survival. Without them, your game may be cut short. You can have as many Findings cards as you want in your inventory as long as the maximum allowed weight allows you to do so (weight is detailed on page 18).

There may be several pieces of information on the *Findings* cards.

- The **Value** of the item, represented by this logo:



- The **Weight** of the item, represented by this logo:



- The level of **Strength** (only if it is a weapon), represented by this logo:



- What the item gives to the player once consumed or used.

The Value of the Finds gives you an indication of what your findings is worth in the eyes of the people of *Geynum*. On *Geynum*, the money has disappeared and only barter remains.

The Weight of the Findings is important. After you've picked a finding, you must make an inventory of everything you are carrying. If the total weight of your reserve exceeds the weight set by the current day, you must discard the excess cards (weight is explained in more detail on page 18). Some findings don't have weight, meaning that they do not weigh enough to count towards your total weight capacity. In other words, they are not a weight for you and therefore weigh "nothing".

The Strength of Findings, only pertains to weapons. When you meet a *Geynum* resident (encounters are explained on page 10), it may happen that the character you meet will engage in a fight with you. The only way to defend yourself is to have weapons (attacks are explained on page 12).



What findings can provide. Some findings can be consumed or used by the player to gain Life, Energy, Moral or other benefits. Findings consumed in this way must be discarded (with a few exceptions that can still be traded, see page 23.) **You cannot consume a Findings card while resolving a Road (or Fatality) card, but only before or after!**

Example :

If you decide to consume the Tin canned food, recover 1 *Life* point and 1 *Energy* point then discard the card. You can also choose not to consume the tin can and trade it with a character who is willing to trade with you during your game (see Trading on page 14).



There are several types of *Findings Cards*.

- Weapons
- Food
- Care items
- Other objects (anything that is not a weapon, food or care item)

Weapons allow you to defend yourself against the inhabitants of *Geynum*. Some are more powerful or not as heavy as others. You can also trade them.

Food quickly becomes necessary. It allows you to gain *Life*, *Energy* and/or *Moral* points.

Healing items allow you to gain *Life* and/or *Energy* points. They often have an important trade value.

Other items are sometimes only useful for trade. With a few exceptions, such as the *Rope*, the *Gas Mask* or the *Torch*, items that can help you to pass certain obstacles without hindrance.

When the Findings Deck is empty, you can no longer retrieve any more Finds.

Trade Cards

Trade cards are very special findings cards. You can only win them by trading with encounters (see *Encounters* on page 10). There are **5 Green** Trade cards, **5 Orange** Trade cards, and **5 Red** Trade cards. You can keep the three decks separate or make a pile of them. These cards can be viewed at any time during the game.

The « Trade » cards, once in your possession, become « Finding » cards.

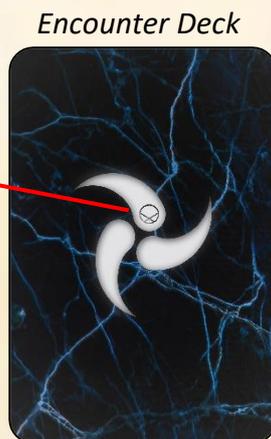
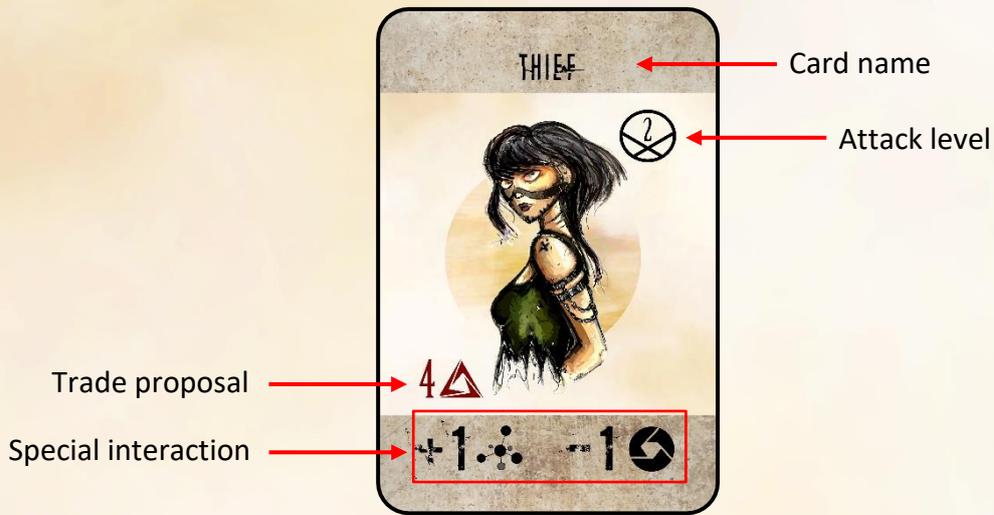


Solve a Encounter Card

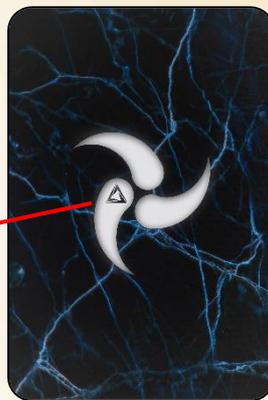
When you need to solve an encounter card, turn the first card of the encounter deck over and place it face up near the deck. The character you meet will react to your presence in the location. To determine the reaction of the encounter, you must examine the symbol revealed on the back of the following encounter card (the one remaining at the top of the encounter deck, still facing down). The visible symbol shows you immediately whether the encounter attacks you, trades with you or interacts with you in some other way.

When the Encounter deck is depleted, shuffle the discarded pile to form a new Encounter deck.

Introducing the Encounter Cards

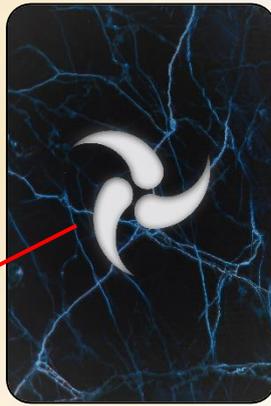


If the back of the next card on the Encounter deck shows this symbol, the encounter attacks you.



If the back of the next card on the Encounter deck shows this symbol, the encounter trades with you.





If the back of the next card on the *Encounter* deck has no symbol, you must face the specific interaction that is printed at the bottom banner of the card. This is a "narrative" interaction that the player can imagine during their game. For example, the "Thief", can imagine that she is spending good time with you (you gain 1 *Morale* point), but during this time she takes advantage of the opportunity to steal one of your findings.



If the *Fatality* symbol is also on the card, in addition to being attacked or traded with, you must draw a *Fatality* card. *Fatality* cards are explained on page 16.

The *Fatality* card must be drawn even if you win the fight or refuse to trade.

The Attacks

When the encounter attacks you, you must compare your level of *Strength* to the character you meet. If your strength level is higher than the level of the character you meet you win the fight. If it is lower you lose the fight.

If you win the fight, you can continue the game without losing a life.

If you lose the fight, you lose 1 *Life* point (always only one Life point, regardless of the difference in Strength levels), so slide the marker on your *Life* gauge one level down and resume the game.

Your Strength Level is equal to the sum of the Strength Levels of the weapons in your inventory.

NOTE: you can only add-up a **maximum of 2 weapons during a fight** (one weapon per hand).

Prioritize the two weapons with the highest strength levels in your item pool to get the best attack result. If you have more than two weapons in your possession, save them for possible trade (see *Trade* on page 14). **If you have no weapons, your level of Strength is zero. You don't have to fight and you can simply accept to lose 1 Life point in combat.**

If your Strength level is equal to the Strength level of the encounter attacking you, lose 1 Energy point. Assume that the fight has exhausted you without injuring you.

Situation

Examples

In the instance that you meet the Thief and she attacks you, here are the consequences of this attack depending on your inventory:

Card drawn

Encounter Deck



Situation 1 : Your stock of items



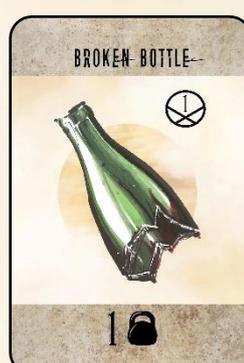
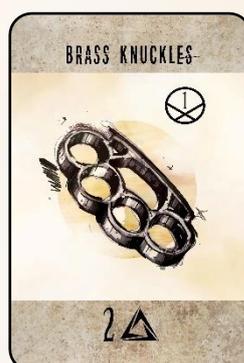
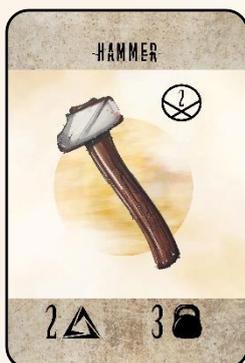
In this case, the Hammer gives you a *Strength* level of 2. The *Thief* also has a *Strength* level of 2. At equal *Strength*, you lose 1 point of *Energy* and resume the game (you can lose 1 *Life* point instead, by refusing to fight). An exception: if you and your opponent are both at a *Strength* level of **zero**, you don't lose any *Energy* or *Life* points.

Situation 2 : Your stock of items



In this case, the *Brass knuckles* give you a *Strength* level of 1. The *Thief* has a *Strength* level of 2. If you have a *Strength* level lower than hers, you lose the fight and therefore lose 1 *Life* point.

Situation 3 : Your stock of items



In this case, the *Hammer* and the *Brass Knuckles* give you a *Strength* Level of 3. The *Thief* has a *Strength* Level of 2. If you have a *Strength* Level higher than hers, you win the fight. You can continue the game without losing *Life*.

Trade



When the character you meet decides to trade with you, you must check what he offers you.

On the card, next to the *Trade* symbol, a value is displayed by a color. This value is the asking price of the encounter and the color corresponds to the *Trade* deck used for this exchange.

Example 1:

In this case, the *Thief* offers to trade Red for a Value of 4, i.e. you can barter items from your inventory that have a total value of 4 or more, against one card from the *Red Trade* deck. You can trade several of your items to reach the required level.

Card drawn



Encounter Deck



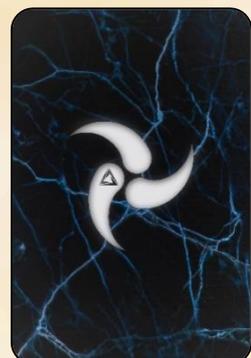
Example 2:

In this case, the *Priest* offers to trade Green for a Value of 1, i.e. you can give him items from your reserve that have a total value of 1 or more, for a card from the *Green Trade* deck.



Example 3 :

On some *Encounter* cards, such as *The Wandering Child*, instead of finding a Trade proposal, you will find the **Ally** symbol (shield). In this case, the encounter does not trade with you but becomes your ally. You can add the Encounter card to your item inventory. During a fight, you can add the **Strength** of your allies to that of your weapons to obtain a higher total **Strength**.



You can have as many allies as you wish. Allies are not considered findings and are not counted toward your weapon limit in a battle.

You can sacrifice an ally to avoid losing a fight. To do this, discard the sacrificed ally when a battle with a greater opponent than your own attacks you. Once the ally is defeated and discarded you do not lose any Life points after the attack and continue the game.

Key

- The value of an item in your reserve is undividable.
- You can donate items for a total higher than the requested value, but the excess is lost. You can combine several Findings cards to reach the requested level of value.
- Findings cards used for trade are discarded.
- You can give double the requested value to take two items from the trade deck (2 max).
Example: If the encounter offers to Trade Green for a value of 2, you can give it a total value of 4 against 2 cards of your choice from the Green Trade deck. Exception: if an encounter offers to trade for a value of zero, you can only take one item from the Barter deck.
- **If you don't have an item with a high enough value for the trade that is offered, continue the game ignoring the trade.**
- You must respect the color of the Trade Deck written on the encounter card.
- The discarded "Trade" cards are removed from the game. If a Trade deck is empty, consider that the "Encounter" nothing to barter with you.
- **When an encounter trades with you, you can barter with the encounter as long as you are still in its location.** This is very useful in case you make a findings after a meeting on the same Road card.
- On some Encounter card there is no Trade symbol or value. This means that no trading is possible with the encounter (a black cross is displayed instead).

Special interactions

During an encounter, if there is no symbol on the back of the next card, you must solve a specific interaction for each character you meet.

Although most specific interactions will have positive consequences on your game, they can sometimes have negative consequences.

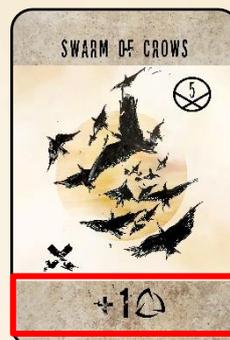
Details about specific interactions:

- At times, you will gain Morale, Life and/or Energy.
- At times, the encounter will offer you an item from one of the Trade decks. It will be presented as a letter. Retrieve the deck card corresponding to the letter. If the item is not available in the Trade deck, you cannot benefit from it.

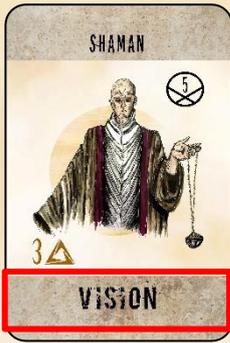
Some examples of particular interactions:



The *Priest* offers you item **B** of the Green Trade Deck (Old Bible).



The *Swarm of Crows* force you to draw a *Fatality* card. *Fatality* cards are explained on page 16.



The Shaman offers you a **Vision**.

The Visions allow you to reveal a Fatality card that is either a Fatality card at the end of your day, or the first Fatality card of the Fatality deck. You must use your Vision immediately after you have earned it.



You can remove the last *Road Card* of your day and put it back face down on the Road Deck (the Survivor gives you a shortcut).

If it is already the last *Road Card* of the day, nothing happens.



Solve a Fatality Card

Fatality cards are cards that will complicate your journey. There are 9 of them in total. When you need to draw a *Fatality* card, draw the first *Fatality* card from the *Fatality* deck and do not reveal it immediately. Place it at the end of your day. You must face it as soon as there are no more *Road* Cards to resolve in your day. If your day is extended by other *Road* Cards, the *Fatality* card will be moved to the end after the new *Road* Cards.

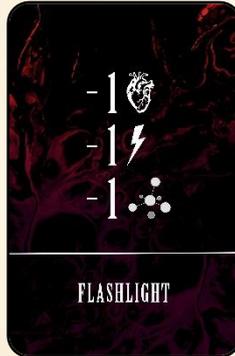
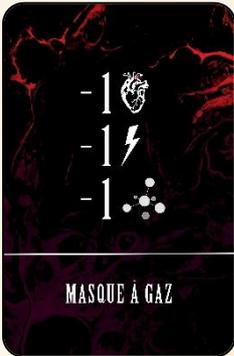
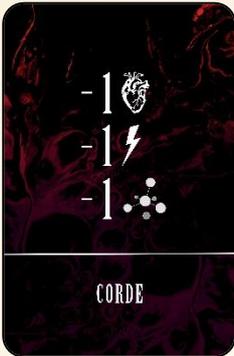
You can accumulate as many *Fatality* cards as you pick at the end of your day. Once resolved, the *Fatality* cards are discarded. **If the *Fatality* deck is empty, ignore the *Fatality* cards until the end of the game.**



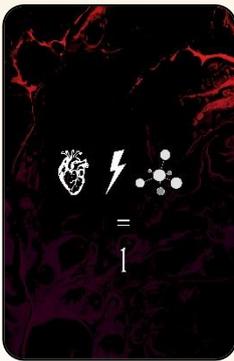
Presentations and explanations of the Fatality Cards :



Lose 2 *Moral* points.
Lose 2 *Energy* points.



Lose 1 *Life*, *Energy* and *Moral* point, unless you have the item written under the white line in your inventory. The item is not discarded.



Your *Life*, *Energy* and *Morale* gauges are reduced to level 1. If one of your gauges is already at level 1, it remains there. If one of your gauges is at level zero (limit zone), it remains there.



Remove and blindly discard 2 cards from each *Trade deck*. Future trades will be less varied.



Wrong way!
Add 3 *Road Cards* to your current day.

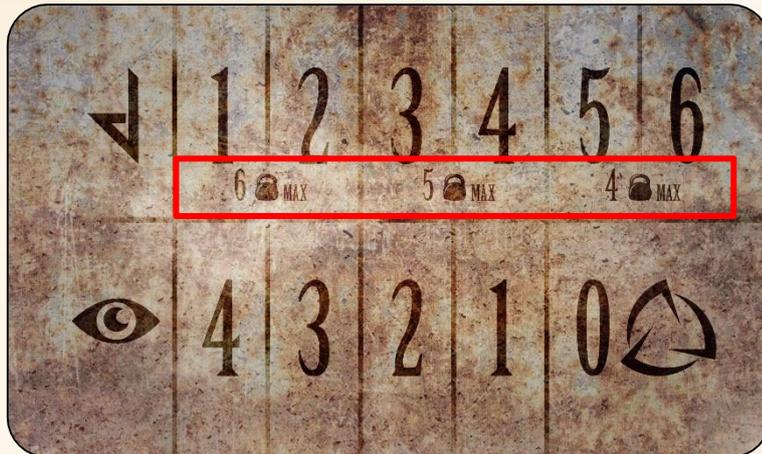


You lose "?" *Life* point(s). You can sacrifice an ally instead of suffering this Fatality. The "?" is explained on page 21.

Detailed overview of the gauge trays

There are two gauges mats : one to track the days and your Destiny line and the other with your *Life*, *Energy* and *Moral* gauges.

On the first tray on the day line, there are "Weight" symbols with a number.



This is the maximum weight allowed in your inventory.

On day 1 and 2, your maximum allowed weight is 6.

On day 3 and 4, your maximum allowed weight is 5.

On day 5 and 6, your maximum allowed weight is 4.

As soon as a finding causes you to exceed the weight limit, you must discard an item in order to have a total weight equal to or less than the weight limit. As you progress in your journey, your ability to carry weight decreases.

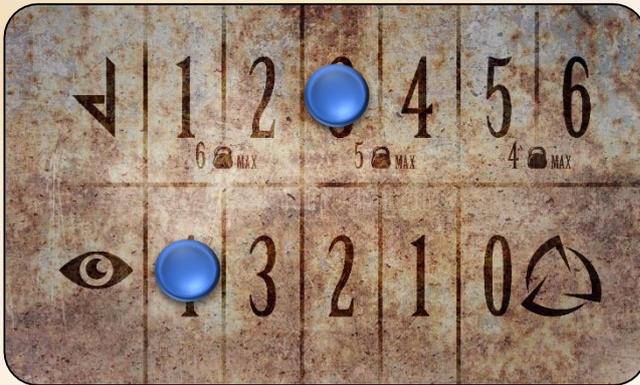
Under the Day line is the **Destiny line**. It is a special gauge. It allows you to change your destiny.

The numbers 4 to 0 are not levels, but credits. During a game you have the right to use your "Destiny" credits to modify an interaction with an encounter card.

After turning an *Encounter* card over, check the symbol on the back of the next *Encounter* card to discover what interaction the encounter has in store for you. If the interaction does not suit you, you can change it by using 1 *Destiny* credit. When you use 1 *Destiny* credit, move the marker one notch and place the first card in the *Encounter* deck underneath the stack without looking at it. You should then look at the symbol on the next card to see the new interaction that replaces the previously discarded one.

You can use your Destiny credits several times in a row. Be careful: you must draw a Fatality card if you use last Destiny credit.

Example:

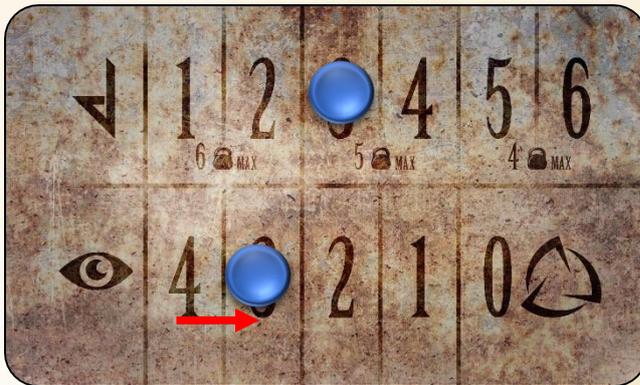


In this case, the *Thief* attacks me and I have to draw a *Fatality* card.

Card drawn



Encounter Deck



I use a Destiny credit to place the card from the *Encounter* deck under the stack of cards. The back of the next card tells me that the *Thief* is attacking me but I no longer have to draw a *Fatality* card. My Destiny credit will have been useful.

Card drawn



Encounter Deck



Note : When your Destiny marker reaches the 0 (zero), draw a *Fatality* card. In other words, using your last credit will not be without consequences. Each time you place your marker on this case, draw a *Fatality* card.

The second mat allows you to monitor your Life, Energy and Moral levels.

The Life Gauge represents your physical health. There are levels 4, 3, 2, 1, 0 (limit zone) and the Skull (dead).

The Energy Gauge represents your energy. There are the levels 4, 3, 2, 1, 0 (limit zone) and the Skull (exhaustion).

The Moral Gauge represents your mental state. There are levels 4, 3, 2, 1, 0 (limit zone) and the Skull (surrender).

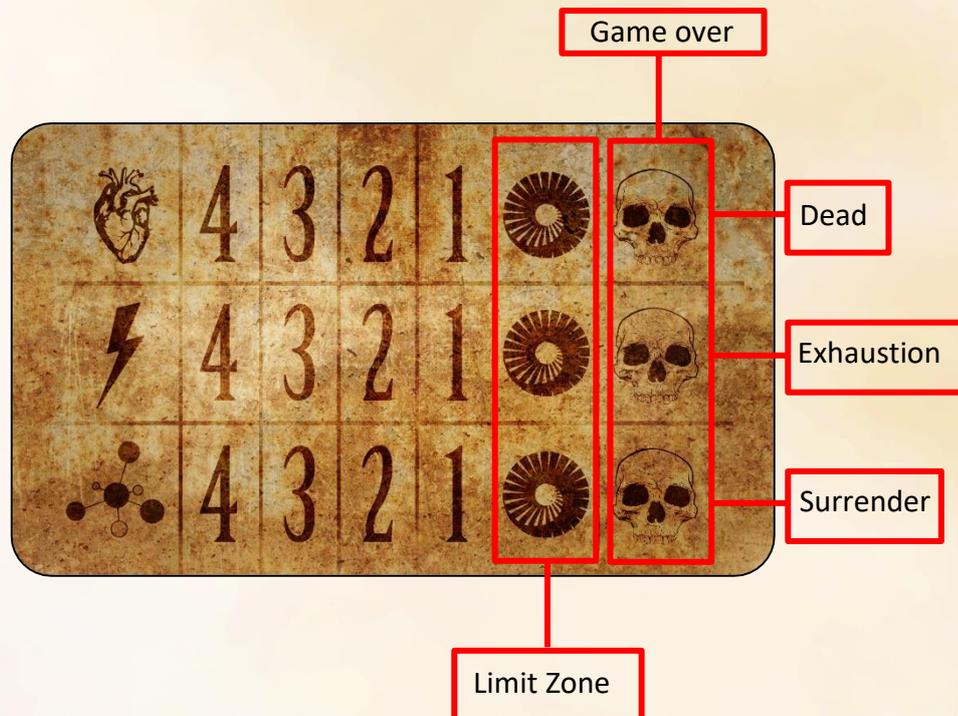
These three gauges work in the same way.

If one of your markers lands on one of the Skull boxes on the board, the game is immediatly lost.

When one of your sliders is on a zero square (limit zone), you can continue the current day. Be careful: **if you end the day with at least one of your markers on the zero square (limit zone), you lose the game.** You must therefore do everything you can to leave the Limit Zone before the end of the day. A day ends when there are no more *Road* cards or *Fatality* cards to resolve.

It is therefore sometimes preferable to look for another road to extend the day and try to leave a Limit Zone.

If you finish on Day 6 and one of your markers is in a Limit Zone, you lose the game.

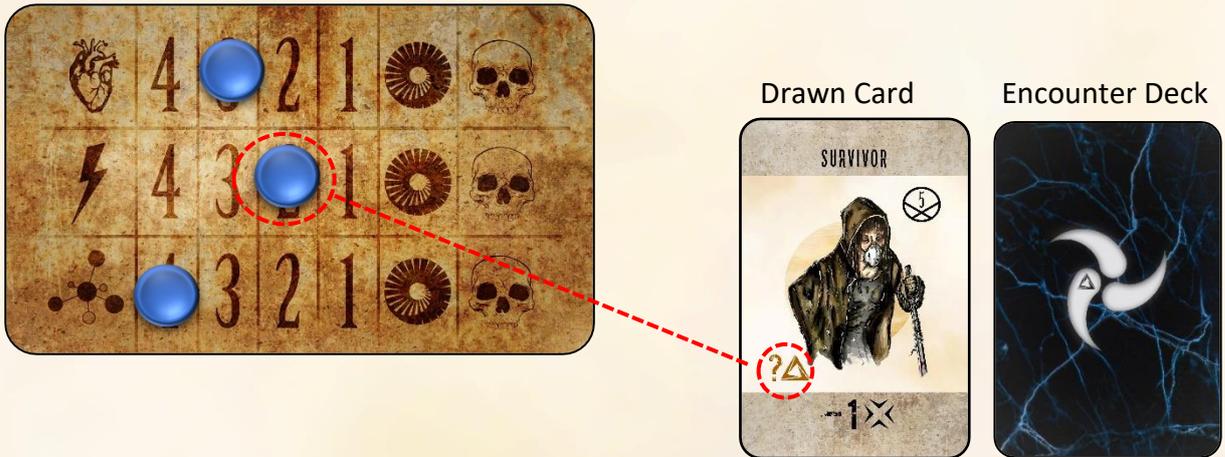


The "?"

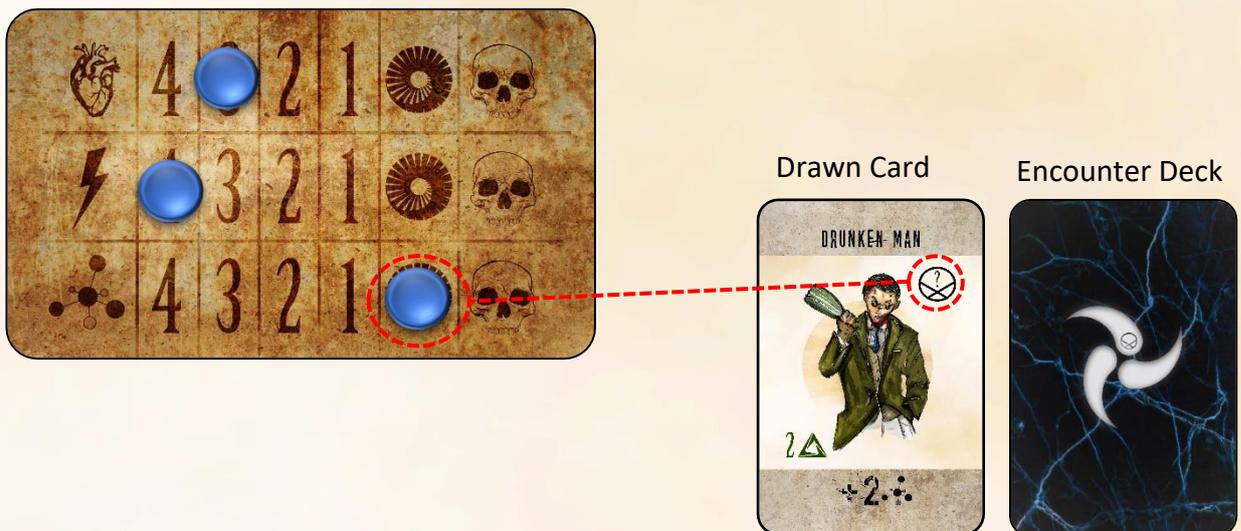
Some *Road*, *Encounter*, *Fatality* or *Findings* cards present information accompanied by a "?". **To solve this "?", simply replace it with the numerical value of your lowest gauge level, among the Life, Energy and Moral gauges.**

Examples :

In this case, the *Survivor* trades Orange with a value of 2.



In this case, the *Drunk Man* attacks you with a Strength equal to zero.



Note: you must replace the "?" by the numerical value when solving it.

Clarifications of some cards and symbols

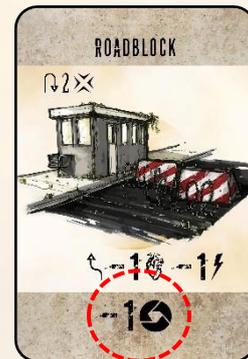
When a specific interaction of an **Encounter card** asks you to discard one of your *Findings*, you must discard one at random. If you do not have any *Findings* Cards in your item pool, nothing happens.

The "Trade" cards in your possession, are considered as « Finding » cards.



When an action on a **Road card** asks you to discard one of your *Findings*, you must discard one at random. If you do not have any *Findings* cards in your item pool, you cannot take the action that asks you to do so. You will therefore have to choose to *Findings Another Way* or *Bypass*.

There is an exception for the "Escape" Road Card: you can flee even if you have no *Findings* in your inventory.



The Road Card "*Trade Market*" is a special card. When you arrive on this *Road* card, you have the possibility to barter as much as you want with the Green, Orange and Red *Trade* deck. This card works like a classic trade. For a value of 3, you can retrieve one card from the Green deck. For a value of 4, you can retrieve a card from the Orange deck. For a value of 5, you can retrieve a card from the Red deck.

The *FlashLight* adds +1 to the numerical value of your "?" when followed by the *Findings* logo. This means that you earn an extra discovery each time you solve a "?" in front of the *Findings* logo.





The *Old Bible* allows you to cancel a *Road* card that has just been revealed. The cancelled *Road* Card is discarded and is not replaced. Once the *Old Bible* has been used, you can no longer use it. Rotate it 90° to remind you of this. However, you can still trade it.

Unlike other *Findings* cards, the *Novel* and *Old Bible* are not discarded once used. Even if they can no longer be used, they can still be traded.



The *Lucky Charm* allows you to cancel a *Fatality* card. When a *Fatality* card is placed at the end of your day, you can discard the *Lucky Charm* in order to discard the *Fatality* card without resolving it.

The *Backpack* allows you to carry extra weight. With this card, you can add 2 extra weight units. For example, if you own the *Backpack* and you are on day 5, you can carry a weight of 6 instead of 4.



Victory and defeat conditions

Victory

You win if:

- You survive the 6 day trip on the Road. The sixth day ends after solving the last *Road* card and the eventual last *Fatality* card of day 6.

Defeat

You lose if:

- You need to pick up a *Road* Card but the *Road* Card Deck is empty.
- One of your gauge sliders is on a skull.
- One of your gauge sliders is on a *Limit Zone* and your day is over.

Game modes

There are three ways to play THE ROAD and to discover the game in a progressive way. At the beginning of the game, determine which mode you want to play with. These game modes make minor adjustments, but these adjustments are significant for your survival!

"Equipped" mode

- ❖ Begin the game with the *Rope* and the *Gas Mask*.
- ❖ Begin the game with a Random *Findings* card.
- ❖ Remove the *Punk Gang* from the Encounter deck.

"Traveller" mode

- ❖ Begin the game with the *Rope* or *Gas Mask*.
- ❖ Begin the game with a Random *Findings* card.

"Survivor" mode

- ❖ Begin the game without any cards in your inventory.

Multiplayers ?

The Road is an exclusively solo game, but the experience of the game can be experienced by several players similar to a cooperative game. All players around the table can decide on what actions to take to win the game.



ACHIEVEMENTS



- VICTORY !**
Win a game in Survivor mode.
- DON'T SCARE ME !**
Win a game with two of your gauges at level 4 among the health, morale and energy gauges.
- TOUGH !**
Win 10 fights in a single game.
- INVINCIBLE !**
Win a game with your Strength at 7 or higher.
- ZOOLOGIST**
Win a game by having met all the animals. (Cat, Wounded Dog, Crows, Bear)
- SMALL FAMILY**
Win a game ending with the *Wounded Dog* and the *Wandering Child*.
- DESTINY !**
Win a game with your Destiny Gauge at level 4.
- I LIKE MY STEAK WELL COOKED!**
Win a game with the *Saucepan* and *Raw Meat* in your possession.
- THE HEAVY BREED!**
Win a game with the *Gas Bottle* in your hand.
- LITERARY**
Finish a game with the Holy Bible and the Novel in your hands (you can use them but not to trade them).
- UNLUCKY !**
Lose a game because of the last *Road Card* on the last day (Day 6).
- FATALITY !**
Lose a game because of the last *Fatality* card on the last day (Day 6).



ACHIEVEMENTS

- THE BEARSKIN !**
Win a game by defeating the Bear.
- ATHEIST IN GOOD FAITH !**
Trade the *Old Bible* without using it.
- THAT WAS CLOSE !**
Win a game by surviving at least 7 Fatality cards.
- COLLECTOR**
During a game, keep at least 10 findings in your possession at the same time.
- SURVIVE !**
Sacrifice an ally.
- APOCALYPSE TOURIST !**
Lose 1 *Life* point due to the *Cat*.
- WAY OF THE SAMURAI !**
Win a game with the Sword in your hands.
- PYTHEAS**
Win a game with Pytheas.
- LEOPOLDINE**
Win a game with Léopoldine.
- HESTER**
Win a game with Hester.
- SAYADAW**
Win a game with Sayadaw.

Playing with characters

You have the option to play with four characters.

Each character has its own characteristics and a different set-up.

PYTHEAS

Pytheas is a real outsider. He is convinced that to survive in Geynum, you should not trust anyone. When he was 13, his father tried to sell him to a rebel gang in exchange for merchandise. Luckily, he was carrying a knife. After wandering alone for years, he has finally become a well respected survivor by travelers and various rebel gangs.

However, he is still looking for his father to introduce him to Diego...

Diego is his brass knuckles. He likes to make them shine by rubbing them with an old rag. He promised himself that the brass knuckles will shine brightly the day he finishes off his father.

Set up :

Start the game with the Rope and Knuckles.

Special Ability: Pytheas gains a Find after each fight he wins.

Weakness: Pytheas cannot have an ally. If an "Ally" encounter occurs during your game, nothing happens.



LEOPOLDINE

Abandoned at the age of 5 and with her forearm devoured (by a wolf?), Léopoldine was taken in and raised by an old woman. As dawn broke on the morning of her 20th birthday, Leopoldine had to bury her adoptive mother. Her mother taught her everything about Geynum before she left this world.

Following this tragedy, Leopoldine sought to explore Geynum in search of a safe haven. Her adoptive mother often told her the story of a hidden civilization within Geynum: a group of people looking to establish the new world. Léopoldine has been looking for them for years. Will she find her new family?

Set up:

Start the game with the Rope and the Artisanal Elixir

Special Ability: You don't need to discard Crafted Elixir after using it. You can use it once a day. You can't trade it.

Weakness: Leopoldine has only one arm so she can only fight with one weapon at most. However, she can possess more than one.



HESTER

Hester is the leader of a clan.

She is the pillar of a hundred survivors who live in underground networks.

In recent months, the level of toxicity of these undergrounds has only increased. Some deaths within the clan have already been deplored.

Hester promises to find them a new land where they will be able to live peacefully.

Alone, she will take the Road promising her clan to bring them good news.

She is preparing for this ultimate mission. The life of his clan depends on it.

Set up:

You start the game with the Lucky Charm and the Rope.

Special Ability: Hester cannot be injured by animals.

Weakness: Hester is a stubborn warrior. She can never "Turn arround" action. Treat the "Turn arround" arrow as if it was Red all along the game.



SAYADAW

There is no faith left on Geynum.

The only belief is that of a beating heart.

But there are some exceptions.

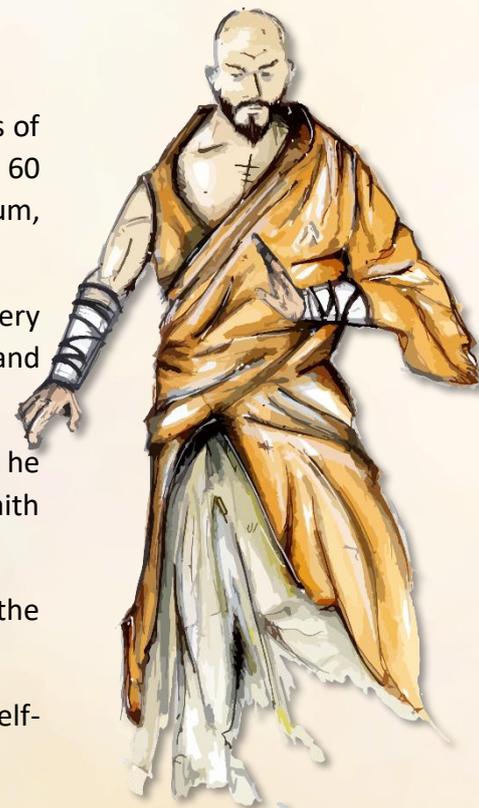
Sayadaw has kept his ancestors' customs and rituals. After 18 years of hard work, he managed to establish a monastery on Geynum. 60 faithfuls meditated and gathered each day. But on Geynum, permanence is fleeting.

At the dawn of a bloody day, a group of cannibals seized the monastery and murdered and devoured every living being. Arms, legs, flames and blood...

Sayadaw managed to escape this massacre. Unable to turn around, he can't say goodbye to his brothers, but he knows that there is no faith which has never yet been broken.

Sayadaw is preparing for a long journey, a journey where death is the destination.

He sets out in search of a sacred place to meet his soul's calling. Self-immolation will be his last act.



Setup:

You start the game with two cards chosen at random from the Find deck.

Special feature: Sayadaw can offer a card from his hand to avoid damage from an attack. (Find or Barter cards)

Weakness: Faithful to his principles, Sayadaw refuses to use weapons. You can own, trade or gift weapons, but you can never use them to defend yourself!

Create your character

To create your own character, nothing could be simpler. Imagine a character or take inspiration from an existing real or fictional character.

Offer him a quest / story for the player to identify with.

Think about a set-up by granting him starting cards.

Give it a special ability and a weakness.

Test it out and share it on the official "The Road - Alone Editions" Facebook page or on BGG.

It's your turn !

Scenario mode

Scenario mode lets you experience a real story.

3 scenarios are in preparation. They will be available in French and English directly on the site www.aloneeditionsgames.com very soon.

Logos



ROAD



FATALITY



FINDINGS



TRADE



ENCOUNTER



LIFE



ENERGY



MORAL



DAY



DESTINY



ALLY



WEIGHT



TURN AROUND



BYPASS



STRENGTH

?

REPLACE IT WITH THE NUMERICAL VALUE OF YOUR LOWEST GAUGE LEVEL, AMONG THE LIFE, ENERGY AND MORAL GAUGES