

I have invented a new game to conclude my semester! This game is called Journey Home. It was inspired by "Paradise" a story written by Rahsakaienhtha Laborgne.

It is a survival game.

Here are the instructions and the rules. It is a board game that can be played either alone or competitively. From a competitive standpoint, it would either be the first person who advances the farthest, or the person who reaches the end the quickest. Anyway, here are the instructions and rules, enjoy!

Journey Home

One of the most horrific possible outcomes imaginable has come to fruition. You wake up in the middle of the desert, the scorching hot midday sun beaming down on your burnt skin. You have no memory of how you got here, where you are, and what you did to be in this situation. After struggling to grasp a sense of where you are, you finally stumble upon a lost backpack. You assume this is yours, but would open it up even if it wasn't. You open the backpack to a miracle. A bottle of fresh water which can last you three days, a can of food which lasts you four, and a tarp to form a shelter which lasts five days. Along with this, there is a faint sign of mountains in the distance off to the right, continuous desert in the middle, and a lush green forest to the left. You naturally know that the two on either side get you better resources, but continuing in the desert gives you better access to resources earlier on in the game. It is your decision to make as to where you want to go, and how you determine your fate. Action cards will both aid you on your quest to survival, but could flounder your quest to get back to your mother's house. The fate of your life lies squarely in your decision making. Good luck.

Rules:

Player starts off with three resource cards.

Food (1 card = 4 days worth)

Shelter (1 card = 5 days worth)

The player must have at least one of each card throughout the entirety of the game.

One move up = 1 day elapsed.

Once the required amount of days for a resource card elapses, you must put the card back in its deck. If you fail to gain another card by the time the older one elapses, you lose.

You are able to collect more resource cards than three, but you may only use one of each at a time.

Every other day you must pick up an action card.

Action cards are vital to your result, as a positive action could carry you to survival, while a negative action card could cost you your life.

On days where you do not pick up an action card, you can choose to pick up either one food, water, or shelter resource card.

If you pick up an action card that gives you the same result as the last pick up, then you cannot pick it up. (Ex. You cannot pick up two water resource cards in a row)

Remember that every day/move, you must take one days worth of value off of a resource card

Tools needed to play:

Ideally have a pencil and paper to keep track of your water, food and shelter card value.

If you have any questions please respond, I would be glad to answer. The board will be photographed and posted on this blog, with the action cards and instructions for each section being posted as well. If you want to play, simply print out the board and cut out the cards. You can redraw the board in a similar manner though simpler, it is completely up to you. Here are the instructions and action cards. Enjoy!

Forest:

So you have gone with the route of the forest. A wise decision, yet one that could prove costly at the same time. However, your entry to the forest brings new rules that may aid you along the way:

You may turn a part of your shelter into a spear in order to hunt food.

If you do so, this increases the amount on your food card by one day.

However, this also takes two days off of your shelter card.

You must now begin to collect the forest action cards. Good Luck.

Desert:

You have chosen to continue on with the desert. An enticing strategy. As success in this part could help guide you to victory. Before you continue, more miracles stumble upon you. A little oasis with trees

are present near in the distance. Finally water, water galore, pick up two extra water cards before continuing on your journey.

You must now begin to collect the desert action cards. Good Luck.

Mountains:

Ah, your decisions have led you to the mountains. Here you must fight high obstacles in order to succeed. If you do so, a high reward comes to you. Be strong. The trek ahead is going to be difficult. Good Luck.

You must now begin to collect the mountain action cards.

Congratulations! You made it to the rocks. This has already been a grueling journey and your fight to get home is near completion.

If you make it to the rocks, you can use your shelter to turn it into different objects to surpass the obstacles.

However, if you chose the mountains as your path, your increased ability in rock climbing allows you to climb without expending any shelter! Only the water and the food cards are still being expended.

If you have not chosen the mountains, you must continue to use your water and food cards normally. You must turn 1 shelter card into a ladder.

Water:

You have now reached the water. Your difficult journey is incredibly close to an end.

Turn a shelter resource card into a raft and sail across to civilisation. *If you do not have any more shelter cards, you are unfortunately unable to cross the river*

Ending:

Well, this bitter journey home has finally reached its end. Through all of the tough times, sleepless nights and crazy days, you have finally made it home. Now go get some of your moms lunch, you've earned it, Congratulations.

Action cards;

Forest:

You are venturing through the forest on a cool and damp day, just as you hear whimpering in the bushes not so far away. You open up the bushes to see a bright red Fox, who is struggling to move due to obvious hunger. The fox looks up in fear hoping you will help.

You now have two options:

- a. Leave the Fox to die
- b. Give the Fox a day's worth of your food out of the goodness of your heart.

Make this decision now.

If you chose to help the fox, please take one day away from your food card off the record.

Answer:

a. Once you leave the fox to die, fast footsteps run behind you. The moment you turn around four foxes have surrounded you. Quickly you realize this is the hungry foxes family, and they want revenge. As they attack, they take four days (1 food card) worth of food and flea. *If you do not have an extra food card, this is the last of your days.

You will meet the sad reality of death by nightfall.*

b. If you gave the fox your food, congrats, you have saved this hungry fox. As you do this, four more foxes come over to share the food. You start to continue on your quest when the foxes start sniffing around. You hear howling behind you, turn around and find four days (1 food card) worth of food by their feet. You are confused, but the fox nudges the food over to you as a symbol of gratitude for your act of kindness. *Pick up 1 food resource card*

As you venture through the forest, a branch suddenly falls and breaks a can of food.
Deduct 1 day off of your food resource card

On a beautiful evening, you stumble upon a nice clear water reservoir. This supplies you with 3 days (1 card) worth of water. *Pick up 1 water resource card and add it to your collection.

On a dark and cold night, you try to fall asleep. However, the cold air prevents you from getting comfortable. Suddenly you hear a buzzing, and open your eyes to see a small firefly providing you with light. This guides you to a new shelter where you stay for the night and sleep peacefully *pick up 1 shelter card*

It is a windy morning. You wake up shivering from the cold. Your shelter has blown away in the wind and there is nothing to protect you anymore. *Please put 1 shelter card back in the deck. If this is your last shelter card, you must gain one in the next action card in order to advance. If you do not do so, you die.*

It is a very hot sunny day. You reach for your water, but realize you forgot to close the lid. It has been spilling out for the past hour. This kills 2 days worth of water *Remove 2 days from your water resource card. If this is your last amount of water, you lose.*

A rainy day allows you to collect more water *Pick up 1 water resource card*

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9.

You stumble upon Blueberries in the bushes! You remember your mom telling you that these berries are not poisonous, so you collect them. *Pick up a food resource card*

Desert:

You are stumbling through the desert on another dry and hot day, just as you hear an animal whimpering not so far away. You look over to see a beautiful addax antelope, who is struggling to move due to obvious dehydration. The antelope looks up in fear hoping you will help.

You now have two options:

- a. Leave the antelope to die
- b. Give the antelope a day's worth of your water out of the goodness of your heart.

Make this decision now.

If you chose to help the antelope, please take one day away from your water card off the record.

Answer:

a. Once you leave the antelope to die, fast footsteps run behind you. The moment you turn around four antelopes have surrounded you. Quickly you realize this is the hungry antelopes family, and they want revenge. As they attack, they take three days (1 water card) worth of your water and flea. *If you do not have an extra water card, this is the last of your days. You will meet the sad reality of death by nightfall.*

b. If you gave the antelope your water, congrats, you have saved this hungry animal. As you do this, four more foxes come over to share the food. You start to continue on your quest when the antelopes start sniffing around. You hear howling behind you, turn around and find three days (1 water card) worth of food by their feet. You are confused, but the antelope nudges the food over to you as a symbol of gratitude for your act of kindness. *Pick up 1 water resource card*

As you venture through the desert a heavy tumbleweed knocks your food over, breaking the can and making it inedible *deduct 1 days worth of your food*

On a beautiful evening, you stumble upon a nice oasis and nice clear water reservoir. This supplies you with 3 days (1 card) worth of water. *Pick up 1 water resource card and add it to your collection.

On a dark and cold night, you try to fall asleep. However, the cold air prevents you from getting comfortable. Suddenly you hear a buzzing, and open your eyes to see a small firefly providing you with light. This guides you to a new shelter where you stay for the night and sleep peacefully *pick up 1 shelter card*

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A rainy day allows you to collect more water *Pick up 1 water resource card*

A dry day means you must drink more to survive. This kills two days worth of water *Deduct 2 days worth of water from your water resource card. If this is your last amount of water, you lose*

9.

You stumble upon the eggs of a bird while walking one day! This supplies you with 3 days worth of food *Pick up one food resource card*

Mountains:

You are trekking through the mountains on another cold and cloudy day, just as you hear an animal whimpering not so far away. You look over to see a cute lion cub, who is

help.

You now have two options:

- a. Leave the cub to die
- b. Give the cub a day's worth of your food out of the goodness of your heart.

Make this decision now.

If you chose to help the Cub, please take one day away from your food card off the record.

Answer:

- a. Once you leave the Cub to die, fast footsteps run behind you. The moment you turn around four Lions have surrounded you. Quickly you realize this is the hungry Cubs family, and they want revenge. As they attack, they kill you, leaving no trace of your recent adventure.
- b. If you gave the Cub your food, congrats, you have saved this hungry animal. As you do this, four more Cubs come over to share the food. You start to continue on your quest when the cubs start sniffing around. You hear sniffing behind you, turn around and find three days (1 food card) worth of food by their feet. You are confused, but the antelope nudges the food over to you as a symbol of gratitude for your act of kindness.
Pick up 1 food resource card

You are climbing one day and stumble on a large rock. One can of food falls out of your grasp and down the mountain. *Deduct one days worth of your food*

On a beautiful evening, you stumble upon a nice river flowing along the side of the mountain. This supplies you with 3 days (1 card) worth of water. *Pick up 1 water resource card and add it to your collection.

On a dark and cold night, you try to fall asleep. However, the windy air prevents you from getting comfortable. Suddenly you hear a buzzing, and open your eyes to see a small firefly providing you with light. This guides you to a new shelter where you stay for the night and sleep peacefully *pick up 1 shelter card*

It is a windy morning. You wake up shivering from the cold. Your shelter has blown away in the wind and there is nothing to protect you anymore. *Please put 1 shelter card back in the deck. If this is your last shelter card, you must gain one the next day in order to advance. If you do not do so, you die.*

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Put a water resource card back in the deck. If this is your last water card, you lose.

A rainy day allows you to collect more water *Pick up 1 water resource card*

A dry day means you must drink more to survive. This kills three days worth of water
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You stumble upon the eggs of a bird while walking one day! This supplies you with 4 days worth of food *Pick up one food resource card*

JOURNEY

HOME



Water 000

ROCKS



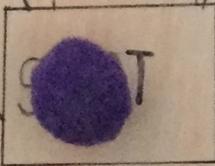
FOREST
INSTRUCTIONS

DESERT
INSTRUCTIONS

MOUNTAIN
INSTRUCTIONS

Mountain
(action cards)

FOREST
(action cards)



Desert
(action cards)

