I shall rather go alone . . .

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ONE

ABOUT

This is a game about people who are stuck traveling together, their route planning and their choice to rather go alone. It is hybrid of a role-playing game and a boardgame. Boundaries blur anyways.

Gather at least three persons for playing, though you might not want to go above seven. This game is designed to comfortably fit into an evening, maybe you can squeeze even two or three games in there. How long it takes will scale with players and your collective decision-happiness.

To play this game, you will need a large sheet of paper to draw a map on, a few pencils and both a red and blue pen, as well as a deck of index cards. If you take the number of players, multiply it by 13 and then add 7, take that many index cards and you should have enough for most games.

Each of you will take on the role of a person that is stranded in hazardous environment and needs to travel to several places out there, a Wanderer. As the Wanderers meet in the Hub, their current starting location, they figure out it might be safer to travel together and accept some detours. The Wanderers and the local Map are created in chapter Preparation.

During the main part of the game, the Wanderers sit together and plan their route, trying to find a compromise for everyone. If that is not possible, individual or multiple Wanderers may leave the group to form an alternative Traveling Party.

The game is finished by the Journey in which the actual trip of the one or several Traveling Parties is resoled and narrated. Each Wanderer will also receive a Score, how well they did.

At the very end of this document you will find a short chapter named Settings, which contains ideas for a few scenarios in which you might want to play this game.

Have fin!

24-HOUR RPG 2014

This game was created for the 2014 RPG Geek 24h RPG Contest and is currently untested and in its original, 24h-state. Use at your own risk!

Illustrations by *johnny_automatic* and *vectorsme* via Openclipart.

CHAPTER

TWO

PREPARATION

Preparation is done in multiple parts:

1. Collectively determining the feeling of the setting and the Hub
2. Creating the landscape on the Map
3. Adding Locations to the Map
4. Creating the Wanderer for each player
5. Adding Obstacles to the Map

Start by making yourselves comfortable. Make sure, everyone can reach a central spot with a plain surface (like a table) or a commonly shared drawing file.

2.1 Determine setting and Hub

First, you need to make sure that everybody is invested in the setting you are playing in. Start out by brainstorming ideas. Do not team up too quickly if some people agree; this should be fun for everyone.

Once you have collected a few ideas, start drawing out broad strokes of the setting. Use phrases, bullet lists, a sketch or similar techniques to visualize the setting to everyone. Make sure, *everyone* agrees on the setting. If you cannot, by all means, find a mutually agreeable setting, maybe you should try another game. It will be better that way.

Then talk about the Locatioin you are all in. What does it look like? What is very particular about it. What meaning does it have in this setting? This is the Hub.

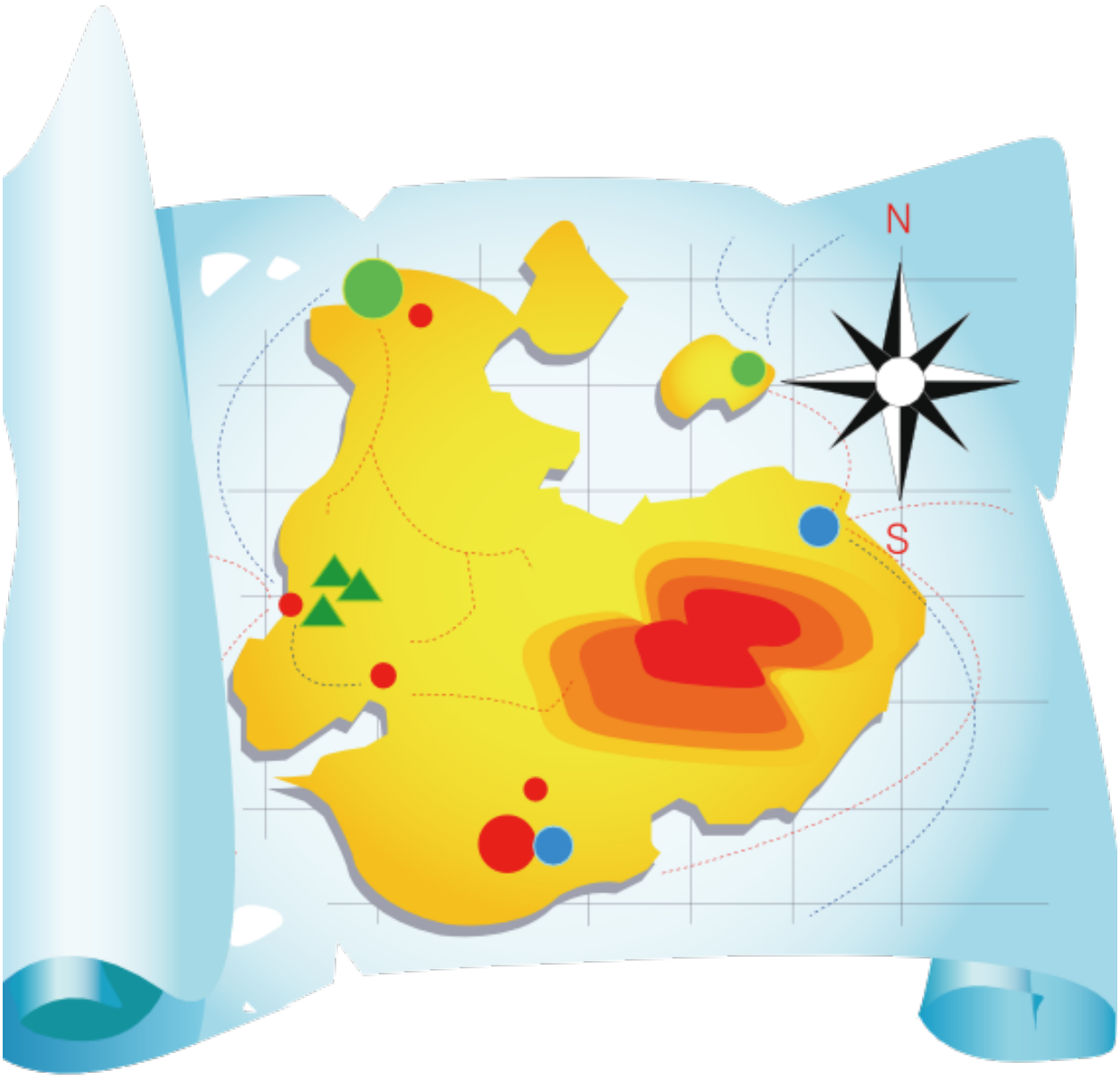
2.2 Create the initial landscape

Now, that you all have a good idea of the setting, everybody should grab a pencil (or any grey or black pen) and start drawing. Put the Hub you created in the last step in the center and then every player starts drawing in their slice of the Map, indicating mountain ranges, lakes, rivers, forests, desert, ocean, etc. Please do cooperate with your neighbors to make larger landscape features. This is the Wild.

Do not try to negate anything another player draws. Instead, try to incorporate it into your drawing or counter it with what you are drawing to put it into perspective.

Please do not draw any man-made or small natural features. These are Locations and come in a later step.

This drawing process should be rather short.



2.3 Add Locations to the Map

In this step, every player writes down three Locations in order. Put each on a separate card and keep it secret for now. Each location should have a short name, a little description and a place on the Map to go to. You do not need to write the place on the Map down, just short term-memorize it and be honest. Number the Locations one through three.

Starting with the player with the shortest last name and taking turns, announce your first Location and draw it on the Map using *blue*. Use a unique symbol to identify it on both the card and the Map. If the place on the Map is already occupied, put the card face-down in front of you and do not draw anything. You will be compensated.

Repeat the same process for Locations two and three.

Finally, players with face-down cards take turns adding a new Location of their desire. This can either be the originally

intended Location in another place on the Map or an entirely new Location. Each player can do this once for each face-down Location card.

2.4 Create the Wanderer

Each of you will now individually create your Wanderer. The Wanderer is the character that you portray in the game. Each player will have one and only one Wanderer.

There are multiple steps involved in the creation of a Wanderer:

1. Make up the basic concept
2. Come up with a vague backstory
3. Determine apparent, uncomfy and dark Destination
4. Make up two Hints
5. Create your character's Secret
6. Give your Wanderer his Power

2.4.1 Basic concept

For the basic concept, think about what kind of person you would like to play. Are there any broad strokes or details that would interest you in a person in this setting? Go with it! Do not ponder on the details just yet.

2.4.2 Backstory

Come up with a short backstory for your character. Where does he come from, where is he headed? Are there any grand events in his past or does he know any significant people? Again, draw broad strokes, but make sure that there are some tangible hooks into your Wanderer.

Write the name of your Wanderer on a card and note his backstory on the back. Lay this card name-up in front of you.

2.4.3 Destinations

There are three Destinations for each Wanderer:

Apparent: This Destination follows very natural from the person that the Wanderer appears to be to others. It could be related to his profession, his family or acquiantances or to something he owns. Nobody will question this Destination.

Uncomfy:: This Destination does not harm anybody, but it is related to a side of the Wanderer that he would nother see in the spotlight. Think of something awkward about the character: spleens, diseases, unrealistic dreams, weird hobbies, etc.

Dark: This Destination is truly dark. This involves the Wanderer hurting some person or society, either physically or spiritually. Revenge, violence, greed, fraud, sins of some sort or other type of malevolent behavior. The Wanderer might or might not perceive it as dark, themselves, but they know that it is not acceptable to most people.

Each Destination should be accomplishable in at least one Location on the Map. No two Destinations can be accomplished at the same Location. Specify at most three locations.

Write each Destination (summary and locations) on an index card. These are kept secret until the Journey.

2.4.4 Hints

Each player creates two Hints that only his Wanderer knows about. Each Hint is tied to a Location. Write down the summary and the location of the Hint on a card and keep it secret.

2.4.5 Secret

Give your Wanderer a Secret that he would like to keep but which is not directly tied to the uncomfy or dark Destination. Write it down – in secret! – if you tend to forget.

2.4.6 Power

Finally, give your Wanderer a power. This is one outstanding action that he can perform, be it strong natural talent, an item, strong wits or morale or event supernatural powers. Write it down on a card.

Now, you are done with creating your Wanderer.

2.5 Add Obstacles to the Map

In this last step, each player creates three Obstacles. An Obstacle is a feature of a Location or a landscape that will make the journey through there more dangerous and prone to failure. The landscape is dangerous anyways, but Obstacles are the cherry on the cake.

If your Obstacle applies to a Location, choose the Location it applies to. If it applies to a region, choose two Locations; the Obstacle will be valid in between these two Locations.

Write down the summary of the Obstacle and the one or two Locations it concerns onto a card and keep it secret for now.

Take turns revealing your Obstacles. Draw them onto the Map in *red*.

This concludes the Preparation. Now, fill up your glasses and food bowls and get down to the route Planning!

CHAPTER

THREE

PLANNING

Planning is the main part of the game. In this phase, the Wanderers will negotiate the best Route to travel and decide if they want to join the main Travel Party or form their own – possibly with only a single member.

The Wanderers have met and found out that all of them need to leave the Hub and travel through the Wild. At first they are all enthusiastic and want to travel together. But then, they notice that it will be hard to fit everyone's Destinations into a single Route. The haggling, deceiving and inquisiting begins.

Each player now gets to play their Wanderer. Wanderers only talk in this phase. They may only leave the scene if their entire Travel Party is done planning its Route. No Wanderer may hurt another person, make significant deals with bystanders or similar things. They are solely focussed on planning their Route.

Eventually, a Wanderer may reveal his Secret. In this case, pause the discussion while the Reveal mechanic is resolved and resume the discussion afterwards.

While no mechanic contradicts, all players keep all of their Destinations, Hints, Secrets and Powers secret. Only the Secret and Hints can ever be revealed during Planning. Wanderers may talk about the Destinations, Hints and Powers, but they may never reveal them during the discussion.

For hints on what might be a good and save and what might be a bad and dangerous Route, please refer to the Journey.

The Planning phase ends, when all Wanderers have a final Route which they want to follow. In a Travel Party, all members must agree that the Route is complete.

3.1 Travel Parties and Routes

When the Planning begins, all the Wanderers form a single Travel Party with an empty Route. One player starts out being the Leader. The Leader may at any time propose a Location to determine the next Section of the Route. He calls for a vote by handsign. If more than half of the Travel Party members are in favor, this point in the Route is fixed. Else, the next Travel Party member to the left is the new Leader.

Note down each Section of the Route. No Section can ever be taken back.

A Wanderer may at any point during the Planning decide to leave his Travel Party and found a new one with an empty Route. He may invite others to join him. There may be more than two Travel Parties (up to one for each Wanderer).

If there is only one Wanderer in a Travel Party, all votes are unanimous. He may add new Sections to his Route at any time, but he may never take them back. A Wanderer may never leave his Travel Party to found a new one, if he is the only member of his Travel Party.

3.2 Revealing the Secret

A Wanderer may reveal his Secret at any point during the discussion. If he does so, he may also reveal one of his Hint cards to the other Wanderers.

CHAPTER

FOUR

JOURNEY

When the Planning is done, the Wanderers get a good night's sleep to prepare for the struggle ahead of them. Now, their Journey is played out in a montage fashion.

The Travel Parties take turns traveling the first Section of their Route. Each Travel Party evaluates this Section before the next Travel Party follows. After all Travel Parties have made their move, continue in the same fashion with the following points on the Route. Travel Parties that have reached the end of their Route (or have no more members) drop out of this pattern.

As soon as all Travel Parties have reached the end of their Route or the end of their member Wanderers, the game ends with each Wanderer tallying their Score.

4.1 Sections

Each Section of a Route consists of a Trip through the Wild and the visit to the target Location.

4.1.1 Trip through the Wild

When the Travel Party moves through the Wild, they face the risk of losing one or all of their members.

For each member, take a card with their name. Take another card and label it *Wild*. If the Trip crosses an Obstacle, add one card for each obstacle. A Trip crosses an Obstacle, if the lines connecting beginning and end of the Section and the line connection two Locations of the Obstacle cross or if the lines are identical.

If the Travel Party consists of only a single Wanderer, take another card and label it *:index:'Luck'*.

Shuffle all the cards and draw one, blindly. If it states the name of a member, this Wanderer saved the day! The Travel Party arrives at the Location and the day-saver gets to narrate a sentence or two.

If the drawn card states *Wild* or is an Obstacle card, the trip takes its toll. Draw cards until the name of a Wanderer shows up. This Wanderer is Lost forever: he dies, is crippled, left behind, simply Lost. He is out of the Travel Party.

Before that second card is drawn, any member of the Travel Party may opt to use their Power or a Help Ressource of the Travel Party to shuffle all cards back into the deck and draw again. If an Obstacle card was drawn, the Power and Help Ressource have to be relevant to the named Obstacle.

If the *Luck* card is drawn, the Wanderer manages to make the trip by sheer luck. Please narrate briefly.

This trip is repeated until one Wanderer saves the day.

4.1.2 Visit to the Location

The part of the Traveling Party that made it to the Location might face another Obstacle. If there is at least one Obstacle on this Location, draw cards as for the Trip. Only this time, you do not add the *Wild* card. All Obstacles of this Location are shuffled into the cards.

This is repeated until one Wanderer saves the day.

Any members that make it through potential Obstacles at a Location can achieve any Destinations for this Location, revealing the corresponding card. Please narate, montage-style.

Any members that have a Hint for this Location may convert it into a Help Ressource for the Travel Party. This Help Ressource may be used twice to help against Obstacles. Please narrate briefly.

A member of the Travel Party may at any Location choose to leave the Travel Party and stay at the Location. They may choose to join another Travel Party coming through.

4.2 Score

When all Wanderers are either Lost or have stayed at a Location, the game ends. Each Wanderer now receives a Score.

Tally the following values:

- for each visited Destination
  - with only one Location specified: 6 points
  - with two Locations specified: 3 points

  - with all three Locations specified: 2 points
- if the Secret was not revealed: 4 points
- if the Power was not used: 3 points
- for each Travel Party member that visited their dark Destination in this Wanderers presence: -1 point

If the Wanderer was not Lost during the Trip, multiply the Score by two.

The Wanderer with the highest Score was the most successful of his journey. What do your Wanderers take away from their experience? Talk about this for a while; then, end the game.

I hope, you had fun!

CHAPTER

FIVE

SETTINGS

This is just a short list of settings that might be of interest when playing this game:

Desert: The Wanderers meet in a small Oasis in the desert. Rocks, sand, Mountains, quicksand, harsh flora and wild animals dominate the Wild.

Rough sea: The Wanderers are stranded on an island in a rough sea. The Wild is formed by islands, sandbanks, troughs, mælstroms, volcanoes, reefs and coasts.

Treacherous forest: The Wanderrs have come to a small hut in the forest. Around them are traps, rivers, swamps, alive and dead trees, lakes and more.

Mountain range: The Wanderers meet in a small village in the valley. Peaks, creeks, gorges, avalanches ands snow banks form the Wild.

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