

# VISUAL GALLERY

## Game Pieces

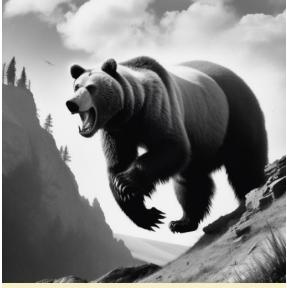
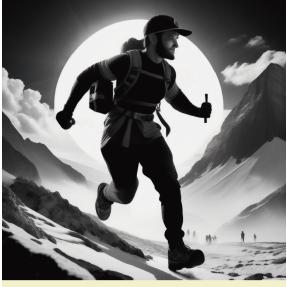
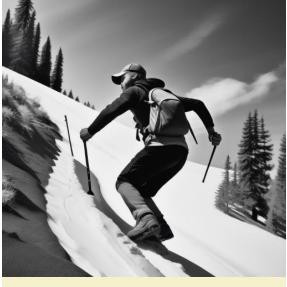
Item Type	Design	Effect	Picture
Die	A die with six sides	Determining the distance someone rolls in a game.	
Stamina Tokens	A coin-like creation with a running person on it.	Allows a character to roll. Needs none, one, or two respectively as the terrain increases in difficulty.	
Back-side of Event Card	A yellow exclamation mark sign in the middle of a light yellow card with a dark yellow border.		
Back-side of Sabotage Card	A bomb, which is an indicator of sabotage, in the middle of a light red card with a dark red border.		

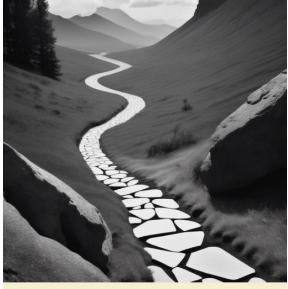
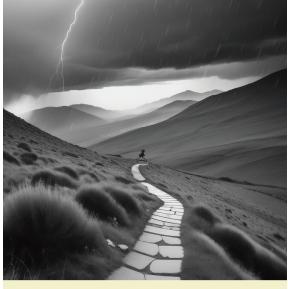
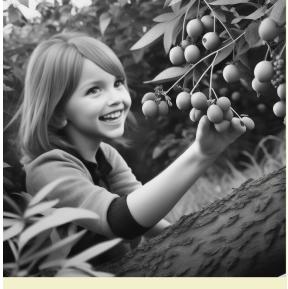
## Player Token Images

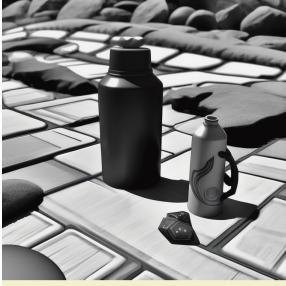
Players	Design (Has no effect on the game, for looks only.)	Picture
Marathon Runner	<p>A game piece for a board game that looks like a male, Slim and lithe, dressed in breathable sportswear. Sweating slightly, the Marathon Runner is always in motion, one foot forever in front of the other. Very simple, Monopoly-like design.</p>	
Hiker	<p>Sports cargo shorts and a rugged beard. They're carrying a large backpack filled with essentials for a successful hike, and their hiking boots show the signs of many treks</p>	
Workout Buff	<p>Large, wide, and muscle-bound. Dressed in a tight-fitting tank top and gym shorts, the Workout Buff carries a hefty dumbbell in one hand, symbolizing their commitment to physical fitness.</p>	

Photographer	Safari hat and binoculars. They carry a professional-grade camera and a guidebook for identifying the flora and fauna they photograph	
Camper	Holds a map in one hand and a compass in the other. Dressed in comfortable camping attire, complete with a utility vest, they're ready to set up camp at a moment's notice	
Biologist	In a field suit, with a net in one hand and a specimen jar in the other, ready to study the wonders of nature. A small butterfly rests on their shoulder, symbolizing their connection to the wildlife they study.	
Mountain climber	Wears a helmet for safety and a harness decked out with carabiners and other climbing gear. In their hand, they grip an ice axe, a symbol of their ability to conquer even the toughest mountains.	

## Events Cards (16 unique event cards)

Event Type	Design	Picture
Bear Attack	The card shows a large, ferocious bear charging down a hill with a terrified hiker (visible from the back) sprinting away.	 <p><b>BEAR ATTACK</b></p> <p><i>A bear spotted you and started running down towards you. You run.</i></p> <p><b>Effect:</b> - 3 Spots (If landing on an event or sabotage space, do not pick up a card)</p>
Pre-Workout	An image of a small tub with the label "Pre-Workout", surrounded by a glowing aura. In the background, a hiker is sprinting up the trail with increased speed.	 <p><b>PRE-WORKOUT</b></p> <p><i>You've found some pre-workout to increase your energy!</i></p> <p><b>Effect:</b> +1 stamina token</p>
Slippery Slope	The illustration shows a hiker trying to navigate a slick, steep part of the trail, slipping slightly and sliding back down.	 <p><b>SLIPPERY SLOPE</b></p> <p><i>Watch out! The terrain is trickier than it looks</i></p> <p><b>Effect:</b> Slide down 2 spots (If landing on an event or sabotage space, do not pick up a card)</p>

Shortcut Discovery	<p>A hiker, with an expression of delight, discovers a narrow hidden trail veering off the main path, marked by a few stones and some subtle footprints.</p>	 <p><b>SHORTCUT DISCOVERY</b></p> <p><i>You've found a hidden trail that could save you some time!</i></p> <p><b>Effect:</b> Move forward 3 spots (If landing on an event or sabotage space, do not pick up a card)</p>
Rainstorm	<p>Dark storm clouds gather over a steep mountain trail. A lone hiker battles against the heavy rain and wind, visibility limited.</p>	 <p><b>RAINSTORM</b></p> <p><i>A sudden downpour makes the trail difficult to navigate.</i></p> <p><b>Effect:</b> Skip your next turn due to poor visibility</p>
Wild Berry Bush	<p>A hiker plucks a handful of brightly colored berries from a bush, tasting one with a satisfied smile.</p>	 <p><b>WILD BERRY BUSH</b></p> <p><i>You've found a bush with edible berries. A little natural boost!</i></p> <p><b>Effect:</b> +2 stamina tokens</p>

Friendly Hiker	<p>Two hikers are depicted in conversation, one gesturing to the trail ahead while the other listens intently, a card peeking out from his backpack.</p>	 <p><b>FRIENDLY HIKER</b></p> <p><i>You meet a fellow hiker who shares some tips about the trail.</i></p> <p><b>Effect:</b> Reveal the top card of the Sabotage deck.</p>
Avalanche!	<p>A wave of snow and rocks cascading down a mountain, with tiny figures of hikers down the trail visibly running away from the avalanche.</p>	 <p><b>AVALANCHE!</b></p> <p><i>Snow and rocks come tumbling down from above!</i></p> <p><b>Effect:</b> All players ahead of you move back 2 spots (If landing on an event or sabotage space, do not pick up a card)</p>
Dehydration	<p>A weary hiker is bent over with fatigue, wiping their brow, their water bottle noticeably empty.</p>	 <p><b>DEHYDRATION</b></p> <p><i>You didn't drink enough water, and it's taking a toll.</i></p> <p><b>Effect:</b> -1 stamina token</p>

Energetic Squirrel	A sprightly squirrel bounds energetically ahead, leading a laughing hiker up the trail. The squirrel's path is shown with dashed lines.	 <p><b>ENERGETIC SQUIRREL</b></p> <p><i>An enthusiastic squirrel shows you a quicker path.</i></p> <p><b>Effect:</b> Roll the die and move forward that many extra spots</p>
Lost Map	A confused hiker scratches their head, holding an upside-down map. In the distance, a familiar stamina station is visible.	 <p><b>LOST MAP</b></p> <p><i>Oh no, you misplaced your map and got a bit lost!</i></p> <p><b>Effect:</b> Move back to the nearest Stamina station.</p>
Friendly Raccoon	A kind raccoon holding an icon resembling the sabotage card.	 <p><b>FRIENDLY RACCOON</b></p> <p><i>A friendly racoon gives you a gift.</i></p> <p><b>Effect:</b> You get a sabotage card</p>

Refreshing Spring	<p>A hiker fills their bottle from a crystal-clear mountain spring, a look of relief on their face.</p>	 <p><b>REFRESHING SPRING</b></p> <p><i>You've found a natural spring with revitalizing water.</i></p> <p><b>Effect:</b> +3 stamina tokens</p>
Slip and Fall	<p>A hiker is shown in mid-tumble, slipping on a loose rock, with a grimace of surprise and annoyance on their face.</p>	 <p><b>SLIP AND FALL</b></p> <p><i>Watch your step! You've had a minor tumble.</i></p> <p><b>Effect:</b> Move back 1 spot and lose 1 stamina token. (If landing on an event or sabotage space, do not pick up a card)</p>
Scenic View	<p>A mesmerized hiker sits on a rock ledge, overlooking a panoramic vista of mountains, valleys, and sunset.</p>	 <p><b>SCENIC VIEW</b></p> <p><i>You've stumbled upon a breathtaking view and decide to rest and enjoy it.</i></p> <p><b>Effect:</b> Lose your next turn, but gain 2 stamina tokens</p>

### Sunset Sprint

Inspired by the setting sun, a hiker sprints along the trail. The fading sunlight casts long shadows and paints the sky with hues of orange and red.

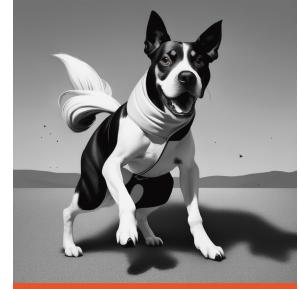


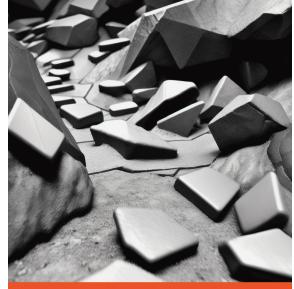
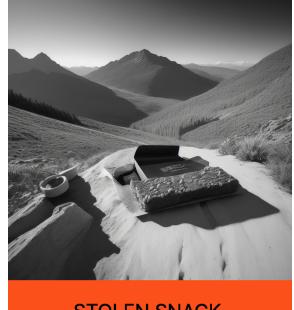
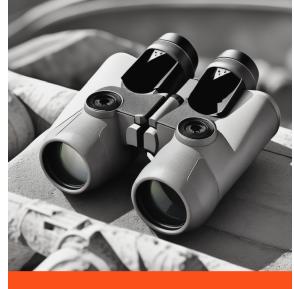
#### SUNSET SPRINT

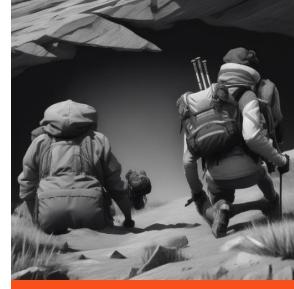
*Inspired by the setting sun, you pick up the pace.*

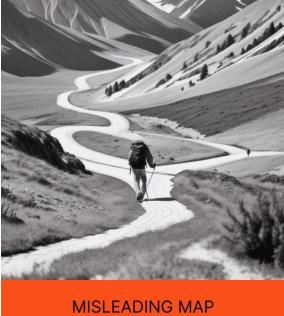
**Effect:** Move forward 4 spots. (If landing on an event or sabotage space, do not pick up a card)

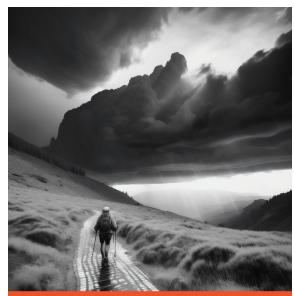
### Sabotage Cards (We need 16 unique sabotage cards)

Sabotage Type	Design	Picture
Snare	A person getting trapped by a snare in the woods	 <p data-bbox="1029 608 1328 656"><b>SNARE</b></p> <p data-bbox="1029 656 1328 705"><i>You're trapped in a snare. You are immobile for now.</i></p> <p data-bbox="1029 705 1328 753"><b>Effect:</b> -1 turn</p>
Attack Dog	An aggressive dog approaching	 <p data-bbox="1029 1108 1328 1157"><b>ATTACK DOG</b></p> <p data-bbox="1029 1157 1328 1227"><i>Your opponent's dog was unleashed on you. You've wasted stamina fighting it off.</i></p> <p data-bbox="1029 1227 1328 1275"><b>Effect:</b> - 1 stamina token</p>
Trail Misdirection	A confusing-looking trail that splits	 <p data-bbox="1029 1609 1328 1657"><b>TRAIL MISDIRECTION</b></p> <p data-bbox="1029 1657 1328 1727"><i>You've sneakily changed the trail markers.</i></p> <p data-bbox="1029 1727 1328 1776"><b>Effect:</b> Choose a player. They move back 2 spots. (If landing on an event or sabotage space, do not pick up a card)</p>

Rock Slide	Rocks flowing downwards	 <p><b>ROCK SLIDE</b></p> <p><i>You've caused a minor rock slide on the path.</i></p> <p><b>Effect:</b> Choose a player. They lose their next turn due to a blocked path.</p>
Stolen Snack	A lonely, lost snack in the middle of nowhere	 <p><b>STOLEN SNACK</b></p> <p><i>You swiped another hiker's energy bar when they weren't looking.</i></p> <p><b>Effect:</b> Take 1 stamina token from another player</p>
Lost Binoculars	A pair of binoculars without a person holding them	 <p><b>LOST BINOCULARS</b></p> <p><i>Oops! Someone dropped their binoculars and lost time looking for them.</i></p> <p><b>Effect:</b> Choose a player. They can't use their Sabotage cards for the next turn.</p>

Scary Noise	Scared hitchhikers scattering due to a noise	 <p><b>SCARY NOISE</b></p> <p><i>You made a scary noise that startled another hiker, causing them to sprint in the wrong direction.</i></p> <p><b>Effect:</b> Choose a player. They move back 3 spots. (If landing on an event or sabotage space, do not pick up a card)</p>
Gear Sabotage	Disappointed people due to their gear being sabotaged	 <p><b>GEAR SABOTAGE</b></p> <p><i>You've subtly damaged another hiker's gear, slowing them down.</i></p> <p><b>Effect:</b> Choose a player. They can only move half the rolled number of spots on their next turn. (Round down if odd numbered roll)</p>
Mudslide	Flat dirt and mud flowing down a mountain.	 <p><b>MUDSLIDE</b></p> <p><i>You've caused a mudslide on the trail.</i></p> <p><b>Effect:</b> Everyone moves back 2 spots but not you. (If landing on an event or sabotage space, do not pick up a card)</p>

Firework	Bright fireworks in a dark sky	 <p><b>FIREWORK</b></p> <p><i>You light fireworks, which stuns everyone.</i></p> <p><b>Effect:</b> All players lose a stamina token</p>
Misleading Map	A confused person due to being confused by their map	 <p><b>MISLEADING MAP</b></p> <p><i>You've switched another hiker's map with a misleading one.</i></p> <p><b>Effect:</b> Choose a player. They move in the opposite direction (towards the start) on their next roll.</p>
Broken Bootlace	A boot with the laces on the floor, away from the boot	 <p><b>BROKEN BOOTLACE</b></p> <p><i>You've cunningly cut another hiker's bootlace, slowing them down.</i></p> <p><b>Effect:</b> Choose a player. They lose their next turn fixing it.</p>

Hidden Pitfall	A path leading to a dark cave or fall	 <p><b>HIDDEN PITFALL</b></p> <p><i>You've covered a small hole on the path.</i></p> <p><b>Effect:</b> Choose a player. They lose 2 stamina tokens due to the unexpected fall.</p>
Sudden Rain Cloud	Rain cloud that overlooks a person's trail	 <p><b>SUDDEN RAIN CLOUD</b></p> <p><i>You've forecasted a sudden localized raincloud over another hiker.</i></p> <p><b>Effect:</b> Choose a player. They can only roll a maximum of 3 spots on their next turn.</p>
Thunderstorm	A frightening thunderstorm over the horizon	 <p><b>THUNDERSTORM</b></p> <p><i>You've predicted a storm that affects all hikers.</i></p> <p><b>Effect:</b> All players can only move half the rolled number of spots on their next turn. (Round down if odd numbered roll)</p>

## Snake Scare

A giant snake that would freak someone out



### SNAKE SCARE

*You've planted a rubber snake on the trail to scare another hiker.*

**Effect:** Choose a player. They move back 2 spots due to the scare. (If landing on an event or sabotage space, do not pick up a card)