

# SURREAL ROAD TRIP

"DRIVE YOUR DREAM ON THE WAY"

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*Surreal Road Trip* is an open-ended tabletop roleplaying game.  
You can play as a driver or a passenger in a car with other players, and create  
your own surreal journey.  
Discover yourself on the road, among other things.

## MATERIAL LIST

- 4 Players
- 4 Character Sheets
- Some d10s
- A Driver Token
- A Map
- A Position Token

## SET UP / CHARACTER CREATION

Among the 4 players, there are 3 **Friends**, and 1 **Hitchhiker**.

If you are a **Friend**:

- Pick a **relationship** between you and other friends from the list (or make your own if you wish).
  - You will have 2 relationships because there are 3 people, and these relationships are shared

If you are a **Hitchhiker**:

- Choose a **secret** — The secret can be something criminal you want to keep hidden, but it cannot be about targeting or harming the other players

And every player needs to:

- Choose a **Goal** from the goal list (or make your own if you wish)
- Bring a special **Possession** on the road trip. This is something important to you in some way. You don't want to leave your home without it.
  - This possession can only be something you can carry to and store in a car.
  - Bringing a special item does not mean that you don't bring other things with you. You'll have the things you use in daily life such as clothes and a toothbrush.

# GAMEPLAY

- To start, decide on a **Destination** for the road trip. Write it down on the **Map** and place the **Position Token** on Start.
- There will be one **Driving Phase** that happens during the day then a **Town Phase** where everyone rests for the night.
- Players must stop at **4 Towns** before they can reach their destination and end the game.
- The player with the most driving experience is the first **Driver**. They should have the **Driver Token** in front of them. The hitchhiker cannot be the first driver.

## DRIVING PHASE

*"Nothing behind me, everything ahead of me, as is ever so on the road."*

— Jack Kerouac, *On the Road*

- If you are the first **Driver**, decide how you and your friends met the hitchhiker and why you all decided to pick them up.
  - The **Hitchhiker** can also be a part of this narration.
    - *Example:*  
*On a dusty road in the middle of the desert, the driver sees a man in a suit with a cat by his side. He has a scraggly beard, but smells really nice. The friends discuss the merits of bringing along a cat and its nice smelling man. There are some reservations, but everyone happily lets them on once the cat starts rolling on its back and purring.*
- The **Driver** decides what **surreal** phenomena happens during the road trip.
  - Try to answer this prompt question: This part of the road seems pretty normal with it's \_\_\_\_\_, and then you spot something unusual. What is it? How is it an obstacle to driving ahead?
  - See appendix for examples.
- Find your **Emotion**. Each player rolls a **d10** to choose an **Emotion** from the table on the below, and then describes their reaction to the surreal event and why they feel this way.

ROLL	EMOTION	ROLL	EMOTION
0	Scared	5	Humiliated
1	Nostalgic	6	Aroused
2	Heartbroken	7	Guilty
3	Infuriated	8	Ashamed
4	Energized	9	Greedy

- How do you act as a group?
  - All players describe how they act in the situation and the **Driver** can **decide** how the attempts turn out. So the driver is kind of like a **Game Master** here.
  - The players react to the situation the driver creates until they figure out some way to carry on with the road trip.
  - Everyone moves on together.
  - *Example:*
    - *There is a glacier blocking the way in the middle of a desert.*
      - *Players can try putting vape juice on it to turn it into lavender flavored ice cream and eat it.*
      - *Or they can try pushing the car up the cliff.*
    - *The driver can say how things worked out for both attempts:*
      - *The eating could go great. The players end up creating a ramp, carrying on their trip by driving on top of the glacier.*
      - *The pushing can also go very well in an unexpected way. When pushing the car the players find that that the glacier has its own gravity. So the car sticks to it and is able to drive up it.*
      - *Or both these attempts can fail in some way and the driver can introduce something new.*
- The **Driver** can change at any time throughout the **Driving Phase**, and the **Driver Token** is passed to someone else. When this happens, the old driver describes why they needed to swap out and why the new driver was chosen.
- The **Driving Phase** can continue for as long as players want, so you can encounter multiple surreal events in one day. The driving phase ends when the **Driver** decides to stop at a town. This begins the **Town Phase**.
  - Since there is no limit on the length of a driving phase, this game can go on forever.

## TOWN PHASE

*"I love sleep. My life has the tendency to fall apart when I'm awake, you know?"*

— Ernest Hemingway

- Eventually night comes and the players decide to stop at a **Town** to rest after a long drive. Move the **Position Token** up one spot on the Map.
- Players should decide what the **Town** is like together by having each person decide one thing about it.
  - Two of the traits are about how this **Town** is normal, and two are about how the **Town** is slightly unusual.
  - *Example:*

*We stop at a (1) quaint farming town (2) with a small fountain in the middle. However (3) the fountain is gushing with red whipped cream and (4) everyone walks with underwear made of this whipped cream.*
- Everyone decides to do one thing at the **Town** before going to sleep. It can be something related to your **Goal** for the road trip.

- In the morning, hold a discussion about one or more of the following topics:
  - What happened yesterday.
  - The purpose of this road trip. What it means to you.
  - Reflections on a specific in-game person.
  - Reflections on your and/or other players' past.
    - For example, how you met each other or someone important in your life.
  - Reflections on life and the universe, if you are feeling up to it.
- After resting in the town, you are on the road again. On this new day, the driver should probably be someone new, especially if they've been driving for a long while.

## ENDING THE GAME

*"Don't cry because it's over, smile because it happened."*

— Dr. Seuss

The players arrive at the **Destination**, reentering their regular world.

The game ends abruptly.

Each player narrates what they learned during their trip, and how they achieved their **Goals**, if they did, with maybe some hints of what their life after will be like.