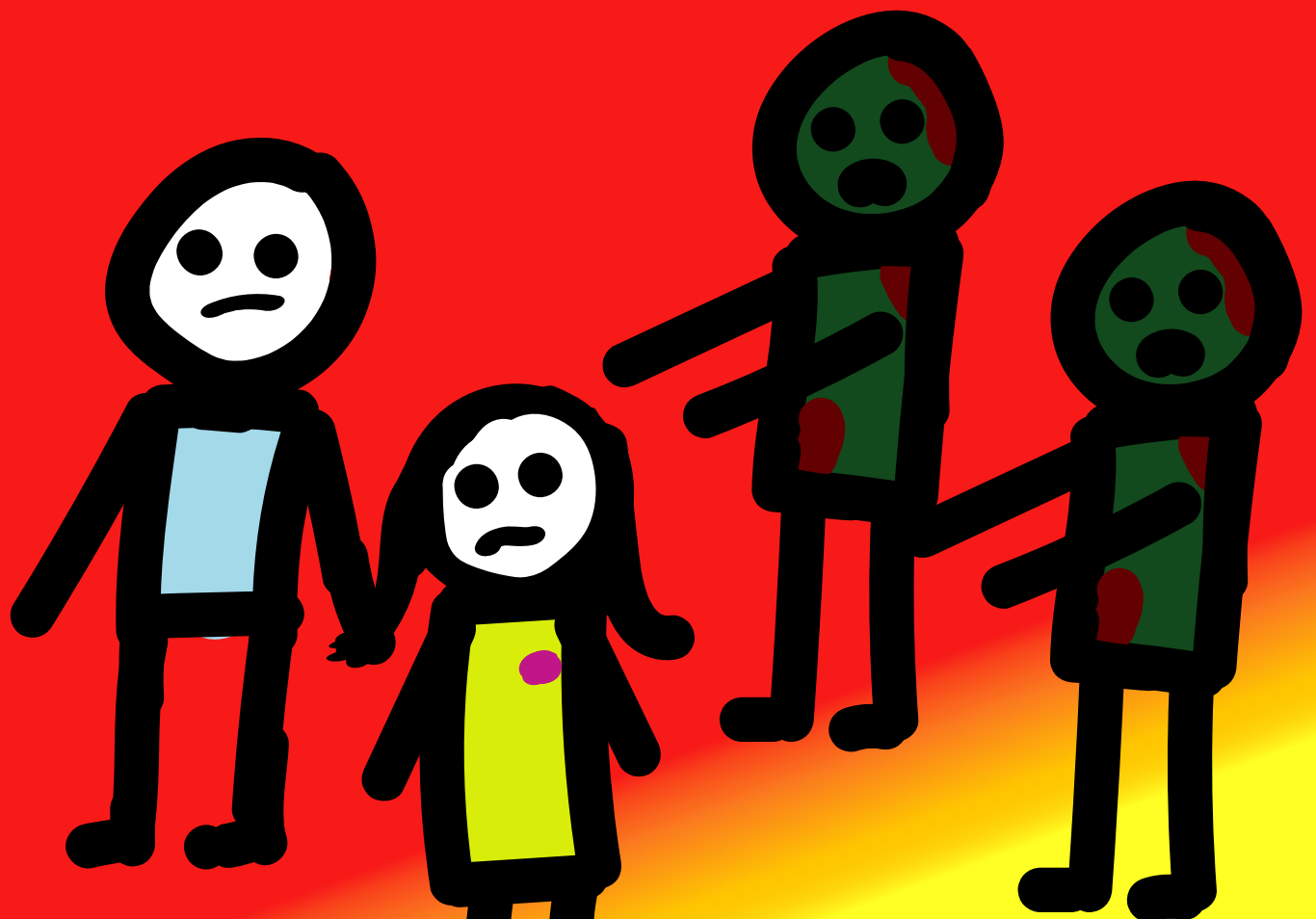


# THE JOURNEY HOME BY KUSHAL P.



**THE JOURNEY HOME**

*Kushal Peddakotla*



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*Kushal Peddakotla*

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## **THE JOURNEY HOME**

### **GAME DESCRIPTION**

The player lives in a zombie post-apocalyptic world where they need to travel from their home in the city to a safe zone in the country where the character's daughter is living. They will traverse the streets of the city and face zombies, animals, other humans that will either help or hinder their progress to the countryside. There will also be plenty of encounters, treasure, and jokes to find along the way.

### **WHO GOES FIRST?**

The player will go first, and then the zombies/enemies will move and the pattern will alternate until either the player escapes or defeats the enemies.

### **HOW DO PLAYERS MOVE?**

Roll a dice and move spaces in any direction based on the number on the dice.

### **CHARACTER ATTRIBUTES**

1. Strength
2. Health
3. Perception
4. Stamina

### **HOW DO THEY WORK?**

Strength is how much damage one hit does to an enemy. Health is how much damage can be received before the player dies. Artifacts are based on how many artifacts they pick up along the way and will lead to specific endings. Stamina is based on how much food and water is consumed, as every few steps the stamina level will drop.

### **OBSTACLE ENCOUNTERS**

When the player enters a new level, they can either choose to avoid the zombies entirely and look for an alternate route or confront them head on and attack them. Either way, the player needs to bypass the zombies to get to the next level. You can choose to hide based on your perception skill. When attacking you roll a dice to see how much damage you would deal.

### **REWARDS**

Rewards are given as weapon upgrades, health buffs, or small artifacts they can collect along the way.

**ANY SPECIAL SITUATIONS**

If the player does not collect any of the 4 artifacts along the way, they will get the bad ending, where they reach the countryside but are not let into the camp. If they collect all 4 artifacts total from each level, they will be let in and get the good ending.

**WIN CONDITION**

The player can “win” by finishing the levels and getting to the end, but the two endings are based on whether the artifacts are collected or not.



# CHARACTERS CARDS & MARKERS FRONT

Please remove this page and cut along the edges of the cards and markers to create the game pieces.



ENEMY HUMAN

For some odd reason,  
you're motivated to stop  
Sam at any cost. Why? You  
have no idea.

Strength: 5  
Stamina: 7

Health: 10  
Inventory Size: 5



MARKER 1



MARKER 2



MARKER 3

## CHARACTER ONE



You're on your way to  
reunite with your daughter  
in the country. Stay strong,  
stay vigilant. She needs  
you.

Strength: 5  
Stamina: 7

Health: 10  
Inventory Size: 5

## CHARACTER TWO



BRAINS....BRAINS....  
(Translation: Stop Sam at  
all costs. He is food.)

Strength: 5  
Stamina: None

Health: 15  
Inventory Size: 2

## CHARACTER THREE

# CHARACTERS

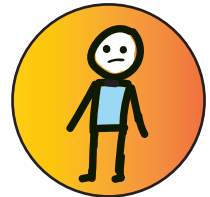
## CARDS & MARKERS BACK



CHARACTER 1



MARKER 1



MARKER 2



MARKER 3



CHARACTER 2



CHARACTER 3



# OBSTACLES CARDS & MARKERS FRONT

Please remove this page and cut along the edges of the cards and markers to create the game pieces.



PARKED CAR

This car seems to be in the way. You need to find a way around. But not just hopping over it. That's too easy.

OBSTACLE 1



ANGRY DOG

This dog seems mad at you. For no reason! The audacity... Ah well. You can't attack a dog. I guess you just need to go around somehow.

OBSTACLE 2



MARKER 1



MARKER 2



TRASH

You wish you could hop over it, but it somehow isn't allowing you to. Find another way around.

OBSTACLE 3



FIRE!!! STOP DROP AND ROLL! But there might be something interesting beyond. If you walk through, you'll take 1 hit of damage per turn. But it may be worth it...

OBSTACLE 4



MARKER 3



MARKER 4

# OBSTACLES

## CARDS & MARKERS BACK



MARKER 1



MARKER 2



MARKER 3



MARKER 4



OBSTACLE 2



OBSTACLE 1



OBSTACLE 4



OBSTACLE 3

# REWARDS CARDS & MARKERS FRONT

*Please remove this page and cut along the edges of the cards and markers to create the game pieces.*



FOOD

It looks like.... beans. I wonder why every food in the apocalypse is beans. Why not... graham crackers?



WATER

Water...  
It's the quenchiest!

REWARD 1

REWARD 2



BAT

Finally, a weapon! Better than punching them with your fists.  
(Strength +2)



Artifact

It looks ancient. Maybe some scholar out there might have some use for it. Might as well hold onto it.

REWARD 3

REWARD 4

# REWARDS CARDS & MARKERS BACK



REWARD 2



REWARD 1



REWARD 4



REWARD 3

**LEVEL MAP BACK**













LEVEL

MAP

