

Long Way home

1. About

Long way home is a game about a drunk guy (Drunkman as we call him) trying to come back home after long night of drinking. He is fairly drunk, and is stumbling along the street, walking forward and backward, and all these ideas are appearing in his mind. You are playing as these ideas, and are trying to lead the Drunkman to your final goal, while doing small goals on the way. It is semi cooperative game – players are playing together, but each of them has their own personal goals, which may contradict with the other player's (and mostly will).

2. Components and Setup



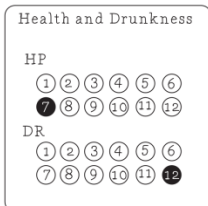
This is the map of the city, and the main board of the game. The Drunkman will walk on these squares trying to get home.

The map is modular, you put streets in the middle, and buildings on the top and bottom. The only rule is that house and bar should be diagonally on the opposite corners of the board

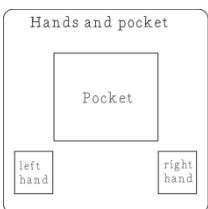
The buildings from left to right, top to bottom:

1. Pub – place to get drunk
2. Supermarket –Place to buy stuff
3. Pharmacy – place to get medicine
4. Flower shop – place to buy flowers
5. Fast food – place to buy food
6. Home – a place where you want to go.

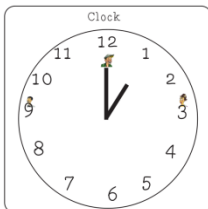
The board is divided into spaces. Each space is divided by the other with a red line. On each building and street there is a legend of what can Drunkman get there, from the building, or from the people in that building. On the street, legend is for the whole street. Each building also has temper track rating depicted in smileys. Put one counter on each happy smiley at the beginning of the game.



There are 3 beer coasters in the game, that are used as additional boards. First one represents Drunkmans health and drunkness . Starting values are 12 for hp and 7 for Drunkness



The second one is Drunkman's hands, pocket and stomach. He takes items into his hands, and pocket in which he can put stuff. Anything he consumes goes to his stomach. Stomach begins with one beer, one cocktail and one tea. If item would be pushed out of three spaces, it is discarded



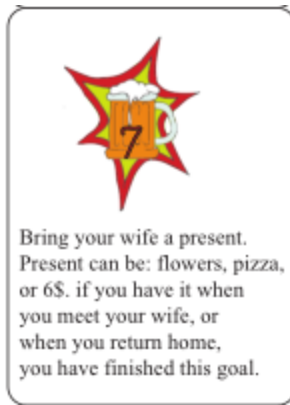
Third one is a clock. Each turn is 5 minutes on the clock. Put clock token on 12. After two hours have passed, the wife gets worried and starts to look for Drunkman.



Action card. It has a name, icon, which is used on the goal cards and text that explains how it is used. Each player has his hand of 9 Action cards at all times.



Goal cards. On the top is number of points you get when you finish them. You finish them if Drukman does it, it does not need to be your action that provokes the goal. Under is what needs to happen. First icon Is the action, and second is the target of the action. You can get one or two points for them. Deal 3 to each player. After a players finishes one, he draws replacement.



Main goals. Deal one to each player. They finish the game, and get players 7 points.



Willpower. Each player gets one willpower card. It starts on inactive side. When a player plays **Idea** action, flip it to active side. You can use willpower on your turn when you are not first player, to play another action.

Tokens and Standies, representing all items and people Drunkman interacts with, and also Drunkman himself. They are explained in detail in the **Chapters 5 and 6**

3. Game turn

Game is played over the course of turns. Each turn consists of two phases: Planning and Action.

In the planning phase, each player chooses one of his action cards, and puts it in front of himself face down.

In the action phase, starting with the first player, each player flips his action face up, and then does what the card says.

If during an action Drunkman would do anyone's small goal, that player shows it (even if it was not his action), puts it face up on the table, and draws new small goal.

If the player revealing a card is not a first player, and has willpower card on the active side, he can put it to inactive side to play another action. The second action can be same as first one, but none of two actions can be idea.

At the end of each turn, move the clock token to next number (5 minutes). After two hours (24 turns), Drunkmans wife gets worried and starts to look for him. She moves one area each turn, and runs to Drunkmans space when she sees him. Each Board counts as one area (so there are 6 buildings and 2 streets).

Game ends when:

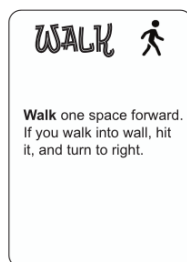
1. Drunkman sobers up and he is not in a building containing alcohol. This is done by getting his drunkenness below 1. If he sobers up, but there is alcohol near him, if he exits that space/building by the end of the turn, the game still ends.
2. Drunkman loses consciousness. This is done by getting his drunkenness above 12, or by getting his hp below 1.
3. He gets home (at the end of that turn).
4. He meets wife (at the end of that turn).

When he meets wife, either at home or somewhere else, he can give her present as a free action, from his hands or pocket.

Big goals are connected to game ending, and are played when the game is over, and conditions are fulfilled.

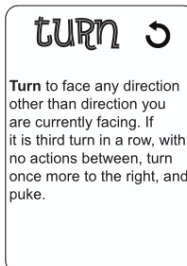
4. Actions

Here are the actions with explanation.



Walk

Drunkman walks 1 space forward. If he hits a wall he turns to right. If he would walk of the map, treat it like he has hit the wall.



Turn

Turn Drunkman to face any other direction you want (you can't leave him face the same direction). If Drunkman turns 3 times in a row, he pukes – remove all items from his stomach, and reduce drunkness by 1.

IDEA



Take a first player marker, flip your willpower card to active side, and you can discard any number of small goals and draw the equal amount.

Idea

Get first player token, so you can be first player in the next turn. Also flip your willpower card to active side. You can't play this action as a result of flipping willpower card to inactive side. If player who is playing after you plays the same card, he gets first player token, but you still get willpower flip. Also, you may discard any of your small goals and draw the same amount of new ones.

consume



Consume item that is in your hand. It goes to the leftmost space in your stomach, pushing other items to the right. If items are of 3 different colors, you puke.

Consume

Consume item in your hand. Follow the rules for the item, and place it from your hand to your stomach. If rightmost space is filled, shift all tokens in stomach one space to left and put item on rightmost space. Item that drops out (from leftmost space) is discarded. If the stomach has 3 items of different colors, Drunkman pukes – discard all 3 items, and reduce drunkenness by one. If you puke inside a building, increase temper track by one.

Pocket



Put an item that is in your hand to your pocket. You choose which pocket, your inner pocket can't be accessed by the thief. Pockets can have any number of items.

Pocket

Put item from your hand into your pocket. Items in the pocket can be stolen by thieves. You can put any item into pocket. If item is in your pocket, it counts as a gift for your wife.

Hit



Hit, punch, slap, or do any other aggressive action to the person on your space or the space in front of you. If that person is a man, he hits you. If it is a woman she slaps you. If it is flower girl you are safe. If it is your wife, she hits you with a rolling pin.

Punch

Punch one person in your space, or the space in front of you. If you punch someone other than your wife or flower girl you get punched back, reduce hp by one. If you punch your wife you get hit by a rolling pin, reduce hp by 8. If you punch someone inside a building increase temper track by 1.

take



Take an item that is on the space in front of you; on your space; from the person on one of those spaces; from your pocket; or from the building you are in. Put that item in your hand. If there is something in that hand, it is thrown on the space in front.

Take

Take one item from: your space, space in front of you, your pocket or a person on your space or the space in front of you, and put it in your hand. You choose which hand you put it in. If the hand is full, throw away item you are holding to your space. Inside a building, every space and every person contains items for that building. Every person also has money, and thief has pills. Flowers can be found on spaces that have them depicted. If you take anything from a building, increase temper track by 1. If you take anything from people, you get hit by them, and if inside a building increase temper track by 1..



Give/Throw

Give one item from your hand to the person on your space or the space in front of you **OR** throw one item from your hand to your space or the space in front of you. Giving and Throwing money toward salesman (and nurse, flower girl and waiter) decreases temper track by 1.



Love

Express love (kiss, hug...) toward one person on your space or space in front of you. If you love a man, he will hit you, same as punch. If you love a girl, she will slap you, turning you to left. If you love your wife, it counts as a gift. If you love a person in a building increase temper track by one, unless it is your wife, or flower girl.

Next actions are not on cards, but happen as a result of other actions:

1. Puke

When Drunkman has 3 different colored items in his stomach, or he turns 3 times in a row, he pukes, discarding all items he had in his stomach (money is thrown to the space in front of him, everything else is discarded), and reduce his drunkenness by 1.

2. Get punched

When Drunkman gets punched, reduce his hp by 1.

3. Get slapped

When Drunkman gets slapped, turn him to left.

4. Get robbed

If Drunkman finishes turn on the same space as thief, thief will steal one random thing from his pocket. Take all the items in one hand and have another player, without looking, take one of them and put it under thief. Item may be stolen back from the thief.

5. Get thrown out

If Temper track comes to angry face (last space on the right), At the end of each turn Drunkman is thrown out, facing away from the building.

5. People of the city



Drunkman himself, and only standee that has a back. He is facing direction where his face is, so the open hand is on his left side.



Drunkman's **Wife**. She is in the house for first two hours of the game (24 turns). After that she gets worried, gets her rolling pin, and starts looking for the bastard. Game ends if she is on the same space as Drunkman, at the end of that turn. If she sees him kissing another woman (or man), she "teleports" to him instantly, and hits him on the head with rolling pin (-8 hp).



Flower girl – She likes drunkman, so she lets him do to her whatever he likes. Sometimes she makes him a cocktail, and sometimes she even lets him sleep of in flower shop.



Nurse – Works at pharmacy, sells pain medicine and tea (with rum). Does not really like Drunkman.



Friendly **Waiter** – Has a lot of them Drunkmen in the pub, and knows how to deal with them...at least on normal nights. Sometimes even lets them sleep under table, at least until morning.



Happy **Cook** – Works at the fast food that's open whole night. He is mostly friendly toward Drukmen, they are his best customers after all.



Cashier – Works night shift, and does not like that. Also not a great fan of Drunk people.



Thief – Likes Drunkmen. He takes from them, and they don't even remember. Also can get you painkillers cheap.



Other people – Just regular passers by.

6. Item Tokens

Here's a list of tokens used in the game, with explanations for each one.



Coffee – When consumed lose 2 drunkenness



Burger – When consumed lose 2 drunkenness



Ananas juice – When consumed lose 1 drunkenness



Pizza– When consumed lose 1 drunkenness



Medicine – When consumed get 1 health



Tea – When consumed get 1 drunkenness, get 1 health



Beer – When consumed get 1 drunkenness



Cocktail – When consumed get 2 drunkenness



Rakia Canteen – When consumed get 3 drunkenness



Flower



Money

7. Winning the game

At the end of the game winner is the player with most points. In case of a draw, winner is the one who finished his big goal. If there is still tie, winner is the one who laughed more during game, or the game is draw.

