The Los Angeles Trail - Rules

A 1-6 player journey* in a world devoid of hope.

*That said, playing with 3-5 players is highly recommended.

Background

   In the late 20th century, the first Titans were created. Powered by nuclear energy, they lived alongside humanity and aided them in many ways. But as more Titans were manufactured, concerns about their strength and autonomy were raised in human society, with many citizens worried that they could turn on humanity any day. This fear soon grew into anger, and on one fateful day, a chain reaction led to the destruction of most of the Titans. Humans caught within the blast radius of the ensuing explosions became either half-dead husks or hulking, mutated brutes, and in the aftermath, only an endless desert remained of the world.

   The survivors, both human and Titan, only desire peace and sanctuary. Fortunately, a rumor of such a sanctuary has recently surfaced. You and your gang of survivors must face many obstacles on your journey to the rebuilt city of Los Angeles, but success means freedom from what the world has become.

Objective

This is a game about strength, intelligence, and a little bit of luck.

Your only goal is to reach the end alive. Remember, you may need your teammates' skills, so you should try to keep them alive as well. You will collectively decide on who will rise up to each challenge you will face.

Setup

At the beginning of the game, each player will draw one **Character** card. This card must be kept secret from other players. Each card lists four different traits the character excels in, to varying degrees: **Strength**, **Charisma**, **Intelligence**, and **Resistance**.
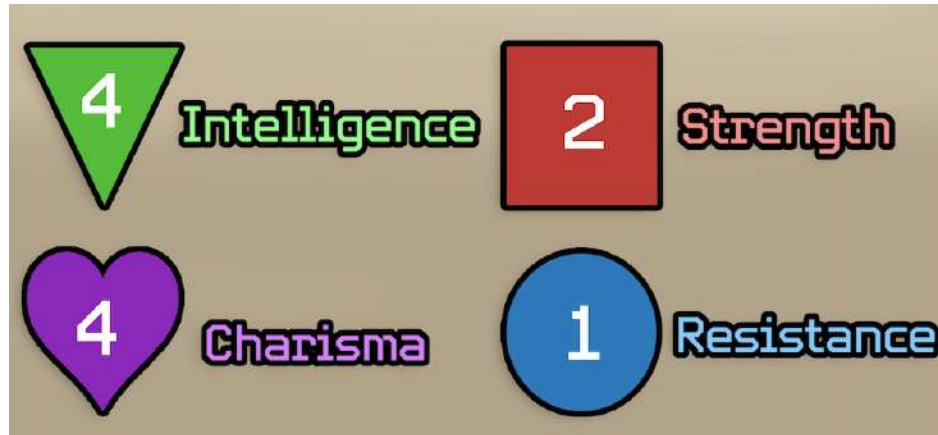
Though you cannot share your character's name or traits with other players, you may imply your traits in discussion: "Oh, I suck at talking to people"; "I'm not really smart". At no point are you allowed to share any numerical information with others, whether you intend to lie or not.

Each character starts with 2 lives, represented by the HP card as shown below. Players each get an HP card. When they lose one life, flip the card so that it shows "1 life" facing up. When you die, discard your HP card.
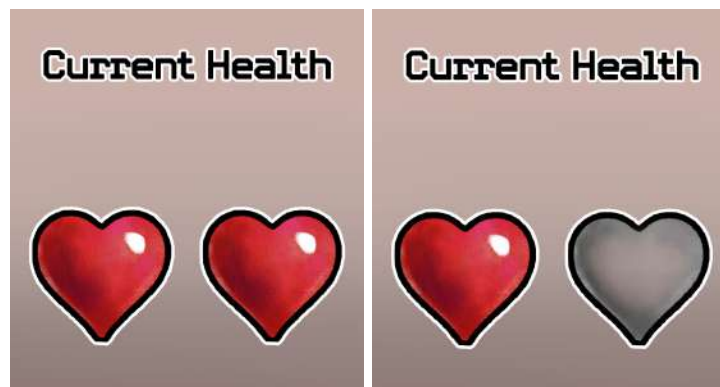

Each character card also comes with a secondary effect, which must always be followed in discussions while the game is ongoing.

Gameplay

1. At the beginning of a round, one **<u>Obstacle</u>** card will be drawn. These cards display the required traits as their corresponding symbols.

    a. The larger symbol represents the **Major Trait**.
    b. The smaller symbol represents the **Minor Trait**.
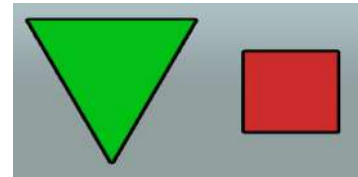
2. The players will enter a short discussion in which they will decide among themselves who will face the obstacle without revealing their traits. A vote will then take place,and the person who has the most votes will face it.

    -   Note that you may lie about whether you are confident facing the obstacle.

    -   If a vote fails to produce a meaningful outcome, i.e. everybody gets the same number of votes, a dice can be used to determine a player at random.

3. The decided player must then roll the color-coded dice for both the **Major Trait** and **Minor Trait.** If the rolled number is lower than or equal to their level in that skill, discard the obstacle. Otherwise:

    -   If the rolled number for the **Major Trait** is higher than the player's level, that player's character loses 1 life.

    -   If the rolled number for the **[Minor Trait - 2]** is higher than the player's level, that player's character loses 1 life.

    -   If a character loses 1 life, their player must then flip a coin to determine if they still removed the obstacle. If it lands on heads, move to the next step. If not, return to step **2**.

4. Place the **<u>Obstacle</u>** card back into the deck and shuffle.

    -   Dead players may not return to the game or communicate with the other players until the game's conclusion.

5. After a number of rounds equaling **the number of players x 2**, the surviving characters win the game.