

The Map To Hope

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Earth, 2142 AD. The world was destroyed. Greed and egos resulted in major conflicts between nations. Very few survived, and civilization as we knew it ended. Many years later, humanity tried to rebuild society with the last tools they had left, in protected communities. You and your family are members of such a community. Life is hard but you are content. The last few days though, a new disease started to spread throughout your camp. The sick are multiplying and many fear that it's only going to get worse. Through communications with other camps you found a doctor that might help. They started making the medicine, but their camp is far away and with no safe passage of travel. You volunteered to go, risking your life to bring back the vital medicine that will save the lives of everybody. You have 9 days.

The Map to Hope is a deck construction and hand management game for 1 or 2 players. You will first build a deck from the available Hero cards and then play through the Story cards in order to reach your objective. It is part of the "Hope" series of games.

Components

- 45 Hero cards



- 17 Fate cards



- 36 Story cards (Locations)



- 10 Scenario cards: 2 Leaders, 2 Radiation, 2 Camps, 4 scenario Hero cards

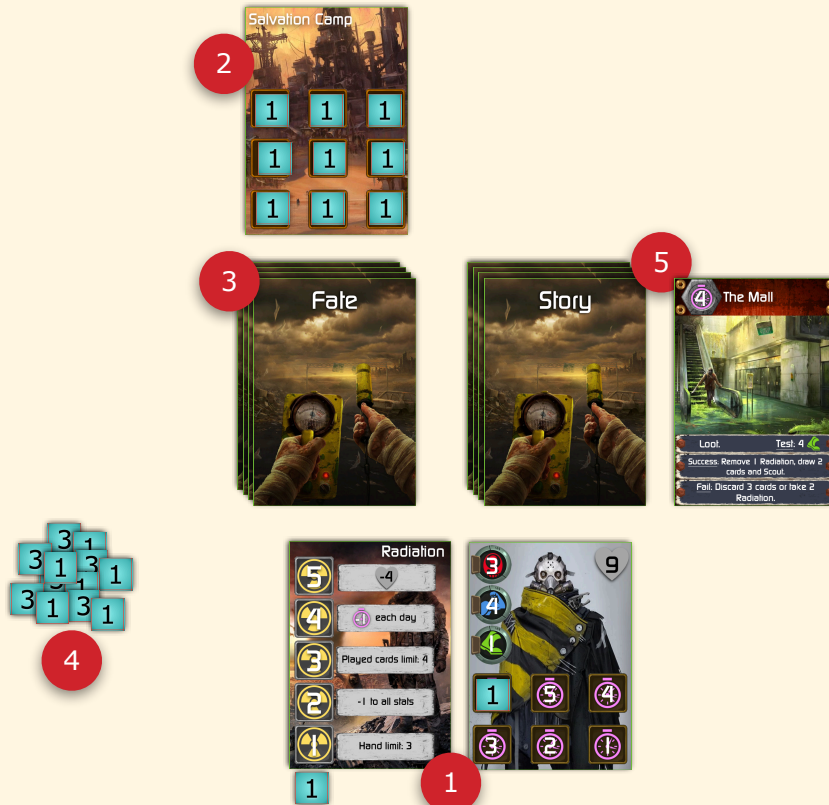


- 30 double-sided tokens
(used for anything that needs tracking)



Setup

1. Take one of the Leaders, and one Radiation card. Set your Time at 6, and your Radiation at 0.
2. Place *Salvation Camp* in the middle of the table, and fill all Days with a token.
3. Choose a difficulty and remove the corresponding Fate cards. Then, shuffle the rest into a deck and set it below *Salvation Camp*.
 - Easy: remove a "-4", a "-3" and a "-2" Fate card
 - Medium: remove a "-3", a "-2" and a "+1" Fate card
 - Hard: remove a "+1" and two "0" Fate cards
4. Set the tokens aside in a pile.
5. **Journey deck:** take 10 random Story cards per player and make a deck. Place *Camp Hope* at the bottom of that deck and then reveal the top card. Set the other Story cards aside, in a deck.



Player Decks

Choose and add to your deck one of the four scenario Hero cards (cards that have no group icon). Then, choose any two group icons and take all of their cards (each group has 9 cards). Your deck should have 19 cards. Shuffle your deck and draw 4 cards.

Gameplay

The game is played in rounds, and each round represents a Day. At the start of the Day, remove the leftmost token from *Salvation Camp*.

Then, players take actions in alternate turns. During each Day, you have **6 Time** to spend, on different actions. You must take an action or pass for the rest of the Day.

Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your skill value accordingly. Players always win in a tie, and their skill value can never go below 0. If the Fate deck is depleted, shuffle the discard pile into a new deck.

Available player actions:

- Pay 1 Time and discard x Hero cards to **Draw** x cards+1 from your deck. For example, if you discard 2 cards you will draw 3 cards from your deck. If your deck is depleted, shuffle your discard pile into a new deck.
- **Play** a Hero card from your hand. Pay the cost of the card in Time (top left corner) and follow its instructions. You must be able to pay the cost fully. *Items*, *Allies* and *Boosts* are placed in front of you, *Actions* are one time use abilities and may be played for/to your partner.

— **Interact** with the current Location. Pay the cost in Time (top left corner). You must be able to pay the cost fully. Perform the test of the Location, and follow the success / fail instructions. **Win or lose in the test, the Location is discarded.** When losing Time as a consequence of a failed test, you can lose Time from the following Day.

— Pay 1 Time to **Move** to a new Location, if you have completed the previous one. There can be only one Location revealed at a time, and to Move to a new Location reveal the top card of the Journey deck.

Radiation: Every time you suffer Radiation, move the token to the next level and apply the consequences immediately. Consequences from your Radiation card are cumulative and always active as long as the token is at their level or above.

Scout: Draw the top card of the Journey deck and the top card of the set aside deck of Story cards. Place a card of your choosing at the top of the Journey deck, and one at the bottom of the set aside deck.

When all players have passed, the Day ends. Start a new Day following the same structure.

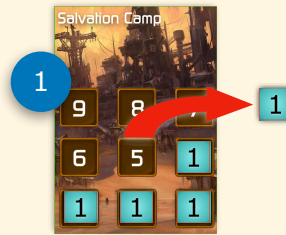
Game End

To win you must get to *Camp Hope*, and succeed at its test, getting the Medicine. Camp Hope isn't discarded when you fail, and when you reveal *Camp Hope* you can no longer Move again.

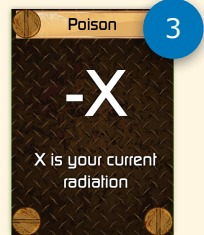
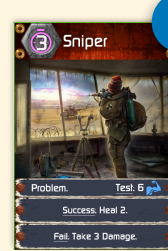
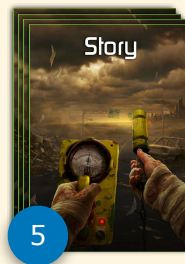
You will lose if you can't remove a token from *Salvation Camp* (meaning 9 Days have passed) or if all players have been eliminated.

Example of a Day

1. It's the start of a new Day. The leftmost token is removed from Salvation Camp.

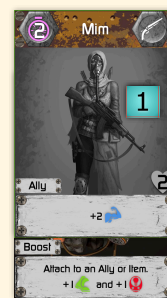


2. Joan is playing solo, and she will now take her actions. She will firstly spend 2 of her Time playing this Action. She gains 2 and heals 2 of her damage.



3. Then, she will attempt to take out the Sniper, by spending 3 Time. She has a total of 8 for this test. She draws a Fate card to determine the outcome of her test, bringing her total to a 6, as her current Radiation is 2.

4. She succeeded at the test, so she discards the Sniper and heals her last 2 damage.



5. For her last Time she will Move to a new Location.

