



It is the late 1880s.

A long-lost artifact, the Golden Chattel, awaits retrieval from the foreboding, toxic realm of an ancient castle ruin. Stolen by marauders centuries ago rumors suggest its greater value is more in the paranormal powers it possesses than as precious plunder. The Crown urgently requires the Chattel's return and promises rewards of great wealth, tremendous power, and the fulfillment of unimaginable desires to anyone possessing the fortitude and skill to recover and return it. You and a diverse group of rival journeymen have been summoned to take-on this dangerously daring mission.

What (or whom) will you sacrifice in this ...

STRANGE JOURNEY

Rules of Engagement for...

Redoubtable Strategists, Delightful Do-Gooders,
Invigorated Evil-Doers, and Other Unconventional Partakers
of
Deviously Duplicitous Pastimes





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GAME ORIGIN & HISTORY

This board game was inspired by strategy race board games from the Victorian era as well as the audio drama, “A Journey With Strange Bedfellows” and its adapted graphic novel whose characters were migrated into *Strange Journey* as an immersive continuation of that adventure. The Victorian Gothic horror (steampunk lite) story melded together six (6) classic short stories into one continuous tale.

Based upon or inspired by these original short stories

The Dancing Partner by Jerome K. Jerome
A Wicked Woman by Jack London
A Traveler's Tale of a Terribly Strange Bed by William Wilkie Collins
Young Goodman Brown by Nathaniel Hawthorne
The Music on the Hill by H.H. "Saki" Munro
Dracula's Guest by Bram Stoker

STORY

Socially shy Hunter Brown loved sweet-tempered Faith Geibel from afar for several years. Now, just when Faith has noticed him (at her cousin's annual birthday ball), a clockwork dancer murders the guest of honor, its creator dies, and Faith mysteriously disappears without a word. The allure of Faith's mesmerizing gaze and the incendiary ecstasy borne of their first kiss convince Hunter that his destiny is irreversibly linked to Faith's; he must find her. Hunter is drawn into a perilous journey that takes him from etiquette-proper Victorian England, into the murderous alleyways of Paris, through Satan's unhallowed Hungarian forest and eastward to Faith's Transylvanian origin. The insidious murder of Hunter's best friend, an unavoidable encounter with a demonic cleric, and tracking a blood trail through a centuries-old graveyard (at night while surrounded by nocturnal predators) prelude Hunter's discovery of Faith's long-guarded secret. To remain in her existence, and ensure Faith's survival, Hunter must make the ultimate sacrifice.

I am a man forever in love, and a creature forever loved, until the end of my days.
~ Hunter Brown from “A Journey With Strange Bedfellows”

PRODUCTION & PROJECT CREDITS

Stories composit & adaptation, scripts and co-production by Jan C. J. Jones / Forest Rose Productions, LLC
Audio drama directed and co-produced by Fred Greenhalgh / FinalRune Productions
Graphic novel illustration by David Stoll / Stoll Comic Art
A Strange Compendium for the Consummate Educationalist an educators' guide by Jan C. J. Jones / Forest Rose Productions LLC & Mary Madera, B.S., M.S. Education with mathematics contributions from Ryan Springer

For complete list of talent credits and more information go to www.a-strange-journey.com

GAME CREDITS

Story, game concept & graphics by Jan C J Jones / Forest Rose Productions LLC.
3D miniature sculptures by Francesco Orru
Playtesting, development and editing by Xavier Bates / Guiding Creations

Much appreciataion and many thanks go to all those who playtested and provided input to all facets of this project.





INTRODUCTION

Strange Journey is a Victorian-era inspired strategy race board game. The game is a story extension of the award-winning Victorian Gothic horror (steampunk) audio drama and its adapted graphic novel titled,

A Journey with Strange Bedfellows whose tale demonstrates that life (and surviving it) relies upon the choices and sacrifices one makes. Ahead is a *Strange Journey* where you must trust allies to help you and anticipate enemies' efforts to harm you. You must recognize the benefits and burdens of independence, companionship, and alliances. Appearances may not be as they seem, so tread carefully and prepare for the worst as enemies become allies, friends become adversaries and paranormal forces deter all.

Although *Strange Journey* can accommodate two to six players, the greater challenge and more interesting and dynamic play occurs with three (3) or more players.

WINNING THE GAME

Be the first *Strange Journeyman* to retrieve the Golden Chattel and return it to the Crown to end the game. The player with the most assets at the end of the game wins!

GAME OVERVIEW

Strange Journey incorporates aspects of roll & move, strategy race, hierarchy, seek & deliver, card collection, "take that" and area control games. You can play independently or forge alliances. Open and covert communication between/among players is encouraged. Players who await their turn can be lured into active play as their position/assets are suddenly assaulted by opponents who may elect (or be forced) to form alliances. A primary activity is the collection of assets that can initiate actions immediately or be saved for future moves.

COMPONENTS

Each copy of *Strange Journey* includes:











- 1 Rules of Engagement book (you are reading it now!)
- 1 Game board
- 1 Golden Chattel
- 6 Character Purses
- 6 Character markers
- 6 Companion markers
- 12 Character stands
- 72 Hot Air Balloon cards
- 72 Grave cards
- 36 Author cards
- 1 Coffin component box
- 3 Dice: d6, d12 and d10 Attribute die
- 6 Character and 6 Companion rule cards (12 total)
- 6 Character-Companion bonding stands
- 6 Benevolence Cards (1 for each player)
- 48 Steppingstones (8 for each player and portrait)
- 24 Rose coins (Marque value printed on one side)
- Double-sided Marque (coins) in various denominations
- 13 Keys (3 for each passage entry and 1 coffin key)
- Pad of *Strange Journey* "Vault" attribute tracking sheets



GAME VOCABULARY

Asset – Marques, Rose coins, Cards and Companions are all assets. Asset cards and rose coins can be “revealed assets” that are visible to all players or can be “hidden assets” that are concealed from opponents’ view. Once an asset is revealed, it must remain so throughout the game.

Attribute – Ten (10) traits (each having its own unique symbol) that define characters’ and companions’ abilities & skills that may be needed to overcome challenges. Attributes have more applications and purpose during “Advanced Play.”

 Charm	 Paranormal
 Compassion	 Poise
 Congeniality	 Problem Solving
 Creativity	 Strategic
 Intelligence	 Strength

Echelon – The “rank & file” value of each card is displayed in the top right corner.

Example: 1/2 is the 1st card (rank) of a set of 2 cards (file); the sum equals an echelon of three (3).



Attribute Affiliation

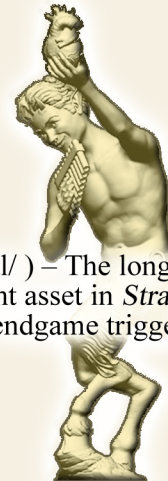
Rank + File = Echelon
Used in side games and estimating the odds of identical cards

Actions & Instructions
Choose an opponent & an action which that player may NOT take on their next turn.

Move Adjustment
+1 or -2

Card Value in AA Marques

Golden Chattel (/ˈCHadl/) – The long lost artifact & most important asset in *Strange Journey* that acts as the endgame trigger.



Marque (/märk/) – The currency noted as **AA** of *Strange Journey* as well as the most basic asset used for trades, bargains, and endgame scoring.

Negate – Some cards may cancel the effects of others; to “Negate” is to discard the targeted card often without resolving its effect.

Resolve – To resolve a card is to fully complete any actions listed on the card.

Tallyman – The “banker” of *Strange Journey* makes change, sells steppingstones, distributes marques **AA**, settles disputes, facilitates auctions and oversees side-betting during duels.

Toxic Realm - This is where the Golden Chattel awaits its recovery and into which funds and assets are paid in certain instances.



GAME SET UP

1. Place the **Game Board** in the center of the table within reach of all players.
2. Shuffle the six (6) **Character Cards** (one for each player) and randomly place them, face-down, around the game board; only their common reverse sides will be visible.



common reverse



3. Each Player chooses a **Character Purse** that should contain a Character Marker with stand, a matching Benevolence Card, and one (1) "bonding" stand. (Coins listed below may be allocated to purses prior to the game.)



4. To determine **Player Position**, turn over the Character Cards. Players sit at the location that matches their Character Card's position. Return unused materials to the box. Players record their Character's starting attribute scores on their tally sheet.

5. Designate a **Tallyman** to manage monetary transactions, steppingstone purchases, and to distribute starting Marques {AA} to each player based on the *Beginning Player Marque* table. The remaining Marques become the "Reserve" that is managed by the Tallyman. Place the **Steppingstones** of each character within reach of the Tallyman, being careful not to mix the different stacks of steppingstones.



Steppingstones

6. If using the **Author Cards**, divide the Author cards into two equal decks: shuffle 1/2 of them into the **Hot Air Balloon Deck** and the remaining 1/2 into the **Grave Deck**. Place the 2 decks facedown on the gameboard in their depicted locations.



7. Place the **Coffin** on the Bat-face rondure. Within the coffin, place the **Rose Coins** (value side down) and close the coffin. NOTE: Once the coffin is empty or when any player enters the Toxic Realm, the coffin is removed from play.

8. Place the 13 **Keys** including the coffin key upon their corresponding board locations as noted. To begin, locate the d12 and d10 Attribute dice for convenience of play.

9. Place the **Golden Chattel** marker, the d6 die along with ten (10) **AA10** coins upon Le Soleil.

10. Place all **Companion Markers** on the Cat-face rondure and the **Companion Cards** nearby. [See *Game Layout*.]

11. Players place their Character marker on the **Crown Corner** where play will begin.



GAME LAYOUT

- 8** Place all 13 keys on locations as indicated
- d12 & d10 attribute dice
- Key placement indicators to unlock doors
- Red Hand reminder (Ref. page 11)
- 2** Randomly place the six (6) Character Cards around the board (reverse sides showing)
- Inside track "toxic realm" point of entry spaces (Ref. page 12)
- 10** Place all Companion Markers on the Cat-face rondure and the Companion Cards nearby
- "Triangular" spaces for each door where a "Safe Journey" steppingstone is placed to gain entry to the toxic realm (Ref. page 12)
- 7** Place all Rose Coins value-side down in the coffin, close the lid, and place the coffin on the Bat-face rondure
- 9** Place Golden Chattel marker, d6 die, and ten #10 coins on Le Soleil
- 6** Divide and shuffle Author Cards into Grave & Hot Air Balloon Decks then place the decks in their depicted locations
- 11** Place Character Markers on the Crown Corner where play begins
-

INSTRUCTIONS FOR THE TALLYMAN

The Tallyman should be the most experienced or responsible player who will perform the following:

- **Distribute ~~AA~~Marques** – At the beginning of the game.
- **Make change** - Apportion (split) large ~~AA~~ denominations into smaller amounts that might be needed during play.
- **Manage steppingstones transactions** - Being sure to provide the correct character steppingstones for each purchase.
- **Settle disputes and rule clarifications** – The Tallyman has the final say on rulings and will settle disputes by the flip of a coin or other agreed-upon means.
- **Oversee side-betting during duels** – When Players engage in side-betting during a duel, the Tallyman will encourage, supervise, and facilitate fair betting.
- **Supervises** - Le Soleil ~~AA~~marques and assets paid into and from Le Soleil.
- **Oversee Auctions** (Ref. “Advanced Play” options below) – When a Player wishes to auction an asset card, the Tallyman will supervise the auction process and completion of the sale.

THE JOURNEY

Decide if any “Advanced Play” options (below) will be used. As a reminder, note them on your tally sheet.
(This is not recommended for your first game.)

Determining the starting player: Each player rolls the d12 die; whomsoever rolls the highest will begin play.
Re-roll to break ties. Play continues to the left in clockwise order with each player drawing 2 cards from each deck; for now, keep these cards secret as “hidden assets” either in your hand or face-down in your area.

Throughout the game, **each player will take at least one (1) action on their turn but may not take more than three (3) actions in the same turn.** Through these actions, players will move around the board to acquire assets for themselves, collect and place keys to **unlock the entries** to the toxic realm as well **unlock the coffin**, get a companion, initiate trades, negotiate deals, initiate duels and thwart opponents in an effort to accomplish their winning strategy. You may also forge a powerful alliance in more advanced games.

ACTIONS

- Roll and Move
- Increase Attribute
- Shunt* a Steppingstone
- Bond with Companion
- Draw a Card
- Trade / Negotiate
- Play a Card
- Tallyman Transaction
- Initiate a Duel (to pass opponent)

ADVANCED PLAY ACTIONS:

- Initiate a Duel from anywhere on the board
- Tallyman Transaction - Auction Assets
- Use Numinous Occurrence



END OF GAME

Once a player has acquired the Golden Chattel from within the toxic realm and transported it to the Crown, the game immediately ends. The Crown (by way of the Tallyman) will pay this player ~~AA~~500 for their services. Players tally their assets. The player with the most assets is declared the winner. (For a simpler game, the player who brings the Golden Chattel to the crown wins the game.)



ACT I

THE CALL TO ADVENTURE

On their turn, Players take 1-3 actions from those listed below; most actions can be taken multiple times on a turn, however, **“Roll and Move”** may only be performed once per turn. Asset cards are identified as **Author, Grave, and Hot-Air Balloon cards**. Grave cards are usually played on opponents who realize burdens they must overcome. Hot-Air Balloon cards provide boons either for yourself or other players. Cards may be revealed face-up in a player’s area or kept hidden in their hand or face down. Once you reveal a card, it is placed in front of you as a potential item to bargain; character-specific benevolence cards must be revealed at all times. **All cards remain “in play.”** When you play a hidden asset card, it is flipped over to become “revealed” and remains so until discarded. When a card is discarded, it is returned to either deck face-up unless otherwise instructed. You may randomly cut the card into the deck or bury it at the very bottom; it cannot be discarded directly on top of the deck.

ACTIONS:

- **Roll and Move** – Roll the d12 and move that many spaces, horizontally or vertically (orthogonally, not diagonally), either clockwise or counterclockwise around the board. Once you have declared a direction, you must continue movement in that direction until you have moved the total rolled number of spaces. However, you must reverse direction on a “Reverse Direction” space. You may move horizontally or vertically (zig zag fashion) using both the inside and outside tracks of the board to manipulate your progression to avoid obstacles or realize benefits. [See Figure 2 “Marker Movements”.]

o If you roll a 6 or 9, you may move either 6 or 9 spaces.

- **Increase Attribute** – Roll the d10 attribute die and increase the rolled attribute by 1 for your character on your tally sheet to a maximum of 6. Once you have a companion, you may increase their attributes in this way as well. If both your character and companion have a 6 in an attribute, increase the rolled attribute by 1 in the third column. You may not increase the third column while you do not have a companion. When using “Advanced Play,” check for “Numinous Occurrences” for additional benefits.

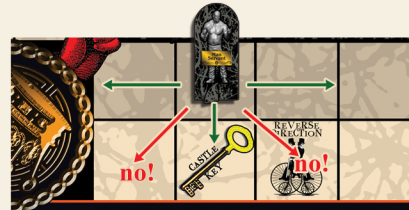


Figure 2 Marker Movements - orthogonal only, NOT diagonal

- **Play a Card** – Revealed and Hidden asset cards can be played as an action. Most often hidden asset cards will be flipped over then played faceup in front of you (and thus becomes a revealed asset until discarded). You may discard an asset card to move additional spaces + or – the value shown on the bottom left corner of the card. Once you play a card, the card is resolved, then discarded faceup into either deck unless it says otherwise. It costs one (1) action to play one (1) card; it costs no actions to reveal a card. If a card states the word “Negate,” the card may be played at any time without spending an action.
- **Draw a Card** – Draw a card based on your position. The board is divided, diagonally, from the Crown to the Maze with each side associated with a specific card deck. [See Figure 3. “Card Deck Board Associations”]

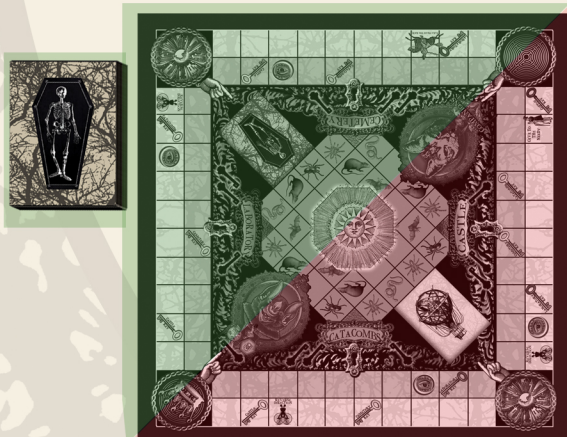


Figure 3. Card Deck Board Associations

When you land on a Floral corner by exact count, roll the D6 die and draw that number of cards from the associated deck; discard one card face-down into Le Soleil and keep the rest.

When located at the **Crown or Maze corner** you may draw from either or both decks. There is the possibility of drawing a faceup card from either deck; when this occurs, you must immediately resolve the effects of the card as if it were played on you as a paranormal manifestation associated with the castle ruins; then discard the card as usual.



- o When a player has a total **Paranormal** attribute score of seven (7) or greater, they draw faceup cards as if they were facedown.



ACTIONS (Continued):

- **Trade / Negotiate** – You may initiate a negotiation or trade of any of your assets (revealed or hidden).
 - **Bond with Companion** – While on the same space as your companion you may take an action to bond with the companion and become “Bonded.” You may also take this action to become “Independent.” (These terms are described in detail under “**Act 2: Companionship.**”)
 - **Initiate a Duel** – To pass an opponent, you must challenge that opponent to a yet undetermined duel. That opponent must accept or decline. If the opponent declines, you are allowed to pass, unencumbered. When the opponent accepts, you must initiate one of these duels:
 - o **Face Slap** – Both players choose a hidden asset, both assets are set on Le Soleil facedown. Both players then roll the d6, the highest roll wins both cards as hidden assets. On a tie roll, each player rerolls until a winner is determined.
 - o **Grave Consequences** – Both players choose a hidden asset which they then reveal simultaneously. The player with the highest echelon card wins both assets. The loser immediately draws a Grave card and fulfills that card’s conditions as if they had drawn it faceup.
 - o **Maim Event** – The player rolls the attribute die. Compare the total scores of that attribute for the player and the opponent (companions included). The player with the higher attribute value wins and increases that attribute score by 1; the loser decreases that attribute’s score by 1. The winner may remove one of the loser’s placed steppingstones and returns it to the Tallyman.
 - **Side Betting** – Players not involved in the duel may place side bets with the Tallyman. A betting player may only bet **AA** Marques as a “double or nothing” bet, receiving double their **AA** back (paid by the Tallyman from the Reserve) on a win or forfeiting their **AA** to the Reserve on a loss.
- Upon completion of a duel: When you (as the aggressor) are the winner, you may move past the opponent you challenged, using the remainder of your movement. When you (as the aggressor) are the loser, you forfeit the remainder of your move and must remain in your location until your next turn.
- **Tallyman Transaction** – As an action, a player may sell asset cards for the **AA** Marque value printed on the cards or purchase steppingstones by paying **AA50** (for each steppingstone) into the Reserve via the Tallyman. (Also see “**Tallyman Transaction - Auction**” in **Advanced Play.**)
 - o If a player does not have **AA** Marques available for payment, they must sell asset cards (to the Tallyman OR an opponent) and does so without using an action.
 - **Shunt a Steppingstone** – Steppingstones are used for area control and additional movements on the board as well as in the toxic realm. They can be **placed** on any unoccupied, non-corner space. You may also take this action to **flip** one of your placed steppingstone to the reverse side or to **relocate** a steppingstone to a new space. Each character’s steppingstones have various actions [See **Figure 4 “Various Steppingstones.”**] that follow the rules of unique board spaces (**Ref. “Unique Spaces”**). The “Safe Journey” steppingstone (**Ref. page 12 “Toxic Exposure”**) is needed to access the toxic realm.

Opponents must pay the steppingstone’s owner **AA20** to utilize or pass through the space (when they cannot otherwise side-step the steppingstone). You cannot pass through an opponent’s steppingstone until having paid or negotiated permission to do so.

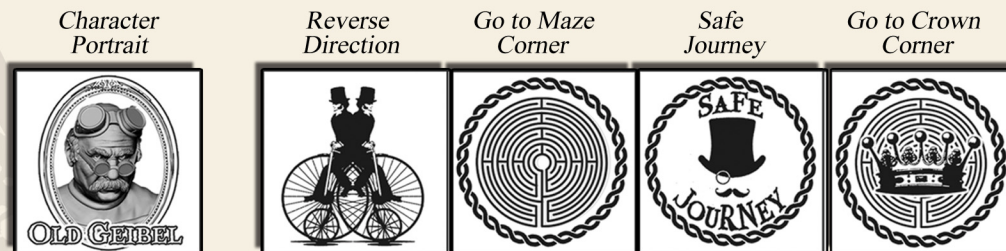


Figure 4. Various Steppingstones

UNIQUE SPACES

There are several unique spaces of which players should be aware. Once you land on or are moved to one of these spaces (as with the effect of a card) you must take the action of the space. These include the **Reverse Direction**, **Take from the Rich**, **Give to the Needy**, and **Share a Secret**; the effects of such spaces are listed below:

Reverse Direction – Upon contact with this space, you must immediately change (reverse) the direction you are moving for this turn, using the remainder of your movement.

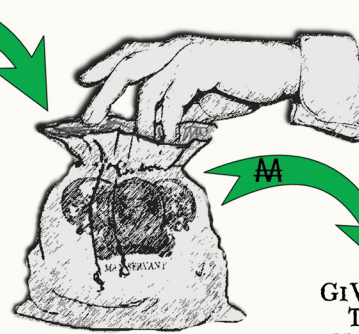
REVERSE DIRECTION



Take from the Rich – When you land on this space, choose an opponent who must place one of each of their current denomination **AA** marques into their purse. You then randomly withdraw two of them to keep.



TAKE FROM THE RICH



GIVE TO
THE
NEEDY



Give to the Needy – When you land on this space, you must place one (1) of each of your current denomination **AA** marques into your purse. An opponent of your choosing then randomly withdraws two (2) of them to keep.



Share a Secret – When you land on this space you must reveal one (1) hidden asset card (place it face-up and do not resolve it), then draw a card from the location's associated card deck. [See Figure 3 “Card Deck Board Associations”] If you do not have a hidden asset card to reveal, do not draw a card.

CORNERS

The four (4) corner spaces of the board also have various effects. The **Crown**, **Maze**, and the two (2) **Floral** corners.



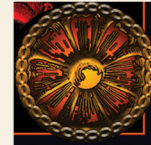
Crown Corner



Maze Corner



Floral Corner



Floral Corner

Crown – When you land on (or are moved to) the Crown and the coffin is open, withdraw a random Rose coin that may be kept as a hidden asset. You may also purchase one (1) randomly selected steppingstone (specific to your character) from the Tallyman for **AA**50 without using an action. (Unused steppingstones are worth **AA**100 for the end-of-game tally.)

Maze – When you land on (or are moved to) the Maze, you may move directly to the Crown (using the remainder of your movement) and benefit by what the Crown has to offer, or acquire a companion if you have a “Get a Companion” card which you must first reveal.

Floral Corners – When you pass through a Floral corner, draw a card from the associated deck. [See Figure 3 “Card Deck Board Associations”]



Red Hand Reminder: When you land on a corner by exact count, roll the D6 die and draw that number of cards from the associated deck; discard one card face-down into Le Soleil and keep the rest. [A die roll of one (1) results in no kept cards.]



ACT II

COMPANIONS & THE POINT OF NO RETURN

Companions provide extraordinary support and can assist in your retrieval of the Golden Chattel.

Acquire a Companion in one of two (2) ways; a) when you land on the **Maze corner** space, you may use an action to play a **“Get Companion” card** OR b) on your turn (from anywhere on the board) discard three (3) cards whose attributes match each of the “Achieve Goal” attributes located on the bottom of your Character card. When one of these conditions are met, retrieve an available companion from the Cat-face rondure. A retained Companion is worth **AA300** at game’s end.

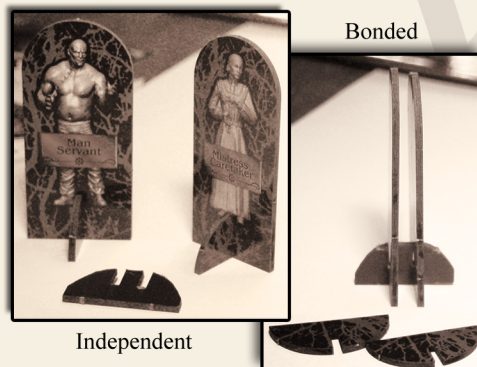


You may choose to move together as “Bonded” journeymen or remain “Independent” of each other. When you use the **Roll and Move** action while Bonded, your companion moves with your character as normal. When you use this action while Independent, you may split the dice roll movement between your companion and character in an effort to “divide and conquer;” for example, if you were to roll a 7 while independent, your character could move 3 spaces and your companion could move 4. Characters and Companions may move in the same or different directions around the board when Independent. Their attribute scores are combined. (A player can retain only one companion.)

Bonded - [See Figure 5. “Character-Companion Bonded”] Character and companion markers are joined together with the use of a bonding stand. While bonded, your character and companion cannot be targeted with Grave cards by opponents, however, cards drawn face-up from the **Grave deck** still impact you (unless your paranormal attribute = 7 or more).

Independent – While independent, you may take actions from either your character or your companion’s location. When independent, your companion’s actions are more flexible, but they are also more vulnerable to attack. Companions may block the way for other players much like your character with one exception; an opponent may use a **“Get Companion” card** to return your companion to the Cat-face rondure. Under certain circumstances, an opponent could steal or switch their companion for yours. Your companion does not block spaces used by your character.

Figure 5. Character-Companion Bonded



LOCKED DOORS, KEYS AND SAFE PASSAGE

The coffin and four (4) doors to the Toxic Realm are locked. By moving onto key spaces, players collect and place specific keys at the coffin and corresponding doors [Ref. page 7 “Game Layout - Key Placement Indicators”]. Once all twelve door (12) keys are correctly placed, **all doors become unlocked**. When the coffin key is placed, the coffin is opened.

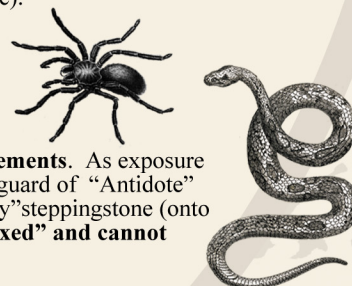
ACT III

TAKE THE CAKE

To retrieve the Golden Chattel, your character must venture into the **“Toxic Realm.”** Your character must be Independent to enter. Companions remain outside the realm. Enter via one (1) of two (2) inside track spaces nearest a keyhole. To move into the toxic realm, a “Safe Journey” steppingstone must be placed upon and aligned with the (triangular) entry point for that door. [Ref. page 7 “Game Layout”]. Once placed, that steppingstone becomes **“fixed”** and **cannot be removed**. It can be used by its owner and by opponents (who pay its owner **AA20** with each use).



TOXIC EXPOSURE



The spaces inside the toxic realm marked with a bat, rat, spider or snake are **toxic elements**. As exposure to toxic elements is perilous, it is ill-advised to contact these spaces without the safeguard of “Antidote” cards (that must be revealed prior to toxic exposure) or placement of a “Safe Journey” steppingstone (onto a toxic space to render it harmless). **Once placed, these steppingstones remain “fixed” and cannot be removed; Opponents may pay to use them.**

Use the D6 die for movement. When you contact a **toxic element space** without appropriate protections (stated above), you must roll the attribute and D6 dice together; decrease the rolled amount from the rolled attribute score. If any of your character’s attributes are reduced to a score of zero (0) or less, you must immediately relocate your character to the closest door, and just beyond the toxic realm.



RETURNING THE GOLDEN CHATTEL TO THE CROWN

Using the D12 die, a player must enter Le Soleil by exact count, moving around the toxic realm to exhaust the total value of their **Roll and Move** action while protecting themselves from (or surviving) toxic exposures as they occur. Once a player has made it into Le Soleil, they bond with the Golden Chattel to begin their journey back to the Crown.

The Le Soleil area surrounding the Golden Chattel is one large space in which a Player may freely move (to prepare to exit the toxic realm).

Use the D6 die for the **Roll and Move** action while bonded to the Golden Chattel.

Once outside the Toxic Realm, the Golden Chattel may occupy the same space as your companion for “safe keeping.” While sharing the same space with a companion, the Golden Chattel and companion are impervious to assault as your character may continue to play independently (to acquire additional assets).

If a player becomes unable to move while bonded to the Golden Chattel [as shown in example as Figure 6 “**Marker Blocked From Movement**”] and cannot easily extricate themselves from the situation, the Golden Chattel is returned to Le Soleil and play continues.



Figure 6 Character bonded to Golden Chattel is blocked from movement

END OF GAME & FINAL TALLY

When a player has returned the Golden Chattel to the Crown, the game ends immediately. Players can no longer reveal hidden assets. The Tallyman pays **AA** 500 to the player who returned the Golden Chattel. Using their tally sheets, Players record and total the values of their attributes, revealed assets, unused steppingstones, coins, Companion, and bonuses.

These collections of Author Cards earn additional value points:

- o Three (3) of a kind: **AA** 20
- o Five (5) different authors: **AA** 40
- o Ten (10) different authors: **AA** 500

The player with the most assets (highest score) wins!

If this is your first playthrough stop reading the rules here and enjoy the game!
Below are “Advanced Play” rules followed by an “Asset Card Appendix” and FAQ.

ADVANCED PLAY

(Recommended for 4-6 experienced players.)

Below are the aspects of an advanced playthrough of Strange Journey recommended for 4-6 players. These rules provide a more roleplay-heavy experience necessitating deeper strategy. Players note on their score sheets which advanced options they have decided to implement in the game. Any or all of the following rules may be added to any game of Strange Journey to increase the variance or complexity. The following actions are added or modified.

- **Forge Alliance** – Two to three players may forge an alliance. The terms of such an alliance are decided by the players within that alliance, to include shared **AA** Marques, asset cards, companions, and other assets. The player taking the action has first priority making decisions regarding the details of the action. If the allied players do not agree, the alliance is not forged. An alliance may not be broken by any means. If one player in an alliance wins, all players in an alliance win.
- **Tallyman Transaction - Auction** – Before a player sells an asset card to the Tallyman, they may put the card up for auction to the other players. The bid starts at the cards printed marque value and players may increase the bid by any amount. Once no other players wish to increase the bid, the winning player pays half (rounding up when needed) of their final bid to the reserve and the remainder to the auctioning player.
- **Initiate a “Long Shot” Duel** – Duels may also be initiated from anywhere on the board.
- **Character & Companion Goals** – At the bottom of each Character and Companion card are three (3) attribute symbols [See Figure 7 “**Goal Attribute Symbols**”]. At the end of the game, if a player retains a revealed asset card with one of the shown attribute symbols, they earn an additional final tally bonus of **AA** 50 for each symbol. When both character & companion goals have been fully achieved, a total of six (6) asset cards will earn a maximum bonus of **AA** 300.



Figure 7
Goal Attribute Symbols



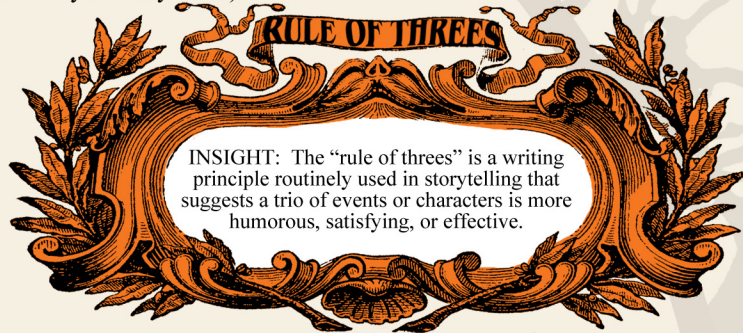
ADVANCED PLAY (CONTINUED):

- **Numinous Occurrences** – To showcase the strangeness of numbers, there are times when your attributes' numerical patterns may trigger various events. Below is a list of "Numinous Occurrences" [shown in Figure 8 "Attribute Numinous Occurrences" as seen on your tally sheet] for inclusion within advanced play. When your character's and companion's attributes realize these occurrences (horizontally in a row, in any order or vertically with "Pi"), record them and reap the rewards below. **You may use each type of numinous occurrence only once during the game** (keeping track of them on your tally sheet).

o **Snake Eyes** : 1 + 1 : Draw a Card

o **Rule of Threes*** : 1 + 2 OR 0 + 3 :
Roll your movement die and move that many spaces

o **Lucky Seven** : 1 + 6 OR 2 + 5 OR 3 + 4 : Draw two cards from either deck, choose one to keep and discard the other.



o **Journeyman's Ten** : 4 + 6 OR 5 + 5 : Move up to ten spaces or until you land on a unique space.

o **Heaven's Eleven** : 5 + 6 : For the remainder of your turn you may sell asset cards to the Tallyman for double their marque value.

o **Perfection** : 6 + 6 : Take an additional action on your turn.

o **Baker's Dozen** : 6 + 6 + 1 : Move to the Crown and take a rose coin (if available)

o **Witchery 666** : 6 + 6 + 6 : Choose a player, their hidden assets become revealed.

o **Pi** : 3 + 1 + 4 (in vertical alignment) : Draw three cards, place a card face-down within Le Soliel and return up to four (4) cards to their respective decks, face-up or face-down.

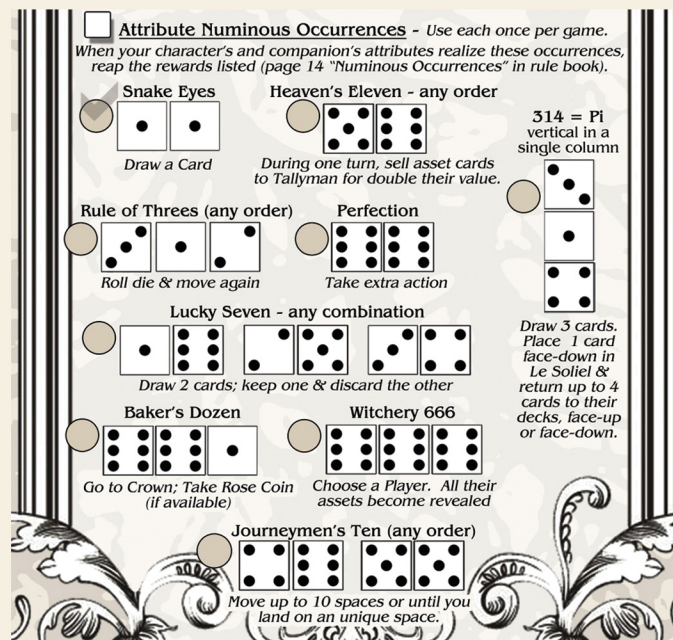





















Figure 8 Attribute Numinous Occurrences

HOT AIR BALLOON ASSET CARDS

HOT AIR BALLOON CARDS	Quantity	INSTRUCTIONS	AA VALUE	MOVEMENT ADJUSTMENT	ATTRIBUTE AFFILIATION
Antidote Cards	12	Discard this card to negate a “poisoned” Grave Card OR to move onto one of the toxic element spaces without the consequence of rolling the attribute die.	10	+1/-2	
Benevolence card (Character specific)	6	Prior to play, each player is issued their own Benevolence Card. You must possess at least one (1) Benevolence card <u>other than your own to win</u> . A Player who has their own Benevolence Card at the end of the game cannot win, even if they possess another benevolence card. (Benevolence Cards are used by a player to thank an opponent for demonstrating compassion, performing other virtuous deeds or it can be traded or used as leverage to prevent an opponent from perpetrating damage. <i>Bribing is deplorable, but a reality</i> .	0	+2/-1	
Benevolence cards	4	Used as a Benevolence Card that is other than your own.	0	+2/-1	
Dig Out	2	Negate a card played on you by moving your marker(s) to the Cemetery Entry.	15	+2/-1	
Extrication	3	Negate a card played on anyone by moving that player's marker (markers) to the closest corner.	10	+1/-1	
Get Companion	9	While located on the Cat-face rondure, obtain a Companion, OR return an opponent's independent (not bonded) companion to this rondure if you would land on the space occupied by that Companion on your movement action.	5	+2/-2	
Get Lobotomy – Go to Lab	2	Relocate to the Laboratory Entry.	20	+1 / -1	
Go to Cemetery	2	Relocate to the Cemetery Entry .	20	+1 / -1	
Maze Passage	3	Advance to the Maze corner of the game board where you may elect to immediately go to the Crown or use an action to acquire a companion (if you have a “Get Companion” card).	15	+1/-1	
Miraculous Recovery	2	Discard one (1) of your cards.	10	+3/-3	
Move Back in Time	3	Use Immediately to roll the movement die and move in the reverse direction.	10	-1/-2	
Rob Graves	2	Play this card to earn AA5 from each opponent as you recite two or more lines of poetry OR Pay each opponent AA10 to avoid performing. Retain this card as a revealed asset. On each of your turns you may use an action to Play this card again OR give this card to an opponent who must immediately choose to Play or Pay. Repeating lines of poetry already recited during the game is disallowed. This card remains revealed throughout the game and cannot be discarded.	30	+2-2	
Saved by the Fates	3	Negate any card or unfavorable board space.	5	+3/-3	
Skeleton Key	2	Go to any door and enter if all doors are unlocked.	15	+3/-3	
Stand up for Yourself – Say “No”	3	Negate any card.	5	+2/-1	
Take Refuge	3	Relocate your character to any corner	10	+2/-2	
The World Owes You a Living	6	Immediately take possession of all AA coins that have amassed within Le Soleil.	20	+1/-2	
Walk a Mile	2	Before you move on your turn, present and use this card to take your movement action from an opponent's location.	15	+1/-1	
Wild card	2	This card acts as any other card in either deck. Once resolved it is discarded immediately no matter the card it represented.	30	+2/-2	

GRAVE ASSET CARDS

GRAVE CARDS (HELL)		INSTRUCTIONS		AA VALUE	MOVEMENT ADJUSTMENT	ATTRIBUTE AFFILIATION
	Quantity					
Begin Again	3	Move any character or companion to the Crown.		20	+1/-1	
Demonic Possession	2	Choose an opponent and an action which that player may NOT take on their next turn.		5	+1/-2	
Element of Adventure	5	Move any one character or companion to any entry door of the game board.		15	+1/-1	
Element of Horror	5	Move an opponent's marker to an unoccupied space on the outside game board track. When applicable, the opponent must immediately comply with the demands of the space.		10	+1/-1	
Element of Romance	5	Steal an opponent's companion. Exchange it for your own or return it to the Cat-face rondure. As the "odd man out," the disassociated companion is returned to the Cat-face rondure.		5	+1/-1	
Element of Science Fiction	5	Move your character through any occupied space.		15	+1/-1	
Exchange Cards	2	Choose an opponent who must give you one of their revealed or hidden asset cards of their choice for one of your asset cards.		20	+1/-1	
Forfeit AA150	4	Discard if drawn by a Companion otherwise pay AA150 to Le Soleil. [Can be paid using any form of assets.]		30	+1/-2	
Go Stag – Lose Companion	2	Relocate a companion to the Cat-Face rondure.		5	+1/-2	
Host Séance	3	Pay each player AA5 then look through the top 10 cards of one deck, take 1 card and bury the rest.		5	+2/-2	
It's a Trick	5	Challenge two opponents to a high card contest that consists of two rounds and will result in a total of six cards being played. To begin, present one of your asset cards face-up on the board. Each opponent, in turn, does the same with either a higher or lower echelon card. <u>Play then reverses so that you play the final asset card, ending the contest.</u> Ties: tied players play an additional card. The player with the highest echelon card takes all presented cards.		5	+2/-1	
Life Passes You By	9	Immediately place this card face-up until your next turn which is skipped; this card is then discarded once you have skipped a turn.		5	+0/-0 [STOP]	
Locked in Dungeon	2	You may not take the Roll and Move action or move by playing cards until you pay AA100 to Le Soleil.		15	+1/-2	
Lost in the Woods	2	You may not take the Roll and Move action or move by playing cards until this card is negated and discarded.		10	+1/-1	
Perform Hypnosis	2	Choose an opponent and <u>any</u> revealed card, that player must resolve the effects of the chosen card.		15	+1/-1	
Poisoned	3	You must immediately reveal and play this card. You may not increase your attributes by any means. This can only be negated by an "Antidote" card then discard both cards.		20	+1/-1	
Relinquish Card on Demand	4	You must immediately reveal and play this card. You may not increase your attributes by any means. This can only be negated by an "Antidote" card then discard both cards.		20	+1/-1	
Share a Secret	4	Choose an opponent who must show you one of their hidden assets of their choice.		10	+2/-3	
Stop the Madness	4	Place one of your hidden asset cards and AA5 atop the card on Le Soleil, the player to your left must choose to either to take the marques, revealing the card and resolving it as if it were played on them, discarding after. OR they add AA5 to the card and pass the choice to their left. Play continues until a player takes the marques and reveals then resolves the card.		4	+1/-1	

AUTHOR CARDS

AUTHOR CARDS		INSTRUCTIONS	AA VALUE	MOVEMENT ADJUSTMENT	ATTRIBUTE AFFILIATION
	Quantity				
Author Card	30	Thirty-six (36) Author cards (including six Wild Author cards) depict the visages of ten classic “strange” authors (three of each) whose written works incorporated the genres of horror, romance, science fiction and adventure; Bram Stoker, Nathaniel Hawthorne, Jerome K. Jerome, Jack London, Wilkie Collins, H.H. “Saki” Munro, Mary Shelley, Edgar Allan Poe, Clara Reeves and Emily Bronte. They can be traded, bartered, sold, “gamed” (played in side games that utilize cards) and used as leverage (as bribes) or to increase your end-of-game tally.	5	+3/-3	NONE
Author Wild Card	6	Acts as any Author Card.	5	+3/-3	NONE

Various collections of Author Cards earn additional points. [Ref. “End of Game Final Tally”]

FREQUENTLY ASKED QUESTIONS

Can I recite song lyrics for the Robert Graves card?

Yes! Song lyrics, original poetry, or published works are all fine as long as you present them to the other players.

Can I purchase steppingstones before my turn?

No. As with every space you can only take advantage of the board spaces during your turn. However, you can take the steppingstone action (or purchase one while on the Crown corner) before you move as one of your actions.

When can I reveal asset cards?

Hidden asset cards can be revealed at any time during your or another player’s turn.

When can I bond with my companion?

When your character and companion are on the same space, you may “bond.” This counts as an action.

When can I separate my bonded character and companion to play independently?

During your turn. This counts as an action.

My Grave card was negated, does that mean it is discarded?

Yes. When one card is used to negate another, both cards are discarded unless otherwise instructed.

I move onto the Maze corner, can I get a companion and move to the Crown?

No, you may only use one or none of the Maze’s effects each time your character is on the space.

Can I have multiple companions?

No, each player may only have one companion at a time.

What if the “Wild” card is used as the hidden asset card for “Stop the Madness”

The player who played “Stop the Madness” chooses which card the “Wild” card acts as when it is revealed.

If I use “Perform Hypnosis” on an opponent how long does the effect last?

For cards like “Perform Hypnosis” the cards effect only lasts until the end of your turn. Cards like “Locked in Dungeon” or “Lost in Woods” will have little to no effect during this time, so choose wisely.

When instructed to choose “any revealed card,” must the card be one of mine?

No. It can be any revealed card possessed by any player.

How many AA Marques can be scored with the author cards?

In the unlikely event that all author cards are collected by a single player (or alliance) the full set scores AA 500.

Can I sell my benevolence card to the Tallyman?

Character specific benevolence cards may not be sold to the Tallyman under any circumstances. Generic benevolence cards may be auctioned as part of an “Advanced Play” action.

When I realize a “Numinous Occurrence,” must I immediately use it?

No. Mark (circle) the occurrence on your tally sheet and “check off” when you apply the occurrence later as one of your actions.

What happens when players duel within the toxic realm?

The losing player must relocate to the nearest “Safe Journey” steppingstone even if bonded to The Golden Chattel.

If I lose a duel as the aggressor, can an opponent move me from my location?

Yes, when you as the aggressor lose a duel you may not move from that space but an opponent can still relocate you.

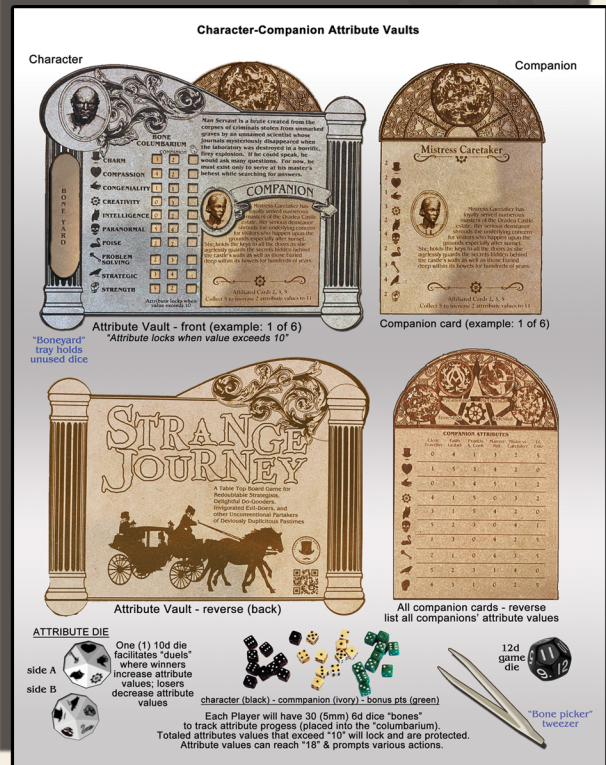


EXPANSIONS & ACCESSORIES

Magnetically "bondable" Character & Companion Miniatures



Six (6) Deluxe Attribute "Vaults" with Bone Columbarium, Bone "Pickers," Six (6) Companion Placards and 180 Dice



FATE vs. DESTINY Double Spinner with Eighteen (18) Asset Cards



If needed "in a pinch," scan and print copies for your own private game play!

STRANGE JOURNEY











VAULT

CHARACTER

ATTRIBUTES COLUMBARIUM

(watch for numinous occurrences)

CHARACTER ~ COMPANION ~ ADD'L

	CHARM	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	COMPASSION	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	CONGENIALITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	CREATIVITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	PARANORMAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
>7 negatives cards drawn face-up _____						
	POISE	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	PROBLEM SOLVING	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	STRATEGIC	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____
	STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	_____

Attribute Total* _____











FINAL TALLY

*Attribute total _____
 Asset Cards _____
 Coins _____
 Companion (A\$300) _____
 Golden Chattel (A\$500) _____
 Unused Steppingstones (A\$100 each) _____
 Character Goal Bonus (A\$50 each) _____
 Companion Goal Bonus (A\$50 each) _____
 Author Card Bonus (ref. p13) _____

TOTAL _____

Download free printable tally pages at
www.a-strange-journey.com/Parlor-Curiosities.html

COMPANIONS' STARTING ATTRIBUTES

	Cleric Traveller	Faith Geibel	Francis X. Cook	Matron Kitt	Mistress Caretaker	Lt. Fritz
	0	4	1	3	2	5
	1	5	3	4	2	0
	0	3	4	5	1	2
	4	1	5	0	3	2
	3	1	5	4	2	0
	5	2	3	0	4	1
	1	3	0	4	2	5
	2	1	0	4	3	5
	5	2	3	1	4	0
	4	3	1	0	2	5

ADVANCED PLAY OPTIONS

for this game
 (Ref. page 13 in rule book)

- ☐ **Forge Alliances**
- ☐ **Tallyman Transactions include Asset Auctions**
- ☐ **Character / Companion Goals**
- ☐ **Duels (from anywhere on board)**
 - ~Face Slap - use d6 to win hidden asset
 - ~Grave Consequences - greater eschelon between cards to win card; loser draws & fulfils Grave card
 - ~Maim Event - greater value attribute; winner removes 1 of loser's steppingstones.

☐ **Attribute Numinous Occurrences** - Use each once per game.
 When your character's and companion's attributes realize these occurrences, reap the rewards listed (page 14 "Numinous Occurrences" in rule book).

Snake Eyes



Draw a Card

Heaven's Eleven - any order

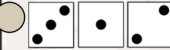


During one turn, sell asset cards to Tallyman for double their value.

314 = Pi
 vertical in a single column

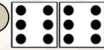


Rule of Threes (any order)



Roll die & move again

Perfection



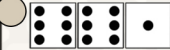
Take extra action

Lucky Seven - any combination



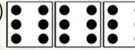
Draw 2 cards; keep one & discard the other

Baker's Dozen



Go to Crown; Take Rose Coin (if available)

Witchery 666



Choose a Player. All their assets become revealed

Draw 3 cards. Place 1 card face-down in Le Soliel & return up to 4 cards to their decks, face-up or face-down.

Journeymen's Ten (any order)



Move up to 10 spaces or until you land on an unique space.





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GAME PLAY WITH 3D MINIATURES

1. During set-up, complete the 2 part bases for all 3D Character and Companion markers by attaching their corresponding 1/2 bases. [Standees are not used.]
2. Place all **Companion Markers** on the Cat-face rondure with the **Companion Cards** nearby. Place the Golden Chattel (Pan) on Le Soliel in the center of the game board. [Ref. Page 7 *Game Layout*.]
3. Before play, Players choose a Character purse, and place their **3D Character Marker** upon the **Crown corner**.
4. Apply “bonding” rules to 3D markers as instructed on page 12 of the “Strange Journey Rules of Engagement” when attaching Characters with Companions via their corresponding magnetic bases.

Companion Markers are designed to “bond” with **any** Character Marker, via corresponding magnetic bases.

5. When playing Characters and Companions “independently,” keep them attached to their original corresponding 1/2 base.



3D Character & Companion for Independent play



3D Character “bonded” with Companion

Magnetic “bonding” Character & Companion Miniatures



6. The Golden Chattel (Pan) has a Companion base that can only “bond” to a Character marker.



BASE LOGO CHARACTER vs COMPANION for easy identification



TOP HAT
On Character Base

MONOCLE & MUSTACHE
On Companion Base