The Journey

Rules Sheet

Overview

The Journey is a game about telling stories. It is based on the work of Joseph Campbell, in particular his famous book on mythology, *The Hero With a Thousand Faces. The Journey*, in addition to being a game, is also a tool with which to explore the structure of mythology by constructing a story within that structure through play. In *The Journey*, two players take on the role of the forces of Light and Darkness to guide or hamper the hero through the trials of the classic Hero's Journey.

Setup

To play the game, you should have the following items:

- 1 Hero card
- 1 Shared Draw Deck
- 1 Stage Card Deck
- 1 Light Action Deck
- 1 Dark Action Deck
- A piece of paper and a pen to keep track of hero Health and Resolve.

Set the hero card on the table. Choose which player will play Light and which will play Dark. Each player takes their respective action decks, shuffles them, and sets them within easy reach. Shuffle the Shared Draw deck and place it between both players. Shuffle the Stage Cards, and deal the entire deck to both players. This is called a *Stage Hand*.

You should arrange the play space in whatever layout you feel is most comfortable for play. We have found that our preferred layout is the one suggested on the right, but it is not mandatory.
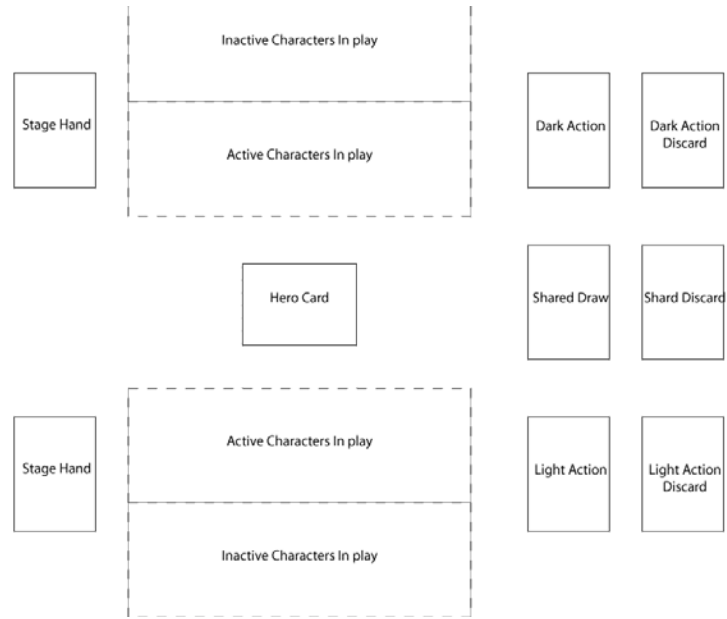
Players each draw three cards from the Shared Draw and two from their action piles. Whenever a card is played after the game begins, that player may draw from either the Shared draw or their Action Cards to bring their hand to a maximum of five. Hands larger than five cards are allowed, but the player does not draw new cards unless they have fewer than five.

If during play a draw pile runs out of cards, shuffle the matching discard pile to form a new draw deck.

Stage Hand	Inactive Characters In play	Dark Action	Dark Action Discard
	Active Characters In play		
	Hero Card	Shared Draw	Shard Discard
Stage Hand	Active Characters In play	Light Action	Light Action Discard
	Inactive Characters In play		

Suggested Card Layout

Rules of Play

The first thing to understand is *rule precedence*, that is, which rules are more important than other rules. There are three places rules are listed: on Action Cards, on Stage Cards and in this Rule Sheet. Action Cards are the most important rules. When there is a conflict between rules, the Action Card rule is the one that is followed over the others. Following Action Cards is the Stage Card rules, and finally this Rule Sheet.

The goal of the game depends on which side the player in question is playing. For Light, the goal is to reach and complete the **Return 6** stage successfully. For Dark, the goal is to prevent the hero from reaching the stage by either killing the hero, or by reducing the hero's Resolve to 0, rendering the hero unwilling to carry on.

Stage Cards and Beginning Play

Play begins with the player who is in possession of the **Departure 1** Stage Card playing that card as their first turn of the first round. Play progresses in standard rounds unless modified by Stage or Action Cards. Each Stage Card has an end condition listed on that card. When a player meets that condition the Stage ends and the next player plays a Stage Card from their Stage Hand as their turn. Stage cards do not have to be played in sequence, but do have to be played in chronological order, and at least two cards each from **Departure**, **Initiation** and **Return** must be played. For example, it is allowed to play **Departure 3** immediately following **Departure 1**, but it is illegal to then play **Departure 2**. The order of the major sections is:

Departure 1-5 » Initiation 1-5 » Return 1-6

Rounds of Play

A standard round of play consists of one turn for each player, during which that player undertakes a *standard action*. Standard actions include: introducing a new character, playing an enhancement on a character, attacking with a character, discarding a card, and playing a stage card (when allowed). Non-standard actions include Mentor Actions and playing Action Cards, which can happen at any time regardless of turn or other actions taken. Choosing to pass a turn is always an option.

There are two kinds of rounds:

Setup Rounds are rounds during which players are allowed to introduce new characters to the game by playing them from their hand, add enhancements from their hand to their characters, or discard any unwanted cards from their hand.

Attack Rounds Are rounds in which active characters are allowed to attack and block other characters.

In standard play, Setup and Attack rounds alternate—that is, a Setup round starts the Stage, followed by an Attack round, followed by another Setup round, and so on. Some stage cards alter this progression, however.
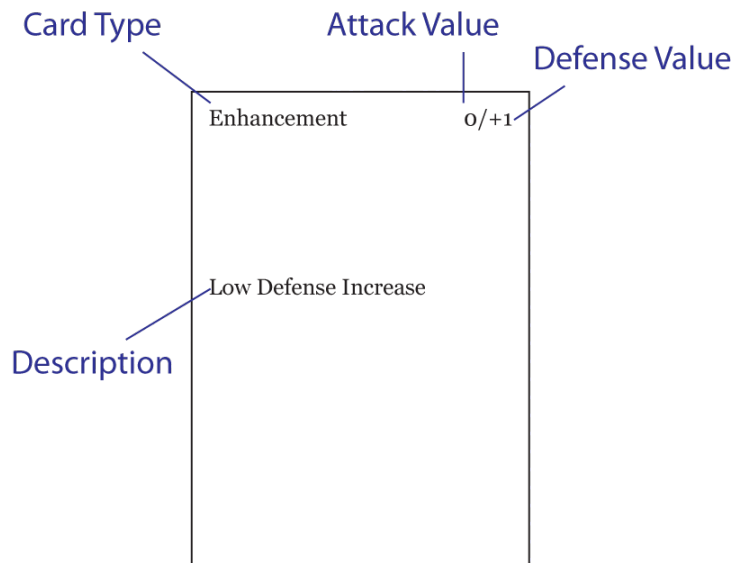
Attack and Defense

Characters are only allowed to make one action per round, whether that action is an attack or defense. We recommend *tapping* cards (turning them sideways) to keep track of which cards have performed such actions.

When a player chooses to use a character to attack another, whether the hero or other character, they announce the card that is attacking and the target. In the case of attacks on the hero, they must also specify whether they wish to damage Health or Resolve.

When an attack is declared, the defending player may choose to defend the target using another valid character in play by *interceding* with that character. In this case, the interceding character can take no more actions that round and becomes the target of the attack.

Resolving attacks is straightforward. The sum of the attacking character's attack value and all of its enhancements are compared with the sum of the target's defense value and all of its enhancements. If the attack total is greater than the defense value, the attack succeeds. For regular characters, successful attacks result in that character and all enhancements being discarded. If the hero is the target, then damage is dealt in the amount of the attack value minus the defense value.

Card Type   Attack Value

Defense Value

Enhancement   0/+1

Low Defense Increase

Description

Anatomy of a Card