

ROAD TRIP

THE RPG

A TWENTY FOUR HOUR GAME

BY TROY FISHER

Introduction to Road Trip.

Road trip is my entry into the July 2004 24 Hour game design contest. The contest is based on the same concept as the 24 hour comic, with the intention to create a complete role-playing system in 24 hours from start to end. I've worked on creating my own game systems and home-brewing my own rules for my settings and campaigns, but had never tried to create a complete game from scratch. Well that's not true, I have just never progressed very far with it. This contest gave me the chance to try it and work it out. And so I did and here it is.

Concept of Road Trip.

Road Trip: The RPG is based on the idea that while everyone loves a good road trip we never quite get to get out on enough of them. Lots of fun and interesting things happen during a road trip. There are sights to see, interesting people to meet, and shared moments to experience.

So I set out with the concept that there are certain elements that make up a road trip. First off there are the interesting characters who each have their own personalities and their own characteristics. These people also take on roles associated with the road trip, and based on these roles that they assume different actions can happen. So to me the idea that the game should be character driven was cemented in the ground. The characters inflict the game with their own brand of chaos and plot.

The Second element that makes up a proper road trip are the locations that the Trippers end up at. This bit should shadow the types of places that we always hear about and have found their

way into the fabric of America on the go. The Roadside Attractions that draw millions of people a year, the rest stops that comfort and give respite to the millions of drivers traveling our roadways every day. The mom and pop restaurants that feed travelers and thrill seekers, those places that people tell you, if you are ever in Bassackwards, Arkansas then stop at Tiffanies, they have the greatest hamburgers ever. And of course the motels that dot our countryside providing us with places to sleep and to rest.

The third element is the stories that we tell about our Road Trip. People are enthralled by the tale of a good road trip where you drove up a 12% grade, and when you peaked, your radiator blew out. Only to know that down at the bottom of the grade awaited a gas station with repair shop, so you shifted it into neutral, and just flew down the grade. No one is interested in what happened when you got to your destination, they want to know about the trials that you went through.

So I extracted the tedious bit of the system out and boiled it down to a quick and simple round based system, and left no rules in the game that in anyway restricted the role-playing. When it comes to visiting an attraction or setting up for the night, the game essentially becomes a free-form role-playing situation.

In Conclusion, the system is not fully fleshed out and has ideas in it that I would love to play around with a little more, and put out a Deluxe version, but for now, it's playable. And remember those words: ***"The Greatest College Tradition of all Time: The Road Trip.."***

Character Generation: There are varying types of character types that can be played in this game. On top of those types there are roles that players may assume.

past a car. More then likely they are the one to get the car pulled over.

Destinationist. This type is not too much worried about the actual road trip as they are worried about reaching the

Name:		Player:		Description of Character
Character Type:				
Driving		Irritability		
Bladder		NTTP		
Route		Road Fatigue		

Archetypes. What would a game be with types of characters that you can play? The Archetypes in this game are a little different then would be in other games, as this game is not based on stats, combat, magic, but just a good old road trip. The game is best played when you have a selection of Archetypes playing in your game as it allows for there to be some pretty interesting role-playing as they attempt to get along on an extended road trip.

Sightseer. This type is along for the ride for a specific reason. To see the sights along the road and is mostly likely to be the one to suggest to stop to see the worlds biggest ball of string. They go out of their way to make sure that they see as many of the sights on the road as possible.

Racer. The racer type, really encompasses two different types of personalities, the one that wants to out do every other person in the car, being the first to finish eating, the one most likely when in the drivers seat, to race

destination in time, or perhaps a little bit earlier so that they can spend as much time at the location as possible. This Archetype gets along usually pretty well with Itinerist, as they are just as determined to get to the destination.

Whiner. The whiner has no goal in mind other then to make the entire trip as miserable to everyone else as possible. When a racer is driving they will most likely require the most rest stops. While at a stop they are the most likely to bitch about it being boring. This person gets along with a child quite easily as they get into a contest trying to drown each other out.

Partier. The one guy of course who wants to party it up the whole trip. They want to stop and drink at every watering hole, find the hottest chicks, and just enjoy every aspect of the trip as possible. A Partier works well with anyone depending on their mood, whether or not they are hung over, and what the potential for merrymaking and partying is for any given action.

Itinerist. This type is the type that borders on being an obsessive

compulsive. They eat and drink a strict driving schedule and making each stop that is on the itinerary. Often a Tripper with this archetype will fill the Itinerist role but it is not required.

Child. As either a literal child, or someone who acts like a child, this archetype is most likely to annoy everyone more so than the whiner. They go out of their way to make pit stops because they are tired and bored and need to get out of the car, or occasionally it is because they actually had to pee.

Roles:

Driver. The driver is the one responsible for the handling of the car, the one who decides where and when to stop, how fast to travel, and which route to travel.

Navigator. The one with the map, who knows where they are going and tells the driver when to turn, the upcoming stops, and the one responsible for finding the short cuts.

Financier. Someone needs to handle the money. Determining if they have enough in the pool to do something. Ensuring that they have enough money for gas, and other such amenities.

Itinerist. This person is responsible for the Itinerary of the road trip keeping a list of the scheduled stops made before the trip began and updating the Trippers on where they are versus the agreed upon itinerary. And updates during each TU if there is an upcoming stop to be made.

Character Stats:

To determine the scores of the three stats, the player simply rolls a d10. This represents that ability. Where 1 is a low ability and 10 is an amazing ability. When it comes time to test ability, the player rolls a d10 and if the value on the die is below the score on that skill they succeed. Of course, it's not quite that simple, how could it be? This is a gaming system right? But those are detailed in another section. Anything above the stated score, results in a failure. If the modified result is more than 5 above the stated stat, then the character has a horrible failure, sometimes if you feel like it, called a fumble. If however, a player gets a modified roll that is exactly equal their score, they get a superb success. And this can be a very good thing.

Driving Ability. This stat determines how well the character can handle the car when it is traveling in dangerous terrain, at dangerous speeds, or any other dangerous situation that can occur on a road trip.

Superb Success: The character is able to quell the anxiety felt by the Trippers, and lower each passenger's anxiety by 1.

Horrible Failure: Bad things happen, getting pulled over, car accident. Etc. Please refer to the Driving Section for more information.

Bladder Control. This stat determines how long the character (in hours) can hold control their bladder when it becomes evident, that they had consumed too many liquids. It also determines the amount of liquid that the character can consume before reaching the need to pee point. Or the NTPP.

Superb Success: The player is able precipitate some mind over matter powers and lowers their NTPP by 3 hours.

Horrible Failure: This can only mean one thing. Yup. The character is unable to control their bladder and out it comes. This causes everyone else's irritability rating to increase by 2.

Need To Pee Point. (NTPP) The NTPP is a score that rises as each TU goes by when a character has no chance to relieve themselves. For each drink, determined as 12 fluid ounces, NTPP increases by one. For each TU that passes the NTPP is doubled.

Example: *Phillys drinks a can of pop during breakfast, and then gets into the car. Assuming a BC score of 5, She has approximately 4TUs till she hits her NTPP. During the first TU her NTPP is 1. On the Second TU her NTPP becomes 2. On the third hour of the drive her NTPP rises to 4. She can still control her Bladder, but it is quickly becoming a pain to bottle it up. During the fourth TU her NTPP becomes 8, which is higher then her BC, and she must make a BC check to hold it for another TU, or convince her mates to make a rest stop.*

Route Knowledge. This stat encompasses a lot of territory. It is used when determining shortcuts, distance to stops. It is used to identify Potential Family, Sight Seeing, and Rest Stops available to the Trippers. It also become useful, if it is evident that the navigator can't read a map, or the map somehow goes missing.

Superb Success: The character is able to identify a route that will shave an hour off of the TOA.

Horrible Failure: Causes the character to give bum directions, or to get unlucky and get lost. Lengthening the TOA.

Irritability. Occasionally a Tripper may get irritated. As this rating rises, the

More likely they are to cause a fight in the car. A good stop can help lower this rating. The higher this rating raises the less effective their other stats become. The irritability rating is added to any stat rolls that the character will have to make. When the irritability rating reaches 8 the Tripper is considered pissed off, and any meaningful interaction with said tripper will result in an increase in Irritability increase for the tripper who tries to talk to them, reason with them, or try to calm them down.

Road Fatigue. Stated as a number this stat represents the amount of Fatigue that they have built up. For each TU on the road, they gain a

1-4	Road Weary
5-9	Minor Road Fatigue
10-14	Medium Road Fatigue
15-19	Major Road Fatigue
20	ASLEEP AT THE WHEEL!

Road Fatigue Point. Drivers gain two for each TU that they are driving. A one TU stop will reduce the Road Fatigue felt by the trippers by a 4. This stat is not a major concern for trippers who are not driving. But comes into play when a player is driving. When a tripper misses a meal they gain a +4 to their fatigue rating. Upon hitting Minor Road Fatigue, the Irritability of the person is decreased by one, but when making any kind of roll, they add a +1 for every stage above Road Weary they are. So at

ASLEEP AT THE WHEEL! The Tripper gains a +4 to any roll that must be made.

ENCOUNTERS:

There are different types of encounters in this game. Each has great opportunity for role-playing, and for working out the frustration that the trippers have with each other, in the public view.

Rest Stops. The classic stops on the side of the highway. Little places where the driver can pull over and let the rest of members out of the car to have a smoke, pee, get something to drink, and stretch their legs. They may even get a chance to interact with other people at the rest stop.

Gas Stops. The Gas Stops Encounter is usually a quick one, with financier doling out the funds, and ensuring that the car is going to make it to the next gas stop with little or no difficulties.

Nightly Stop. This can either be a regularly scheduled stop, where the Trippers get a motel room, a camping spot, or other little sleeping nook, and

Darren stared up in awe at the world famous Giant Weber Grill. He thought back to the previous night around the campfire when 8Ball raised his beer and toasted, "This is what it's all about." No, Darren thought, this is what it's all about.

"And this is the only Grill, which can cook three full sized cows at the same time" The tour guide said.

take some time off. Night stops are useful for blowing off steam and unwinding from a long ride in the car.

However, if tight on time, the Trippers

may elect to forego this stage and simply, drive through the night.

Road Side Sights. No road trip would be complete without some sort of Sight Seeing. These are perfect places to get out and explore something a little more exciting than the drool dripping down the face of the sleeping tripper next to you.

Examples:

The Chandelier Drive-Thru Tree
Carvings for Christ
The World's Biggest
Abalone Shell
Giant Santa
Weber Grill Restaurant - Giant grill

Road Traffic. These are other cars on the road. They could be as pleasant and fun as a big eight wheeler who will honk is horn, to the kid in the back who waves at the trippers to someone who is driving like a bat out of hell.

Traffic Stops. These Encounters only occur when the driver is exceeding the posted limit or when something criminal is occurring during the trip. This could easily lead to the end of the Road Trip, to a ticket, or heck anything else. But there is one thing you can count on when this happens. A cop will be involved.

Grub Stops. Most people eat three times a day. A proper road trip usually only encompasses two Grub Stops a day, with the third one (lunch) being consumed in the car to gain some extra road time. But heck, what's the harm in stopping at a Truck Stop and eating a little unhealthy food, eh?

On The Road:

Fortunately, or unfortunately, depending on your attitude about road trips most of the time is spent on the road, and most of the action happens behind the wheel. And the worst of all, well again for most of us, is that only one person can drive. The person in charge. This chapter is dedicated to you, the driver.

Time on the Road. For Each TU that passes on the Road, there are a couple of phases that must be completed. These can be refigured every TU, or can be pre-figured as suggested in the Appendix: Shortcuts through the Woods.

- NTPP Update. Each player must Update their NTPP score.
- Make Driving Check if applicable.
- Navigation Suggestions. Starting with the Driver, each player may make a Route Knowledge check to determine if they know of any Shortcuts, or unscheduled stops that they would like to make. It then advances to the Navigator, and then to each player.
- Encounter Check. The GM may make an Encounter Roll to see if something special happens this TU.
- Resolution of TU. Whether it is the Players Bickering about needing to stop, needing to take a short cut, or dealing with a GM encounter, this is the final stage of the TU.

NTPP. As described in the Character Creation Section, this is the Need To Pee Point for each individual character.

		# of TU's					
S	D	1	2	3	4	5	
		1	1	2	4	8	16
		2	2	4	8	16	32
		3	3	6	12	24	48

When the NTPP exceeds the Bladder Control Point for the Character, they must begin rolling Bladder Control Checks. If they fail the check they need to make a rest stop for before the end of the next TU, or they will mess themselves. If they pass, they put it off for another TU. But, because riding around with a bladder that is full for every 2 points above their Bladder Control that Their NTPP is, the players Irritability score goes up by 1 point.

Example: Phillys above drank one 12 oz drink and on the fourth TU has a NTPP of 8. She has a Bladder Control of 5 so her irritability score increases by 1. On the fifth TU she has a NTPP of 16, and has a +1 to her Bladder Control so she must roll less then 4. Assuming she passes (which is not likely) her irritability score would rise by $(16-5)/2 = 10$. The next round it would be impossible for her to not have a miserable failure on her next Bladder Control Check. So it can be assumed that Phillys needs to pee once every 5 hours.

Make Driving Check. If the driver is driving in a dangerous driving condition they must make a driving check. If a successful roll is made, then nothing bad happens. If they fail, they are aware of the fact. The TU jumps directly to the resolution phase and the TU is resolved, and the TU is spent. The driving check supercedes the drivers Route Knowledge check and is unable to make any Navigation Suggestions and may only determine which navigation suggestion to take.

Navigation Suggestions. Each TU, each player gets a Route Knowledge check to help guide their actions during the resolution phase. They may choose one of a couple of options to focus their check on; Nearby Rest Stops, Nearby Attractions, Short Cuts, or Estimate TOA of the Next Check Point. The Player indicates to the GM which kind of check they are making, and the GM rolls the check for them, and informs them or mis-informs them of the results, depending on whether they passed their check or not.

Nearby Rest Stops. It's a good idea to know that a rest stop is coming up. It might be good fun to know that one is coming up and play ignorant to the fact, and watch another tripper suffer in pain as they try to control their bladder. Or, it could be the other way around, it being good to know that there is a rest stop coming up so that one can relieve their own bladder.

Nearby Attractions. If your in need of a little break from the humdrum of the road, or if you are looking for possibly a way to scrounge up a little extra cash, or heck, just about anything other then spending another TU on the road, an Attraction can be a better substitute then the Rest Stops. Besides they usually have cleaner rest rooms, and we can pick up souvenirs!

Shortcuts. Sometimes these are good, sometimes heck who are we kidding often times, these are bad. But if you overslept, over partied, or got talked into one too many rest stops, you have to make up the time somehow. If a shortcut is found (a successful Route Knowledge Check) they player may make another roll to determine how

much time the Route will save the trippers. Roll a d10, and on a 1-5 they trippers gain .25TU, on a 6-9 they gain .5TU, and on a 10 they gain a full TU. At the end of the day (24 TU Cycle) all of the Shortcuts made, are added up and the Trippers are considered to have spent that many more TUs on the road. These extra TUs can only be used to determine distance traveled during that day, and may not be directly spent on stops. Of course, if the player failed on the Shortcut roll, then they took a longer route, and instead of being awarded the bonus TUs they are actually subtracted from the total at the end of the day. These are only awarded if they are taken. Players could potentially suggest their shortcut, but only one can be taken.

Estimate TOA of next Check Point. If an Estimate TOA check is requested the Tripper is trying to determine if they are still on track for the day and find out if they need to cut into sleeping hours, cut out a meal break, or other scheduled break, increase the travel speed, or a multitude of other factors. A successful TOA check indicates whether they are on time, ahead of schedule, or behind schedule. The GM should supply this however they feel fit; in distance to the next check point, In TUs available, In TUs spent, or however their twisted little minds would like to share the information.

Encounter Check. The GM determines if there is a scripted encounter, or determines if he wants to generate a randomized encounter during this TU. This step could be ignored if a GM lets the players Route Knowledge checks determine any Random Encounters. The GM is encouraged to make up his own tables, or use the ones provided with the

game. If an encounter like a Rest Stop, Attraction, and Grub Stop becomes available the GM should notify the players with Roadside imagery. *“In the Distance you notice the Golden Cow, indicating a place to eat.”* Or big flashy signs, or whatever. *A car with, “Follow me to the Maddening Jump Roadside attraction” painted on it.*

Resolution. Or, the GM gets a break for a couple minutes as the Trippers argue over each other and decide what they want to do. The secret here is to let the Trippers determine which action they are going to do during this TU. And then jump to the Encounter, if there is one, and lay it out for them. Of course, don't let them slow down the game too much, it is a Road Trip however, and unless they are just getting done with a stop, they are most likely arguing on the road. A TU of inaction, missed turns, and even angrier trippers, it wouldn't be a road trip without something as exciting as that. But don't overdo it; you'll piss off the players.

Driving. While driving the driver has a couple of options, which he must make. These can be based on the other Trippers suggestions, but are ultimately his own decision. The following options are open to the driver of the vehicle: Increase Speed, Decrease Speed, make a stop, trade driving position, or follow a Navigation Suggestion.

Increase Speed. With this option the driver may increase the speed of the car to the top speed of the vehicle that they are driving. The faster that they are driving the more of a dangerous driving situation that they are in, and the bigger modifier against the driving check.

Decrease Speed. The opposite of increase speed, they can slow the car down to the speed limit. This action is taken to decrease the dangerous driving situation that the player is.

Make a Stop. The driver determines whether or not the car stops at any kind of its stops. This is one of the more important decisions that the driver can make, as it consumes TUs in a non-productive way.

Trading Driving Position. This can only be done while at a stop, or under special 'Chinese Fire Drill' situations. But this is an option that does not require any TUs. The driver, who is in control of the vehicle, chooses the next driver. It is assumed at this point, that the driver does not let go of the keys for fear of losing their power over the road trip. That means that the keys never leave the console, or their pockets until they turn it over during a Trading Driving Position.

Chinese Fire Drill. The driver may call Chinese Fire Drill if they are becoming tired and need a break from the road. At this point everyone rolls a d10, the drivers roll determines the mark that the other trippers are shooting for. The person who rolls the same number as the driver beats everyone else to the drivers seat. If two people match, then they stare at each other next to the drivers' door, and roll again, the closest to the original drivers roll jumps into the seat first. If however, no one matches the Drivers roll, the next lowest number sets the victory point. It is of course suggested that during a Chinese Fire Drill that the players find new seats, and mix up the order a little bit. A Chinese Fire Drill cannot be performed during a Traffic Stop.

Follow Navigation Suggestion. This means that the Driver has chosen to follow a shortcut suggested by the other trippers. And Spends the TU doing that.

Driving Check Situations. Here we define situations that would cause the player to make a driving check. Driving above the posted speed limit, Dangerous Road Conditions, Construction Area, Weather Conditions, racing another car.

Driving above the posted speed limit. Whenever the player decides to bring the speed of the car above the posted speed limit they must make a Driving Check that TU and every TU afterwards that they continue above the posted speed limit. For every 5 miles above the posted speed limit that the player accelerates too, he acquires a +1 to his drivers check. Like the NTPP table, for each TU spent above the Posted Speed Limit, the affects are cumulative, as road weariness, and highway patrol awareness increase.

		# of TU's				
		1	2	3	4	5
Each +5miles	5	1	2	4	8	16
	10	2	4	8	16	32
	15	3	6	12	24	48
	20	4	8	16	32	64
	25	5	10	20	40	80
	30	6	12	24	48	96

Of course a failure during this stage means that the Trippers are getting pulled over by the police, and enter into the Traffic Stop Action. So while it may increase the distance traveled in a TU to make up for some lost time, trying to make up too much time can be overly dangerous if it is prolonged more then an hour or so.

Dangerous Weather Conditions. The driver only needs to make a dangerous Weather Condition driving check if they do not slow down and spend a half a TU getting through the Dangerous Weather Condition. By not making a check the Driver elects to make only half of the forward progress during the TU, simply to make sure that the car and other trippers survive the road trip. If however, the Driver wants to continue at the posted speed limit then they must make the Driving Check. If the driver fails to make this check, then something bad happens, of course.

- **Icy Roads-** Icy roads are one of the biggest problems that a driver will face, as they are unable to see the black ice that causes the icy road condition. A failure on this check will result in a car spin raising the irritability of the Trippers in the car and costing the Trippers a TU getting checking everything and ensuring that car is ready to go. A horrible failure results in the car spinning off, hitting another car, or a post, or something else. A car crash. This is bad stuff. Look under the rules for car crashes.
- **Strong Headwinds-** usually this situation occurs over bridges or on plains where the road cuts across a long open area. A failure on this check indicates lane drifting, and cost the trippers .25 TUs. A horrible failure on this check indicates that the Lane drift caused the car to hit another car. **CAR CRASH!**
- **Snow-** In high passes even during the middle of summer can there be snow on the road. But it

often occurs during winter road trips. Which can be fun. A failure here means, spin outs, hitting snow embankments, getting stuck in the snow, a host of situations. This will cost the Trippers a hefty 1 TU. A horrible failure results in a SNOWY CAR CRASH! Which is better than a fiery crash, but because of the weather conditions the it'll cost the trippers 2 TUs to get back on the road.

- Sleet/Hail- Low Visibility, damage to the car. These are all reasons to pull over and just avoid the sleet/hail. In this condition, not making a Drivers Check Results in the loss of a complete TU, instead of the normal ½ TU. A failure on the Drivers Check means minor damage to the car, and a loss of ½ TU. A horrible failure means major damage caused by the car, a loss of 1 TU, and car damage.
- Fog/Smoke- Low visibility, inability to navigate properly. One could easily get lost in these conditions, a condition that usually passes. A failure on this Weather Condition results in getting lost and losing .25 TUs getting back on the road. A horrible failure means that the Driver gets extremely lost and will result in raising the irritability of the other Trippers and costing them 1 TU getting back on track.
- Torrential Rain- Hydroplaning should be left to the boats, but on a failure on this check is left to the driver. A failure means a

spin out. A horrible failure means CAR CRASH!

Construction Area. These are about the worse situations that one can run into. They Trippers have no possible way to get around a Construction Area, unless they are aware of it beforehand, but once they hit this obstacle they are screwed. Depending on the scope of the project, the Area could cost the trippers 1 to 3 TUs. The driver makes a driving check to ensure that the irritability of the other passengers does not rise to high. Getting into a construction Area will cause Fatigue and Irritability to both rise 2 points for each TU spent in the Construction area. A Superb Success means that the driver has identified a turn out, and a detour, which gets out of the construction and back on the road. This will immediately lift the spirits of other trippers and drop their irritability by a drastic 5 points.

Dangerous Road Conditions.

Sometimes highway engineers are just idiots, and sometimes they need to do things a funky way because it was cheaper. Well this makes life a little more difficult for the rest of us as we have to deal with the bull crap that they are trying to pull. These situations result in dangerous road conditions.

- Steep grade (more then 6%) – Oi, going up a steep grade is much different then going down a steep grade. Of course either is different. When going up a failed driver check indicates an overheated radiator, and a TU spent while the car cools down, and the trippers figure out how to get water into the radiator. Going down, can be a lot more fun then going up, but no matter

- how recent of a brake job you have had it could still turn into a case of brake failure, as the brakes fail to compress. In most cases this is negated by the fact that most steep down grades have turnouts just for this case. A horrible failure on these means something worse, a burst hose on the radiator for example causing time to get it repaired. Or, hitting another car when you don't have any brakes. Superb Success means that not only was the condition navigated properly, but that it was done with skill. A superb check on a hill climb will only cost an additional .25TU instead of the normal .5TU. A superb check on the down hill glide means a -.5TU to the trip.
- Windy S-Curves- Windy roads can be fun to drive but they can be stressful on the driver, as they need to be aware of all the other traffic on the road. A success means that the driver is able to navigate the S-Curves safely at no reduced speed. A superb success means that the driver is able to take the corners and make the turns with accuracy, and will give the players +.25 TU to the distance traveled during the day. A failure means that the driver slows down and takes a -.25 TU to the distance traveled during the day. A horrible failure has no affect on this type of check.
 - One Lane Highway- Not inherently a dangerous Road Condition, this check simply checks to make sure that a driver does not get stuck behind a slower moving vehicle for too long. Failure means that they get stuck behind a slow moving car, and take a -.25 TUs, a horrible failure means that the driver gets stuck behind a long line of slow vehicles, can we say a caravan of RV's? And takes a -.5TU to the amount of time traveled during the day.
 - Unimproved roads- Family members live in really bad places, and roadside attractions can just sometimes be little hidey-holes in the wilderness, which means they may actually be on an unimproved road. An unimproved road is any road that is not tarmac or concrete. Dirt roads, gravel roads, and other unseemly roads are considered unimproved. Any time a driver gets on an unimproved road he must make a driver check to avoid potholes and damage done to the car. A success keeps damage from coming to the car. A failure means that the driver must take extra time -.25 TUs to navigate the road, and a horrible failure means that there is damage done to the car.
- Racing another Car.* Why is this dangerous you may ask? Well if you have to ask, then you deserve to be slapped. By racing around other cars, passing weaving, and making dangerous other maneuvers, the driver engages in a racing condition where they are trying to beat another car down the current TU. To begin a Racing Sequence, the driver must make a successful driving check to find another driver on the road that is interested in racing the car. If this is successful, the two drivers make Driving Checks; the one who passes their driving check by the biggest spread is the

winner. A superb success means that the other racer is left in the dust. A race is often just what the doctor ordered. A successful race lowers the irritability of all the trippers, by 4, and lowers the fatigue factor of the trippers by 4. However a failed driving check once a race is initiated means that yup, you got stuck in a traffic stop. Pull over buddy, do not pass go and definitely do not collect \$200. A horrible failure means that not only do you get stuck having to deal with a traffic stop, but that you cause damage to the car and have to deal with the time penalty for that too. But honestly, can you not get into at least one race on a road trip? I don't think so.

Meals and Drinks. A person must eat. It's a fact of life, and for simplicity sake we have broken down the meals into three simple easy to remember one, Breakfast, Lunch and Dinner. A Tripper doesn't care about the calories or nutrient of a meal while on a road trip, but he does care about eating. Any meal missed by a tripper results in increased irritability and increased fatigue. To help you determine when to schedule your grub stops the meals are broken down into certain hours to stop for the meals.

Breakfast must be consumed between 6 am and 11 am. During these 5 TUs the car must spend one TU eating breakfast at a grub stop. Breakfast should not be eaten on the road. An astute Player will point out that Fast Food restaurant carry breakfast, or you can purchase doughnuts. In this case an on the road breakfast increase irritability and fatigue by +1, while missing this meal increases both by +3.

Lunch must be consumed between 11am and 3pm. It is the only meal that can be

consumed in the car without any penalties to irritability or fatigue. If the meal is missed however, the two stats increase by a +2.

Dinner must be consumed between the hours of 5pm and 12pm. During the 7 TUs food once again should be consumed. If the meal is consumed in the car, the irritability and fatigue ratings are increased by +2, while a missed meal increases the two ratings by a +4

EQUIPMENT:

Road tripping takes supplies, and those supplies cost money. They also may modify the way that you handle your road trip.

Determining Road Trip Funding.

Each player starts the game with two types of funds, the Road Trip Budget, which includes things like gas, night stop visits, repairs to the vehicles, spare parts etc, and, the personal budget for food and other types of personal expenses.

Road Trip Budget. Each player rolls a d10. The average amount is what each player contributes in hundreds to the Road Trip fund. For every player that rolled exactly the average (Round Fractions up) the budget is increased by an extra \$100. This extra \$100 does not actually come from the players who rolled the average but is just extra money perhaps left over from the last road trip.

Example: There are four people going on the road trip. Jim rolls a 7, Eric a 6, Ted a 5, and Larry a 6. The Average is $(7+6+5+6)/2 = 6$, so the fund has 600 per person, plus an extra 200 because both Eric and Larry Rolled exactly the average. For a grand total of \$2600.

Personal Budget. Each player again rolls a d10 multiply that by \$100 and that gives the available personal funds.

Availability:

Common: an item that is listed as being common is available anywhere, at any roadside attraction, at any gas station. Anywhere that the trippers are likely to

<u>ITEM NAME</u>	<u>ITEM COST</u>	<u>AVAIL</u>	<u>GAME AFFECT</u>
Caffeinated Drink	\$1	Common	-2 Fatigue Points, +1 NTPP
Energy Drink	\$1	Uncommon	-4 Fatigue Points, +2 NTPP
Music CD	\$15	Common	When played, -2 Fatigue Points
Local Map	\$5	Common	-3 to Navigation checks
Spare Tire	\$50	Rare	No need to call a tow truck for repairs
State Map	\$5	Common	-1 to Navigation Checks
Road Game	\$5	Common	-1 Irritability if won, +1 irritability if lost
Souvenir	\$5-\$20	Common	-5 Irritability
AAA Membership	\$100	Common	50% off any necessary towing
All Weather Tires	\$150	Rare	-3 to Dangerous Weather Condition Driving checks
Breakfast	\$10	Uncommon	Food
Brownbag Breakfast	\$5	Common	Ability to eat breakfast in the car
Lunch	\$10	Uncommon	Food
Brown Bag Lunch	\$5	Common	Able to eat lunch in the car.
Dinner	\$15	Uncommon	Food
Brownbag Dinner	\$10	Common	Ability to eat Dinner in the car
Gas	\$1/gal	Common	Fuel up that car of yours
Radiator Hose	\$15	Uncommon	They blow rather regularly on road trips. It's good to have a spare
Postcard & Stamps	\$2	Common	Lets everyone at home know where your at
Toiletries	\$10	Common	Everything you need for proper hygiene!
Duct Tape	\$5	Common	It keeps everything together!

stop these items should be readily available to them.

Uncommon: While these are not necessarily uncommon places, it simply means that not every Roadside

attraction, not every rest stop is going to have a place to purchase this item.

Rare: A rare item means that you must spend a TU finding a location to purchase this item.

Cars:

Type of Car	Top Speed	Miles per Gallon	Gallons	Passengers	Repair Costs
Sports Car	200mph	33miles	12	4	\$300/\$700
Sedan	150mph	29miles	15	6	\$200/\$600
Station Wagon	120mph	23miles	16	7	\$200/\$600
Minivan	130mph	22miles	24	8	\$400/\$800
Full-sized van	120mph	18miles	36	12	\$500/\$1000

Type of Car- There are really only 5 types of cars, you can of course expand this to add a mini-bus, full sized bus, or Tour Company bus, but for the purposes of this game, those are left to the GM's discretion and can easily be extracted out of the simple formula above.

Top Speed- No matter how fast the Trippers may want to go there is a maximum speed. Trying to surpass this limit is impossible.

Miles per Gallon- this is how many miles the car can travel on one gallon of gas.

Gallons- this number describes how many gallons the tank holds and by multiplying the MPG * Gallons you of course get how far the car can travel without stopping to get gas.

Passengers- The amount of Trippers that can fit in the vehicle

Repair Costs- The first number indicates the cost of towing and repair for the car when it has a minor accident. The second number is the cost of towing and repair for the car when it requires major repairs.

GM SECTION:

Developing Roadside Attraction Encounters.

Roadside Attraction Encounters are location based encounters and can be some of the most entertaining little side trips of a Road Trip. There are different types of roadside attractions but they all have the same parts to them. These parts

are: The Attraction itself, the guide, and other visitors.	Minor/Major
Crashed Aircraft	\$200/\$600
Giant Indians doing something	\$200/\$600
Animals made out of scrap metal	\$400/\$800
1000 weird child toys in 1000 square feet	\$500/\$1000
Aquatic animals frolicking on a Peak	
Famous Person	
Infamous Person	
Animatronic Statue	
Clothing shaped building	
Animal shaped building	
Large Mural on Natural Surface	
A location that is just like a location halfway around the world.	
Religious symbology made with hill-billy materials	

Types of Attractions. Statue Roadside Attractions, Biggest Somethings, Weird Natural features, Semi historical/Celebrity Locations, and Parks.

A Roadside Statue Attraction is something that seems so out of place it undoubtedly had to have been either placed there by a deranged artist, or set up some sick and twisted individuals who are part of a secret cabal to confuse and confound the most sensible people around. To design a Statue Attraction, simply think of something bizarre, a painting, a scene from a book, or something that is just completely out of place. And mind you by statue I don't

mean just a statue. A statue is any freestanding art piece that can be seen from a distance.

Examples: A UFO crashed into a house, a Large Dinosaur looming over the road, A building made in the shape of a large cowboy boot, heck even a statue of the Screamer on or near a bridge.

Biggest Somethings are the staple of Roadside attractions, and often the ones most made fun of. Take a look around your house and find something, and imagine that some chamber of commerce decided that to bring in some vaulted tourism dollars they decided to build the Biggest of that item in the world. Also flip through the Guinness book of world records. You will be able to find all kinds of biggest attractions. They also sell mementos of the biggest attractions, which are regular sized items of the biggest attraction.

Examples: Biggest Ball of Yarn in the World, Largest Pile of Beer Bottle Caps, Deepest Decommissioned Cold War Missile Silo, Longest Pier over the Shortest River.

<u>Item One</u>	<u>Item Two</u>	
An Ancient Tree	With a gaping hole in the middle	Weird Natural Features are out there.
Boulder	With a tree growing out of it.	Bizarre misshaped trees are the most common types of weird
Mountain	With a road going through the middle of it.	Natural Features, but other things
River	Which changes color every hour	

such as carved mountains, Deep Canyons, Geysers that spurt on a regular schedule, can be found in your own backyard. Take a natural feature, just anyone, and make it weird somehow.

Examples: Biggest boulder with a tree growing around it, Phosphorant Tree, River through an Ancient Tree, The amazing collapsing and reforming mud mountain, Boiling Tar Pits.

Semi Historical / Celebrity Locations are little insignificant places that most people don't vacation to, but stop if they are in the neighborhood. Things like the final resting place of some old actor, the birthplace of a rock musician, and the battlefield of some forgotten Indian tribe. Take an activity that seems rather common, and then add a celebrity or historical group, and combine them for what seems like an authentic roadside attraction.

Examples: Where Charlize Theron and Charlie Sheen kissed on a first date, the marriage fields of the Incas, The final resting place of Jimi Hendrix's Sister.

Parks are the tourist attractions that can provide the best non-car based adventures, because so much fun can be had at one. To create one of these simply choose an animal that could be dangerous in the right situations, or an animal that if they went crazy could be lots of fun and put it into a park or farm. For heavens sake make sure that something goes wrong. Rampaging bunnies that have been painted pink? Yes!

Examples: The Siamese Fighting Fish Aquarium, Ostrich Race Arena, The Dog Rodeo, Alligator farms, cornfield mazes.

Now that you've created your Attraction it becomes a simple matter to generate the guide who will invariably grind on the already frayed nerves of the trippers, but what the heck, you do want as the GM want to see their heads explode not only from their own infighting but from your own insidious devices like an annoying roadside attraction with an equal annoying or out of place tour guide.

There are a couple of Archtypes that can be used to quickly generate an Attraction Guide:

Blonde Bombshell – The blonde bombshell is great to look at, heck probably even better then the attraction itself. But she knows little to nothing beyond what was given to her as a script. And any deviation in the script causes her to look around panicked until she remembers where she is.

Out of Work Local Actor/ress – Depressed about not having a real acting job this person is more then likely to be sarcastic and talk down to the people who come and visit the attraction. But then of course they could be trying to get into the role to help improve their acting skills. Cold and disaffected, or Warm and disaffected, either could work out really well.

Old Person Dedicated to the Attraction – This is mostly likely an older member of the chamber of commerce, or the widow of the person who put the attraction together, this person is more likely to talk about their widow, or how much the Trippers look like on of their grandchildren then any other topic.

Bored High school Student – if the Actor is disaffected, the High school student is down right pissed that they have to work this crummy job yet again this summer, and have to deal with all the stupid

tourist. They most likely will insult tourist to their faces, and would probably slap the more stupid ones if he could do without getting fired.

Rest Stops, Grub Stops, Gas Stops, and Night Stops.

A gas station like a rest stop like a motel all blend together eventually looking the same from stop to stop, and start to blend together so in the theme of this game they should be easy for the GM to make and use on the Fly. These oversimplified rules for creation can of course be shaken up if you want to add a little more flavor to the game and make it a little more interesting to the Trippers.

Over by the picnic tables, you see what appears to be a large family congregating, obviously en route to a family gathering. As you take another puff from your cancer stick you notice that a young girl and a young boy both younger then ten creep away from the rest of the family, duck behind a tree. Your eyes track them and there unbelievably the two kids are kissing, and not just kissing but French kissing. You guess as you crush out you're your butt that this is really what they call kissing cousins, or at least you hope they are cousins.

Rest Stops. Usually right off of the highway a rest stop has bathrooms for those that need to pee, usually a map, and sometimes

es, heck often times a little volunteer stand to supply drinks and food for that quick little stop. These are perfect little places for smoke stops, caffeine loading, and lowering irritability and fatigue level of the Trippers. Sometimes they have little flavor added to them like picnic tables, interesting bathroom graffiti, and interesting characters acting out a scene. In fact to break the humdrum of arguing Trippers and angst up players, this kind of stop is one of the easiest places to add

some flavor to the game. And so these can also be used as a cut scene stop. Wing a little cut scene at every Rest Stop to provide a little break from the accounting of the game.

Gas Stops. One of the laws of Road Trips is that cars need gas. Sure you could gloss over a gas stop but then again, where's the fun in that? Where rest stops are good places to provide funny quirky cut scenes for the Trippers, a gas stop is the perfect place to give each character a little spot light time. The cashier could talk to a Tripper and flirt with them. Another Person could fight a Tripper over the last Mountain Dew, or the bathroom could be locked and the Tripper needs to look around for someplace to relieve themselves. Again, these should be stops that highlight each individual tripper, give them some short spotlight time.

Grub Stops. Food is the corner stone to any good day. And it is no different for the Road Tripper. They need to eat, and eat, and eat. If all you did all day was drive and eat you'd be one of those big trucker dudes. But then again it just goes to prove that these activities are the kind that require massive amounts of energy. And these guys don't even have to deal with anyone else needing to pee, sleep or eat. They just have to take care of themselves. Grub stops are the most likely stops to be glossed over as you can't always stomach the idea of having another mom and pops truck diner where the older woman fawns over you as you eat. But when you decide not to gloss over a grub stop it is a good idea to chose some place fun to eat. Like a chucky cheese, where the Trippers can get out play some games, release some anger on the Animatronics and kick

some poor kid out of the ball pit. Or they could just happen to roll up to the world famous hot dog stand that is hosting the world championship hot dog eating contest, of which the trippers are of course invited to indulge in. Where rest stops are cut scenes, gas stops are spotlight scenes, the grub stop is the outlet stop. Let the Tripper get their frustrations out and compete with each other or with other people. Let them get away with being rude to the waitress, making fun of the poor chucky cheese costume guy. Then let them chow down.

Night Stops. Imagine if you will all the comical, horrific and tragic events that are portrayed occurring at a motel. This is the perfect place to do a mini-adventure or a hook the players on some more theme type gaming. A dark eerie motel with a large manor above it, screams echoing over the parking lot, as yet another guest disappears? A disgruntled homicidal truck driver has finally caught up with the kids who were playing with his feelings over the CB. Let the pain, misery and death ensue. Or you could set the mood of the game with a little more comic setting as the trippers look out their window they watch a very large man tries to fit into a small coat. Night stops have become the underlying theme spots for your game.

Bates Motel... 12 cabins,
12 vacancies.
Norman Bates, Psycho

Traffic Stops.

While eating, sleeping, and rest stops are a necessity of any road trip, a traffic stop is not a necessity, but it happens to people more often than not. And well, your in a game, and the players are more likely to

do things while playing that they wouldn't do in real life, this of course means that at some point you most likely will have to have some sort of traffic stop. Your goal as a GM is to make the Trippers afraid of the police and slap them around every once in awhile when they get out of hand. Highway State

Precinct:	Top
Type of Car:	Speed: Weapon
Infraction Modifier:	Mood:

Patrol officers perform most highway traffic stops though occasionally when the Trippers are passing through a road bump of city they may be pulled over by the local sheriff. It helps to have a couple of things pre-prepped for a traffic stop before any Road Trip ensues. Have a couple of Generic State Patrols made up before hand for each state that they

will be passing through, and have a couple of Generic local sheriffs on hand, just in case.

As we talked about, the Precinct can either be State Trooper, or Local Sheriff. The Top Speed should be set for the car, so that if the Trippers are zipping along at a faster speed then the cop can go (Usually not a problem, unless they are tripping in a sportscar) to determine whether the trippers can simply out speed the trooper.

Weapon on hand could be anything from a Standard Issue Pistol, to a Baton, to something as weak as pepper spray. None of which the Trippers should be able to deal with.

Infraction Modifier simply states the modifier to the cost of the standard infraction that the trippers are getting slapped with. It shouldn't be too drastic to vary off of the infraction table, but should add a little flavor.

Mood is the one thing that can work in the Trippers favor. By talking to a friendly trooper they can try to talk themselves out of it. A Jovial officer could probably be told a funny joke, or story. Whereas a stern or pissed off officer is most definitely not going to be amused. A pissed off officer might even pull the driver out of the car and beat him. You never know, but make sure you keep these encounters in the same theme as the other scene encounters

Car Crashes.

When a car crash occurs damage is visited upon the car, and it can either be rated as minor damage or major damage. Minor damage are things that can be easily fixed and in some circumstances be fixed by one of the Trippers. Minor damage cost 2TUs half a TU for the towing, and one and half

Minor Damage		Major Damage	
1	Flat Tire	1	Blown Tire
2	Overheated radiator	2	Cracked Radiator
3	Blown radiator hose	3	Frozen Brake Calipers
4	Trashed Bumper	4	Broken Brake Line
5	Broken Muffler	5	Crumpled front end
6	Trashed Oil pan	6	Crumpled back end
7	Leaking Radiator	7	Broken fan belts
8	Broken Window	8	Frozen Piston
9	Broken Side Mirror	9	Frozen Transmission
10	Roll Once on Major Table	10	Car is Totaled

TU for the repair itself. If the trippers wish the can forgo the minor repairs and continue to drive their car after patching it up themselves, but if another accident occurs the consequences become Trip threatening. The damage inflicted on the car doubles. A car currently at Minor Damage sustaining another crash which causes minor damage, puts the car into the major damage category. If the Trippers are unfortunate and have a Major Damage accident the car is considered Totaled and the Road Trip is essentially over.

Major damage includes things that are not quite as easily repaired, and take time to fix. Major damage costs 8TUs and set the Trippers back half a days journey. A car is not driveable after a major damage is incurred, and must be

repaired before the Road Trip continues. This could put the Trippers in any number of exciting situations.

Pre-game setup.

To make the game a little easier for the Game Master they should spend some time setting up the Route, mapping some encounters out, planning some other people and scenes to throw out at the trippers. It is also important to set up a theme for the road trip. Whether it's a campy College Road Trip to get laid and drunk as often as possible, to something as horrible as making a Road Trip to get away from a Zombie Infestation, it could be a little darker and be a Road Trip to get away from some pissed off person who chases you across the country on the Road Trip.

Step One. Set the theme of the Road Trip. Watch a couple of movies, read a couple of books, and just pick a theme. It's one of the most important steps in the Setup stage.

Step Two. Draw a road map. Map out the major highway that the Trippers are supposed to set out on. Draw some auxiliary highways for those 'just in case' situations which will always come up. On the highways set up where you want there to be scripted events, and just draw them in on the map.

Step Three. Fill in details of the Map. Note speed limits on the Highways, and Posted speeds on the other major roads that you drew on the map. This is also a good point to determine the amount of time it is going to take the trippers to complete their road trip. Work out some TOA checkpoints for your own use, so that you can easily judge how behind or

how ahead they should be if they meet the objectives of the Road Trip.

Step Four. Take notes of pre-scripted encounters. It's easy if you are going to have encounters that you want the players to run into, write down some notes, write out the scene, and store it away for later reference.

Step Five. Plan out and set down Other People. Give them a little personality and some quirkiness, give them a purpose and set them down onto paper so they are there for easy access.

Step Six. To add some levity or to continue the theme of the Trip, it's important to set up some continuity people. Other people that you see a couple of times along the way. Things like Christine Berkely in the Red Car in National Lampoons Summer Vacation. A zombie who has taken the car of it's last victim and passes the Trippers often enough to remind them, that they are having fun, but that the zombies are still coming to get them, and eventually will. These Continuity people will add a flavor and dimension to your game that will make it feel much more like a Road Trip.

Step Seven. This is the point that you sit down with the trippers, explain the purpose and theme behind the road trip, and with them plot out player determined TOA checkpoints and an itinerary for them to follow. You could if you felt like it and depending on the theme of the Trip give them an itinerary to follow so that they have some kind of idea what is expected of both them and you.

Step Eight. Play the game. Enjoy the masterpiece that you have created and take pleasure from the fun that the Trippers are having in unfolding your twisted little Road Trip.

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