



DEATH PATH RULEBOOK

v0.93

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WHAT IS DEATH PATH?

*In the not too distant future of 2100, the United States has gone from democracy to dictatorship to full police state. In 2088, they passed the ironically titled, Freedom Directive, which gave **The Government** the complete and unopposed authority to do as they please in the name of "safety for all citizens". Rights were stripped from Citizens to make the masses feel at ease whether they approved or not. The Government has now assumed power and control over all of North, Central, and South America. This is only the beginning. By 2150, total world domination is planned, but it will take soldiers.*

*The only "recreational" activity the Government allows is called the **Death Path**. The Death Path takes the entertainment and brutality of a gladiatorial fighting pit and combines it with a violent and complex maze. Citizens watch the action unfold live on their holo-terminals while chosen **Subjects** enter the Death Path, ready to battle for their survival.*

*As a **Subject**, you will be navigating through the Death Path and will most likely encounter one or more other Subjects in the same situation as you. The Government will force you to fight them. The two ways a Fight will end is after 3 rounds, or someone dies. Pretty simple rules for a sadistic human bloodsport like this. You may also injure another Subject long enough for you to take the lead and reach the end of the Death Path first, ensuring your survival.*

*Subjects will also encounter **Pathfinders**, Government-controlled robots on a mission. They are there to put these Subjects through even more rigorous testing — and more brutal entertainment of course.*

*During their journey through the Death Path, Subjects will have many options within the maze presenting multiple routes. The right one will be a **Hidden Path** and lead directly to the end of the maze. The wrong one, well, let's just hope you don't run into a **Path End** and have to retrace your steps.*

What is the end result of the Death Path? The winning Subject get to live. And the Government gets a new recruit for their impending war for control of the world. Win-win?

CONTENTS

- ◆ 2 Large Subject Cards
 - 1 Mizzy Pazzone Subject Card
 - 1 Zo Joxxer Subject Card
- ◆ 234 Standard Sized Cards
 - 2 Maze Decks (109 cards in each)
 - 5 Hidden Path
 - 5 Path End
 - 52 Clear Path: Straight
 - 16 Clear Path: Corner Cards
 - 2 Split Cards: Two Way
 - 3 Split Cards: Three Way
 - 7 Stash Cards
 - 4 Pathfinder Scum
 - 2 Pathfinder Goon
 - 1 Pathfinder Brute
 - 12 Fight Cards
- ◆ 1 Item Card Deck (16 cards)
 - 4 Power Nux
 - 2 Energy Glove
 - 2 Stun Blade
 - 1 Fusion Staff
 - 2 Combat Shield
 - 3 Health Stims
 - 2 Traps
- ◆ 15 Dice
 - 9 Item Dice
 - 1 Purple D12
 - 2 Stun Blade D12
 - 2 Energy Glove D8
 - 4 Power Nux D8
 - 6 Attack/Defense Dice
 - 2 Mizzy Pazzone Attack Dice
 - 1 Mizzy Pazzone Defense Die
 - 2 Zo Joxxer Attack Dice
 - 1 Zo Joxxer Defense Die
- ◆ 60 Health Tokens

OBJECT OF GAME

Death Path is a race to the end of a maze with Subjects taking turns simultaneously. This game can be played with two or more Subjects. The first Subject to finish revealing all the cards in their Maze Deck is the winner.

If any Subject loses all their Health tokens, they are dead and out of the game. In a two player game, this means their opponent wins. In multi-player, the others keep navigating through the Death Path. If a player is the only Subject still alive, they are the winner.

SETUP

Each player chooses a Subject and place their Subject Card in front of them. Take your Subject's corresponding Attack and Defense Dice and the number of Health Tokens indicated on your Subject card and place them in front of you.

Shuffle and place the Item Deck, face down, where both players can reach them. There should be at least 7 Item Cards per player in this deck, but can be more if your players wish.

Take the 5 Hidden Path and 5 Dead End cards from your Maze Deck and put them aside. Shuffle the rest of your Maze Deck and place it in front of you, face down.

Each player draws one Item Card to start the game with. Without revealing to other players, the player can choose to put that card at the bottom of the Item card deck, face down and draw a second Item Card instead. They must keep the second Item Card if they choose to do this.

Once each player has kept one Item Card, they will reveal them to the other players and equip this card if it's a weapon or shield. Equipping the card means to place it to the left or right of your Subject card. If the Item Card is anything but a weapon or shield, you must resolve it immediately and then discard it for the game.

GAMEPLAY

To begin the game, all Subjects will reveal (flip over) a Maze Card simultaneously to represent making their way through the Death Path. After completing the effects of each card (See *CARD TYPES* below), all Subjects will then reveal another card simultaneously. Play continues like this until there is a winner.

CARD TYPES

Clear Path: Straight

Moving through the Death Path. No effect unless otherwise indicated.

Clear Path: Corner

Very similar to a Clear Path: Straight Ahead card, except that if someone is waiting to Fight (See Fight Card description) they will get a free Attack on you that you cannot roll Defense Dice on.

Split Path: 2 Way

Find the last Subject who resolved a Split Path card. If you are the first one to do it this game, or they are all dead, then you may choose an opponent. They will be taking your Maze Deck and while remaining face down, they will be splitting that deck into two smaller decks. They can take your Maze Deck and turn away to remain secretive from the other players. They may not look at these cards or count them, but otherwise there are no restrictions as to how many cards are in each deck. This player then takes 1 of your Path End cards and 1 of your Hidden Path cards and places them inside those two decks. They could insert both into one deck, or one in each. They put both decks back on the table in front of you.

You choose one deck, while remaining face down, shuffle it and put it in front of you. That is your new Maze Deck.

The other deck is now considered "Unexplored" and can be added to any other Unexplored decks off to the side.

NOTE: Always resolve a Split card before any other revealed cards. e.g. You reveal split then opponent has to fight a Pathfinder.

Split Path: 3 Way

The Subject chooses to play as a Split Path: 2 Way or treat as a Clear Path: Straight card.

Stash

When a Subject reveals a Stash card, they must take the top card from the Item Deck. See ITEMS section for more details on Item Cards

Pathfinder: Scum

You will fight against a Scum Pathfinder. He has 5 Health and will inflict 1 Damage. See *Pathfinder* section for details.

Pathfinder: Goon

You will fight against a Goon Pathfinder. He has 10 Health and will inflict 2 Damage. See *Pathfinder* section for details.

Pathfinder: Brute

You will fight against a Brute Pathfinder. He has 15 Health and will inflict 3 Damage. See *Pathfinder* section for details.

Path End

Put your current Maze Deck aside, face down. Shuffle your Unexplored Deck and place in front of you. That is your new Maze Deck, and your old Maze Deck becomes your new Unexplored Deck.

Note: If you reveal a Path End card and there is no Unexplored Deck left, you have been trapped inside the Death Path and will eventually go mad until the Bailiff puts you down for good. You are eliminated.

Hidden Path

Finding a Hidden Path allows you to reveal the next 5 cards with the option of ignoring what is on the card, or resolving what is on the card.

Note: If you reveal a Path End card as part of this Hidden Path, you must resolve the Path End as normal immediately, and stop revealing any more cards as part of the Hidden Path. If you reveal another Hidden Path card as part of this Hidden Path, just add 5 more to the total cards revealed, counting that Hidden Path as one of the first 5 cards.

Fight

When you reveal a Fight card, prepare to battle another Subject. You have two options:

1. Ignore this Fight card and treat as a Clear Path: Straight Card
2. Wait for the perfect moment to Fight another Subject:
 - ◆ Ambush
 - ◆ Cross Paths

If you choose #2, you will not reveal any other cards during this time.

See *FIGHTING* section for details on fighting other Subjects including Ambush and Cross Paths.

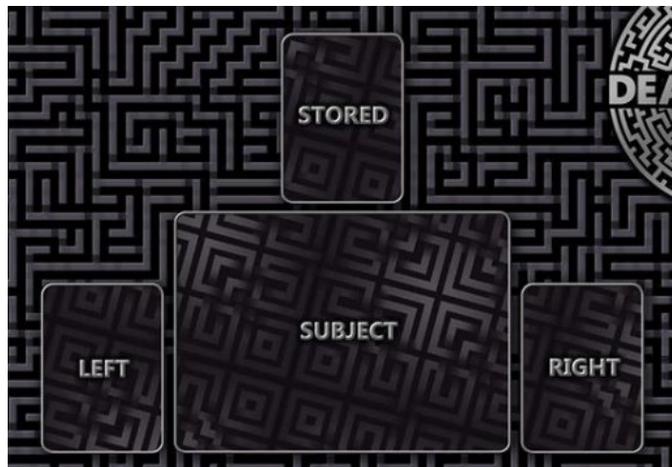
Note: Only one Subject can be waiting with a Fight card at any time

At any point, you can choose to stop waiting and treat as option #1

ITEMS

When a Stash card is revealed, you MUST draw the top card from the Item Deck. If not a weapon or shield, it's resolved immediately.

If it is a weapon or shield, you can choose to keep it or destroy it. If you keep it, you must assign it to your left or right hand, or store it (backpack or similar). You will place the Item Card to the left, right, or top of your Subject Card as shown in the diagram below.



You can only ever have one item in each hand and one in your storage. Two-handed weapons will take up both hand slots, so it doesn't matter which side of your Subject card you put them on.

Items that are not weapons or shields are discarded immediately after resolving.

Outside of a Fight just ending, the only other time you may equip an Item, drop an Item, or rearrange an Item is immediately after drawing an Item Card.

Each Item Card will indicate the effects of that Item and/or which corresponding Weapon Dice you will take.

While many Item Cards are weapons, you may also equip a Combat Shield will allow you to reroll your Defense Dice. It is considered a one-handed weapon and thus cannot be used alongside a two-handed weapon.

If you have the same weapon in both hands, e.g. an Energy Glove on your left hand and an Energy Glove on your right hand, you can choose to reroll either any one of your Attack Dice or Weapon Dice during any type of Fight, even whilst fighting Pathfinders. You must keep the second result regardless.

The 2 player base game comes with 16 Item Cards. For multi-player, it's recommended to add at least 7 more Item cards per additional player.

SEARCH

If you currently have no items equipped or in storage, you can choose to do nothing for 3 turns then draw an Item Card. You may then equip as normal. In other words, all other players can reveal 3 cards and act as normal while you are searching for a Stash.

PATHFINDERS

Pathfinders are crude robotic constructs put into the Death Path by the Government. They are very efficient fighters but not programmed to kill. Just to inflict punishment, slow down Subjects, and provide entertainment for the Citizens watching at home.



When you draw a Pathfinder card, whether Scum, Goon, or Brute, it means you have to kill that Pathfinder before you can pass. As you do so, your opponents are still moving through the Death Path or possibly resting and gaining Health tokens back.

You will make an immediate Attack roll against the Pathfinder. No Defense dice are needed.

See the *COMBAT* section for details.

Subtract the damage you inflict from the Pathfinder (Brute 15, Goon 10, Scum 5). If the Pathfinder isn't destroyed, keep a tally of how much damage the Pathfinder has and all your opponents have the following options:

1. They reveal one card.
2. They gain back one Health Token and do not reveal any cards.

As long as the card they revealed is a Clear Path card, they can continue to choose Option #1. If it's any other type of card, they will resolve that card after the Pathfinder is destroyed, or if the Subject is killed by the Pathfinder.

Once a non-Clear Path card is revealed, they may only choose Option #2 in subsequent non-killing attacks you have against a Pathfinder.

For every Attack roll you make that doesn't destroy the Pathfinder, you lose a number of Health Tokens equal to the skulls on the Pathfinder card (Brute 3, Goon 2, Scum 1).

FIGHTING SUBJECTS

When Subjects meet in the Death Path, they will be forced to Fight. While fighting in the early 21st century was defined by regulated sporting events like boxing, MMA, and wrestling, Fighting in the year 2100 is more...everything.

There are 3 different ways for two or more subjects to Fight in Death Path:

Sanctioned Fight

- ◆ Subjects reveal a Fight card at the same time. The Bailiffs of the Death Path feel it's time to entertain the viewers at home with a Sanctioned Fight
- ◆ This will create a 3 round fight. All Subjects involved roll all their Attack, Defense, and Item dice and compare results
- ◆ If there are more than 2 Subjects involved, you choose who you are attacking each round
- ◆ Keep track off Health tokens lost only during this Fight as the Bailiff will award the victory to the Subject who has taken the least damage (and still alive) after 3 rounds
- ◆ Bailiff sends winner down one path, while holding the loser(s) down for a moment as punishment.
- ◆ Winner may reveal cards until they encounter a non-Clear Path card, which they need to resolve immediately.
- ◆ Bailiff then sends loser(s) down another path, no cards are revealed
- ◆ In the case of a tie, rounds continue until there is no longer a tie.
- ◆ After the Fight is over, you can put all Health tokens lost during this time with the others lost during this game.

Crossing Paths

- ◆ One Subject is waiting on a Fight card and another subject reveals Fight card on a subsequent turn
- ◆ This will create a 1 round fight. There is no bailiff as this fight was not sanctioned.
- ◆ Subjects know that fighting an unsanctioned match isn't normally allowed, so there is only time to get one shot in on an opponent.
- ◆ All Subjects involved roll all their Attack, Defense, and Item dice and compare results
- ◆ If there are more than 2 Subjects involved, you choose who you are attacking
- ◆ There is no 'winner'. Both Subjects resume revealing cards on their next turn

Ambush

- ◆ One Subject is waiting on a Fight card and another subject reveals a Clear Path: Corner card on a subsequent turn
- ◆ This is exactly the same as Crossing Paths, except that only the Subject holding the Fight card gets to Attack. And the defender does not get to use Defense dice.

See *COMBAT* section for details on how the dice work

Note: Crossing Paths will always take precedence over Ambush. Example: Player A is waiting on a Fight Card. Player B reveals a Corner and Player C reveals a Fight. Player A has to Cross Paths with Player C. If Player D also revealed a Fight, then Player A decides if they should Cross Paths with Player C or D.

In multi-player games, Subjects that are not involved in the Fight will follow the same procedure as when someone is fighting a Pathfinder. i.e, reveal cards until non-Clear Path card is reveal or heal one Health Token each round. A "round" for this purpose counts as a roll of the Attack dice.

After any of these 3 types of Fights, Subjects can choose to equip/re-equip/drop/rearrange any items at this moment before each revealing new Maze cards.

COMBAT

When rolling to attack you are comparing your Attack dice (+ Weapon dice) roll vs your opponent's Defense dice. Your opponent is comparing his Attack dice (+ Weapon dice) roll vs your Defense dice.

Combat Dice Results

- Hit – Assign to a Weapon Dice to indicate damage inflicted (unarmed, Hit = 1 Damage)
- Crit – Assign to a Weapon Dice to indicate damage inflicted +2 (unarmed, Crit = 3 Damage)
- Blank – Item Dice have no effect and no damage is inflicted

If you roll a Hit and a Crit, you choose one of them - normally you would choose the Crit. The other result is not used.

Exception: If you are armed with two one-handed weapons, you CAN assign both a Hit and Crit result to each of those weapons.

Defense Dice Results

- Block – Half total damage goes through. Round down.
- Evade – Ignore a Hit or Crit result from one of your opponent's Attack Dice. Defender chooses first (generally will always be Crit if available). Then Attacker assigns any leftover Hits/Crits to weapon
- Disarm – Same as a Block, but in addition, Defender can choose one of opponent's weapons to be dropped. Can be picked up at end of entire Fight sequence at the same time when you are equipping/re-equipping.
- Blank – Damage is inflicted as normal

FAQ

Can you go above your starting Health?

Yes! As Subjects in the Death Path, you really aren't 100% at your starting Health.

What happens if two (or more) Subjects have to fight a Pathfinder at the same time?

It is dealt with in "rounds" to keep play moving. Any Subjects not currently fighting a Pathfinder, or another Subject for that matter, can always choose the option of heal or reveal, provided their last reveal as a result was a Clear Path card.