

Thru the APPALACHIAN



1-99 Players



20-30 Minutes

Overview

Thru the Appalachian is a roll & write game about thru-hiking the United States' most famous trail. It can be a difficult but life-changing journey. How will you write your story?

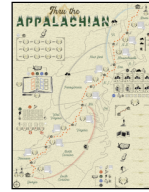
Components



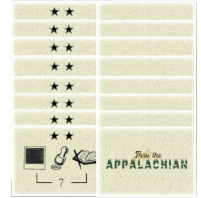
6 Dice



5 Dry-Erase Markers



5 Dry-Erase Maps



16 Objective Cards

Map Anatomy

12. Stamp Passport



11. Journal



10. Energy & Exhaustion



9. Photographs



8. Trail & Shelters

7. Section Points

13. Weather Modifiers

1. Completion Bonus



2. Weather Effects

3. Calendar

4. Water Supply



5. End Game Scoring

6. Action Reference



Goal of the Game

Players will compete to have the most enjoyable trek on the Appalachian Trail, gaining victory points by completing sections, taking photos, logging journal entries, and collecting stamps.

Setup

1. Give each player 1 Dry-Erase Map and 1 Dry-Erase Marker.
2. Give the 6 Dice to the player who most recently took the longest hike.
3. Each player should secretly decide which route they will take and circle their starting shelter.



Northbound - Georgia to Maine

Southbound - Maine to Georgia

Gameplay

Thru the Appalaichian is played over 16+ rounds, each consisting of 4 phases.

1. Roll Dice

2. Resolve Time & Check for Extreme Weather

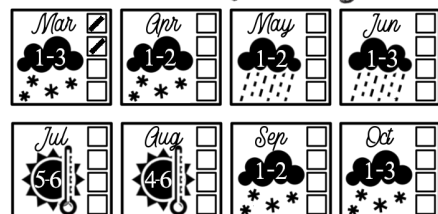
The black die represents both time and weather.



2A. Time

Refer to the value of the black die:

- 1-4: Cross off 1 week on the calendar
- 5-6: Cross off 2 weeks on the calendar



Crossing off the last week in October triggers the game's final round.

2B. Extreme Weather

The extreme weather you could face each round is based on the following three factors:




- a) The value of the black die
- b) The current month's weather trend
- c) Your hiker's current location. (The weather modifier)

Ex: The result of the black die this round is a 4. Since the current month is March, snow will occur if a 1-3 was rolled. However, since your hiker is currently located in Maine, which has a +1 snow modifier, this increases the range at which snow will occur to 1-4. In this example, you must apply the snow effect this round.





2C. Consume Water 4 3 2 1

Weather Effects

For each week that was crossed off during step 2A, consume 1 from your water supply.

	-2
	-1 +1
	-1

★Note: You might consume more or less water depending on the weather effects.

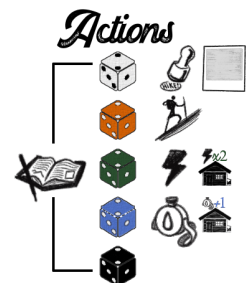
If your water supply ever reaches  (0), you become exhausted. Cross off one space on the exhaustion track and reset your water supply back to 6 by erasing all previously crossed spaces.   3 2 1 



3. Select 2 Dice

In secret, each player will select 2 dice to complete 2 actions on their dry erase map.

★Note: Each die may only be used once per round.



Leisure




The white die can be used to perform 1 of the following actions.

1. Take a Photograph Along the Trail

Write the value of the white die into the photograph. Each section (2 connected shelters) of the trail contains one photograph that is available to be taken from any dot within that section.

★Note: The photograph may be retaken on a later turn, but only if you are still located on a dot within that section of the trail. Erase the previous die value written and write in the value of the newly selected die.

2. Receive a Stamp at a Shelter

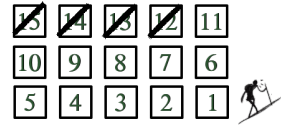
Cross off the stamp icon corresponding to your current shelter location & circle the top leftmost stamp icon in your passport.   

★Note: Each shelter can provide at most one stamp.



Movement

Select an orange die and advance forward a number of spaces (dots & shelters) equal to the die's value minus any exhaustion modifiers.

For each space moved, consume 1 energy.



★ Note: You might consume additional energy depending on the weather effects.

If your energy track ever reaches  (0), you become exhausted. Cross off one space on the exhaustion track and reset your energy track back to 15 by erasing all previously crossed spaces.      

If you reach the final shelter on your route, announce this to your opponents. Any players who reach the final shelter will receive a completion bonus. Refer to scoring on page 5 for more details.

★ Note: When you have reached the final shelter, complete the round as usual and then immediately proceed to scoring your personal map.

Rest

Recover energy equal to the value of the green die by erasing previously crossed off spaces on your energy track.

If at a shelter, the value of the die is doubled.

Water Resupply

Increase your water supply equal to the value of the blue die by erasing previously crossed off spaces on your water supply.

If at a shelter, the value of the die increases by 1.

Journal Entry

Select any unused die, cross off an entry of the corresponding color in your journal.



4. Exert Yourself (Optional)

Consume 2 energy and select an unused die to perform an additional action. The Rest (green die) action CANNOT be used during this phase.

End Game

The game continues as such until the final week of October has been crossed off OR until all players have reached the final shelter. At this point, players finish this final round and proceed to scoring.

Scoring

Tally up your victory point total using the following steps:

1. Add together all points for completed sections (connected shelters).

2. The first person (or persons if there is a tie) to complete the entire trail receives a 15 point completion bonus, each player to complete the trail thereafter, receives a 10 point bonus.

3. Add up the points from all your photographs.

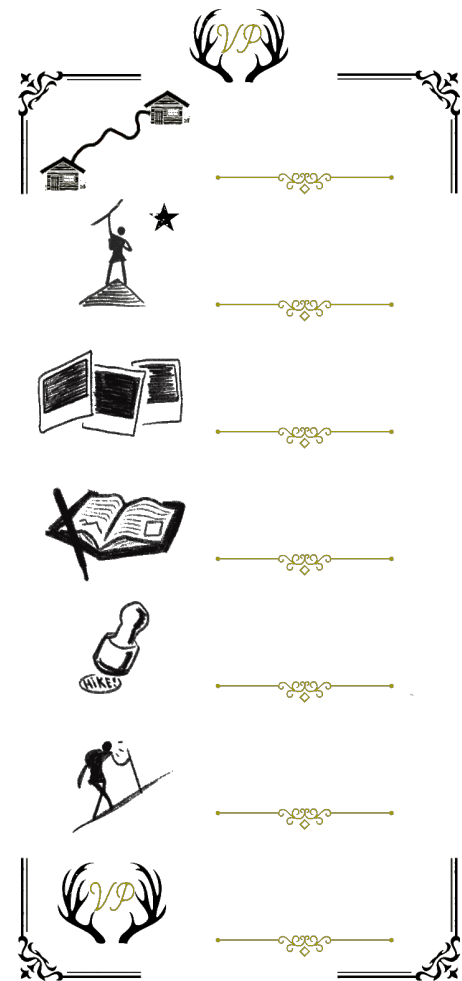
4. Receive points for Journal entries as follows:

For each completed column, receive 5 points.

For each completed row, receive 10 points.

5. Receive points based off the number of circled stamps.

6. Receive (gold VP) or subtract (red VP) based on your exhaustion track.



★ Note: If you should ever reach the final spot on the exhaustion track (0), you are too exhausted to continue and you are eliminated immediately from the game.

Victory Conditions

The player with the most victory points is the winner of the game.

In case of a tie, the tied players share the victory.

Solo Variant

In the solo variant, there are 2 additional steps in the setup and the victory conditions are different, otherwise it is exactly the same as the multiplayer rules.

Additional Solo Setup

In addition to the standard setup outlined on page 2 and prior to choosing your route, do the following:

1. Decide the difficulty. ★ Normal ★★ Hard
2. Shuffle the solo objective deck and randomly choose 1 solo objective card corresponding to the selected difficulty.

Solo Victory Conditions

The solo variant has 2 victory conditions that must be met:

1. Complete the trail (reach the final shelter on your route).
2. Complete the objective card.

Failure to do either will result in defeat.

★ Note: For added difficulty, you may choose to take and complete 2 objective cards.

Advanced Variant +

During setup (prior to choosing your route), shuffle the multiplayer objective deck and randomly reveal 3 objective cards so they are visible to all players.

The player(s) who completes each objective receives 7 additional points during scoring. If multiple players complete/tie for an objective, all players receive the reward. ★

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Engro Games

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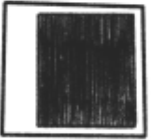
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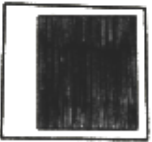
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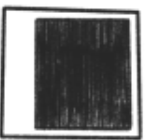
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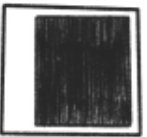
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5 5 +



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1. Took *MOST* photos
2. Received *MOST* stamps
3. Completed *MOST* journal entries
4. Completed *MOST* sections
5. Received *LEAST* exhaustion
6. Finished the trail before October
7. 5 of each: stamps, journal & photos
8. Took *MOST* photos of same value

5 5 +



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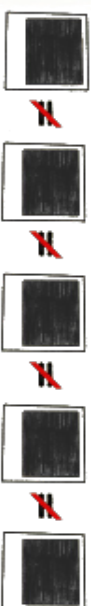
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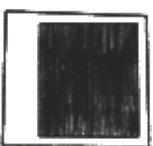
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1. Finish the trail before **October** ★
2. Receive 30 + **PP** from photographs
3. Take 5 photos with unique values
4. Receive 25 + **PP** from your journal
5. Receive 20 + **PP** from stamps
6. Receive a total of 100 + victory points
7. Receive at most 1 exhaustion
8. 5 of each: stamps, journal & photos



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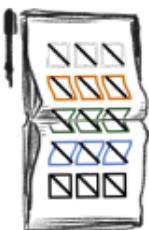
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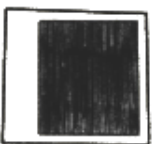
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4



1. Finish the trail before September
2. Receive 45 + *DP* from photographs
3. Take 5 photos with equal values
4. Complete all journal entries
5. Receive 45 + *DP* from stamps
6. Receive a total of 125 + victory points
7. Receive no exhaustion
8. 7 of each: stamps, journal & photos



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