

Vivou presents...

Ghoul road

Number players : 1+
Duration : time of the journey
Material : none
Version : 1.01 VANILLA (22/1/22)

/!\ This game can only be played by car /\!

Welcome new faerie recruit.

As you might already know, the legendary blue dragon got back again and bewilders drivers from any horizon. Fortunately, we gather today in order to liberate his pray and finally liberate him from the corruption killing him.

Perhaps do you wonder how to do so, and I'll explain... Each of us is equiped with a magical bow. On the road you'll find the necessary to craft arrows. Those will allow you to destroy prisons beholding them.

Each time you liberate a pray, you earn an Experience Point (we will call them XP)

An ability tree is accessible. It is made of three different branches : hunting talents, ninja talents and alchemist talents.

On each branch correspond two level. Once the second level on each branch reached, so the seventh level, the legendary dragon will come to you. But beware, he will therefore become much more dangerous.

If you manage to have two arrows at the moment you see him, shot your best one and congratulation, game will be over. Dragon will be defeated and lost driver's souls will finally find their way.

OPERATION :

The game is cooperative and can be played in any transportation throught roads. Each person present in the vehicle can participate by saying loudly sign they see. Reserve sense signs count even if bringing a disavantage. If played by more than one, a sign is valid only if seen by at least two players. It is strongly not recommanded to play this game as you drive.

ARROWS :

Each time you encounter a white sign with red borders with at least an arrow on it, you can take it in your inventory. Is considered as arrow any line curved or not curved with a spike on his edge. Your quiver has only one spot at the begin of a game so you don't store a second arrow when you see a second one. It is not necessary to take written notes.

TARGETS :

Whenever you see an animal on a sign (dear, sheep, horse or any other animal), if you have at least one arrow in your inventory, shot it and liberate your target. This brings you a Experience Point (XP)

LEVEL :

Going from the first to the second level only require one XP. Each others will require two XP. On each level, you earn an ability point you can spend in the following ability tree.

ABILITY TREE :

You just liberate your first target, congratulation : you level up.

You have now the possibility to place an ability point in one of the three branches and improve the correspond ability.

You start level 0 on each branch.

Hunter level 1	Increase the size of your quiver by one (you can now store 2 arrows)
Hunter level 2	Increase the size of your quiver by one (you can now store 3 arrows)
Ninja level 1	Gives the possibility to see WHITE AND BLUE signs and ORANGE signs.
Ninja level 2	Gives the possibility to see ALL THE SIGN including numeric ones.
Alchemist level 1	Give the possibility to store materials from visible sign you see. Materials are icons of : stone, fire, wind, water, wood, metal, flesh. Once you have of three different kinds, you empty your stock and can craft either an arrow or a dear.
Alchemist level 2	Gives the possibility to craft with only two materials. Also gives you the possibility to craft a non cumulative shield which protects you one time from the fire breath (see BOSS section)

GHOUL :

Whenever you approach cities, there will be more probability you encounter humans inside signs. It is possible to aim at humans to earn XP but the cost is to become a "ghoul".

Once you are a ghoul, signs with crossed out arrows will make you loose an arrow from your inventory.

To not be ghoul anymore, you must earn a whole level without liberate any human.

If at the same moment you see few signs that make you earn and loose arrows, resolve them in the order you want.

QUEST :

to unlock...

SUPERIOR BOW :

to unlock...

BOSS :

Once the level two reached on each branche (so the level seven), the legendary dragon wakes up and follow you.

Therefore, each time you encounter a stop sign or a no entry sign, the dragon blows you a fire breath take destroy all your current arrows.

Alchemist ability allows you to craft a shield to protect yourself from one fire breath. You can't wear two shields at a time.

But how to defeat him ?

In order to defeat him, you have to see at the same moment 5 identical numbers at in signs and license plates around you.

If at that moment, you have at least 2 arrows in your quiver, you win the game.

The world will then remember the souls you saved that day.

Thank you.