



ESCAPE FROM
ROUTE



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COMPONENTS



2 HERO CARDS



1 HEALTH TRACKER & CUBE



8 GEAR CARDS



22 THREAT CARDS



5 SITUATION CARDS



10 WEAPON CARDS



1 COMPANION CARD



7 HEALING CARDS

INTRODUCTION

Route 52... The most treacherous, insane, unhinged stretch of road in the entire dang apocalypse. You know very well how you ended up here, but it's not story you'd ever want to tell, and now the only thing you can think of is how to get the heck out. You need a vehicle. But first, you NEED weapons. You're far from being alone out here.

GAME OBJECTIVE

There are 2 different scenarios you can choose from in Route 52: **Gnarly Getaway**, and **A Hairy Situation**.

In Gnarly Getaway (the standard game) you must press forward, flip cards onto the Road as you travel, and look for the 3 Gear cards marked with ⚠️. Once you have them, if you can **find and resolve the Battered Truck Situation card**, you win! If you run out of health before this, or permanently lose a ⚠️ card, well, Route 52 ain't for the faint of heart. *Better luck next life, champ!*

The rules for A Hairy Situation can be found on page 12.

2 STEP SETUP!

1. Choose one of the 3 **Heroes** and place it in a Hero area in front of you, along with the **Health Tracker**. Then set the Health Cube into your Health Tracker according to your Hero's Starting Health:



2. Shuffle all remaining cards to form the **Deck**, and place it to the left of your play area, with room to the right of it for a row of cards called the **Road**, and room to the left for a **Discard** pile. You will also need space in your Hero area for your **Arsenal** and **Inventory**:



And that's it! You're ready to roll!

GAMEPLAY

Route 52 plays over an indeterminate number of rounds, each consisting of 2 Steps:

1. **SCOUT**
2. **SNEAK OR PUSH THROUGH**

SCOUTING

Draw 4 cards from the top of the Deck and line them up in any order to form a **Road**.

There may never be more than one **Situation** card in the Road, so if you draw more than one, choose just one to keep, and **Return** the others to the bottom of the Deck. Then draw replacement cards, repeating this process until you have **4 cards and no more than one Situation in the Road**.

EX:



The term “**Return**” always refers to returning cards face down to the bottom of the Deck. Returned cards may show up again later, as you cycle through the Deck. If the Deck runs out, draw what’s left to form your final Road!

Next, you must decide whether to **Sneak** or **Push Through** the current Road.

SNEAKING

Sneaking allows you to completely avoid a Road by Returning the entire thing to the Deck. When Sneaking, no Road cards are Encountered, and you may not use or discard any cards in your Arsenal or Inventory.

Note: You may only choose to Sneak if you did not Sneak on your previous turn (you cannot Sneak two turns in a row).

Before Sneaking, check to see if any cards in the Road or in your Hero area have effects that interfere with Sneaking. Some may prevent it, others change its rules.

To Sneak, randomize and Return all 4 current Road cards, along with the bottom-most Threat card in the discard pile (if any). Then begin a new round.



PUSHING THROUGH



To Push Through, you must **Encounter** 3 cards in the Road and leave one for **Last** (which will be Returned).

If there is a Situation, you must **Encounter it before doing anything with any other card in either the Road or your Hero area.** This counts as one of the 3 cards you must Encounter.

After that, you may Encounter the Road cards of your choice in any order, and may use or discard cards in your Arsenal or Inventory freely. As you'll see below, each card type is Encountered in its own way.

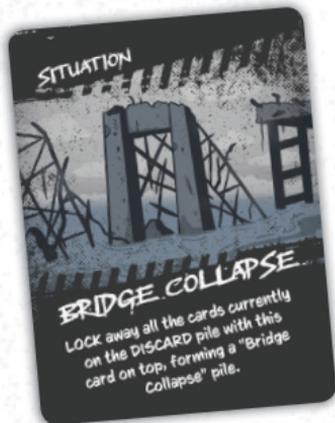
Once you have Encountered 3 Road cards, the one remaining (called the **Last**) is Returned to the Deck.

Then begin a new round.

ENCOUNTER & CARD TYPES

Encounter each card on the Road according to its type.

SITUATIONS



When you Encounter a Situation, its effect is applied immediately, which may also place a condition on how you must play the rest of your turn. It is then discarded.

- If a Situation has the **Objective** attribute, you must leave the card for Last instead of Encountering it first, and then check if its requirements have been met. If so, you win the game! Otherwise, Return the Objective card (**Objectives can never be discarded**) and begin a new round.

WEAPONS

Weapons must be either **Equipped** or **Discarded** immediately when Encountered.

- Equip a Weapon by placing it in your **Arsenal**. Your Arsenal can normally only hold one Weapon, but you may freely discard your existing Weapon (or use it to Encounter a Threat) to make space for a new one.



- Each Weapon has a **Power** value in the top right (*this handy Molotov has 6 Power!*), which can **Damage** Threats, preventing them from damaging you (see Threats on page 9). Some also have a special effect that alters how they can be used or stored.



GEAR

Like Weapons, Gear must either be Equipped or Discarded.

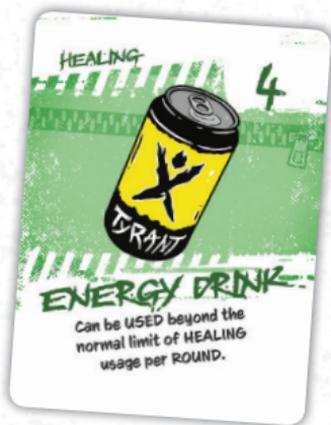
- When equipping Gear, place it in your **Inventory**. Your Inventory can normally hold up to 2 cards, but it is possible to expand its capacity (as with the Backpack).
- Once Equipped, a Gear card may either have an **Ongoing** effect (as long as it's Equipped), or an effect that it can be discarded for anytime while Pushing Through (except while Encountering a Situation).
- Gear with the  icon has no effect, but you must have all 3 of them in order to win. If a  card is ever permanently lost (the Repair Kit may be used once to recover one from the discard), you lose the game!

HEALING

Again, Equip or Discard when Encountered.

- Healing cards also go to your **Inventory** when Equipped.
- Each Healing card has a **Power** value in the top right, which is how much health you can gain from it when used.
- **You may only use one Healing card per turn.** To use it, discard it, and adjust the cube on your Health Tracker accordingly.

Note: If using a Healing card would put you over your Max Health, any unused Healing Power is lost. The Power of a Healing card may not be divided between your Hero and a Companion.



COMPANIONS

When Encountering a Companion, place them below your Health Tracker so that their ▲ icon points to their Max Health. You may have only one Companion.

- Companions are sidekicks with their own Health, and an Ongoing ability that will help you along your way - *should you manage to keep them around, that is.* This ability is active until they are removed from play.
- Each time you take any amount of damage from a Threat, your **Companion must take at least one of that damage**, but more may be assigned to them (instead of to your Hero) if desired. Slide them along the bottom of your Health Tracker accordingly.

- As soon as a Companion has taken damage equal to its health, it is removed from play. You can use Healing cards on your Companion, but remember you only get one per turn!



THREATS

Encountering a Threat is easy. You just take Damage equal to its top right **Power** value, reducing your Health accordingly, and then discard it. *No biggie!... Except this can easily kill you. Remember that thing I said about needing Weapons?*

- Thankfully, you can reduce a Threat's Power by using a Weapon to Damage it. You may only use **ONE** Weapon on each Threat, and the Threat's Power is then reduced by the Power value of the used Weapon. *For example, if you used that handy Molotov on this Fiend, it would then be dealing $9 - 6 = 3$ Damage to you instead of 9!*

- If you manage to reduce a Threat's Power to zero, you take no Damage from it. Either way, a Threat is always discarded after resolving the Encounter.

RESIDUAL DAMAGE

- If a Threat still has remaining Power after taking Damage, or if you deal Damage in excess of their Power value, it is called **Residual Damage**:

Coming from a Threat, Residual Damage is immediately taken on the chin by your Hero and/or Companion. Adjust their health accordingly.

If from your Weapon, it is usually lost, but some Weapons may allow you to distribute it to other Threats. *Each Threat taking Damage counts as a separate Encounter!*

FULL TURN EXAMPLE

Todd draws a Road with 2 Threats, a Weapon, and a Situation.



He has the following equipment to help him survive this Road, and decides to Push Through it.



First, Todd must Encounter the Fire, triggering its effect and taking 1 Damage immediately. Because of it he will now also take an additional Damage for each card he equips this turn. The Fire is then discarded.



Next, Todd has his eyes on that Pistol, but he has no room for it in his Arsenal, so he decides he'd better use his Molotov to make some space. He could distribute Damage to multiple Threats with it, but he decides to Confront only the Monstrous Crawler, dealing 6 Damage to it, and reducing its Power to zero. He takes no Damage, and discards the Monstrous Crawler.



Todd could have distributed the one Residual Damage from his Molotov to the Werewolf, but there are 2 reasons why he wouldn't want to:

1. It would result in a separate Encounter, putting him at his 3 Encounter limit for the turn, and leaving the Pistol in the dust. And...
2. Dealing only one Damage to the Werewolf means he would take 9 Residual Damage from it - Enough to probably get his Hero killed.

Todd then scoops that Pistol he's been dreaming of for the last six Roads, and Equips it. He takes one Damage for this on account of the Fire. He's getting low on health, so he discards the First Aid Kit to heal 6. He saves the Repair Kit for later.

Finally, the Werewolf, being left for Last, is Returned to the Deck. It's been avoided for now, but if Todd sticks around long enough, it'll sure as sunrise rear its ugly head again.

GAME END & SCORING

If you complete the Objective of your chosen scenario before your Hero runs out of health or any  card is permanently discarded, you immediately win. Otherwise, the game ends in loss.

If you succeed in escaping Route 52, calculate your score:

Remaining Health + Highest held Weapon Power Value +
1pt for each Threat in Discard or under Collapsed Bridge
- Highest Power Value Threat still in the Deck

SCORE RATINGS

UNDER 10 PTS = **LUCKY**

10 - 19 PTS = **SLICK**

20 - 29 PTS = **SUPERB**

30+ PTS = **LEGEND**

Mark off these achievements if you complete any of them (AND win the game):

- Born for Chaos:** Win with full Vitality
- “Just Marred”:** Win with only 1 Vitality left
- Puh-Push It Real Good:** Win without Sneaking
- Need a Drink?:** Encounter multiple Threats using the Molotov
- Abomi-Nope:** Encounter the Abomination using the Chainsaw
- Don't You Die?!** Encounter the Abomination more than once
- Tombinator:** Lock the Abomination under the Bridge Collapse

VARIANT OBJECTIVE: A HAIRY PROBLEM

Doug has turned into a Werewolf! We gotta use that Creepy Talisman to unturn him before we burn rubber, or his grandma's gonna totally freak out!

Setup: Remove the Utility Belt and Car Battery from the game, and set the Doug Companion card to the side.

To Win: Have the Battered Truck on a Road clear of Threats while having the Keys, Gas Can, and Doug in your Hero area.

To gain Doug, you must Encounter the Werewolf while having the Creepy Talisman in your Inventory (without using it on the Werewolf). After discarding the Werewolf, add Doug to your Hero area.

You Lose If: Your Hero or Doug runs out of health, or if either  card is permanently lost (discarded and can no longer be recovered with the Repair Kit).