

Welcome to Tricky Trail Trial!

START!

FORGOT FANNY PACK!

GO BACK TO START

CHECK FANNY PACK.. WAIT...

GO BACK 1 SPACE

TELL EMBARRASSING STORY FROM YOUR PAST OR...

GO BACK TO START

BUST OUT THE SHADES!

GO BACK 2 SPACES

ADJUST FANNY PACK FOR MAXIMUM COMFORT!

LOOK AT A FUCKING TREE!

WATER TOO DEEP

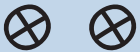
GO BACK 2 SPACES AND LOSE A TURN

WAGON FLOATS BACKWARDS

GO BACK 10 SPACES

ROLL A DIE!
YOUR ROLL DECIDES WHAT DECISION YOU MAKE BELOW

1. Ford the river
2. Caulk the wagon and float it down
3. Take a ferry
4. Wait
5. Get more info
6. Die of dysentery



CHECK THE RULE BOARD TO THE RIGHT TO SEE WHAT HAPPENS BASED ON YOUR DECISION

FISH SLAPS THE SHIT OUTTA YOU!

GO BACK 5 SPACES

BUMP INTO A ROCK!

GO BACK 3 SPACES

SOMETHING TOUCHED YOUR FOOT!

GO BACK 1 SPACE

DIG FOR TREASURE

ROLL A 5 AND GET A SILVER KEY. YOU CAN KEEP TRYING ONCE PER TURN INSTEAD OF MOVING.

THINK ABOUT THE MEANINGLESS OF IT ALL

GO BACK 2 SPACES

EXPERIENCE EUPHORIA FOR A BRIEF MOMENT

IF TWO PLAYERS END UP ON THIS SPACE AT THE SAME TIME, THEY MUST BATTLE! BOTH MUST ROLL A DIE. HIGHER ROLL WINS. WINNER STAYS HERE. LOSER GOES BACK 4 SPACES

STOP!

WELCOME TO CREEPY CAVE!

EITHER STAY HERE AND ROLL ONCE PER TURN UNTIL YOU GET A 3 OR 6 TO LIGHT A TORCH

OR GO IN BLIND AND HAVE EVERY ROLL CUT IN HALF ROUNDED DOWN WHILE IN THE CAVE

EAT A ROCK

A WILD ZUBAT APPEARS! ROLL A DIE! IF IT'S A 1, YOU GET CONFUSION! CHECK THE RULE BOARD TO SEE WHAT CONFUSION DOES

STILL IN CAVE

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STILL IN CAVE

HEAR BEAR SNORING... NEAT!

STILL IN CAVE

SEE BEAR SNORING... COOL!

STILL IN CAVE

STEP ON LEGO!

LOSE A TURN

SMOKE SOME METH!

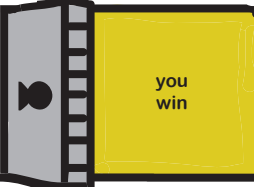
STILL IN CAVE

EXPLODE!

GO BACK TO START

STOP!

WELCOME TO THE DOOR! ONCE PER TURN, ROLL A DIE TWICE. IF THE 1ST ROLL IS A 4 AND THE 2ND ROLL IS A 2 OR 5... YOU UNLOCK THE DOOR! IF YOU HAVE A SILVER KEY, UNLOCK THE DOOR WITHOUT HAVING TO ROLL! MOVE THROUGH DOOR ONCE UNLOCKED



TRICKY TRAIL TRIAL RULE BOARD!

- Each player rolls a die once per turn and moves accordingly unless a space says otherwise.
- You must stop when you land on a space that says "STOP!" no matter what you rolled.
- You lose the silver key if you go back to start.
- If it says "Still Climbin'", the climb rule still applies
- You lose lit torch if you leave Creepy Cave

CONFUSION: If you roll 1, 3, or 6... you must roll again. If you roll 3 times in a row, you must go back to Creepy Cave entrance. Confusion remains until you leave cave.

SLIPPY DIPPY RIVER DECISION OUTCOMES

1. Move up 2 spaces
2. Move up 1 space
3. Move up 3 spaces
4. Nothing happens
5. It's a river. Roll again
6. Rest in pepperoni. Go back to start

WELCOME TO SLIPPY DIPPY RIVER!

STOP!

NOTICE TWO BEAVERS FUCKIN'

SEND A SNAPCHAT OF YOUR JUNK!

BEES!

YOUR NEXT ROLL WILL MOVE YOU BACKWARDS (NOT THROUGH TUNNEL)

PUT FLOATIES ON YA PUTZ!

LOSE A TURN

RIVER JETS YOU FORWARD 6 SPACES!

RIVER JETS YOU FORWARD 4 SPACES!

PLANT A FLAG!

EXTRA TURN, BUT STILL CLIMBIN'!

STILL CLIMBIN'! (DOWN)

STILL CLIMBIN'!

STILL CLIMBIN'! (DOWN)

CLIMB! YOU ONLY MOVE IF YOU ROLL A 5 OR 6 AND YOU ONLY MOVE 1 SPACE

TUNNEL! ROLL YOUR DIE! 4 OR HIGHER, GO THROUGH. ELSE, TUNNEL COLLAPSE AND GO BACK TO START

WELCOME TO MT. TRICKY TIP! MOVE UP AND PICK A SIDE GO THROUGH THE TUNNEL OR CLIMB

STOP!

RESIST URGE TO EAT YOUR GRANOLA BAR ALREADY
LOSE A TURN

STOP!

WELCOME TO RICKETY TRICKETY BRIDGE!

ROLL YOUR DIE!

IF IT'S 5 OR HIGHER, FALL TO YOUR DEATH AND GO BACK TO START

ROLL YOUR DIE!

IF IT'S 4 OR HIGHER, FALL TO YOUR DEATH AND GO BACK TO START

ROLL YOUR DIE!

IF IT'S 3 OR HIGHER, FALL TO YOUR DEATH AND GO BACK TO START

EAT THAT GRANOLA BAR

FUCK IT.