

June 2247

Why is the world in this state? Wasn't our planet once hospitable for humans? These questions, Maxence doesn't have time to ponder; she must instead race straight ahead to escape the Erasers. At the wheel of her upgraded car, with less than a day's lead, she speeds onto the Track...

On the dashboard of her car, a phrase written and signed: *"Don't forget, always stay on the roads. Captain Morgan."*

Places of Interest

0/ The Track

Sometimes it's hard to tell the Track from the edge, as the sand covers the whole area. Maxence has to slow down; a poorly sensed off-road, a pothole misjudged and there'll be no more car. And that, Maxence can't afford... But as she's daydreaming while driving, a doubt assails her. She stops in the middle of nowhere and pulls out a hand-drawn map.

"Damn it. Where do I go now. North to some kind of lab (1), South to a canyon (2), or East (A), leaving the Track for some kind of swamp." Maxence spits out the window. *"Damn sand, it's everywhere."*

Choose if you go to 1, 2 or A.

1/The Research Laboratory – UT+1

An abandoned scientific complex in the middle of nowhere with Gorki written on the smashed gate at the entrance. Inside, nothing seems to work; broken radar devices litter the floor and not a single window has withstood the test of time. But it's the silence that strikes Maxence the most when she stops her engine in front of the main entrance door.

"What the hell is this place? There must be something interesting inside, but is there really no one around? Damn it, do I take my gun and go in, or do I get out of here?"

If Maxence decides to check out the inside, go to "Resolution 17".

Otherwise, Maxence takes out her old map and decides to go either North (3) towards a sort of burning vehicle, East (4) towards what looks like a monastery or Hacienda, Southeast (A) towards some kind of swamp, or Northeast (B) towards a sort of Bunker in an even larger swamp than the previous one... *"if this damn map is to scale"* Maxence mutters to herself...

Choose if you go to 0, 3, 4, A, or B.

2/The Raptor Canyon – UT+1

A canyon infested with creatures you see perched on ledges on both sides of the steep slopes surrounding you. If you had to describe them... they seem fast and violent judging by the sharp claws on their feet and the spikes at the ends of their wings. You're not reassured, but turning back is impossible, so you move forward.

"Raptors... classic but effective. I'll call you Raptors... and I hope you'll leave me alone and go after the Erasers instead... What? Oh, don't worry, you'll recognize them. Over-equipped guys who stink more than me."

It was only a wishful thought, and Maxence is of course attacked by these newly named "Raptors". Difficulty of the fight: Cb2; Once you've finished the fight, regardless of the outcome, go to **Resolution 4**.

3/ The Wandering Forge – UT+1

"Well, this is a surprise... Is that really what I think it is? A giant mobile forge?" Maxence drives slowly, approaching the central vehicle of the caravan on which proudly stands a sort of large pre-industrial chimney with its cloud of black smoke. A few nomads approach her vehicle and signal her to stop. They don't seem belligerent, but they are armed nonetheless.

Maxence mutters... *"It's been a while since I've talked to anyone... should I stop, should I not... they don't look mean... but you never know, you can't trust them, can't trust anyone. If humans were reliable... we wouldn't be here..."*

As Maxence reaches their level without having made any decision, one of them speaks up. *"We can upgrade your car for cheap, I see some spare parts on your roof that interest me. Stop the engine and we'll take care of it quickly."*

Maxence in a low voice, *"He spoke to me... he talked to me... feels good... again."* Out loud, *"Thanks, uh... who are you guys?"*

If Maxence accepts their offer, go to **Resolution 9**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 1, 6, 7 or B.

4/The Refuge of Warrior Monks – UT+1

Maxence arrives in front of a very strange U-shaped building that reminds her of something. Yes, that's it... it's the same as one of the three postcards she has in her glove box.

"Wow, that's crazy... where did I find it again? Here? No, I've never been here. So where? Wait, wasn't there something written on the back? Ah yes, that's it..." Maxence falls silent and turns the card over before reading aloud, *"Dear Maxence, you may not remember me, and I hope this card finds you well. First, I wanted to say that... Shit, the road, where am I, I wasn't looking, damn postcard..."* Maxence throws the card on the passenger seat and avoids two potholes that could have smashed her chassis. She stops and slowly resumes her way to the monastery, which she reaches quite quickly.

Take Item 2 and place it next to the game board.

In the inner courtyard of the U, Maxence sees about thirty people dressed the same way: pants and a linen tunic tightened to fit the shape of the body and its movements. Apparently, it's time for combat training.

If Maxence thinks she could surely participate and learn something, go to **Resolution 3**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 1, 8, 10, A or B.

5/Le Repaire des Ferrailleurs – UT+1

Maxence arrive en vue de ce qui semble un ancien hangar délabré puis rafistolé. Couleur rouille, un petit ruisseau s'en éloigne, lui aussi de couleur rouille. Des hommes en armes se trouvent dans une tour qui le surplombe, d'autres sont à l'entrée autour d'une sorte d'étal avec des pièces qui semblent

être très utiles. Un peu plus loin, des femmes semblent travailler autour de véhicules en lambeaux, certaines sont attachées à leur lieu de travail.

Si Maxence se dit qu'elle pourrait négocier quelque chose d'utile, allez à la **Résolution 12**.

Sinon, Maxence reprend sa vieille carte et décide de sa prochaine destination.

Choose if you are going to 2, 8, 9, A or F.

6/ The Abandoned Gas Station – UT+1

"We did this!". Maxence isn't quite sure who wrote this tag on the "Total" sign of the gas station, nor what they meant by it, but there's a certain beauty in the sterile rage that evidently led someone to write it here.

Behind this sign, a dilapidated building that might contain precious fuel, and Maxence is about to move forward when she notices furtive movements near the pumps. *"Damn, it was too good to be true. There's always a problem... well, what do I do now? Need fuel, there's someone who won't give it to me..."*, then turning to her gun, *"and you? What would you do?"*.

If Maxence decides to go ahead and enter the station to look for fuel, go to **Resolution 20**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 3, 7 or 19.

7/The Toxic Oasis – UT+1

The road is relatively passable but not exactly reassuring. Bubbles of greenish gas regularly emerge from the mud and burst upon contact with the air... and Maxence has to cover her nose and mouth with a scarf due to a strong smell that gives her a headache and dries out her mouth. *"Damn it, I'm thirsty."* Then she stops talking, her throat hurts.

Maxence has a sore throat caused by toxic vapors. Take "Companion" 2.

Maxence is very thirsty, and fortunately, as the smell begins to fade, she spots a small lake not far from the road. She stops there, the water is clear and seems to be calling her. Maxence hesitates as she dips her hand into the water.

If Maxence decides to drink and bathe in this oasis amidst the toxic marsh, go to **Resolution 7**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 3, 4, 6, 10 or B.

8/The Hat Chasm – UT+1

Speeding down the road, Maxence slows down upon seeing intense activity ahead. Apparently, there are stalls and people living peacefully around what seems to be a large circular chasm.

Maxence slows down and stops near the first people who wave at her jovially. Maxence strikes up a conversation, charmed by something rare in this world... a smile. *"Tell me, where are we? Who are you? You seem so calm, it's like you're not living in the same world as the rest."* The closest person responds, *"Traveler, you look tired and stressed by the difficult life you lead. You don't have to continue living like this, you can join us, a little, a lot, or not at all."* Maxence is disconcerted, not understanding what they're telling her and starts talking to herself... *"Stay? Stop? Give up? Yes, it might be a good thing. They look so happy and I so miserable. Continue? Why? I don't even remember why I'm rushing? The Erasers? What do they want from me? I could probably hide..."*.

If Maxence decides to stay a little, go to **Resolution 25**; If Maxence decides to stay a lot, go to **Resolution 6**; If Maxence decides not to stay at all, she takes her leave, takes out her old map, and decides on her next destination.

Choose if you are going to 4, 5, 10, 11, A, D or F.

9/The Last Glow – UT+1

Maxence stops in front of a sort of end-of-the-world bistro, no roof, a few tables outside under torn tarps, some shady characters, others more harmless. Maxence takes a break and decides to stop at the counter. *"What's new?"* she asks the bartender. The man chuckles while serving her a drink... *"You see that temple over there, where the light is? Well, they say it brings luck to those who go there,"* then he walks away, still chuckling.

If Maxence decides to head to the sanctuary adorned with twinkling lights, go to **Resolution 10**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 5, 11 or F.

10/The Apocalypse Museum – UT+1

At the crossroads of many paths stands a huge building, almost in good condition. On it, an inscription "Museum of the Apocalypse" is placed over what seems to have previously read "Anthropological Museum". On another facade, a longer tag reads, *"There was a time when the earth was beautiful, nature was green, and water was plentiful."* Maxence speaks out loud, facing the wall. *"Oh, how I wish I had known those times. Now we live in sand, without hope, soul, or tomorrow. I keep moving, not knowing why, just fleeing. If they catch me, I die; if I get there, I kill. If only I had a purpose."*

Maxence enters the Museum, humming a song she doesn't know. "Probably an invention," she thinks to herself... then she rummages through the Museum, managing to gather priceless knowledge.

TECH +1 or UT -2

Then, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 4, 7, 8, 13, 14, 19, C or D.

11/The Ruins Bar – UT+1

From a distance, Maxence spots the huge ruins of a building that must have been majestic before the Apocalypse. Next to it lies an old village, also in ruins. Yet, while nothing seems to stand anymore, noise comes from the village square. Curious, Maxence heads there and finds a rundown bar where only water is served. She quickly learns that the locals gather there to exchange rumors and drink purified water, planning to rebuild the village.

Strangely, everything is free, and a sense of fullness seems to reign in this community. If Maxence decides to join them, go to **Resolution 26**.

Otherwise, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 8, 9, 14, 15, D or F.

12/The Temporal Minefield – UT+1

Maxence arrives at a cleared area and without realizing it, the road fades into a field. *"Damn, what's this... aaah. No, no, aaahhhh! Mines, mines!"* Maxence presses the brake as hard as she can, but it's

too late... an explosion sends the car forward... another, then another... suddenly, time stretches, space shrinks. Then, everything accelerates before disappearing...

Proceed to the next scenario of the campaign. You will start at N12. There will be a total of 8 scenarios.

(Note that if you feel you haven't succeeded well enough in this scenario, that you want to explore more and perhaps find a way to end better equipped, make a save of this game and try again).

13/The Iron Graveyard – UT+1

At a shortcut Maxence isn't sure she took, stands a vast depot of destroyed, stacked, dismantled vehicles. Some can surely be repaired, and that's why many people are busy disassembling and reassembling in the hope of one day having a means of transportation. When they see Maxence, faces change, whispers spread. *"What do they want from me... they better not touch my car or I'll run them over... they won't bother me, I need parts too"*. Maxence gets out of her car, gun in hand, and becomes threatening. *"Don't mess with me, stick to your pots and pans and all will be fine"*. Obviously, the murmurs intensify, Maxence doesn't seem to have made any friends.

If Maxence quickly grabs some parts and leaves, go to **Resolution 19**; If Maxence spends some time to gather many parts, go to **Resolution 27**; If Maxence spends the evening gathering parts, go to **Resolution 8**.

Otherwise, Maxence takes her old map and decides on her next destination.

Choose if you are going to 10, 14, 16, C or E.

14/The Lone Watchtower – UT+1

Maxence arrives in view of a well-preserved tower. It stands proudly on a mound, overlooking the surroundings. *"What is this... well preserved but deserted. That's strange."* Maxence parks at the foot of the mound before beginning the ascent. The interior stairs are well maintained, and the few windows are not broken.

At its summit, the tower offers a panoramic view to spot distant places of interest. Maxence stays for a while, contemplating the surroundings, the void, the space, the decay of the apocalypse which contains a part of beauty but so much despair... "...". Maxence tries to speak, but only a small melancholic groan comes out of her mouth.

Reveal a chosen number between 10, 11, 13, or 17

(Choose one number from the four proposed and read it. Be careful, you cannot resolve it and therefore cannot go to any possible numbers or letters to which the text refers you. Then, come back here to continue your adventure).

Then, Maxence descends from the tower, gets into her car with a tear in her eye. She takes out her old map and decides on her next destination.

Choose if you are going to 10, 11, 13, 17, D or E.

15/The Desert Checkpoint – UT+1

There was a time before the apocalypse when people set up checkpoints to prevent passage. Well, that hasn't entirely disappeared, and it's precisely a remnant of a checkpoint that Maxence is heading towards. *"Damn, what's this dust on the right... it's coming towards me. Quick, to the left... and damn, another dust cloud on my left... I'm surrounded."* Maxence accelerates, but to no avail. Blocked in front

by the checkpoint, surrounded by three vehicles speeding towards her at full speed. The confrontation is inevitable, and it looks to be a tough one!

Combat difficulty: Cb3; When you have finished the combat, regardless of the outcome, go to **Resolution 13**.

16/The Imminent Sandstorm – UT+1

As Maxence drives on the sandy Track, lost in her primal thoughts, a dull noise is heard in the distance. Maxence stops her car and looks through her telescope. *"Ugh... a giant wall of sand... it's swirling, and it's coming this way, and fast."* Maxence rushes into her car and flees as fast as she can.

Maxence must undergo an Orientation test: D2.

Test passed: **UT+1**

Test failed: **UT+1; Cb-1; F-1** (If Maxence has Cb=0, then she must repair before leaving).

Once the sandstorm has passed, Maxence can continue on her way. She takes out her old map and decides her next destination.

Choose if you are going to 12, 13, 18, C or E.

17/The Twilight Chasm – UT+1

Speeding down the road, Maxence slows down upon seeing many motorcycles parked around a chasm. On the side, some motorcycles are racing on a track in front of stands. Approaching quietly, Maxence notices that the bikers wear different colors and emblems. *"So, it's a gathering place, not a biker hideout... that's reassuring. I think I really need to see some people... and with all these folks around, I'm surely going to find something interesting..."* Maxence parks her car in what seems to be their parking area and heads towards the racetrack.

Apparently, there are car races organized between the motorcycle races. *"Cool prize... wheels, tires, and a few other chassis parts. Definitely worth a shot... hoping I don't wreck my car..."*

If Maxence decides to participate in the race, go to **Resolution 16**.

Otherwise, Maxence realizes there's not much else of interest here and takes out her old map to decide her next destination.

Choose if you are going to 14, 15, 18 or E.

18/The Radioactive Antenna Field – UT+1

Maxence drives her car into a field of fairly imposing antennas. After a while, she arrives in front of a small square building with some smaller antennas on the roof. *"Those would fit nicely on my car, to rig up some sort of geolocation device... hey, what's this?"* Maxence approaches the door with her toolkit, but a radioactive symbol on the door warns her.

If Maxence decides to enter the building to retrieve antennas anyway, go to **Resolution 15**.

Otherwise, Maxence packs up her tools, gets back in her car disappointed, and takes out her old map to decide her next destination.

Choose if you are going to 16, 17 or E.

19/ The Altered Minefield – UT+1

Maxence enters a clear area, and without realizing it, the road gives way to a field. In the middle of nowhere, small mounds of spare parts are strangely placed. *"Now, this,"* Maxence thinks, *"I really don't know what's going on. What are these things... I want to check it out, but it's really too suspicious."*

If Maxence decides to approach the mounds, go to **Resolution 28**.

Otherwise, go to **Resolution 18**.

Hidden places

A/The Steel Dolmen Swamp – UT+1

"I don't like swamps... it's even worse than sand... yeah, okay, there's more water but you can't drink it, and it's full of mud everywhere." Maxence cautiously advances on the path. Around her, a sort of graveyard of rusted steel plates. At times, they overlap, forming shapes reminiscent of Dolmens. Occasionally, electrical discharges strike a Dolmen, then spread to others, and sometimes to the car. Maxence must navigate carefully, choosing the least electrified paths.

Maxence must perform an Orientation Challenge D1. If successful, nothing happens. However, if failed, she loses a lot of time.

UT+1

Maxence takes out her old map and decides on her next destination.

Choose if you are going to 0, 1, 2, 4, 5 or 8.

B/The Buried Bunker – UT+1

At a bend in the path passing between immense puddles of mud, Maxence finds what looks like an ancient trail. Apparently, nothing is on the horizon. Yet, trusting her instincts, Maxence embarks on this unsettling path that seems difficult to follow.

Maxence must perform an Orientation Challenge D1. If successful, go to **Resolution 11**. However, if failed, she loses time.

UT+1

Maxence takes out her old map and decides on her next destination.

Choose if you are going to 1, 3, 4, 6, 7 or 10.

C/ The Mechanical Horror Cave – UT+1

Maxence leaves the track and heads towards an area with small mountains. Old railway tracks with gutted wagons suggest it was a mining area. Following some car tracks, Maxence arrives at a cave with some movement in front. But as she gets closer, she realizes that these people are not entirely human and resemble more like patched-up hostile androids. *"There are even some behind me, what kind of mess have I gotten myself into this time. I should have listened to Captain Morgan: always stay on the roads!"* Maxence is trapped, she will have to fight to survive.

Combat Difficulty: Cb4; When you have finished the combat, regardless of the outcome, go to **Resolution 30**.

D/The Plasma Lightning Storm – UT+1

As Maxence goes off-roading through the mountains, and around a peak, following the dried-up river valley, a strange phenomenon strikes Maxence's car. *"What the hell is this?"* Maxence doesn't quite understand; it's like lightning but wavy, like a spider's web but ephemeral, and moreover, it's colorful. In short, an apparently harmless storm damages the advanced equipment of Maxence's car. *"No, not that! My automatic shooting stabilizer... argh... the good news is that the Erasers will also be damaged if they follow me..."*

TECH-1; UT-2

Maxence takes out her old map and decides on her next destination.

Choose if you are going to 8, 10, 11 or 14.

E/The Fanatics' Sanctuary – UT+1

It was indeed a sort of monastery standing proudly atop a high hill, and it was indeed inhabited. What Maxence misjudged was their treachery. *"How could I have been so deceived? A smile, a hello, and I think they're my friends... and bam, I'm in trouble. How am I going to get out of this?"* Maxence is a prisoner of a group of *"badly dressed religious fanatics"* living in the monastery.

Two days later, when Maxence thought she would see the Erasers come and execute her in her cell, the fanatics release her without a word. She retrieves her car and gets out of there.

UT+2

Then, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 13, 14, 16 or 17.

F/The Black Market – UT+1

In the midst of the mountain, a village where life is bustling. Stalls are set up on the outskirts of the village. Around the vehicles seem to belong to caravans that gather in this temporary market. Maxence seems happy as she gets out of her vehicle. *"Wow, there are really great things here, I hope it won't be too expensive..."*

Maxence negotiates brilliantly and finds three things she can buy. Unfortunately, she made believe that she did not have more spare parts to exchange, so she cannot take everything.

P-1. TECH+1 or Cb +1

or a Portable Radar that allows exploring areas from afar (take Object 1)

Then, Maxence takes out her old map and decides on her next destination.

Choose if you are going to 5, 8, 9 or 11.

Résolutions

Resolution 1

Winning the fight: After overcoming her fear, Maxence realizes that the mutations were not very effective, contrary to what she might have thought. Puzzled, she starts thinking out loud: *"Their stuff was more of a handicap than anything, maybe I should have let them live... no, I did the right thing, I ended their suffering and got some fuel... wait, I hope there's fuel..."*. Maxence approaches a pump with her jerrycan and fills it up quite easily.

F+1

Losing the fight: Nothing special except that Maxence is at Cb=0 and must repair.

In both cases, after the resolution, Maxence takes out her old map and decides on her next destination as indicated in "6".

Resolution 2

The woman is relatively well-preserved for someone who seems to be working in near-slavery conditions. Maxence breaks the chains with a bolt cutter lying around and helps the woman to follow her. They almost reach the car without any trouble and escape at full speed.

F-1; Take "Companion" 1

Then, once safe, Maxence takes out her old map and decides on her next destination as indicated in "4".

Resolution 3

Maxence gets out of her car and heads towards the training. Without a word, one of the monks steps aside and indicates her place, which Maxence immediately takes. The fights begin seriously but the atmosphere gradually relaxes. Maxence's unique style causes contagious good humor, and it's with laughter, a few hours later, that Maxence has to leave reluctantly, having learned a lot.

Cb+1 ; UT+1

Then, Maxence takes out her old map and decides on her next destination as indicated in "4".

Resolution 4

Winning the fight: Maxence manages to get rid of the "Raptors" who take revenge on the Erasers, delaying them. UT-1. Maxence drives off smiling, murmuring to herself, *"Not so bad, these creatures... I'll come back, friends."*

Losing the fight: Nothing special except that Maxence is at Cb=0 and must repair.

In both cases, after the resolution, Maxence takes out her old map and can either continue on the road (5) towards a makeshift lair or rush through the Canyons to the East (A) and reach a sort of swamp.

Choose if you are going to 0, 5 or A.

Resolution 5

Maxence decides to stay a little longer in this peaceful community. The Erasers never find her, and no one ever hears from her again. Your game ends here. Whether it's a defeat or a victory is hard to determine. In any case, she is happy.

Resolution 6

Maxence decides to settle down at the Hat Gorge, as they aptly call it. Quickly, she feels as if she had always been here, nothing else exists, only happiness. Yet, her quirks don't completely disappear, and she still talks to herself, as if even in joy, her voice reassures her. *"I am well, I even feel beautiful, I am fit, I even feel clean... yet something bothers me. That smoke cloud in the distance? Yes, probably... oh if only all these anxieties could be erased from my memory... What? Erase, Erasers... damn, the cloud, quickly, my car"*. Maxence reacts in time to fight and protect her new friends from the Erasers, who are just scouts.

Combat difficulty: Cb2; After the fight, regardless of the outcome, go to **Resolution 22**.

Resolution 7

Yet all the signs suggested that the opportunity was too good to be true. Maxence knew it, but she still succumbed to temptation like a novice. Now she is weakened and sick.

Cb-1

Then, Maxence takes out her old map and decides on her next destination as indicated in "7".

Resolution 8

Maxence is resolved, she needs spare parts, and it's not these second-rate mechanics who are going to stop her from taking what she wants. Proudly, she drives her vehicle to the center of the junkyard, where the best wrecks are piled up. She stops and gets out of her car, head held high, gun in hand, and announces loudly, *"I'm going to take what I need, understood? You, stay in your corner, and everything will be fine. If anyone's unhappy, come see me."* A man steps forward and sizes her up. Maxence continues, *"Alright, now I have a question for you. Do you want to see tomorrow? Do you ever want to have a nice car like this one? Then turn around, or I'll flatten you."* The man turns back, grumbling and cursing at his friend who stayed hidden behind a pile of tires.

Maxence starts gathering parts, there's everything she needs. *"This is great, I'll come back. Oh cool, a carburetor."* A few hours into the night, the man from earlier returns, this time accompanied by two others. Seeing them approaching, Maxence speaks up, *"What's up losers, want some advice?"* One of them pulls out a weapon, Maxence shoots.

Combat difficulty: Cb2; After the fight, regardless of the outcome, go to **Resolution 14**.

Resolution 9

"Okay, okay... I hope I won't regret this, but let's see what you can do for my car... It better be worth it, because these spare parts are rare!" The nomads work on the car for a good hour.

Cb+2; UT +1; P-1

Then, Maxence takes out her old map and decides her next destination as indicated in "3".

Resolution 10

Maxence enters an abandoned and ruined sanctuary. In the center, sunlight reflects off a fountain containing stinking but highly reflective water. Maxence obtains the "lucky" status.

Take the "Companion" 3

Then, she takes out her old map as indicated in "9".

Resolution 11

After following a nearly invisible path, Maxence comes across an old military bunker buried in the mud. It seems deserted, and the once armored door is completely open, busted in. Taking her weapon and flashlight, Maxence cautiously enters and eventually finds what seems to be a prototyping and testing room. Still on a tripod, she sees something resembling a large cannon with a label on it, she starts to read, *"Prototype - Trembling Cannon X0.87... hmm interesting... no one will mind if I take it, right? Hey, answer me, does it bother anyone? I'm taking it then."* No sound, no response, except maybe a bit of resonance... *"pfff not even an echo, it would have made for some conversation..."*.

Take Object 3 and place it on the corresponding space in your car.

Then, Maxence takes out her old map as indicated in "B".

Resolution 12

As Maxence gets out of her car and approaches the stall, one of the women tries to attract her attention. *"Pssst... please... come here, I have something for you... save me from here and I'll do anything you want..."*.

If Maxence approaches the woman, go to **Resolution 2**.

Otherwise, Maxence reaches the stall, go to **Resolution 24**.

Resolution 13

Combat won: Maxence manages to eliminate two vehicles in a very risky maneuver, but with a bit of luck and a lot of skill, she manages to clear a path and escape.

Combat lost: Maxence manages to eliminate one vehicle, but the second rams her on her right flank. After a few rolls, Maxence lands back on her wheels and escapes as best as she can. Maxence is at Cb=0 and must therefore repair.

In both cases, after the resolution, Maxence takes out her old map and decides her next destination.

Choose if you are going to 11, 14, or 17.

Resolution 14

Maxence eliminates the two companions of the insistent man who flees. She starts to yell, *"Come back you coward, you let your friends die... it's you who's been causing trouble all along... come back! These two are on your hands..."* Then, turning to the spectators, *"Anyone else?"* Everyone moves away, leaving Maxence alone to finish her work.

UT+1 ; P+3

Combat lost: Nothing special except that Maxence took a beating and is now at Cb=0 and must therefore repair.

In both cases, after the resolution, Maxence takes out her old map as indicated in "13".

Resolution 15

Maxence enters the building and starts to retrieve an antenna and material to make a small radar on her car. It's quite easy and Maxence will be able to orient herself more easily at short distances. Unfortunately, the warning on the door wasn't a bluff.

Orientation +1; Take "Companion" 4

Then, Maxence takes out her old map as indicated in "18".

Resolution 16

"Ugh... wrecking my car... I say some nonsense sometimes. Luckily there's nobody to hear me... although it wouldn't be bad sometimes." Maxence signs up and waits, observing the other races which turn out to be exciting even if there are crashes.

Maxence lines up at the start line with three other well-enhanced vehicles. Smoke and noise fill the space and the audience seems excited. Everyone is ready and waiting for the start signal. Maxence must undergo a Racing Test: D1.

Test successful: Maxence managed to stay ahead from start to finish, and no one matched her. *"Too easy,"* she thinks, smirking. **P+1**

Test failed: Overconfident, Maxence misjudged the tight turns of the circuit that the other drivers apparently knew well. As a result, she finishes second to last, a bit ashamed. **P-1** (if Maxence had P=0, then go to **Resolution 21**).

After the race, whether Maxence is victorious or not, she can decide to participate in the next race, go to **Resolution 23**.

Otherwise, Maxence takes out her old map as indicated in "17".

Resolution 17

Maxence récupère des technologies avancées qui lui permettent de faire des réglages efficaces sur sa bagnole.

TECH +1

Puis, elle reprend sa vieille carte comme indiqué en « 1 ».

Resolution 18

"A minefield... ugh, and there are so many even on the road, I'll have to be careful and roll slowly... but what are these people doing, don't they have anything better to do?!" Maxence is angry, constantly cursing and swearing to get even with those who mined this field.

Maxence must undergo an Orientation Test: D1.

Test successful: Maxence manages to get out of the minefield without any trouble, and her anger is half replaced by relief. *"But my hatred does not weaken..."* she says as she moves away from the minefield.

Test failed: Maxence was doing well until a small navigation error. The explosion damages the car and Maxence only gets a scratch. **Cb-1** (If Maxence has Cb=0, then she must repair before moving on).

Maxence can continue her journey. She takes out her old map and decides her next destination.

Choose if you are going to 6, 7, 10, 12, C or E.

Resolution 19

Feeling uneasy, Maxence stops and quickly takes some parts from a vehicle a little away. Several people are watching her, and it's not reassuring. Yet none dare cross the open space that separates them from Maxence, who had put her weapon in plain sight. *"Yeah, that's it, stay where you are, don't mess with me... I'm leaving right away and you'll forget me just as fast."*

P+1

Then, Maxence takes out her old map as indicated in "13".

Resolution 20

The station is infested with vaguely humanoid creatures, or rather what used to be human.

Combat difficulty: Cb2; Once you have finished the combat, regardless of the outcome, go to

Resolution 1.

Resolution 21

When the organizers realize that Maxence cannot pay, they pounce on her without hesitation and people gather around, encouraging the fight. Maxence will have to fight her way to her car to hope to escape.

Combat difficulty: Cb2.

Combat won: Maxence manages to make her way to her car and get away. Once she's sure no one is following her, she lets out a big sigh. "That was close... well, I just had to drive better."

Combat lost: Maxence gets beaten up and ends up at Cb=0. She must therefore heal.

In both cases, after the resolution, Maxence takes out her old map as indicated in "17".

Resolution 22

Combat won: Maxence manages to eliminate the scouts, delaying the Erasers.

UT-1.

Maxence leaves with a smile, settles down at a stall, and once again loses herself in her thoughts.

Combat lost: Nothing special, except that Maxence is at Cb=0 and must repair before leaving with a smile, settling down at a stall, and losing herself in her thoughts again.

In both cases, after the resolution, Maxence can choose to stay longer to recharge in this place, go to **Resolution 5**; or to leave. Then Maxence takes out her old map as indicated in "8".

Resolution 23

Maxence decides to race once more, hoping it won't be one too many, especially since she's been waiting quite a while.

UT+1

When her turn comes, Maxence realizes that the drivers are more experienced and that it's going to be more challenging. She must undergo a Racing Test: D2.

Test successful: Maxence manages to stay in the lead from start to finish, unmatched by anyone. *"Too easy,"* she thinks to herself, smirking. **P+2**

Test failed: Overconfident, Maxence poorly negotiates the tight turns of the circuit that the other drivers apparently know well. As a result, she finishes almost last, a bit ashamed. **P-2** (if Maxence had P=0, then go to **Resolution 21**).

After the race, whether Maxence is victorious or not, she can decide to race again, repeat **Resolution 23**.

Otherwise, Maxence takes out her old map as indicated in "17".

Resolution 24

Was it the air tainted by rust that gave Maxence such bargaining skill, but she was so spirited in the negotiation that she completely dominated those she started calling the "*Scrap Dealers*". She got spare parts for a song.

Gain P+2 & UT+1

Then, she takes out her old map as indicated in "5".

Resolution 25

Maxence mingles among these happy people, recharging her batteries. As she approaches a canvas spread on the ground, a man smokes a sort of water pipe. He gestures to Maxence, offering a try, "*Want to taste? It cures any disease.*"

If Maxence is confident and accepts the invitation, she sits with him for a few hours. She loses the "**disease**" status if she had it. Before leaving, the man gives her a pouch of dried herbs, explaining that it cures many things.

Take Item 4

Then, she takes out her old map as indicated in "8".

Resolution 26

When Maxence enters the bar, it's packed, yet people are orderly, polite, and waiting their turn. She tries to assert, "*I don't have time to wait in line, I'm in a hurry,*" but without real conviction, and the fraternal response she receives makes her decide to wait her turn.

An hour later, when her turn comes and she has exchanged a dozen phrases with her line neighbors, the barkeepers give Maxence water, fuel, and information.

F+1; Reveal a choice number

(Choose an adjacent number/letter to N11 and read it. Be aware, you cannot resolve it and therefore you cannot go to any potential numbers or letters the text refers you to. Then, come back here to continue your adventure).

Then, Maxence takes out her old map as indicated in "11".

Resolution 27

Feeling uneasy, Maxence thinks aloud, "*Is it worth the risk? I need parts... and they do seem quite weak and shouldn't be a danger. Should I flip a coin? No, I don't need luck to guide my life... so what, am I scared? Yeah, maybe a bit, but well... it can't be worse than what's chasing me...*" Self-convinced, Maxence heads towards some piled-up vehicles around which other people are busy. They look at her warily, but eventually, cohabitation isn't too bad.

UT+1; P+2

After a while, Maxence feels the tension rising and decides to leave. Maxence takes out her old map as indicated in "13".

Resolution 28

"A minefield... argh, and there are mines everywhere, exploding all around... but what's with these people, is this all they do?!" Maxence is angry, constantly cursing, and swears to get even with those who laid the mines.

Maxence must undergo an Orientation test: D2.

Successful test: Maxence manages to get out of the field unscathed, and her anger is somewhat replaced by relief. *"But my hatred does not subside..."* she says as she walks away from the minefield. She manages to retrieve the contents of a mound.

P+1

Failed test: Maxence was doing well until a small navigational error. The chain explosion damages the car, and Maxence doesn't fare as well. **Cb-2** (If Maxence has Cb=0, then she must repair before continuing).

Maxence can continue on her way. She takes out her old map and decides her next destination.

Choose if you are going to 6, 7, 10, 12, C or E.

Resolution 30

Combat won: A machine is no better than a human when you run over it. Maxence is satisfied she didn't get out of the car and just charged ahead. And even though she and her car took a beating, Maxence survived and even managed to steal some jerrycans in passing.

F+1

Combat lost: "What a mistake, why did I get out of the car? Now, I have to repair and lick my wounds. Never again, now I'll listen to Captain Morgan..." Maxence finds herself at Cb=0 and must repair and heal.

In both cases, after the resolution, Maxence takes out her old map and can either continue on her road.

Choose if you are going to 10, 12, 13, 16 or 19.

Objets et équipement

Object 1

Portable Radar – CAR ICON

This portable radar reveals points of interest.

Reveal two numbers of your choice per campaign.

(Choose an adjacent number and read it. Note, you cannot resolve it and therefore cannot go to any numbers or letters that the text may refer you to. Then, return here to continue your adventure).

Object 2

POSTCARD of the MONASTERY Photo date 1990.

BACK: "Dear Maxence, you may not remember me, and I hope this card finds you in good health. First, I wanted to tell you that you can always go to this monastery, it's a haven of peace. Also, I would like to tell you how much I admire you for who you are and for what you are going to do. It's so brave. On behalf of us all, Thank you."

Object 3

Trembling Cannon – FIST ICON

TECH+1

Object 4

Pouch of dried herbs. Written on it is "Sensemilla Beta-lactamina." If Maxence consumes it, she loses the "sick" status, then **Discard Object 4.**

Compagnons

«Companion» 1

Tatiana – 39 years old.

Place a marker on the UT (Unit of Time) when you meet Tatiana, then read the paragraphs when the UT is indicated (for example, if you meet Tatiana at UT 4, read the first paragraph at UT 6 (4+2)).

UT +2: *"My name is Tatiana, and I've been enslaved here for almost 6 months. Damn, I hate cars. Oh, I'm not talking about yours, but theirs. Dismantling, assembling, I'm sick of it... Do you know where I could wash... a clean stream... a bottle of water, anything..."*

UT +5: *"And you, what's your story? You said your name is Maxence... It's an unusual name. What do you mean Mad Maxence... are you crazy or something? Or do you just want people to be afraid of you? Because you don't seem that crazy, and you're not that scary... you're actually quite cute."*

UT+8: *"Stop, stop, have you seen that car there? A wreck, yes, but I'm telling you there are parts that can improve your car."* If Maxence decides to stop, the two women retrieve parts that Tatiana installs directly on the car.

Gain Cb+1 & UT+1

Otherwise, Tatiana gets the "**upset**" status.

UT +12: Tatiana has an unconsidered love for water, which is understandable given the general situation, but it's still an obsession for her. If Maxence obtained water while Tatiana was with her, Tatiana thanks her deeply and promises to fight by her side. Gain **Cb+1**.

Otherwise, nothing happens

UT +15: One night, while the two women are camping, Tatiana approaches Maxence and starts talking about loneliness and companionship. *"I'm happy with you, I must admit it's been a long time since I had someone to rely on, or someone who attracted me."* If Maxence accepts her advances, thinking she too needs someone to rely on and that this beautiful woman attracts her, then they will spend a very beautiful night, an island of happiness in an ocean of violence and despair.

UT +1

Otherwise, Maxence rejects her advances and Tatiana gets the "**upset**" status. If she was already upset, she leaves and abandons Maxence forever.

Discard "Companion" 1

«Companion» 2

Not really a companion, but a disease that will accompany Maxence for a while.

Toxic Angina: Maxence gets the "**sick**" status. If she gets the "**sick**" status a second time, take "**Companion**" 5.

UT+1: Maxence is feverish and weak, fighting is certainly not a good idea. **Cb -1**.

UT+3: As the sore throat eases a bit, Maxence is seized by coughing fits that prevent her from driving as well as usual. **UT+1**.

UT+5: Maxence starts to feel better, loses the "**sick**" status, and recovers **Cb+1**.

«Companion» 3

Not really a companion, but luck will accompany Maxence for a while.

Maxence is "**Lucky**". She can reroll all her coins during a challenge. Once used, Maxence loses the "**Lucky**" status.

«Companion» 4

Not really a companion, but a condition that will accompany Maxence for a while.

Radioactivity: Maxence reaches stage 1 of contamination by "**radioactivity**". It has no effect for the moment.

«Companion» 5

Not really a companion, but a disease that will accompany Maxence for a while.

Aggravated Illness: Whatever the illness that led Maxence to this stage, she goes from "**sick**" to "**very sick**", and it's not very pleasant. She has to hide in a makeshift shelter until it passes.

UT+3

Then, Maxence goes from "**very sick**" to "**sick**" and resumes her initial disease at the beginning of its development.