

## Essential preparations

### 1. Safety first!

Before starting the game, the GM and the players must carefully read the legal notice regarding players safety: please see The Road to Bethlehem Manual, Chapter VII. Legal Notice.

### 2. Special Accessories

- 20 aluminum foil balls (1 inch in diameter)
- 50 sheets of Letter-sized paper
- 5 small round stones (1/2 inch in diameter) or
- 5 aluminum foil balls of the same size
- 2 boxes of toothpicks (100 each)
- 20 pieces of paper (2x2 inch)
- pencils / pens for each player

#### at hand:

- ketchup or barbecue sauce
- old t-shirts, scarves or bandanas

### 3. Setting up the game

#### For each player:

- distribute Personal Progress Bars and wooden markers (2 brown and 2 orange per player)
- distribute Decision Card sets (from A to E)

#### On the table:

- equipment Tokens, Wheel of Tau, Time Bar and Archangel Raphael Cards
- shuffled Encounter Cards (placed in a stack face down)
- Bag of Surprises (BoS) with Surprise Tokens inside

### 4. We strongly recommend that the Game Master(GM) read the Full Manual and take a look at the challenges in the Book of Adventures.

## The journey begins!

### 1. The GM reads the Prologue by the Archangel Raphael (from the Book of Adventures).

- After the Prologue, they ask the players a question from an Archangel Raphael Card and distributes 5 Equipment Tokens (+5 EQU) to each player.
- The players then mark any earned points of Authority (AUT) on their Personal Progress Bars.

### 2. The GM reveals the first Encounter Card from the stack and opens the Book of Adventures at the corresponding scenario.

- The GM reads the Opening Narrative.
- The GM reads the Choice of Starting Options – the team makes their decision using Decision Cards.
- The GM goes to the selected Option and follows the adventure Step by Step:
  - **Narratives** (green sections) are read;
  - **GM Activities** (blue sections) are taken care of;
  - **Challenges** (orange sections) are managed.
- When The GM encounters the blue text: EPILOGUE, this marks the end of a scenario – the GM goes to the Scenario Epilogue and reads it to the players.

### 3. If players want to continue their journey, GM reveals the next Encounter Card and proceeds as described above.

### 4. Ending the journey. When the team decides to end the journey or the Time Bar limit is reached (41 days), the GM reads the Road Epilogue for that day and then the appropriate Archangel Raphael Epilogue; when the Archangel Raphael saves the team, the GM reads the corresponding Archangel Raphael Epilogue.

## Timeflow

The GM marks days passed on the Time Bar (using a wooden marker) following scenario instructions.

**Example: -3 days** means that three days should be marked on the Time Bar.

## Equipment

To continue the journey players need equipment. Each player must have at least one Equipment Token (1 EQU). The players can give EQUs to each other. If the team hasn't got enough EQU, an Equipment Search is required. Each journey day costs each player 1 EQU. Players in captivity do not pay EQU.