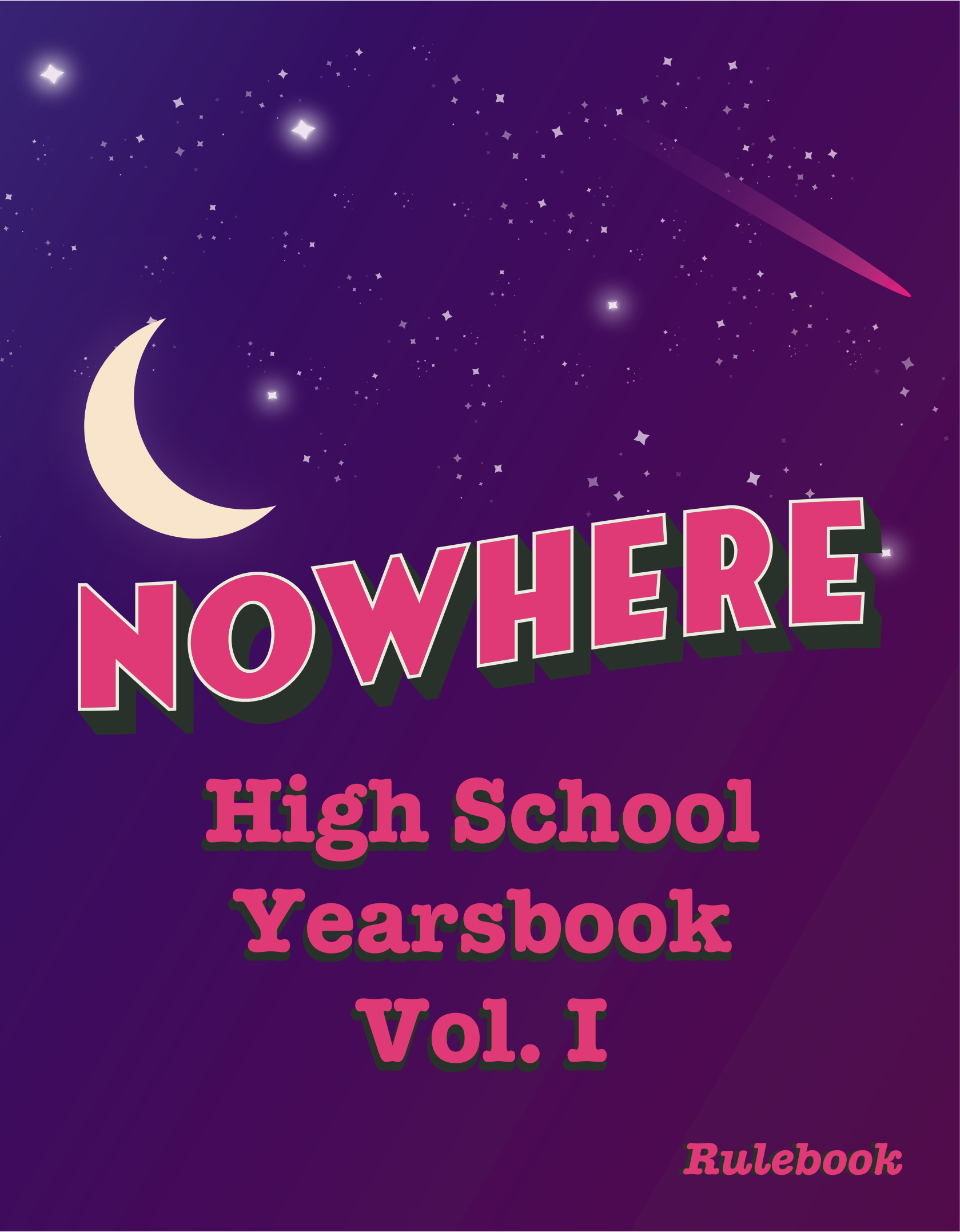




NOWHERE

**High School
Yearsbook
Vol. I**

Rulebook

OVERVIEW

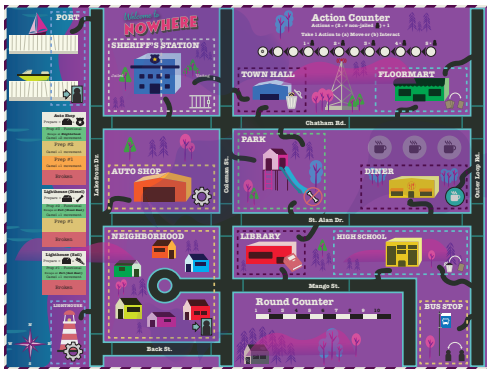
To the graduating class of Nowhere,

There will be a time when you look back at this book and come to the realization that you and your friends want to leave Nowhere behind. Perhaps tonight is that night, or you are now at a point where you have long left town. Or maybe you're still here, waiting for the day. In any case, think of this "yearsbook" as a parting gift to the Nowhere High graduating class. It is a shame to see you all leave so soon, but you guys only have one shot at escaping it seems. If you don't escape now, you'll be stuck in Nowhere forever. Leaving is for the best, right? Anywhere else is better than Nowhere.

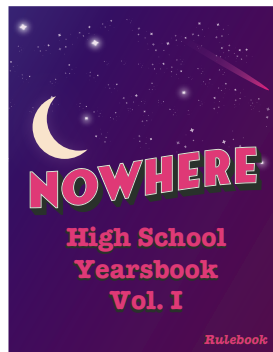
It seems like the Sheriff isn't too keen on you kids causing a ruckus in order to skip town. "How can they leave so soon when they're still so young?" He asks. In any case, the sheriff and his trusty dog, Camel, will try to stop you from leaving. With a limited amount of time, you and your friends need to work together and run around town; taking advantage of what this town still has to offer. Grab items to make the necessary preparations, fulfill everyone's personal goals as they say their final goodbyes to this town, and escape Nowhere for good. And a final word of advice: don't get caught!

- Nowhere High Yearsbook Committee

COMPONENTS



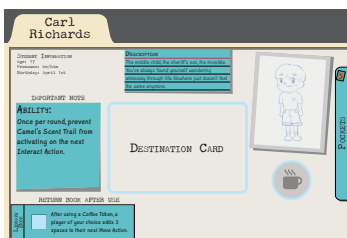
Map of Nowhere



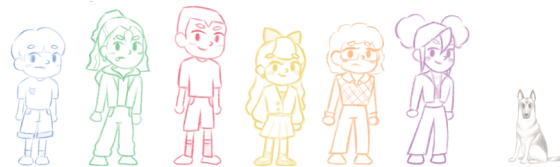
Rulebook



Brochure



6 Character Boards



6 Character Pawns + 1 Camel Pawn



10 Yellow Tape Tokens



3 Coffee Tokens



1 Pushpin Round Tracker



1 Action Tracker



3 Repair Tracker Bars

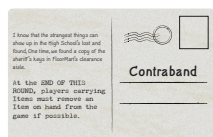


6 Library Book Cubes

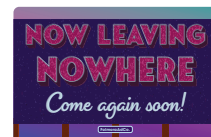
COMPONENTS CONT.



42 Item Cards



46 Scenario Cards



10 Destination Cards

SETUP

1. Place the **Map of Nowhere** within easy reach of all players. Place the **Yellow Tape Tokens** aside.
2. Place the **Pushpin Round Tracker** on the Round Counter on the Map at 1.
3. Place the **Action Tracker** on the indicated space of the Action Counter on the Map based on the number of players.
4. Place the **Repair Tracker Bars** at the "Broken" positions on the 3 Prep Trackers on the Map; 2 for the *Lighthouse*, and 1 for the *Auto Shop*.
5. Place the 3 **Coffee Tokens** on the indicated spaces on the Map near the *Diner*.
6. Take the **Scenario** and **Item Cards** and shuffle each deck face down. Place them to the left of the map.
7. Take the top 5 cards from the Item Deck and spread them face up to the right of the map near the *High School*. This is the Discard Pile.
8. Place the **Camel Pawn** at the **Sheriff's Station**.
9. In order of youngest to oldest, players choose a character, taking their respective **Character Board**, **Pawn**, and 1 **Library Book Cube**. Players place their pawn in the *Park*.
10. Shuffle the **Destination Cards**. Have each player draw a card from that deck and place it on the indicated space on their Character Board. These must not be shared (see *Destination Cards*, pg. x).

Example of Board Layout



PLAYING IN A ROUND

Number of...

PLAYERS	ROUNDS
2-5	10

Number of...

2-5

10

Number of...

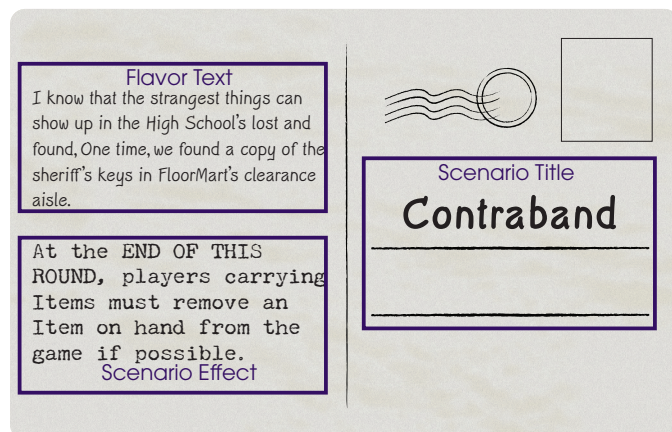
2-5

10

STUDENT LIFE

READING SCENARIOS

On the first round, choose a player to draw a Scenario card and read it aloud, flavor text and all. Place the card face up next to the Scenario deck. The card specifies when the effect is resolved or if it persists throughout the entire round. On the following rounds, the reader of the next round's Scenario moves around the group in a clockwise order.



SCENARIO CARD LAYOUT. Pay close attention to the Scenario effects written on these (post)cards. Some of them can even land you in jail. Tread through town lightly!

TAKING ACTIONS

After the current round's Scenario is read, all non-jailed players *take their turns concurrently* using Actions from the *shared* Action Counter.

The following *cost an action* for a player to do:

- **Move.** Up to 4 spaces (see *Move Action*, right).
- **Interact.** With a Location that you are in (see *Interact Action*, right).
- **Use Ability.** As described on your Character Board (see *Characters*, pg. 8-9).

When using one of the Actions listed above, shift the Action Tracker on the Map one space to the left. When the Action Counter is at 0, these Actions can no longer be used.

The following are **Free Actions** for a player to do:

- **Give/Take Items.** While sharing a space or Location with another player (see *Sharing and Using Items*, pg. 4).
- **Use Item/Coffee Token.** (see *Sharing and Using Items*, pg. 4; *Diner in Locations*, pg. 7).
- **Use Library Book.** Only when the Book Cube is on your Character Board (see *Library in Locations*, pg. 7).

Players must communicate when they are using an action. Discuss as a group what to do during the round in order to make preparations and escape (see *Prepare and Escape*, pg. 4), fulfill Destinations (see *Destination Cards*, pg. 6), and potentially avoid the effects of the round's Scenario and being jailed by the Sheriff, and getting caught by Camel.

MOVE ACTION

When taking a Move Action, a you are allowed to move up to 4 spaces with that action. The number of moves in a Move Action can be increased by using Items or through the use of certain characters' abilities (*Characters*, pg. 9).

It costs one space of movement to do the following:

- Moving into/out of a Location from/to the Street space it has an entrance on.
- Moving 1 space on a street space, with each space being separated by lines.

You cannot normally move into a Location that has a Yellow Tape token placed on it. You also cannot normally move into a space or Location Camel occupies unless. Jailed players cannot move until freed. Taking a new Action ends your current Move Action

INTERACT ACTION

You can only take an Interact Action inside a Location. The Interact varies based on the *Location* (see pg. 6-7). Yellow taped Locations cannot be interacted with. **Interact Actions will then activate Camel's Scent Trail** (see pg. 5).

COMMUNICATION
IS
KEY

SHARING AND USING ITEMS

Players sharing a space or Location can freely give or take Items they have on hand. Items have a wide variety of effects and uses. All Items have a type indicated on the top right of the card.

There are two uses to Item cards:

- **Discard an Item to use its effect.** Items can be used anytime, anywhere on the map and are discarded to the Discard Pile unless stated otherwise.
- **Spend Items when interacting with a Preparation Location, removing those Items from the game** (see *Prepare and Escape*, below).

Dressed(?) to... Stand Out
Item suits Types in Nowhere

Personal
Dog
Sheriff
Movement
Unique
Bus

Item Advice: Mini Q&A

Q: Is sharing caring?

A: Of course! What a silly question.

- **Bethany Bobby 'xx**

Q: What if my pockets are full?

A: Don't get too upset if you have to give up an item for another. There's always the lost and found! Weird things end up there all the time.

- **Samantha Goldsborough 'xx**

Q: What if it's someone first time coming across an item?

A: Make sure you know what the Item does. And pay attention to its type.

- **Guinevere Folmora 'xx**

Q: Does sharing Items cost anything?

A: No.

- **Carl Richards 'xx**

PREPARE AND ESCAPE

There are some special Locations labeled as **Prep Locations** and **Escape Locations**. Players must make enough preparations at the various Prep Locations in order to open up enough Escape Locations to allow all players to escape and eventually win the game. **Players must have Items of both required types to make the repair.**

After a **preparation** is made, shift the respective Prepare Tracker Bar up by one space. When a Prepare Tracker reaches the "Functional" status, the Prep Location's respective Escape Location can now be interacted with. The Auto Shop opens up The Neighborhood and the Lighthouse opens up the Diesel Boat and/or Sail Boat in the Port. See Locations (pg. 6) for more details.

After everyone fulfills their Destinations (see *Destination Cards*, pg. 6), in order to successfully escape, **all** players must be in an Escape Location that can take the number of players currently in that Location before the end of the round. **Escaping Nowhere does not cost an Action.**

ENDING A ROUND

A round ends when the Action Counter is at 0 and players can no longer take any further Actions, or players can decide as a group to end the round early. Resolve the current round's Scenario if necessary and shift the Pushpin Round Tracker on the Map one space to the right. Reset the Action Counter based on the number of non-jailed players. The next round can now begin, and rounds continue as follows until the game ends (see *Winning and Losing*, pg. 6). **If you were caught by Camel during the round, you are no longer considered caught.**

POCKET

- Characters can only carry up to three Items as listed on their Character Boards (see Characters, pg. 8).
- If a player reaches their max Pocket Size, Items on hand or drawn must be discarded or used when drawing past your size limit.

SIZE

Item Name and Type

Goblin Energy Drink

Art and Flavor Text

To keep you going on those all-nighters.

Move up to 2 additional spaces during your Move Action.

Item Effect

ITEM CARD LAYOUT. Reading a card's flavor text out loud never hurts anybody!

“Remember what they say: *Teamwork makes the dreamwork!*”
- **Olympius Coleman 'xx**

CAMEL'S SCENT TRAIL

Camel is dispatched by the Sheriff to slow you kids down as you work your way around town. With his keen sense of smell and perceptive hearing, he'll always be on your tail. After a player uses an Interact Action, Camel will follow his Scent Trail to track players, catch them, and reduce number of Actions you can all take in a round. The player that read the current round's Scenario card is in charge of moving Camel that round.

His movement follows the player's movement rules. At first, he can only move up to 4 spaces of movement during the Scent Trail, but his movement increases as preparations are made throughout the game, as indicated on the Prep Trackers. *When not moving, Camel acts as a road block.* If you share a space/Location with Camel, you can leave the space, but you cannot normally move back into it.

Scent Trail Rules:

- Camel ignores players that are jailed or in the Park (see *Locations*, pg. 6-7).
- Camel tracks *a player who has not yet been caught that round*, who also holds the most Items compared to the other uncaught players. Ties are broken by distance. If it's still a tie, the player controlling Camel chooses.
- Camel will take the shortest path to the player he is tracking. If there are multiple equidistant paths he can take, the player controlling Camel chooses.
- If Camel is unable to track down any players, Camel does not move.

If Camel enters the space/Location of the player he is tracking down, he will end his movement, then attempt to catch the player. The following rules apply:

- If the player is successfully caught, shift the Action Tracker on the Map one space to the left. That player is then considered *caught* for the round.
- If multiple players are in the space/Location, Camel will only attempt to catch the player he is tracking.
- Whether or not he successfully caught the player, the Scent Trail ends.

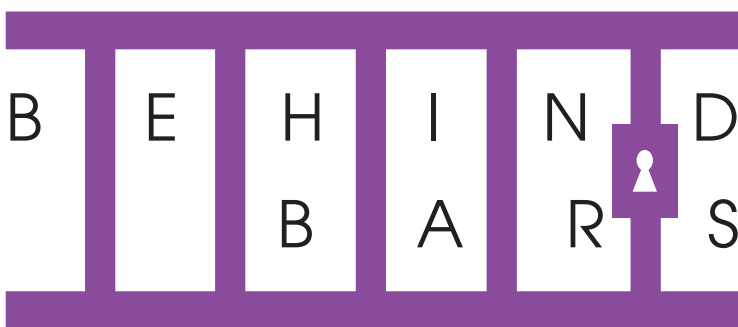
“ Make sure you know where Camel is. He catches up easily. ”
- Noel Branter ‘xx

got steak?

Holding the Raw Steak

When a player is holding the Raw Steak Item:

- Camel will now only track down the player holding the Raw Steak until they no longer hold it.
- Camel can enter the Park or a safe Location, and also ignores any abilities if applicable.



JAILED PLAYERS

When you're jailed by the Sheriff, move your pawn to the "Jailed" side of the Sheriff's Station. You are now jailed for the duration of the next round, losing a turn. You are freed at the start of the round after that after the Scenario is drawn. If you are freed early, regain 2 Actions on the Action Counter.

While jailed, you cannot take any actions. You are also unaffected by Scenarios and cannot be tracked during Camel's Scent trail. **If all players are jailed in a round, you lose** (see *Winning and Losing*, pg. 9).

DESTINATION CARDS

These cards are goals that each player must achieve in order to escape Nowhere. **Destination cards must not be explicitly shared with , but players can make suggestions on what Actions they or others might take.** Players can state when their Destination has been fully achieved, or "reached".

SUPERLATIVES

WINNING & LOSING

WINNING

Players win the game when everyone has successfully completed their Destination cards and escaped Nowhere

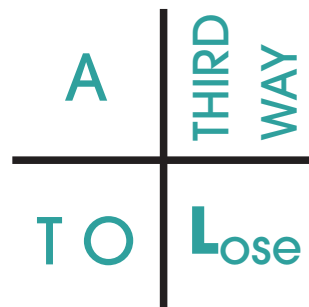


LOSING

Players can lose in two situations:

- Not escaping Nowhere by the end of the last round.
- All active players are jailed before the start of the next round.

SPORTS



Don't forget that everyone must complete their Destination cards in order to escape Nowhere. We're all in this together!

LOCATIONS

There are many Locations for the players to visit and Interact with while making their escape out of Nowhere. A detailed description of each Location and its effects are provided here.

Some Locations will state if they are an **Escape** or a **Prep Location**. You must make preparations at a Prep Location to be able to escape at the corresponding Escape Location. Locations will also list their adjacent streets, and their adjacent spaces are indicated by the dashed lines that surround them. These come into play in some Scenarios that say to place Yellow Tape token on Locations along certain streets. In the list, adjacent streets that are *italicized* indicate there's a direct exit from that Street.

ACADEMICS



Handy Dandy Brochure

The brochure summarizes each Interact Action details of each Location, it and should be used as a quick reference guide during your time in Nowhere.

PARK

Interaction: None. Players in this Location cannot be tracked or caught by Camel during the Scent Trail.

Adjacent Streets: *Coleman St., Chatham Rd., St. Alan Dr.*

FLOORMART

Interaction: Draw 3 Items from the Item Deck. Draw 1, discard 1, and remove 1 from the game.

Adjacent Streets: *Chatham Rd.*

HIGH SCHOOL

Interaction: Take an Item card from the Discard Pile.

Adjacent Streets: *St. Alan Dr., Mango St., Outer Loop Rd.*

BUS STOP

Interaction: Swap places with a non-jailed player.

Adjacent Streets: *Mango St., Outer Loop Rd.*

LIBRARY

Interaction: Borrow a Library Book. Place your Library Book cube on the indicated space on your Character Board. Players can only hold one Book at a time.

Adjacent Streets: St. Alan Dr., *Mango St.*

Having Fun?



Books can be used at any time once obtained, but it must be returned after use. If you want to use the book's ability again, you need to visit the library and borrow the book again.

SHERIFF'S STATION

Interaction: None. Place pawn on "Jailed" side if jailed, or "Visiting" otherwise. When freed, move pawn to "Visiting". Jailed players can still share Items with players that are just visiting. Jailed players are ignored by Camel during the Scent Trail.

Adjacent Streets: Lakefront Dr., *Chatham Rd.*, Coleman St.

LIGHTHOUSE

Interaction: Prep Location. Prepare the Sail Boat OR Diesel Boat for the Port.

- Sail Boat: Spend 1 *Personal* and 1 *Movement* Item. Requires 1 prep.
- Diesel Boat: Spend 1 *Personal* and 1 *Sheriff* Item. Requires 2 preps.

When a boat is fully prepared, players can escape on the respective boat at the Port.

Adjacent Streets: Back St., *Lakefront Dr.*

PORT

Interaction: Escape Location. Players must have the Diesel and/or Sail Boat prepared at the Lighthouse.

- Sail Boat prepared: Only 1 player can escape this way.
- Diesel Boat prepared: Only 2 players can escape this way.

Adjacent Streets: *Lakefront Dr.*

Coffee Tokens



A Fresh Cup of

J E

When used, Coffee tokens are removed from the game, and allow the player that used it up to take up to 3 additional Actions. These actions do not reduce the Shared Action Counter, **but** an additional Scenario is drawn at the start of the next round.

DINER

Interaction: Grab a Coffee token. Place it on the indicated space on your Character Board. Players can only hold one Coffee at a time.

Adjacent Streets: Lakefront Dr., *St. Alan Dr.*, Coleman St.

TOWN HALL

Interaction: Remove a Yellow Tape token at up to 2 Locations.

Adjacent Streets: *Coleman St.*, Chatham Rd.



Dealing with Yellow Tape Tokens

Players must remove the Yellow Tape at a Location before an Interact Action can be used while in it, even if players avoid being jailed by the sheriff and are still in that Location. A Location can only have 1 Yellow Tape token at any given time.

NEIGHBORHOOD

Interaction: Escape Location. Escape when the Auto Shop is fully prepared. Only 3 players can escape this way.

Adjacent Streets: Lakefront Dr., *Coleman St.*, *Mango St.*, Back St., St. Alan Dr.,

AUTO SHOP

Interaction: Prep Location. Prepare Bethany's car for the Neighborhood. Spend 1 *Personal* and 1 *Dog* Item. Requires 3 preps. When fully prepped, players can escape in the *Neighborhood*.

Adjacent Streets: *St. Alan Dr.*, *Outer Loop Rd.*

CHARACTERS

SENIORS Meet the graduating class of Nowhere High School! These students are moving on to a new chapter of their lives. Wish them the best of luck!

Carl Richards

STUDENT INFORMATION

Age: 17

Pronouns: he/him

Birthday: April 1st

DESCRIPTION

The middle child, the sheriff's son, the invisible.

You've always found yourself wandering aimlessly through life. Nowhere just doesn't feel the same anymore.

IMPORTANT NOTE

ABILITY:
Once per round, prevent Camel's Scent Trail from activating on the next Interact Action.

RETURN BOOK AFTER USE

LIBRARY BOOK

☐ After using a Coffee Token, a player of your choice adds 3 spaces to their next Move Action.

DESTINATION CARD

POCKETS

Pocket Size

Place Coffee Token here

Ability

Library Book

Place Book Cube here to indicate the book taken from the Library

BETHANY BOBBY



Ability:

- For the round, any player that makes a preparation is prioritized by Camel during the Scent Trail.

Library Book:

- Unique Items count as any Item type when you make a preparation.

NOEL BRANTER



Ability:

- For the round, ignore the effects of Yellow Tape.

Library Book:

- Free all currently jailed players.

OLYMPIUS COLEMAN

**Ability:**

- Remove Yellow Tape at a Location who's entrance you're next to and move into it.

Library Book:

- When you use an Interact Action at the Town Hall, all Yellow Tape is removed.

GUINEVERE FOLMORA

**Ability:**

- Once per round, discard an Item on hand to draw a new Item from the Item Deck.

Library Book:

- You may take Items from another player without sharing a space or Location.

SAMANTHA GOLDSBOROUGH

**Ability:**

- Once per round, move up to 8 spaces. Half of your unused moves (rounded up) can be given to a player to use as a Free Action.

Library Book:

- You may give Items to another player without sharing a space or Location.

CARL RICHARDS

**Ability:**

- Once per round, prevent Camel's Scent Trail from activating on the next Interact Action

Library Book:

- After using a Coffee Token, a player of your choice adds 3 spaces to their next Move Action.

COLOPHON

Q: I interacted with a Location in the previous round and ended my turn there. Do I need to step out and move back in to Interact with it in the current round?

A: No. You can stay in a Location when a round ends and you can immediately Interact with it again at the start of the next round.

Q: What if multiple players want to use Interact Actions at the same time?

A: Go one at a time. Not only may it get confusing, but also Csmel's Scent Trail may cause others to change their course of action.

Q: Can I get back spent Items/tokens in any way?

A: No, sorry. Well, if we decide to add an expansion for the game, that would be a possibility.

FAQ

Q: Can Sam's ability give movement to multiple players?

A: No. This concept applies similarly to Sam's and Guinevere's Books.

Q: What happens if Olympius avoids jail in a Location that's yellow taped during those kinds of Scenarios?

A: The Yellow Tape token will still be placed. He has to leave and be outside of it in order to remove it.

Q: What happens if Camel enters my space or Location and I use the Chew Toy/Coffee Token, but he still has remaining movement?

A: Camel stops moving even if he successfully catches a player.

Q: What happens if I'm drawing multiple Items past my Pocket Size?

A: Draw the amount you're asked to, then discard down to your Pocket Size.

Q: What if I have any other questions?

A: Send us an email to info@honeycogames.com, we'd be happy to answer!

CREDITS

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H.A.G.S! I'LL MISS YOU!
- BETHANY

Thanks for walking home with me
after school. You're really cool.
- Carl

i'm bad at words. good
luck. you're gonna need it.
- noel

It's been nice getting to know you.
I know you'll do great things.
~ Guinevere

You're the real MVP!
- Olympius

I think you're a truly amazing person,
even if you didn't test any of my tech.
~ Sam

