

# The Drochlands

A post-apocalyptic road game set in Scotland.

Created by Joan Edam © 2025

Thanks for downloading 'The Drochlands'. In this PDF you will find all the paper resources needed to play the game. Here are some handy hints for printing and playing the game...

- The PDF is designed to be printed double sided. If, like me, you don't have a double-sided printer then just print the odd-numbered sides first, then put these pages back in the paper feed and then print the even numbered sides on the back. Do a test first, every printer is different.
- I found printing onto card best to Road Deck cards as it gives some weight to them and makes them easier to shuffle. Most stationary shops will have card suitable for home printers, have a play and see what you like.
- I also found laminating the cards gave them a really nice finish. I personally like Matt laminating sheets as well, they give a nicer tactility and makes them less shiny/easier to read.

The only thing you will need to provide yourself are a bunch of small stones; preferably like the kind you find in gravel or at the beach. You will need 40+ of these (approx. 500g of 20mm gravel) just in case everyone decides to try and win.

Finally, a box is needed to keep everything in. I made one myself out of corrugated cardboard but had previously just used a small drawstring bag to keep everything in. If you want to have a go making your own box, you can find nets at the following URL...

<https://www.pacdora.com/dielines-detail/custom-dimensions-boxes-with-lid-four-folds-dieline-160160>

And that should be about it. Have fun and I hope you all survive your travels.

Cheers,

Joan Edam

