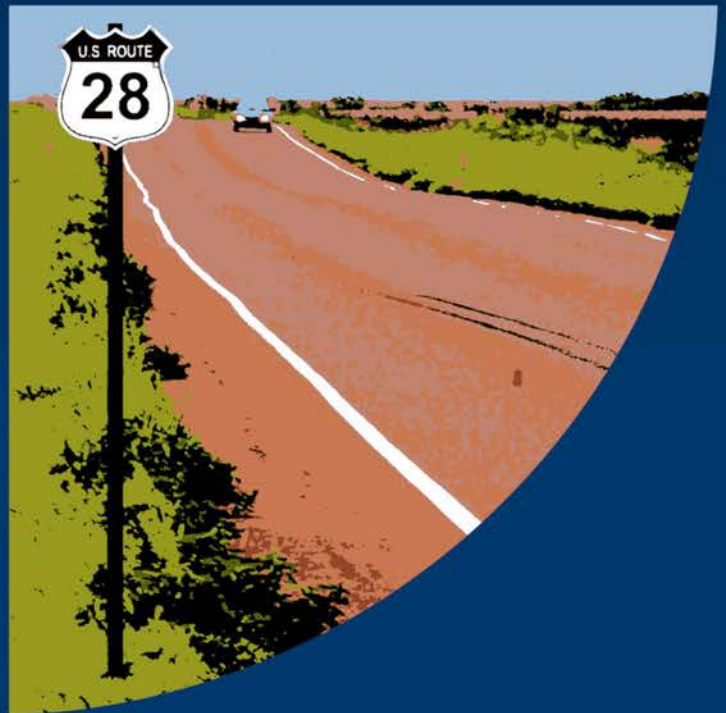
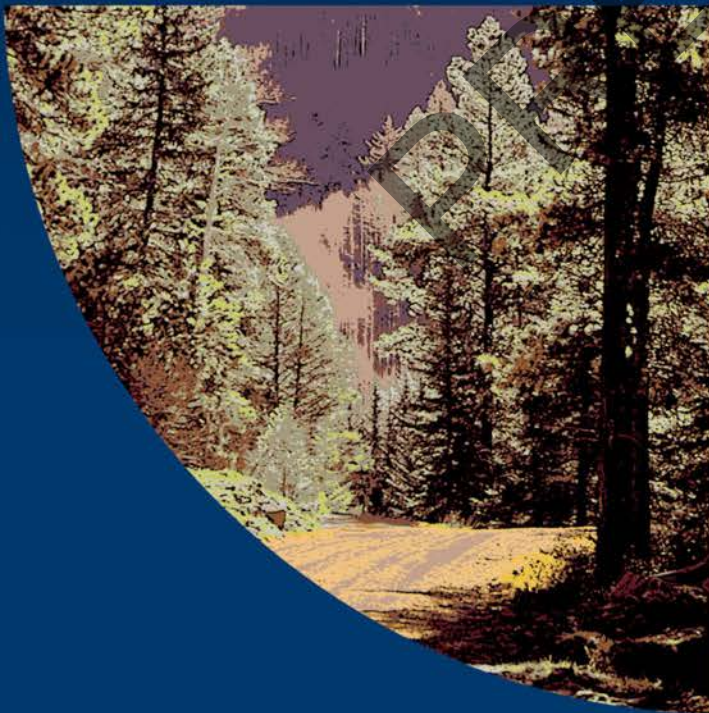


Daniel James Hanley and Wendy Rosalsky Present

The UNCANNY HIGHWAY

★ *Blue-Plate Special Edition* ★



**A Complete Tool Kit for a Psychotronic
Road Trip Across Groovy-Era America!**

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Hey, This is Not For Kids!

This book concerns the same themes as the exploitation, horror, science-fiction, action-adventure, and psychedelic movies that played in drive-in theaters and urban grindhouses during the 1960s and 1970s. It is not meant for anyone too young to watch one of those movies!

Nothing in this book should be construed as endorsing or condoning any kind of illegal activity, or unsafe practice.

Special thanks to everyone who gave comments and criticism to the original "Uncanny Highway" series on The Engine of Oracles blog.

A Note on Pagination

The pages of this book are numbered to maintain consistency between the printed and digital versions. While the pagination scheme may look unusual to those familiar with the traditional practice of only numbering the pages after the Table of Contents, the intention is for all page references to be valid for all versions of "The Uncanny Highway".

The UNCANNY HIGHWAY

★ *Blue-Plate Special Edition* ★

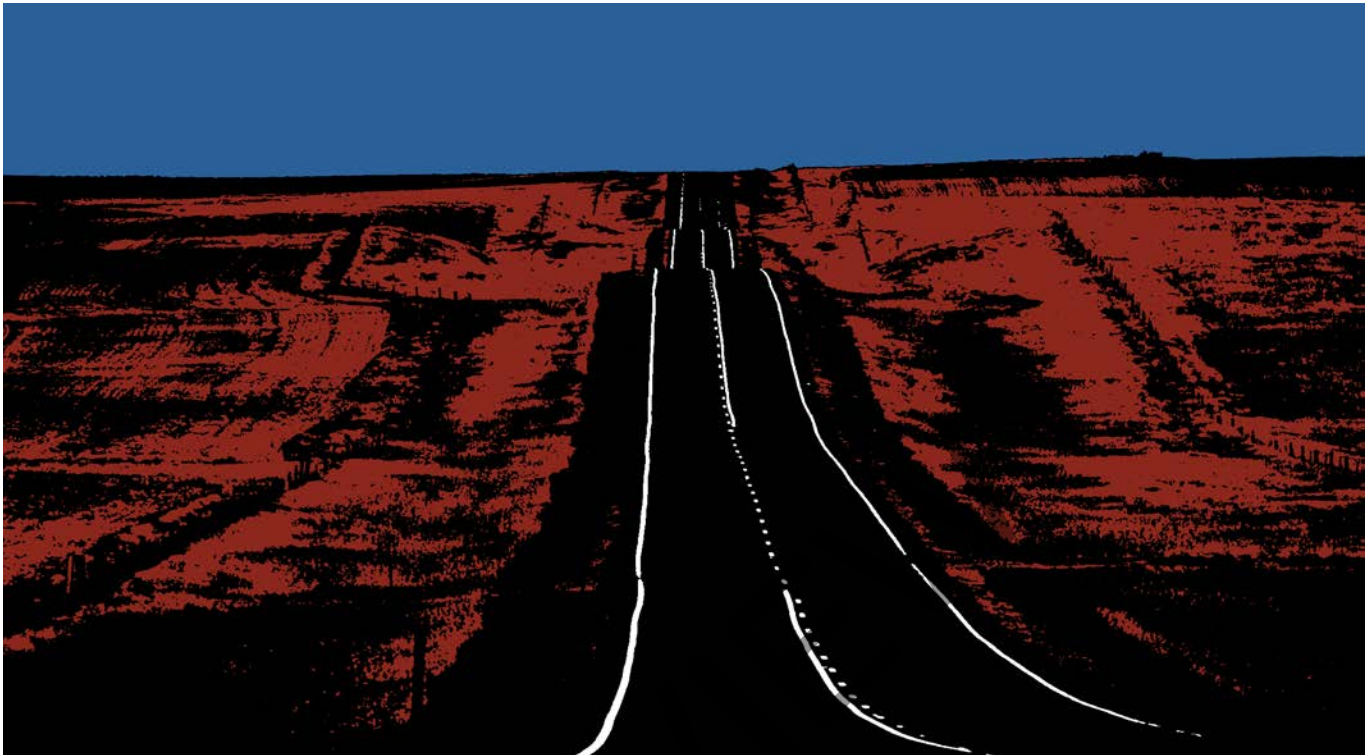
**A Complete Tool Kit for a
Psychotronic Roadtrip
Across Groovy-Era America!**

Written and Designed by Daniel James Hanley,
with Wendy Rosalsky

Layout and image manipulation
by Daniel James Hanley

*Dedicated to the memory of Phil Maniscalco.
Roll on, forever.*

WELCOME TO THE UNCANNY HIGHWAY



The Uncanny Highway is a comprehensive set of tools for role-playing a weird road trip across the United States, in the Groovy Era of the late 1960s and 1970s. You get everything needed for a spontaneous gaming experience that lets Players make any choice they desire and interact with the environment in any way they want. For a few hours you can lose yourself in a bygone time – in a version of the United States even stranger than the real one!

The story of **The Uncanny Highway** emerges through gameplay itself. Players take the roles of truckers, bikers, hitchhikers, musicians, fugitives, and assorted desperate souls making their way through the off-kilter United States along the Uncanny Highway, where every urban legend is true.

Along their way, Players might stay at haunted motels, or encounter a cursed artifact at a roadside museum. They might even engage with harmless trailer park eccentrics, survive attacks of cannibalistic farmers, or pass through a small town terrorized by werewolves. Along your ride on the Uncanny Highway, you could also enjoy the attractions of amusement parks owned by extraterrestrials, possibly encounter the Jersey Devil and the Mothman, or narrowly escape hordes of zombies created by misguided government scientists

You will know love and heartbreak, and experience the transcendent power of the open road and boundless sky. All of it is set against the backdrop of the U.S. in a time of social upheaval – when people are defined by their positions on the Vietnam War, and everyone knows their astrological sign.

Is **The Uncanny Highway** meant for games of Horror? Crime Drama? Science Fiction? Slice-of-life role-playing? Fast-paced action? Bittersweet Romance? The answer is: Yes!

So put on your bell bottoms, select your favorite 8-track cassettes, and get in your shag-carpeted boogie van. We're heading onto the Uncanny Highway – and may never come back!

ABOUT THIS BOOK

At its heart, **The Uncanny Highway** is a collection of Generator Tables that can either be **rolled randomly**, or function as a **selection list** to create exactly the game experience you desire. You can use the Generator Tables with your favorite RPG system, or with “**The Ready Rules of the Road**” game system included in this book.

Each Generator Table has been carefully created to reflect the environment and popular obsessions of the Groovy Era of the late 1960s and the 1970s. Interspersed within the Generator Tables you’ll find **cultural and historical information** that is relevant to the time period. The tables are designed to create a multitude of potential gaming locations and “hooks” that Players can engage with in an **un-directed “road crawl”**. The Players decide which locations and people to engage with, which to leave completely alone, and which to come back to later. They can even turn on the radio, watch TV, or read newspapers in-game!

Chapter 1: “**THE READY RULES OF THE ROAD**” is a concise and simple set of rules specially designed for role-playing on the Uncanny Highway – either as part of a group, or Solo. If you don’t use “The Ready Rules” for your adventures on the Uncanny Highway, you can still use the remainder of the book in conjunction with any role-playing game rules that can handle a late-20th-century setting.

Chapter 2: “**DRIVING THE UNCANNY HIGHWAY**” shows you how to prepare a 100-mile Section of roadway filled with potential adventures, and how to connect Sections together to form the entire Uncanny Highway. The system works with a series of semi-abstract “Road Maps” that help you keep track of every road feature and attraction, so the same Section can be revisited and re-used again in the game. Step-by-step procedures guide you through actually running games set on the Uncanny Highway. You also get Generator Tables for determining the vehicles and events that Players will encounter in the course of a Game Session – even if they don’t enter any towns, or engage with any roadside attractions.

Chapter 3: “**U.S. ROUTE 28, STATE BY STATE**” takes you across the Uncanny Highway, State-by-State, and Section-by-Section. You get a map illustrating the strange and winding path of U.S. Route 28, and information about the length, orientation, and terrain of every Section of the road.

Each **subsequent chapter** is devoted to an aspect of the Uncanny Highway, such as “**MOTELS**”, and “**TRUCK STOPS**”. Each chapter provides a series of Generator Tables for defining the physical characteristics, patrons, and secrets of various locations – and generating events with which Player Characters (PCs) can engage. The “**SMALL TOWNS**” chapter has extensive tables to create fully realized communities where Player Characters might even settle down for a time. The Chapter “**CB BROADCASTS**” lets Players have Citizen’s Band radio conversations that might spur them to investigate locations along the Uncanny Highway. The contents of the chapters “**NEWSPAPERS**”, “**RADIO STATIONS and BROADCASTS**”, and “**TV STATIONS and BROADCASTS**” can motivate Players to engage with the setting – and also get them into the kind of trouble that makes for a good gaming experience. The chapter “**HITCHHIKERS and HITCHHIKING**” provides tables to define the characteristic of the travelers waiting to be picked up by Player Characters – and the vehicles that stop to pick up hitchhiking PCs! “**STORIES FROM THE ROAD**” provides you with over 200 conversation starters for role-playing **NPCs** (Non-Player Characters) – many of which can easily be the beginnings of ongoing game plots. “**GHOSTS AND HAUNTINGS**” provides you with tables for creating spectral encounters ranging from Vanishing Hitchhikers to strange Black Dogs, and allows you to easily haunt a roadside house. “**STRANGE ANIMALS AND CREATURES**” provides you with encounter tables broken down by geographical regions – and contains tables for generating encounters with Extraterrestrials and unique Cryptids such as the Jersey Devil and Mothman. And of course, there’s a chapter on generating the “**WEATHER**” – including the possibility that it will rain frogs on the Highway!

Be Aware

*The Generator Tables reflect the contents of the **road movies, exploitation films, and genre novels of the Groovy Era**, as well as the particular obsessions of a time when graphic footage of Vietnam War casualties was broadcast on the nightly news. Exercise your discretion when rolling on the tables. Talk with your Players about what kind of game experience they wish to have, and tailor your version of the Uncanny Highway accordingly.*

Note: Players who want a full “grindhouse” experience of violent outlaw bikers, gun-toting vigilantes, and hookers mutated by contaminated dope can definitely have it – but those who just want to live out the romance of the open road (with an occasional ghost or two) should also be able to find what they want on the Uncanny Highway.

A NOTE ABOUT USING POLYHEDRAL DICE

Randomly generating numbers is at the heart of almost every Role-Playing Game. Familiarity with **polyhedral dice**, and **standard dice notation**, is a fundamental skill for every Role-Player.

A standard set of polyhedral dice consists of a four-sided die (or **d4**), a six-sided die (or **d6**), an eight-sided die (or **d8**), at least one ten-sided die (or **d10**), and a twenty-sided die (or **d20**). Sure, you can use an online die-roller, or die rolling app, but then you cheat yourself of an excuse to buy a new set of fancy polyhedral dice!

Sometimes a “**d100**” (also known as “Percentile Dice”, or “d%”) is called for. This means rolling *two* ten-sided dice (d10s), taking the first die rolled as the “tens”, and the second die as the “ones”. Rolling two “0”s equals 100. For example, if you rolled an 8 and a 7, your result is “87”. A special kind of ten-sided die, called a “Decader”, is marked “10”, “20”, “30”, “40”, “50”, “60”, “70”, “80”, “90” and “00”. A Decader die is always read as the “tens”, regardless of whether it is rolled first or second.

A few of the tables in this book call for a thirty-sided die (**d30**). If you do not have one, you can replicate its results by rolling a d20 and tossing a coin. If the coin lands heads up, add 10 to the result of the d20 roll. Alternately, you can roll a d100 and divide the result by 3.

There are instances where the specified die should be **rolled multiple times**. This is indicated by a number appearing before the specified die. Once the die has been rolled the indicated amount of times, those results are added together for the final outcome. For example, “2d6” indicates you should roll a six-sided die twice, and add the two numbers obtained together (for a range of results from 2 – 12). If no number appears before a die, it means the die is rolled just once. For example, if an attack does “d6” damage, it means a single six-sided die is rolled to determine the value.

Sometimes numbers are to be **added or subtracted from the result** obtained by rolling one or more dice. A notation such as “3d8-1” means you are to roll 3 eight-sided dice, add together the results, and subtract 1 from the total (for a possible range of 2 – 23). “2d4+5” means you are to roll 2 four-sided dice, add together the results, and add 5 to the total (for a possible range of 7 – 13).

It is possible for the results of **two or more different types of dice** are to be added or subtracted from each other to get your final dice outcome. For example, “d8+d12” means rolling an eight-sided die as well as a twelve-sided die and adding those results together to get your final outcome. The possible outcomes generated this way can range from 2 – 20.

Rolling on the Generator Tables

At the top of the **left-hand column** of each Generator Table is a notation of the die (or dice) you roll to obtain random results. Directly to the right of the dice notation is the beginning of a descriptive sentence, which is completed by the results of the dice rolled (or selected) on the Generator Table. After rolling the indicated dice, read down the left-hand column to the cell that contains your dice roll results, and then read across to complete the phrase started at the top of the column. (For example see “Shocking Facts and Secrets of a Bar”, on page 95)

Sometimes there will be **multiple columns** within a single Generator Table – for example, the “Motel Name” table (p. 183). Such Generator Tables create names constructed by combining the separate results from each column. The dice indicated for such a table will be separated by commas. For example, “d20, d20” means roll a twenty-sided die twice, apply the first result to the first column of the table, and apply the second result to the second column. You then combine the results from the two columns in the way that makes the most sense.

Some Generator Tables are **multi-part**, such as the table “Ghosts of Haunted Houses and Business” (p. 156). In such a case, each separate part generates a successive part of a complete phrase or description, and each part may require rolling a different polyhedral die.



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THE READY RULES OF THE ROAD

“The Ready Rules of The Road” have been specially designed for role-playing your imaginary trip on the **Uncanny Highway of the United States**, during the Groovy Era of the **mid-1960s to late 1970s**.

While the Generator Tables of **The Uncanny Highway** are usable with any role-playing system that can handle scenarios set in the late 20th Century, “**The Ready Rules of the Road**” are specifically made for the type of light and fast gaming appropriate to the setting. With the random charts found throughout this book, you can travel spontaneously down the Uncanny Highway – with a group, or even solo!

Possible characters include long-haul truckers, free-wheeling bikers, musicians on tour, or even pistol-packing vigilantes looking for their runaway children. Players also have the option of entering the Highway on foot, attempting to hitchhike their way.

Who knows, your adventures on the Highway may even lead to tracking down U.F.O.s – or into making your last stand against flesh-eating zombies in an isolated gas station!

U.S. Route 28: The Uncanny Highway

The road you are traveling is **U.S. Route 28**, a two-lane highway that is not supposed to exist, yet it somehow is woven through every state of the continental United States. It winds from the backwoods of Maine, through the deserts of Arizona, around the mountains of Idaho, and stretches straight across the plains of Nebraska. It is a place populated by the lost, the desperate, and misfits of every kind. It is where every urban legend is true, life plays out like the lyrics of a County & Western song, and the Government really is developing psychic spies.

The Groovy Era

The **Groovy Era** of the game is the time of the Vietnam War and its aftermath. It's when 8-track cassettes play from the stereos of gas-guzzling muscle cars, and “boogie vans” are outfitted with shag carpeting and waterbeds. It's when Hippie chicks wear flowers in their hair, and businessmen wear plaid leisure suits. It's when anyone groovy knows their astrological sign, and the grooviest folks are also swingers. It's the time of Psychedelic Rock n Roll, Glam Rock, and Funk. It's the Golden Age of the CB, and a time when radio DJs still get to choose the songs they play. Every bar is hazy with cigarette smoke, and everyone knows certain people can bend spoons with their minds.

Get Ready to Roll!

To play this game you'll need some polyhedral dice:

- a twenty sided die (or **d20**),
- a six sided die (or **d6**)
- two ten-sided dice (**d100**, or **d%**).

You will use these dice to create characters and decide the results of their actions. The game is designed to support an **open style of play**, where players can choose to stop wherever they like along the road, and interact with people and environments in whatever way they want. The Game Master is encouraged to use their own experience and common sense when running the game. Players should remember that not everyone and everything is there to be fought, the police will investigate serious crimes, and running away is often the best option!

The Players and the Game Master

As a **Player**, you portray a **Player Character** (or **PC**) traveling on the **Uncanny Highway** across the strange United States.

As a **Game Master (or GM)**, you help your Players envision their journey on the Uncanny Highway. The Game Master:

- **determines and describes** the visible environment, Non-Player Characters (NPCs), and/or Creatures of the current **situation**.
- **decides** what the NPCs and/or Creatures do, and **asks** the Players in turn what their characters do.
- **decides** if the Players will need to roll dice to resolve their actions.
- **determines any temporary Bonuses and Penalties** to Capabilities. (See page 14.)
- **portrays** and rolls dice for all NPCs and Creatures.
- **determines the results** of any Paranormal Effects created.
- **decides** if the PCs have resolved the possible challenges of the current situation, so they can move on.
- **asks** the PCs' next move, and **describes** the next situation.
- **keeps track** of how many miles the PCs have traveled, and if their vehicles are running low on gasoline or diesel.

Player Character Creation

1: Choose a Character Concept

First, pick a name, zodiacal sign, residence, occupation, and motivation for your character. For example, "Mary Johnson, a Pisces from Peoria, is a mother looking for her runaway daughter." You can randomly determine a Concept using the tables on **pages 10 & 11**, or select individual characteristics from the tables instead.

2: Define Your Character's Capabilities

Next, look at the boxed table of **Capabilities** located below. Capabilities are rated from 1 to 20, with 10 being average.

- Select your character's five **strong Capabilities**, and write the rating **12** next to them.
- Select your character's two **weak Capabilities**, and write the rating **6** next to them.
- Put the rating **10** next to the remaining Capabilities.

Capabilities (d20 to randomly determine)

1: Academic Knowledge	11: Mojo (see p. 14)
2: Artistic Ability	12: Musical Ability
3: Athletics & Acrobatics	13: Persuading & Acting
4: Driving	14: Psychic Ability
5: Finding & Noticing	15: Remembering
6: Hand-to-Hand Combat	16: Shooting
7: Hiding & Sneaking	17: Style & Grooviness
8: Lifting & Carrying	18: Throwing Objects
9: Lock-picking	19: Use Electronics
10: Mechanical Ability	20: Willpower

3: Choose a Paranormal Effect (If Any)

If your Character has an initial Psychic Ability of 12, you can choose (or randomly determine) one Paranormal Effect they can create from the list below. See **pages 20–21** for more information about each Paranormal Effect.

Paranormal Effects (d100 to randomly determine)

1–3: Apport	48–50: Levitate
4–6: Bar Spirits	51–53: Maintain Effect
7–9: Blast	54–56: Make Undetectable
10–12: Change Luck	57–59: Materialize Objects
13–15: Charm	60–65: Mediumship
16–19: Control Fire	66–67: Possess Body
20–21: Control Spirit	68–72: Protect From Magic
22–24: Create Illusion	73–76: Read Mind
25–27: Cure Disability	77–79: Repair Object or Machine
28–31: Dowse	80–81: Resize
32–35: Heal Others	82–88: See Aura
36–38: Increase Capability	89–91: Sense at a Distance
39–40: Inflict Disability	92–94: Summon Spirit
41–45: Know Past or Future	95–98: Telekinesis
46–47: Learn Language	99–100: Transform

4: Choose Your Character's Vehicle

Unless your character is a hitchhiker, or traveling with someone else, use the table below to determine the vehicle they are driving or riding.

Vehicle	Max. Speed	Armor	Hit Points	Full Tank
10-Speed Bicycle	20 mph	None	5	N/A
Compact Car	80 mph	1 point	15	200 miles
Convertible	110 mph	2 points	20	200 miles
Cop Car	100 mph	2 points	25	200 miles
Luxury Car	100 mph	3 points	30	300 miles
Moped	30 mph	None	6	100 miles
Motorcycle	110 mph	1 point	10	250 miles
Motor Home / RV	100 mph	4 points	40	500 miles
Muscle Car	150 mph	2 points	20	100 miles
Pickup Truck	100 mph	4 points	35	200 miles
Sedan / Coupe	100 mph	2 points	20	200 miles
Semi Truck	100 mph	4 points	50	1,500 miles
Station Wagon	100 mph	3 points	30	200 miles
Van	100 mph	4 points	35	200 miles

5: Choose Your Character's Other Possessions

Use **pages 12 & 13** to choose up to ten articles of clothing, and up to six other possessions (such as a weapon, food, drugs, and other miscellaneous items) your character has with them. Also, give your character d100 dollars of cash.

- If your character is a Middle-Class adult, they also have 1d20 x 100 dollars in the bank, and a check book with 1d20 checks remaining.

6: Record Your Character's Hit Points

An adult Player Character starts with **6 Hit Points**.

- A **Player Character** reduced to 0 or fewer Hit Points is **incapacitated and unable to act**.

7: Record Your Character's Damage Bonus (DB)

Damage Bonus is a number added to the value of damage inflicted by the character in Combat.

- A Player Character's Damage Bonus starts at **0**, but can be improved over the course of play.

See **pages 207–214** for additional Character names
See **pages 222–226** for templates that can help you select your Capabilities and Equipment.

Player Character Concepts

Female Player Character Names (d20 to randomly select)

1	Sally	11	Mary / Marie
2	Pam	12	Ann / Annie
3	Susan / Sue	13	Shirley
4	Deborah / Debbie	14	Roberta / Bobbi
5	Linda	15	Tina
6	Gloria	16	Holly
7	Tanya	17	Rose / Rosie
8	Jessica / Jess	18	Florence / Flo
9	Barbara / Barb	19	Christy
10	Karen	20	Laurie

Male Player Character Names (d20 to randomly select)

1	Kirk	11	Jake
2	Harold / Harry	12	Lee
3	Michael / Mike	13	George
4	Jerry	14	John / Johnnie
5	Peter	15	Richard / Rick / Dick
6	William / Bill	16	Roger
7	Robert / Bob	17	Larry
8	Travis	18	Stanley / Stan
9	Thomas / Tom	19	Charles / Charley / Chuck
10	Joseph / Joe	20	Edward / Eddie

Player Character Surnames (d20 to randomly select)

1	Buck	11	Romero
2	Clark	12	Holmes
3	Hooper	13	Wishman
4	Chambers	14	Mitchell
5	Cohen	15	Reems
6	Hill	16	Woods
7	Black	17	Parker
8	Carradine	18	Rider
9	Meyer	19	Edwards
10	Lewis	20	Waters

Zodiacal Signs (d20 to randomly select)

1–2	Aries (<i>aggressive and fiery</i>)	10–11	Libra (<i>artistic and indecisive</i>)
3	Taurus (<i>domestic and stubborn</i>)	12–13	Scorpio (<i>intense and sexual</i>)
4–5	Gemini (<i>quick-witted and intellectual</i>)	14–15	Sagittarius (<i>restless and outdoorsy</i>)
6	Cancer (<i>reserved and sentimental</i>)	16	Capricorn (<i>practical and hard-working</i>)
7–8	Leo (<i>expressive and grandiose</i>)	17–18	Aquarius (<i>quirky and progressive</i>)
9	Virgo (<i>shy and practical</i>)	19–20	Pisces (<i>sensitive and dreamy</i>)

Player Character Concepts

Player Character Origins (d100 to randomly select)

1–2	Muscle Shoals, Alabama	33–34	Bangor, Maine	65–66	Loveland, Ohio
3–4	Flagstaff, Arizona	35–36	Silver Spring, Maryland	67–68	Muskogee, Oklahoma
5–6	Texarkana, Arkansas	37–38	Dover, Massachusetts	69–70	Bend, Oregon
7–8	Lodi, California	39–40	Kalamazoo, Michigan	71–72	Pittsburgh, Pennsylvania
9–10	Cripple Creek, Colorado	41–42	Winona, Minnesota	73–74	Woonsocket, Rhode Island
11–12	East Hartford, Connecticut	43–44	Natchez, Mississippi	75–76	Myrtle Beach, S. Carolina
13–14	New Castle, Delaware	45–46	Branson, Missouri	77–78	Vermillion, South Dakota
15–16	Panama City, Florida	47–48	Missoula, Montana	79–80	Memphis, Tennessee
17–18	Savannah, Georgia	49–50	Lincoln, Nebraska	81–86	Round Rock, Texas
19–20	Coeur d'Alene, Idaho	51–52	Pahrump, Nevada	87–88	Brigham City, Utah
21–22	Peoria, Illinois	53–54	Derry, New Hampshire	89–90	Winooski, Vermont
23–24	Muncie, Indiana	55–56	Asbury Park, New Jersey	91–92	Big Stone Gap, Virginia
25–26	Sioux City, Iowa	57–58	Gallup, New Mexico	93–94	Walla Walla, Washington
27–28	Hays, Kansas	59–60	Schenectady, New York	95–96	Point Pleasant, W. Virginia
29–30	Paris, Kentucky	61–62	South Port, North Carolina	97–98	Lake Geneva, Wisconsin
31–32	Natchitoches, Louisiana	63–64	Fargo, North Dakota	99–100	Jackson Hole, Wyoming

PC Occupations And Motivations (d100 to randomly select)

1–3	A parent looking for their runaway child.	51–53	A hitchhiking runaway looking to escape their horrible home – because there's <i>got to be</i> someplace better out there <i>somewhere</i> .
4–6	A biker trying to meet up with the rest of their gang.	54–56	A prostitute / hustler trying to escape their past and find a better way to live.
7–9	A college student going home to visit their family.	57–59	An aspiring actor trying to get to Hollywood, or New York City.
10–12	A trucker who needs to make a delivery somewhere on the Uncanny Highway. See page 323 for cargo.	60–62	A meddling teenager in a groovy van, getting kicks by getting in trouble and solving mysteries.
13–15	A bootlegger delivering illegal liquor / guns / fireworks.	63–65	A college student obsessed with American folklore.
16–18	A runaway bride / groom trying to escape the suffocating future everyone expects them to accept.	66–68	A Rock / Country / R&B / Funk musician on tour.
19–20	A secret agent assigned to find another agent lost on the Uncanny Highway, and told to monitor a certain shortwave radio frequency for further orders.	69–71	A roadie / technician for a band on tour.
21–23	A professional driver delivering a valuable car to a collector who lives along the highway.	72–73	An artist or writer looking for inspiration on the road.
24–26	A bored husband or housewife looking for a legendary swinger's club.	74–75	A photographer or filmmaker documenting vanishing Americana.
27–29	A preacher out to spread the good word of Jesus (or their guru).	76–78	A movie location scout looking for a cheap and evocative place to film.
30–32	A hippie traveling to a gathering / outdoor concert.	79–81	An actor / crew person traveling to a filming location.
33–35	A groupie following their favorite band.	82–84	A wandering vigilante fighting the pimps, pushers, and psycho killers who prey on the innocent.
36–37	An investigator / detective looking for a missing person.	85–87	A psychic led by their visions to the Uncanny Highway.
39–40	A journalist investigating a string of bizarre murders.	88–90	A professional card shark / pool hustler looking for new marks to scam.
42–44	A demon hunter out to destroy vampires, werewolves, and every other kind of supernatural evil.	91–93	A fugitive on the run from an unjust charge.
45–47	A parapsychologist / cryptozoologist / paranormal researcher investigating the Uncanny Highway.	94–96	A driver participating in an illegal cross-country race, who seems to have taken the wrong shortcut.
48–50	A disillusioned Vietnam veteran drifting from town to town, making their money however they can.	97–100	The partner of another character, just along for the ride.

Player Character Equipment, Possessions, and Expenses

In **1969**, the average personal income is **\$6,500 a year**. The Minimum Wage is **\$1.30 per hour**. **\$1 in 1969 = \$8.50 in 2024**.
In **1976**, the average personal income is **\$9,500 a year**. The Minimum Wage is **\$2.30 per hour**. **\$1 in 1976 = \$5.50 in 2024**.

An item for sale in **1969** generally costs **12% of its modern price**, except for electronics, which cost 1/3 their modern price.
An item for sale in **1976** generally costs **18% of its modern price**, except for electronics, which cost 1/2 their modern price

In **1969**, driving **10 Miles** in the average car consumes about **30 cents** worth of fuel.

In **1976**, driving **10 Miles** in the average car consumes about **40 cents** worth of fuel.

Weapons (Choose one at character creation, with enough ammunition for a reload.)

Weapon	Magazine	Special Qualities	Long Range
Automatic Pistol	9 shots	Can fire up to 6 shots as a single attack. (See p. 16)	100' – 300'
Baseball Bat	Not applicable.	Can be used for Hand-to-Hand Combat, or thrown.	20' – 50'
Knife	Not applicable.	Can be used for Hand-to-Hand Combat, or thrown.	20' – 50'
Nunchucks	Not applicable.	Requires Hand to Hand Combat Capability of 12 or better.	N/A
Revolver	6 shots	Can fire up to 3 shots as a single attack. (See p. 16) Spend 1 Combat Round aiming a single shot for a +2 Bonus.	500' – 1000'
Rifle, Bolt Action	5 shots	Spend 1 Combat Round aiming a single shot for a +2 Bonus.	500' – 1000'
Rifle, Lever Action	8 shots.	Can fire up to 3 shots as a single attack. (See p. 16)	500' – 1000'
Shotgun	2 shots (Double Barreled) 5 shots (Pump Action)	Shots within 100' get a +2 Bonus. Can fire 2 shots as a single attack. (See p. 16)	100' – 300'
Submachine Gun	30 shots	Can fire up to 30 shots as a single attack. (See p. 16)	500' – 1000'

Clothing (Choose up 10 items at character creation.)

Army Jacket. May still have the name tag above the front pocket. Possibly bought surplus – or may be a veteran's own.

Baseball or Trucker Cap. Team or brand logo on front.

Blue Jeans. Bell-bottom, straight-leg, or "boot-cut".

Blouse or Buttoned Shirt. The 1970s style is boldly patterned polyester, nylon, or rayon, with a wide collar.

Cowboy Boots. Fashionable even outside the Southwest.

Cowboy Hat. Straw, felt, or suede.

Crop-Top or Tube Top. Typically worn in the 1970s with blue jeans or hot pants.

Denim Jacket. May be "ranch style", and lined with fleece.

Flak Jacket. Steel plates and nylon. Provides **3 points** of Armor to the wearer.

Fringe Jacket. Typically suede leather.

Helmet, Motorcycle / Army / Football. **1 point** of Armor.

Hot Pants or Short Shorts. May also be cut-off jeans.

Jumpsuit. Often polyester, but may be velvet, etc.

Knee-Boots. Also called "Go-Go boots" in the 60s. Very popular with women.

Leisure Suit. Pants and jacket. The style popular in the 1970s has wide lapels, and is often made of plaid polyester.

Miniskirt. Fashionable in the 60s, but "out" by the early 70s.

Motorcycle Boots. Worn by Bikers and Hard Rock fan

Motorcycle Jacket. Worn by Bikers and Hard Rock fans.
Adds **1 point** of Armor.

Pantyhose. Often packaged in a plastic egg in the 70s.

Plaid Skirt. Often worn with a sweater and knee-boots.

Platform Shoes. For going out to bars, clubs, or concerts.

Purse, Pocketbook, or Handbag. Holds a wallet, cosmetics, mirror, pills, revolver, etc.

Polyester or Corduroy Pants. Worn without a hint of irony!

Running Shoes or Sneakers. Canvas, or fabric and suede.

Sandal Wedges.

Slip-On Shoes. Leather or suede.

Suit, 3 Piece. Worn by businessmen, G-men, and Mobsters.

Sweater. Cowl necks are fashionable in the 70s.

Sweater Vest. Worn with a collared shirt or turtle neck top.

T-Shirt. Plain, with a printed design, or an iron-on decal.

Turtle Neck Top. Long sleeved

Trench (or Long) Coat. Popular with both men and women.

Player Character Equipment, Possessions, and Expenses

Food, Drink, & Drugs (Choose up to 3 at character creation)

Amphetamine Pills, 12. Also known as *Bennies*, *Uppers*, or *Speed*.

Beer, 6-pack. Only one or two brands of imported beer will be available in most places. Craft brews basically do not exist.

Candy, Chewing Gum, or Chocolate Bar. Could even be candy cigarettes!

Chewing (or Dipping) Tobacco, Can. A pinch between the cheek and gums!

Cigarettes, Pack. Smoking is ubiquitous. **All** homes and public establishments have ashtrays, and expect people will smoke.

Coffee. In a styrofoam cup, or thermos.

Cola. Either a bottle, or a can.

LSD ("Acid") Tabs, 6. Small pieces of paper soaked with LSD.

Marijuana (Lid). The amount that will fit in a coffee can lid

Methaqualone Pills, 12. Also known as "Ludes".

Takeout Meal. Hamburger, sandwich, bucket of fried chicken, hot dog, etc.

Whiskey, Fifth. 750 ml of Bourbon, Scotch, Tennessee Sour Mash, or Rye.

Miscellaneous Items & Possessions (Choose up to 6 at character creation, + d100 dollars spending cash.)

8-Track Tape. Songs are apportioned into 4 "programs", like the sides of an LP.

Binoculars. Standard 7 x magnification.

Blue Box. Used for "Phone Phreaking" – making free long-distance phone calls. Requires a Use Electronics Roll.

Camera, 35mm (with Film). Film must be dropped off overnight at a developer's.

Camping Tent. 3 adults can sleep comfortably inside.

CB Radio. The characteristic communication medium for truckers. What's your "handle"?

Chainsaw. Gas powered. Can also be used a weapon.

Dog. Popular breeds in the Groovy Era include German Shepherd, Beagle, Poodle, Doberman, Collie, and Labrador.

First Aid Kit: Adhesive bandages, gauze, tourniquet, red-dyed Merbromin antiseptic (stings when applied), needle & thread, analgesic pills, and scissors.

Gas Can. 2 or 4 Gallon size. Gas averages 34 cents a gallon in 1969, and 60 cents a gallon in 1976.

Guitar. Acoustic or Electric (with amplifier). Musical Ability Roll to play well enough to get hired, impress a girl (or guy), etc.

Hatchet. Can also be used to attack Hand-to-Hand, or thrown.

Instant Camera. Film measures about 4" x 3.5", and develops in 5 to 10 minutes.

Lock-picks. -2 Penalty to pick a locks without proper picks.

Movie Camera, 8mm (with Film). Each reel allows 2 -3 minutes of filming.

Notebook or Sketchpad. With pen, and/or pencils.

Personal Computer. Only available after 1975. A 1 MHz processor, with 4K of RAM. Requires a Use Electronics Roll to employ. Data is stored on audio cassettes, or 8" floppy discs.

Pocket Calculator. Battery operated. Requires a Use Electronics Roll to employ for anything other than basic math.

Pocket Camera. Uses flash cubes. Film must be developed.

Pocket Knife. Inflicts 1 Hit Point of damage when used as a weapon.

Portable 8-Track Player. Battery operated, or plug-in. A button on the top allow you to change "programs" on the tape.

Portable Cassette Recorder. 90 minutes of recording time. Break the tabs on the cassette to prevent re-recording.

Roller-skates. User can maintain a speed of 14 mph (200' per Round) as effortlessly as walking.

Rope, Nylon. 50' length.

Sleeping Bag. Insulated

Suitcase or Backpack.

Tambourine. The weapon of choice for Hippie Chicks!

Tarot Cards. Can be read as a Magical Ritual to Know Past or Future. See pages 20 & 21.

Tire Iron or Crowbar. Can also be used as a Hand-to-Hand weapon.

Transistor Radio. Battery operated.

Walkie-Talkies, 2. 1 mile range. Battery operated.

Wristwatch. Most are mechanical or electric. Digital LED watches are widely available only after 1975.

Entertainments & Services (Possibly purchased along the way.)

Amusement Park Ticket (1976). \$5. Or 25 cents a ride.

Drive-in Theater Ticket (1976). \$2 for a single feature, \$3 for a double feature.

Motel Room (1976). \$10 – 20 a night. \$2 an hour

Prostitution (at a Motel or Truck Stop). \$2 – \$20

Rock Concert Ticket (1976). \$10 average.

Self-Improvement Seminar (1976). \$20 to experience your personal truth in a motel lounge.

Resolving Challenges With Die Rolls

Whenever you try to **do something inherently challenging**, or that which **might possibly fail with serious consequences**, you must **roll equal or under** the rating of your relevant Capability on a twenty-sided die (d20).

Note:

- The GM decides which Capability is relevant, and the roll is named for the Capability used. *The GM might call for a "Driving Roll", "Shooting Roll", etc.*
- An action that is **not inherently challenging** – such as driving at normal highway speeds, walking across unbroken ground, or seeing something in front of your face – **automatically succeeds**.

Bonuses and Penalties

The GM might temporarily modify the rating of a Capability by a **Penalty or Bonus** before a roll is made.

- 2 Penalty** to the rating of the Capability for each external or situational factor that makes an action more difficult for a character.
- +2 Bonus** to the rating of the Capability for each external or situational factor that makes an action easier for a character.
- See pages 15, 16, & 17 for tables of suggested Bonuses & Penalties.

A character's action that is **actively resisted** by another (or others) is resolved with a **Contest**:

- Everyone involved rolls a d20**. Lowest roll (that is still equal or under the rating of their relevant Capability) wins.
- Ties are re-rolled.

Mojo Rolls

A character's Mojo measures their overall luck, and ability to escape danger. When you have a lot of Mojo, situations tend to resolve themselves in your favor. **Roll equal or under your Mojo** on a d20 to avoid:

- being affected by a Paranormal Effect.
- accidentally triggering a trap.
- dying from poison.
- contracting a disease.
- damage from being in a vehicle crash, or from gunshots fired at a vehicle.
- being hit by an automobile (if not in an automobile yourself).
- being damaged by an environmental hazard.
- possible gastrointestinal distress from eating at questionable roadside establishments!

Example of Game Play

GM: Suddenly, a woman runs out into the road, right in front of your pickup truck! Make a Driving roll if you want stop the truck in time. Since you told me you are traveling at ordinary highway speed, there is no Penalty.

Player #1: OK, how do I do that again?

GM: Use your twenty-sided die. Just roll equal or under the rating of your Driving Capability.

Player: It looks like my Driving Capability is a 12. [Rolls die]. Crap! I rolled a 13.

GM: You are unable to brake in time. Let me see what happens. [Makes a Mojo Roll for the woman, by rolling a d20 and trying to roll equal or under her Mojo Capability of 12]. Luckily, she was able to jump out of the way. Now she's coming over to the driver's side of the cab. You can see she is a rather attractive young woman dressed in "Hippie" style, with a peasant blouse, bell-bottomed blue jeans, beads, and a band around her straight blond hair.

Player #1: I open up the door, and take off my cowboy hat. "I'm sorry, Miss. Are you OK?"

Player #2: "What the hell do you think you were doing? We almost killed you"

GM [Speaking as the woman]: "I'm like, really sorry. I just had a massive fight with my Old Man. He gets all crazy and jealous, and he made me so mad I ran out the trailer as fast as I could. Just needed to get away far away, ya know? Like, I thought we were supposed to be free and all, but he's coming down on me about who I spend time with. Hey, could you guys maybe give me a lift to a motel? I got some bread on me, and I could pay ya if you want. I got some pot, too, if ya want to party. You both look cool."

Player #1: "Sure! Hop on in. But it looks like we're lost. I don't even know how the hell we got on this here road. You'll have to show us where that motel is."

GM: Now you hear a man's voice coming from the same direction the woman ran from. [Speaking as the man]: "Don't you do this, Lotus. Don't you drag these folks into our business!" And as he comes out of the darkness of the night, you hear him cocking a shotgun!

Player #2: I take out my revolver and point it at the man. "Put down that shotgun, or I swear to Jesus I will shoot you dead where you stand".

GM: [Speaking as the man] "You poor idiots. You don't even know *what* you just invited into your life. But you'll *find out!*"

Suggested Bonuses and Penalties for Various Situations

Suggested Bonus / Penalty	Action
Automatic Success	• Walking. [Athletics & Acrobatics] • Lifting 50 lbs. [Athletics & Acrobatics] • Seeing something right in front of your face. [Finding & Noticing] • Playing or singing a common pop song for fun. [Musical Ability] • Holding a conversation.
+2 Bonus	• Using a "Blue Box" to generate signaling tones so you can make free phone calls. [Use Electronics] • Knowing something easy, that everyone learns in school. [Academic Knowledge] • Jumping a hole shorter than the length of your body. [Athletics & Acrobatics] • Sneaking past a distracted person. [Hiding & Sneaking] • Picking up a one-night stand in a bar, while wearing a particularly fashionable outfit. [Style & Grooviness]
No Bonus or Penalty	• Using a computer. [Use Electronics] • Picking the average lock (with picks). [Lock-picking] • Diagnosing a disease [Academic Knowledge]. • Lifting your own weight [Athletics & Acrobatics] • Hiding from someone who is looking for you. [Hiding & Sneaking] • Repairing an otherwise intact car or motorcycle engine. [Mechanical Ability] • Getting "Bad Vibes" from a place where awful things have happened (or are happening). [Psychic Ability] • Adequately fortifying a house from the inside using spare lumber, doors, and broken-up furniture. [Mechanical Ability] • Convincing a free prostitute (without a pimp) to give up "the life". [Persuading & Acting] • Playing or singing well enough to make money. [Musical Ability] • Drawing an accurate portrait [Artistic Ability] • Remembering a name you heard only once. [Remembering] • Dancing well enough to be noticed. [Style & Grooviness] • Picking out a particularly fashionable outfit that will get you noticed. [Style & Grooviness] • Knowing where someone bought their clothes. [Style & Grooviness]
-2 Penalty	• Finding a secret door or passage. [Finding & Noticing] • Building a car engine from scrap parts. [Mechanical Ability] • Building an electronic device without plans. [Use Electronics] • Picking a difficult lock (with picks). [Lock-picking] • Blending in with Hippies, if you are not one. [Style & Grooviness] • Convincing a runaway to go home. [Persuading & Acting] • Convincing a drug dealer to give you a discount. [Persuading & Acting] • Getting a nun to smoke pot. [Persuading & Acting] • Convincing a cop to take the handcuffs off you. [Persuading & Acting] • Convincing a pimp to let a prostitute go free. [Persuading & Acting]
-4 Penalty	• Picking a difficult lock (without picks). [Lock-picking] • Hiding in plain sight., while people are watching. [Hiding & Sneaking]



Combat

Combat is played out in **Combat Rounds**, each of which occupies **10 seconds** of time in the game world.

- In each Combat Round, both sides roll a d20. All the combatants on the side that rolls lowest then take their actions. The other side acts after them.
- Each of the combatants gets **one attack or action** on their turn during the Combat Round.

ATTACKS

Attacking an opponent requires **rolling equal to or under your character's Hand-to-Hand Combat, Shooting, or Throwing Objects** Capability (depending on the attack attempted).

- You can attack anyone within 20' with a **hand-to-hand weapon** if you have a path to reach them.
- You can attack targets within 50' with a **thrown object**.
- All shots made at Close Range (within 50') are rolled with a **+2 Bonus** to Shooting Capability.
- Shotguns** fired at Close Range get +4 Bonus.
- All shots made at **Long Range**, or against running targets, suffer a -2 Penalty to Shooting Capability.

FIRING MULTIPLE SHOTS AS A SINGLE ATTACK

Most guns allow a character to fire multiple shots in a single Combat Round.

- If a character fires multiple shots as their attack, the Shooting Roll is made with a -2 Penalty.
- If more than 6 shots are fired (as from a Submachine Gun), the Penalty is -4.
- The damage inflicted when firing multiple shots is 1d6, plus the number of shots fired.
- Example: Attacking with 3 Shots from a revolver inflicts 1d6+3 damage (plus any Damage Bonus)*

ATTACK ALTERNATIVES

Instead of physically attacking on their turn in a Combat Round, your character can **alternately**:

- walk** up to 50 feet, or **run** up to 200 feet. *All opponents with guns get a free single shot at you.*
- create a **Paranormal Effect** (but only if your character had Psychic Ability rated at 12 when created). See **pages 19–21**.
- do **something else** possible in 10 seconds.

DAMAGE AND DEATH

The damage from a successful attack is subtracted point for point from the target's **Hit Points**

- Fists, feet, small rocks, or small animal bites inflict **1 point** of damage, plus the attacker's **DB**
- Most other attacks inflict **1d6 points** of damage, plus any Damage Bonus.
- Falls** inflict 1d6 damage per 10 feet fallen.

LOSING AND REGAINING HIT POINTS

- A PC reduced to -10 Hit Points is **dead**.
- An **NPC or mundane creature** at 0 Hit Points is **dead**.
- Hit Points heal** back for PCs at the rate of 1 per day, or at 2 points per day if the character is hospitalized.
- A **vehicle** that loses all its Hit Points becomes **inoperable**.

ARMOR

The point value of a defender's **Armor** is subtracted from the damage done by a successful attack against them.

- The **maximum** possible Armor rating is **6**.
- Vehicle **occupants that are attacked** from outside the vehicle add the vehicle's Armor value to their own. (See **SHOOTING AT VEHICLES**, page 17)
- A vehicle at 0 Hit Points also has **0 Armor** points.

COMBAT MORALE

- NPCs who **lose more than half their Hit Points** must make a successful **Willpower Roll** or flee. If they can't flee, they will attempt to surrender.
- Most other creatures who **lose more than half their Hit Points** will simply attempt to flee.

Suggested Bonuses and Penalties in Combat

Suggested Bonus / Penalty	Action
Automatic Success	- Hitting an immobilized opponent hand-to-hand. [Hand-to-Hand Combat] - Shooting a target within 10'. [Shooting]
+2 Bonus	Shooting a target 10' to 50' away. [Shooting]
No Bonus or Penalty	Typical attack against a target that is both aware of their attacker and defending themselves. [Hand-to-Hand Combat, Throwing Objects, or Shooting]
-2 Penalty	- Firing multiple shots against a typical target that is both aware of an attacker and defending themselves. [Shooting] - Firing a single shot from a moving vehicle. [Shooting] - Firing a single shot at a running target. [Shooting] - Firing a single shot at long range. [Shooting]
-4 Penalty	- Hitting an invisible target. [Hand-to-Hand Combat, Throwing Objects, or Shooting] - Firing multiple shots from a moving vehicle. [Shooting] - Firing multiple shots at a running target. [Shooting] - Firing multiple shots at long range. [Shooting]

Driving

MANEUVERING AT HIGH SPEED

Generally, if a vehicle travels more than 65 miles (105 km) per hour (870 feet per Combat Round), all Driving Rolls by its operator are made with a -2 Penalty.

VEHICLE CHASES AND RACES

If there is going to be a vehicle chase or race in a Combat Round, first **resolve any Attacks** using the Combat rules on page 16. Then, determine where the vehicles will be relative to each other at the end of the Combat Round.

- If the vehicles are **mismatched in maximum speed**, the Driver with the **faster (or fastest) vehicle** always gains 100 feet on the slower vehicle (unless they *want* to be behind it).
- If the vehicles have the **same maximum speed**, all the drivers engage in a Contest (using their Driving Capabilities). The winning driver gains 100 feet on the vehicle that is farthest ahead, or can place their vehicle adjacent to another desired vehicle that was within 100 feet at the start of the Combat Round..

VEHICLE CRASHES

Generally, if a Driver **fails a Driving Roll**, and there is **another vehicle** traveling at the same speed or faster within 50 feet, the other Driver must also make a Driving Roll, or the two vehicles will crash into each other.

If a driver **fails a Driving Roll** and there is an **obstacle on the side of the road**, the Driver will crash into it. Otherwise, the car simply swerves off the road.

If a vehicle **crashes** into an obstacle, or another vehicle, it suffers damage equal to **1d6 per 10 miles per hour** it was traveling. The vehicle's Armor point value is subtracted from the total damage.

- The **Driver and all occupants** of the crashed vehicle must also make Mojo Rolls, or suffer the same amount of damage (but only 1/4 damage if they are wearing seat belts).
- *For example, a sedan traveling 60 miles an hour crashes into a tree. The GM rolls 6d6 and gets a result of 15. Because a sedan has 2 points of Armor, the GM subtracts 2 from the result. The sedan, therefore, suffers 13 points of damage. The car is damaged but can still run. However, the driver and passengers must make successful Mojo Rolls or suffer 13 points of damage – enough to easily kill most people.*

EMERGENCY MEDICAL TREATMENT (FIRST AID)

A character with a First Aid Kit can make an Academic Knowledge Roll to bring a character at **negative Hit Points back up to 0**, or **restore 1 Hit Point** to a character with 0 points.

- If a proper **First Aid kit** isn't available, one can be improvised with a Mechanical Ability Roll.

SHOOTING AT VEHICLES

If a vehicle with multiple passengers is hit by a gunshot, a random passenger must make a Mojo roll, or also suffer the damage rolled for the vehicle (subtracting both their own and the car's Armor point values).

RUNNING VEHICLES OFF THE ROAD

If two cars are adjacent, one of the Drivers can try to run the other off the road as an Attack

- Both Drivers must engage in a Contest, using their Driving Capabilities. The loser goes off the road (crashing into any nearby obstacle).

HITTING PEDESTRIANS

Whenever you fail a Driving Check in the immediate vicinity of someone not in an automobile, they must make a Mojo Roll, or suffer **1d6 points of damage per 10 miles per hour** your vehicle is traveling.

- Striking pedestrians deliberately requires a successful Driving Check.

Suggested Bonuses and Penalties While Driving

Suggested Bonus / Penalty	Action
Automatic Success	• Passing cars at normal Highway speeds. [Driving] • Taking an exit at 25 mph. [Driving] • Reading a Highway Sign. [Finding & Noticing] • Pulling onto the shoulder. [Driving] • Driving in light rain. [Driving]
No Bonus or Penalty	• Maintaining control after being shot while driving. [Driving] • Avoiding being run off the road by an aggressive driver. [Driving] • Making a tight turn at 60 mph. [Driving] • Driving on an icy road above 10 mph. [Driving] • Avoiding a swerving drunk driver. [Driving] • Ignoring a distraction while driving. [Willpower] • Driving in a storm. [Driving]
-2 Penalty	• Making a tight turn at 100 mph. [Driving] • Driving with a light in your eyes [Willpower] • Swerving through traffic at 100 mph. [Driving]

Remember, if your vehicle is reduced to 0 Hit Points, you are on foot!

Solo Play with "The Ready Rules of the Road"

"The Ready Rules of the Road" are easily adaptable for Solo play, where you are both Player and Game Master.

Solo Character Creation

When playing Solo (or if you're the only Player) you may find that it is advantageous to give your character strong Mojo, and at least one strong Combat-related Capability. Characters with weak Mojo will have an especially hard time when playing Solo.

Mojo Rolls in Solo Play

When you play Solo, your Mojo Capability does more than just protect you from hazards and Paranormal effects.

Also, roll your Mojo to:

- determine whether or not a situation beyond your control goes the way you want.
- determine if somebody else will make a decision in your favor (when you can't directly use your Persuasion & Acting Capability)
- determine if an apparently dangerous creature, person, or situation is actually as dangerous as it seems.

Encountering NPCs

If you meet someone whom a Generator Table indicates to be dangerous or supernatural, that's how they initially LOOK to you. But if you succeed at a Mojo Roll, the apparently dangerous person is actually harmless.

- Remember, you can also attempt a Persuasion & Acting roll to change the disposition of hostile people.

People who appear perfectly ordinary, on the other hand, might actually be supernatural or extraordinary in some way.

- If you encounter an apparently ordinary person in a situation where you are alone together, roll on the table **Truth About an Apparently Ordinary Person** located to the right, to see who (or what) they really are.

Learning Secrets in Solo Play

To find out the Secret (or other non-public information) about a location, you will need to either make a successful Persuasion & Acting roll, or else a Hiding & Sneaking roll.

- You must choose which roll you will make, and can only make the **roll once a day per day, per location**.
- If you **fail your chosen roll** you must make an additional Mojo Roll. If you fail both the chosen roll and the additional Mojo roll, you would then roll on the **Botched Attempts to Learn Secrets** table (located to the right) to see what happens next.

Combat in Solo Play

- To find out whether opponents reduced to half their Hit Points decide to flee, make a Mojo Roll.
- Flip a coin to determine whether or not a creature that can create Paranormal Effects will choose to use one in Combat. Randomly determine what Effect is used.

See Page 36 for a Step-by-step Play Procedure for playing Solo on the Uncanny Highway.

Truth About an Apparently Ordinary Person

d100	<i>This apparently ordinary person is actually...</i>
1 – 80	who they appear to be.
81	a Vampire (roll again if encountered during the day)
82	a Werewolf
83	a Fay
84	an Extraterrestrial
85	an Android
86	a Pod Person
87	Possessed by a Minor Demon
88	a Magician / Witch
89	a Psychic
90	a Miracle Worker
91	a Drug Dealer
92	an Undercover Journalist
93	a Gangster (even if just a child)
94	a Satanic Cultist
95	a Serial Killer (even if just a child)
96	an undercover Demon Hunter
97	an Undercover Secret Agent
98	a Kung Fu Fighter
99	an undercover Detective
100	a Phantom Hitchhiker

Botched Attempts to Learn Secrets

d6	<i>The result of you being too nosy is...</i>
1	you are banned from stepping foot in that establishment / Small Town ever again. You do not learn the secret.
2	you must engage in Combat with a corrupt cop who is being paid-off to protect the place and its Shocking Secret. If you win, you learn the secret.
3	you must engage in Combat with an Attack Dog. If you win, however, you learn the secret.
4	you are arrested and spend the night in jail in the nearest Small Town. You do not learn the secret, and lose 1 HP from your rough arrest.
5	you do not learn the secret, and there is a 1 in 20 chance that any NPC you meet while you remain on this Section of Highway is a co-conspirator who will try to kill you, if the two of you are alone together.
6	you learn the secret, but are now caught up in it.

Character Advancement

With each challenge they face, your character becomes more skilled at maneuvering through the dangers of the Uncanny Highway.

For each Game Session played, a PC gains **1 Advancement Point (AP)**.

- However, if you **play infrequently** (once a month or less) the GM should instead award PCs **2 AP per session**.

For every **4 Advancement Points** collected, **increase your PC's Hit Points by 3**, and choose **ONE** of the following improvements:

- Increase your Character's **Mojo** by 1 (to a maximum rating of 19).
- increase **two Capabilities other than Mojo** by 1 (to a maximum rating of 19).
- add a +1 to the PC's **Damage Bonus**.
- Give your PC a new **Paranormal Effect** to use (if they are able to create Paranormal Effects).

A PC can collect a **maximum of 40 Advancement Points**.

- However, if you want a **more dangerous** and **less "cinematic"** game, reduce the maximum amount of AP a PC can collect to **20**.

Advancement in Solo Play

If you are playing Solo (see page 18), give your character **1 Advancement Point** for every **2 hours** you devote to the game.



Creating Paranormal Effects

If a Player Character has an initial Psychic ability Capability score of 12, they have the option to be a Psychic, Magician, Witch, or Miracle Worker who starts the game knowing how to create one Paranormal Effect.

- A Paranormal Effect takes 10 seconds or **1 Combat Round** to create, and is always manifested at the end of the Round in which it was initiated.
- Each Paranormal Effect **costs the user** a specified amount of **Hit Points**, which are lost before the target rolls their "**Mojo**" to see if it was successful.
- A successful **Mojo Roll** against a Paranormal Effect by an unwilling target **negates** it's effect for that person.
- With every **4 Advancement Points** they collect (see "*Character Advancement*" left), a Psychic, Magician, Witch, or Miracle Worker might choose to gain the use of an additional Paranormal Effect.

Witnessing the Paranormal

Unless they are already familiar with the Paranormal, NPCs with a **Psychic Ability of less than 12** who witness supernatural events, or experience a Paranormal Effect, must make a successful **Willpower Roll**, or attempt to flee the area.

Magical Rituals

Anyone can use a Magical Ritual to create a Paranormal Effect, even if they are **not** a Psychic, Magician, Witch, or Miracle Worker. Such rituals might be found in old books, scrawled on the walls of an asylum, etc. The Ritual must be followed *to the letter* to have any chance at all of working.

- **RITUAL COST:** The Ritualist must forfeit the **Cost** in Hit Points indicated under the Paranormal Effect to be created, and also spend as many **hours** performing the Magical Ritual as they spent in Hit Points. Finally, they must make a **Psychic Ability Roll**. If the roll fails, the Ritual also fails.

Group Rituals

If the Ritual allows for multiple participants, they all pool their Hit Points for the Ritual Cost. However, it is the Ritual "Leader" or "Caster" who rolls for the success of the Ritual. The Hit Point cost of performing the Ritual is divided among the participants, whether the Ritual was successful or not.

List of Paranormal Effects

Apport

Range: A touched target. **Duration:** Instantaneous.

Effect: A target up to human size is instantly transported to another location the User has previously visited, or a previously touched target (up to human size) is made to appear at the User's current location. **Cost:** 5 Hit Points.

Bar Spirits

Range: A circle of chalk, salt, paint, flour, or sand.

Duration: Until morning.

Effect: The User draws a circle marking the outer edge of a sphere that Spirits cannot cross by any means. *Spirits get no Mojo Roll against this Effect.*

Cost: 1 Hit Point per 30 feet of line drawn.

Blast

Range: A visible target. **Duration:** Instantaneous.

Effect: Target loses 1d6 Hit Points.

Cost: 1 Hit Point. Each additional Hit Point spent increases the target's damage by 3.

Change Luck

Range: A visible target. **Duration:** Until next Mojo Roll

Effect: Target automatically makes or fails their next Mojo Roll (User's choice). *There is no Mojo roll to resist this effect.*

Cost: 2 Hit Points.

Charm

Range: A visible target. **Duration:** 1 Hour.

Effect: Target feels one of the following towards the User: friendship, subservience, fear, or arousal. Subservient targets will obey 1 non-suicidal command before the effect ends.

Cost: 1 Hit Point.

Control Fire

Range: A visible target. **Duration:** Instantaneous.

Effect: User can do any of the following: ignite a flammable target, extinguish a fire, double the size of a fire, or reduce the intensity of a fire by half.

Cost: 4 Hit Points.

Control Spirit

Range: A Spirit within 50 feet, **Duration:** No more than 1 day.

Effect: Spirit must perform an action that can be expressed in 10 words or less. Spirit must only adhere to the letter of the directive, and will probably hate the User thereafter.

Cost: 3 Hit Points.

Create Illusion

Range: A visible target.

Duration: 10 minutes (or until User's concentration is broken).

Effect: Target experiences a hallucination involving anything the User has previously experienced. Illusion can replicate any combination of visual, auditory, olfactory, gustatory, and/or tactile experiences.

Cost: 1 Hit Point per sense to be affected.

Cure Disability

Range: A touched target. **Duration:** Permanent.

Effect: User's touch cures one of the following: blindness, deafness, lameness, muteness, paralysis, or an infection.

Cost: 4 Hit Points.

Dowse

Range: See below. **Duration:** 1 Hour per 2 Hit Points spent.

Effect: User will be lead to the location of one of the following things, if it can be reached before the expiration of the Effect: water, petroleum, valuable minerals, precious metal, or a dead body. If target is underground, the User is led to the place above it. User can only look for the one thing specified.

Cost: 2 Hit Points per hour of Effect

Heal Others

Range: A touched living target.

Duration: Permanent, but Hit Points can be lost again.

Effect: Target regains lost Hit Points. User cannot heal themselves.

Cost: 1 Hit Point per 1d6 Hit Points restored.

Increase Capability

Range: A touched target. **Duration:** 1 hour.

Effect: One specified Capability of the User, or touched target, is improved by one or more points for the specified duration

Cost: 1 Hit Point per point of improvement.

Inflict Disability

Range: A touched target. **Duration:** 1 day.

Effect: Target becomes blind, deaf, lame, mute, paralyzed, or sick. (User's choice).

Cost: 5 Hit Points.

Know Past Or Future

Range: 1 visible person, place or thing.

Duration: Instantaneous.

Effect: Game Master must tell the User 1 true, significant sentence about either the past or likely future of the target. The User can only get one sentence per subject per day. Knowledge of a target's past or future is prevented by the target rolling under their "Mojo".

Cost: 1 Hit Point.

Learn Language

Range: User, or touched target.

Duration: 1 Hour per point spent.

Effect: User or target can read, and fluently speak, a language specified by the User, for the allotted amount of time.

Cost: 1 Hit Point per hour.

Levitate

Range: User.

Duration: 10 minutes

Effect: User can move off the ground at up to 200 feet per 10 Seconds.

Cost: 2 Hit Points (Up and Down only), 3 Hit Points (up, down, forward, and backwards only (not side to side)). 4 Hit Points (any direction).

List of Paranormal Effects

Maintain Effect

Range: 1 Paranormal Effect

Duration: 1 day for every 2 Hit Points spent.

Effect: A Paranormal Effect previously created by the User will continue for at least another day.

Cost: 2 Hit Points per day.

Make Undetectable

Range: User or touched target. **Duration:** 10 minutes

Effect: The User chooses a sense (vision, hearing, smell, or taste.). The User or target is undetectable by that sense (i.e., is invisible, silent, scentless, or without taste).

Note: Effect ends automatically when an otherwise undetectable user or target attacks, even if the 10-minute duration has not ended.

Cost: 3 Hit Points.

Materialize Objects

Range: A touched target. **Duration:** 1 Hour

Effect: One or more of the following objects appear from thin air: up to a cubic foot of wood, cloth, ceramic, or stone objects; one cubic inch of non-precious metal objects; or up to one quart of water, oil, blood, ectoplasm, or slime.

Cost: 4 Hit Points.

Mediumship

Range: 1 desired Spirit. **Duration:** 10 minutes.

Effect: The User establishes mental contact with a specified Spirit. If permitted by the summoner the Spirit may use and gain control of one part of the User's body: mouth, hands, or legs. A Mojo roll by the summoned spirit will determine whether or not it is compelled to make contact with the summoning Medium.

Cost: 1 Hit Point,

Possess Body

Range: A visible target. **Duration:** 1 Hour

Effect: User's body and mind meld into target's body (or a visible object), which the User thereafter controls completely. Damage done to a possessed body or object is also done to its possessor.

Cost: 5 Hit Points.

Protect From Magic

Range: User or touched target. **Duration:** Special

Effect: User or touched target is immune to the next Paranormal Effect used on them, or a Paranormal Effect currently affecting them is negated.

Cost: 3 Hit Points.

Read Mind

Range: A single visible target. **Duration:** 10 minutes

Effect: For the next 10 minutes the User can know the conscious thoughts of the target selected when the effect was manifested.

Cost: 3 Hit Points.

Repair Object Or Machine

Range: The visible pieces of an object or machine.

Duration: Permanent.

Effect: The broken pieces of an object no bigger than the User are put back together, or a nonfunctional machine no bigger than a Semi Truck engine is made operational again.

Cost: 3 Hit Points.

Resize

Range: A visible target no larger than an elephant.

Duration: 1 Hour

Effect: Target becomes larger or smaller, as desired by User.

Cost: 10% increase or decrease per Hit Point expended.

See Aura

Range: Visible range. **Duration:** 10 minutes

Effect: User can see the otherwise invisible Auras that surround both Spirits and living things, revealing the beings' true disposition and intentions. Invisible beings are revealed.

Cost: 1 Hit Point.

Sense At A Distance

Range: Unlimited (see below).

Duration: By Hit Points points spent (see below)

Effect: User can see, hear, taste, smell, and/or feel (according to the number of points spent) an environment any distance away, as if actually standing there. User must have either already visited the location, be holding an object from the location, or have a clear photograph of it.

Cost: 1 Hit Point per sense involved, per minute.

Summon Spirit

Range: A desired Spirit. **Duration:** Instantaneous.

Effect: Spirit is made to appear in front of the User. User must know the name of the Spirit to be summoned, and must hold an object inscribed with the Spirit's special sigil – or else a relic of their former life (if a Ghost).

Spirits can make a Mojo Roll to ignore the Summoning, and are not controlled even if they appear.

Cost: 5 Hit Points. Each additional Hit Point spent (beyond the first 5) inflicts a point-for-point Penalty on the target's Mojo Roll.

Telekinesis

Range: A visible target. **Duration:** 1 Combat Round

Effect: Target up to 200 lbs in weight will move as the User desires, & can be used to attack. User can also manipulate an object as if with their hands – bending, turning, etc.

Cost: 2 Hit Points to move in one plane, 3 to move in two planes, 4 to fly or move in any direction.

Transform

Range: User or 1 visible target.

Duration: Until dawn or effect is ended by User.

Effect: User or target is transformed physically (but not mentally) into another living thing no smaller than a fly, and no bigger than an elephant.

Cost: 4 Hit Points for User to Transform themselves, 8 Hit Points to Transform another.

THE READY RULES OF THE ROAD CHARACTER SHEET

Advancement Points 

name _____
 a(n) _____ zodiacal sign _____
 from _____ hometown _____

is a _____ occupation and motivation _____

and a ☐ Psychic ☐ Magician ☐ Witch / Warlock ☐ Miracle Worker

CAPABILITIES

Academic Knowledge.....	☐	Mojo.....	☐
Artistic Ability.....	☐	Musical Ability.....	☐
Athletics & Acrobatics.....	☐	Persuading & Acting.....	☐
Driving.....	☐	Psychic Ability.....	☐
Finding & Noticing.....	☐	Remembering.....	☐
Hand-to-Hand Combat.....	☐	Shooting.....	☐
Hiding & Sneaking.....	☐	Style & Grooviness.....	☐
Lifting & Carrying.....	☐	Throwing Objects.....	☐
Lock-picking.....	☐	Use Electronics.....	☐
Mechanical Ability.....	☐	Willpower.....	☐

Hit Points (Max.)  Current Hit Points  Damage Bonus 

Armor  points from _____

PARANORMAL EFFECTS

Check usable effects

☐ Apport	☐ Heal Others	☐ Possess Body
☐ Bar Spirits	☐ Increase Ability	☐ Protect From Magic
☐ Blast	☐ Inflict Disability	☐ Read Mind
☐ Change Luck	☐ Know Past or Future	☐ Repair Object or Machine
☐ Charm	☐ Learn Language	☐ Resize
☐ Control Fire	☐ Levitate	☒ See Aura
☐ Control Spirit	☐ Maintain Effect	☐ Sense at a Distance
☐ Create Illusion	☐ Make Undetectable	☐ Summon Spirit
☐ Cure Disability	☐ Materialize Objects	☐ Telekinesis
☐ Dowse	☐ Mediumship	☐ Transform

Weapon(s) _____

Ammunition Remaining           

Clothing _____

Food, Drink, & Drugs _____

Miscellaneous Items & Possessions _____

Cash on Hand  Money in Bank  Debt 

Character Portrait

Vehicle Illustration

VEHICLE

Vehicle Type _____

State on License Plate _____

Make _____

Model _____

Model Year _____

Paintjob _____

Armor  points Max Speed  mph.

Hit Points (Max.)  Current Hit Points 

Range on a full tank:  miles.

Miles worth of fuel in tank: 

Customizations _____

Cargo _____

PLAYER CHARACTER ROAD JOURNAL

For Section # _____ of U.S. Route 28 in the Great State of _____

Places I Visited

Roadside Attractions:_____

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.

Small Towns:

PREVIEW

Jobs I Worked

Crimes I Committed

People I Met

Friends / Allies: _____

[illegible]

Lovers:

Year	Number of people in the labor force (millions)
1990	100
1995	115
2000	110
2005	125
2010	130

Enemies:



Ghosts and Creatures I Encountered

Other Strangeness I Witnessed

Things I Want to Investigate

DRIVING THE UNCANNY HIGHWAY

This Chapter shows you how to use the Generator Tables of this book to create and present **your own version of U.S. Route 28** – whether you use “The Ready Rules of the Road” outlined in the previous chapter, or another RPG.

General Characteristics of the Uncanny Highway

In general, **U.S. Route 28** has the following characteristics:

- The road should consist of **two 10 foot wide lanes** paved in asphalt, with **5 foot wide paved shoulders** on both sides, and **3 – 5 foot wide soft shoulders** of gravel or dirt outside of the asphalt shoulders.
- There is **no median barrier** to prevent U-Turns (except along certain isolated Stretches).
- The two lanes are separated by a white, broken line.
- At the beginning of each 10-mile Stretch of road there are both a shield-shaped **highway marker** stating “U.S. Route 28”, and an additional sign which indicates the **distance to the next small town**.
- U.S. Route 28 has **no tolls** of any kind on any length of the road, even to cross bridges. Remember, “officially”, U.S. Route 28 does not exist. The lack of tolls is why so many Truckers are willing to traverse this mysterious road, even when they know the potential danger.
- The road is **poorly-maintained**, due to the unofficial manner in which repairs are executed.
- The road is **not well policed**, since nobody gets promoted for what they do in a place that doesn’t officially exist. *That doesn’t mean there are no police at all, however!*



Making Characters That Fit

If you’re running the Uncanny Highway with a game system other than “The Ready Rules of the Road”, here are some suggested character concepts:

- *parent(s) looking for a runaway teen.*
- *private eye(s) looking for a missing person.*
- *biker(s).*
- *trucker(s), perhaps avoiding tolls or police.*
- *hitchhiker(s) trying to get as far from home as possible.*
- *fugitive(s), especially if innocent of any crime.*
- *academic(s) doing paranormal research.*
- *musician(s) that have somehow been booked on a tour of the various Amusement Parks, Bars, and Small Town Arenas along Route 28.*
- *freelance journalist(s), especially ones specializing in paranormal phenomena.*
- *minor-league athlete(s) traveling to a new job, or to a game.*
- *photographer(s).*
- *restless, disillusioned veteran(s) trying to escape their past.*
- *traveling salesmen.*
- *bored college dropouts in a decorated van, just looking for adventure.*
- *evangelist(s) on a mission to win converts.*
- *Demon Hunter(s) deliberately seeking out monsters to destroy.*

If you’ve chosen a start date during the Oil Crisis of 1973 to 1975, characters could even be ordinary people who wandered onto U.S. Route 28 in search of cheap gas!

In any event, The GM should keep an eye out reasons why characters with different backgrounds might wind up traveling together. For example:

- *Hitchhiking PCs should be immediately picked up by PCs with vehicles*
- *A wandering vigilante or Demon Hunter might naturally strike up a conversation with a vet still wearing their fatigues.*
- *A biker makes an obvious subject for a photographer.*
- *Desperate parents will seek out Private Eyes, and ask questions around every Truck Stop.*

Highway Sections

U.S. Route 28 is divided into manageable **Sections** within each State. A new **Section begins** either every 100 miles, when the road changes direction, the geography changes in a major way, or the road crosses a State border.

- For example, when the Road changes from running East and West to running Northeast and Southwest, a new Section of road would begin. Similarly, if the road had been running through prairie, then reaches the mountains, a new Section would also begin.

Although most Sections run for **100 miles**, some Sections can be as short as 40 miles, such as the single section of road that runs through Delaware. Sections of U.S. Route 28 are named with the **Postal Abbreviation** of the State they are located in **followed by a numerical designation** indicating the section number that corresponds to that area.

- For example, **Section NJ 2** is the second Section of U.S. Route 28 in the state of New Jersey.

See **US ROUTE 28, STATE BY STATE** (p 48) for a complete breakdown of the highway's Sections.

Dude, Let Me Do My Own Thing!

This chapter gives you suggested procedures for defining the Uncanny Highway, and running games, but feel free to use the Generator Tables however you like. That includes ignoring the whole concept of U.S. Route 28 if you want, and employing the generators to create fictional locations on actual Highways and roads of ordinary America.

For many people, world-building is an enjoyable activity unto itself. If you are one of them, you can spend countless hours with the Road Maps, Generator Tables, and Record Sheets, just rolling up locations and mentally exploring their possibilities.

*If you enjoy writing fiction, you'll find much to inspire you on the Generator Tables. In particular, the Uncanny Highway can easily be turned into a "Journaling Game". This is similar to Solo Play, but the point is that you record the actions of your character as fictional journal entries. Use the Solo Play Procedure on page 36 to structure the day-to-day incidents recorded in your journal. The **Road Events on a Highway Stretch** table (p. 41) will provide story prompts all on its own, as can the the various Events and Shocking Facts tables associated with many Roadside Attractions.*

10-Mile Stretches

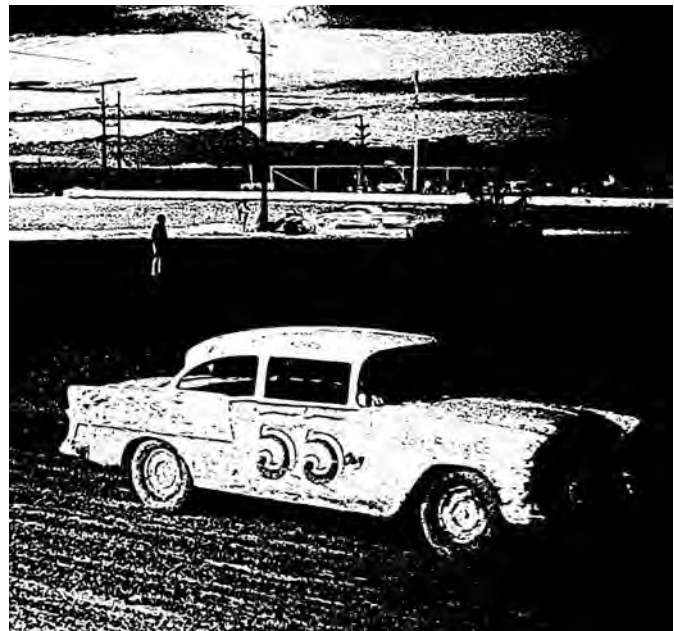
Each Section of U.S. Route 28 is further broken down into **10-mile Stretches**. There are therefore ten Stretches of Highway in a full 100-mile long Section.

- A car traveling at approximately 60 miles an hour traverses a new Stretch of Highway approximately every **10 minutes**.

Your Old-School Ring Binder

*The best way to keep all your information organized and readily accessible at the table is by using a physical 2 inch wide ring binder. All the information for a **Section** will take up **about 50 pages** within the binder, depending on which region of the country your adventure is taking place. The Record Sheets for a Highway Section in the dense Northeast, for example, will almost always take up more physical space than on in the sparsely-populated Southwest.*

*And yes, we really do recommend you use a physical binder and real pieces of paper on which you write with real pen or pencil. The **advantages** include a larger physical size than the screen on most portable devices, the ability to easily separate pages and tack them up (inside a real GM screen for instance), and the tactile joy of interacting with actual objects that will be created, stained, and otherwise marked with reminders of good times spent gaming. Also, you can't cover a digital document with "Keep on Truckin'" stickers! The **disadvantage**, of course, is the amount of real-world space your binders will eventually take up.*



Preparing a Section of Highway for Play

Every version of U.S. Route 28 is unique, no two will ever be the same. Here is how to begin creating **your version** of the Uncanny Highway, Section by Section. This Procedure is intended for use by Game Masters preparing a Game Session for a one or more Players. *If you are playing Solo, use the Solo Play Procedure on page 36.*

1. Starting Location and Timeline

Before your first formal Game Session, talk with your group and decide which **State** the Player Characters are located (Indiana, Texas, etc.), and an in-game **year** between 1965 and 1976 to begin your adventure. Once you have determined those two things, take a look through **U.S. ROUTE 28, STATE BY STATE** (p. 48), to decide which **Section** of Highway the PCs are traveling.

- For example, the group has decided to play in New Jersey, in the year 1970. Looking on page 61, the Game Master sees that there are two Sections of Highway in New Jersey: NJ 1, & NJ 2. The GM decides that the Player Characters will enter the Uncanny Highway along NJ 1.

2. Plotting Your Course

Make a copy of the schematic **Road Map** (pp. 44-47) corresponding to the Orientation of the Section you're defining: East – West, North – South, Northwest – Southeast, or Northeast – Southwest. Also, decide which **direction** the PCs will be headed when game play begins.

- Continuing with our example from above, the information on page 61 indicates that Section NJ 1 uses the **North-South Road Map**. The GM then decides that the PCs are heading south from New York state, since that will bring the party down through the haunted Ramapo Mountains, and towards the New Jersey Pine Barrens – and Jersey Devil country!

3. Recording Connecting Sections

Notice the two boxes marked “**Connects To**” at either end of the Road Map. Use these to record the connecting Sections of Highway (as indicated in **U.S. ROUTE 28, STATE BY STATE**).

- Section NJ 1 connects at its north end to Section NY 1 (in New York), so the GM would write “NY 1” in the shaded box at the top of the Road Map. In the shaded box at the bottom of the map the GM would write “NJ 2”, because Section NJ 1 connects at its south end to Section NJ 2 (in southern New Jersey).

4. Recording Predominant Terrain

Predominant Terrain refers to the natural environment around any Roadside attractions, surrounding any small towns, etc.

See **U.S. ROUTE 28, STATE BY STATE** (p. 48) to find the Predominant Terrain for your chosen Section of the Uncanny Highway. Record it in the space provided on the Road Map.

- The Predominant Terrain along Section NJ 1 is indicated as “hilly, mixed tree woodland”, so the GM would write this information in the box provided.

Distance of Vision on the Highway

On a level plane, such as on the flattest parts of the Western Prairie, a person with perfect vision can see to a distance of about 3 miles before most objects completely disappear below the horizon.

5. Unused Stretches on the Road Map

Notice on the map how each side of the road is divided into **10 rows or columns**. Each corresponds to a **10 mile Stretch** of highway. If **U.S. ROUTE 28, STATE BY STATE** indicates that a particular Section is less than 100 miles, just **black out the unused Stretches** (but keep the “Connects To” box visible).

- Section NJ 1 is only 60 miles long (rather than the usual 100). Therefore the GM just blacks out the lower four Stretches of highway– without obliterating the “Connects To” boxes.

Just The Numbers

*If you want to save a lot of preparation time when defining things on the Uncanny Highway, **only record the die rolls** on the appropriate Road Maps and Record Sheets. Then, you can just refer to the corresponding text of the generator tables as necessary. The practice of only recording the die rolls is also used when playing Solo on the Uncanny Highway (see page 36).*

Give Your Game a Groovy Soundtrack

*The Groovy Era was a **Golden Age for popular music**. The Game Master may wish to select songs to play at the start or end of a Game Session, when the PCs enter or leave a Highway Section, when they enter certain Towns or Roadside Attractions, in the event of a Kung Fu fight, or during car chases. See page 354.*



Preparing a Section of Highway for Play

6. Small Towns on the Road Map

The minimum number of Small Towns that must be in one Section of roadway depends on the Region of U.S. Route 28 being traveled. (See table below.)

Region	Minimum Towns per Section:
Northeast	2
South	1
Midwest	1
Western Prairie and Rocky Mountains	No minimum.
Southwest	No minimum.
Southern California	1
Central California	1
Pacific Northwest and Northern California	1

Decide which Stretch(es) your town(s) will occupy, and indicate their presence in the shaded area(s) of the Road Map, on both sides of the road in the Stretch(es) selected. If you wish to name the town(s) at this point, use the table **Name of a Small Town** on page 245.

7. Road Features

For each 10-Mile Stretch not already occupied by a Small Town, roll ONCE on the **Road Features of a Highway Stretch** table (p. 38). Similar to step 6, write the result of the Road Features & Roadside Attractions generation in the shaded area on **both sides** of the Highway in that specific Stretch.

- For example, the GM has already determined that in Section NJ 1 there are Small Towns occupying Stretches #3 and #5. They would therefore roll a d20 to determine the Road Features of the remaining Stretches #1, #2, #4, and #6. If they obtained the results of 4, 8, 14, and 17, they would record "No Feature" on both sides of Stretch #1, "Median strip of grass & plants" on both sides of Stretch #2, "Especially wide shoulder" on both sides of Stretch #4, and "Power lines crossing overhead" on both sides of Stretch #6.
- Note that it is possible for **Road Features of a Highway Stretch** to indicate the presence of Small Towns in addition to the ones you placed in **step 6**.

See page 29 for an example of a filled-out Road Map, for Section NJ1.

Placing Towns at Random

When you have mandatory small towns to place, you can **randomly determine** their locations by rolling a **d10**, re-rolling repeated or impossible results. For example, if the GM rolled a 3 and 5, it would indicate that there are small towns occupying both sides of Stretches #3 and #5.

8. Determining Roadside Attractions

In order to randomly determine what roadside attractions are located along stretches of U.S. Route 28 Roll a d100 on **Roadside Attractions of a Highway Stretch** (p. 39) for each separate side of each Stretch, as indicated below.

Region	Roll on each side:
Northeast	4 times.
South	3 times.
Midwest	2 times.
Western Prairie and Rocky Mountains	2 times.
Southwest	1 time.
Southern California	2 times.
Central California	3 times.
Pacific Northwest and Northern California	2 times.

Remember to roll for both sides of the Highway. Roll even if the Stretch contains a Small Town.

- For example, after rolling d100 four times for the area labeled "Stretch #1 North" on the Road Map for Section NJ 1, the GM would record that there is an "Undeveloped Lot"; a "Diner, Restaurant, or Eatery"; an "Amusement Park"; and an "Unmarked Road Exit on the side of the northbound lane.
- Rolling d100 four times for area across the road (labeled "Stretch #1 South), the GM would record that there are a "Billboard", an "Undeveloped Lot", a "Church", and another "Undeveloped Lot" on the side of the southbound lane.

"Can't Find My Way Home"

As soon as a Player Character loses sight of an exit, street, or off-ramp that brought them onto the Uncanny Highway, it will **completely disappear** from existence. No amount of searching the area where they entered will allow the PCs to go back the way they came.

9. Characteristics of Roadside Attractions

Each Roadside attraction has its own dedicated chapter. Use these chapters to decide what characteristics each type of Roadside Attraction has. Define these characteristics by using the tables provided in the relevant chapter of this book.

- For example, if you determine that there is a Truck Stop on the side of the road in a particular Stretch, you would use the chapter entitled **TRUCK STOPS** (p. 320). You have the choice to either roll on the tables provided or use them instead to select the specific characteristics you would like that Truck Stop to have.

Record the details of each such Roadside Attraction using a copy of the **Location Record Sheet** provided for you at the end of each chapter.

10. Radio Stations, Newspapers, and TV Stations

Each Section of the Uncanny Highway has its own **RADIO STATIONS** (p. 228), **NEWSPAPERS** (p. 198), and **TV STATIONS** (p. 336). If you choose to define them further before game play, use the corresponding Chapters of this book. However, to save time or you do not foresee Player Characters choosing to interact with in-game media you could just roll on the appropriate tables as needed during game play.

11. Make it Work Together

Whenever you are defining Road Features, Roadside Attractions, and media outlets, always try to look for the ways in which they can **interrelate**. Also, try to look for ways in which Small Towns and Roadside Attractions might interact with the PCs motivations.

- For example, if the GM determines that an Amusement Park is secretly a front for a child abduction ring, and one of the PCs is looking for a missing child, then the kidnappers at the Park would somehow be involved in the child's disappearance.
- If there are two Gas Stations on a single Stretch of Highway, their owners might be constantly looking for ways to sabotage each other's operations – and offer the PCs money to help.
- If the GM determines that there is a pirate TV station broadcasting illegal Kung Fu fights, then they might decide to overrule the dice and make a local Farm the location where the fights occur.

Doin' it Spontaneously

*If you prefer a completely spontaneous Game Mastering style, don't have time to completely detail a Section before your game, or are faced with Players that suddenly decide to turn in an unexpected direction, you **can also use the Generator Tables in this book as you go**. But make sure to keep a record in case the PCs decide to revisit the same Section of Highway.*

12. Determine Encounter Themes and Style

As a final optional step, you can roll on **Encounter Themes and Style of a Highway Section** (p. 42). This will give you a set of suggested themes and motifs to keep in mind while describing locations and presenting locations. You can also go back and selectively edit the characteristics of Locations to better accord with the your overall themes and style. Using this table can help you give every Section of Highway its own unique flavor.

- For example, the GM rolls on **Encounter Themes and Style of a Highway Section** for Section NJ 1, and determines that "The encounters along this Section of the Uncanny Highway combine the elements of mind-bending science fiction with social satire. If it was a movie, it would be directed by Herschell Gordon Lewis". They go back over their notes for the Section, looking for places where they can insert strange characters who may be time travelers, radio transmissions from other dimensions, secret C.I.A. research into psychic powers, and situations that satirize human hypocrisy and stupidity. They also try to introduce deliberate references to the trash classic "Something Weird"!

13. Run Your Section.

When you are ready to run a game on the Section of U.S. Route 28 you've just created, use the Procedure outlined on pages 30-32, under the heading **Running a Game Session on the Uncanny Highway**. Assume that the PCs begin on either the first or last Stretch of the Section, whichever seems more appropriate to their travel direction.

Mark This Book Up!

*Please don't treat your copy of this book like some kind of precious museum artifact. It exists for one purpose only – to facilitate enjoyable games. **Write** notes in the margins. **Black out** material that you don't want to use. **Change** the tables to your tastes. **Paste** additional tables right onto the pages. **Paperclip** pictures that will inspire you. Put the names of your favorite 70s bands on every blank space!*

Creating the Rest of the Uncanny Highway

Inevitably, the PCs will drive, ride, or hitchhike their way onto another Section of the Uncanny Highway. Just see **U.S. ROUTE 28, STATE BY STATE** (p 48) to find the connecting Section of the Highway, use a copy of the Road Map indicated for the new Section the PCs have just entered, and repeat the same procedure you used to create the previous Section.

NORTH - SOUTH ROAD MAP for HIGHWAY SECTION # NJ1 in the STATE of New Jersey

PREDOMINANT TERRAIN: Hilly, mixed tree woodland

NOTES: Stretch #1 Crosses the Ramapo Mountains.

