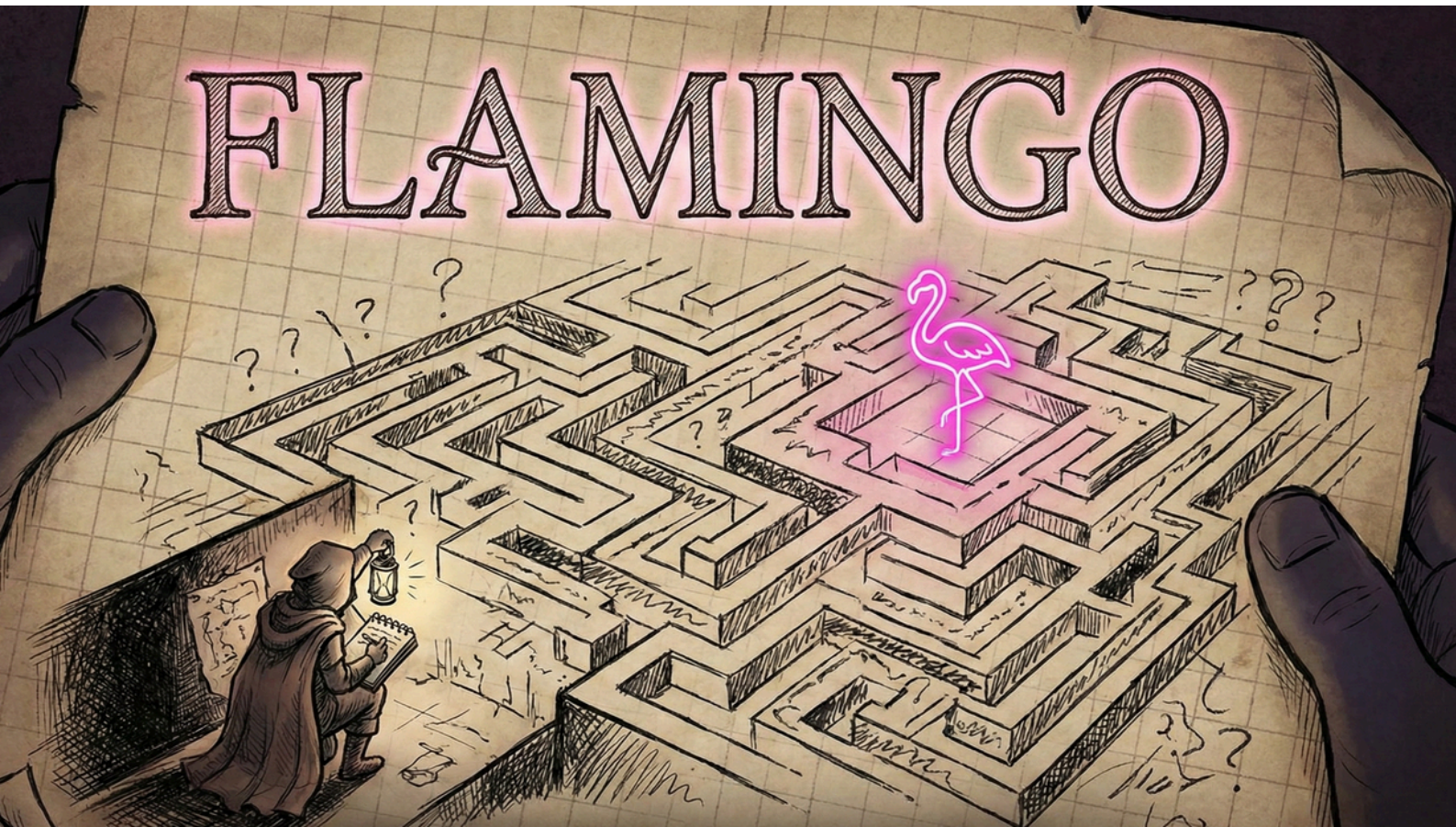


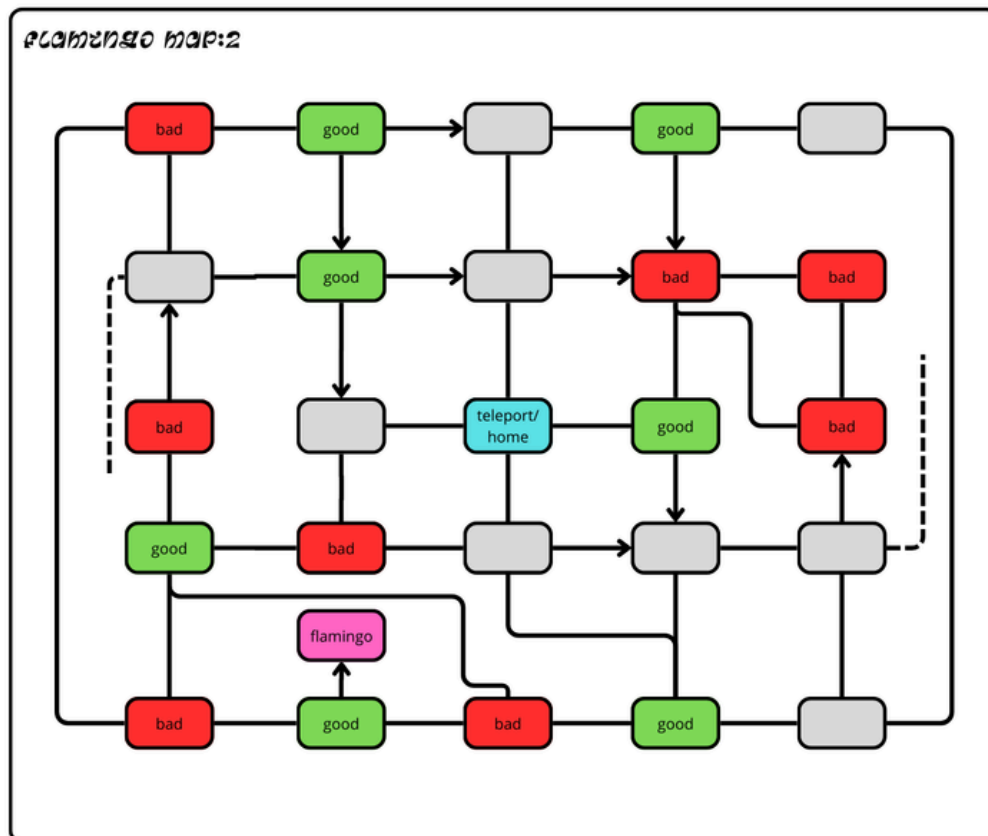
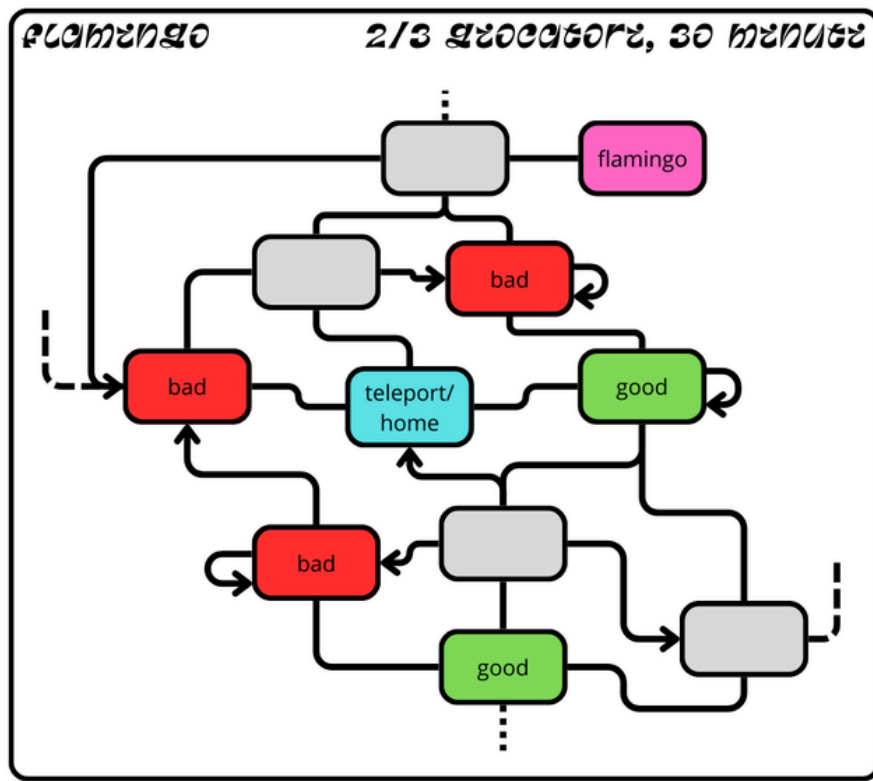
FLAMMINGO



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MAPS



COMPONENTS

- **1 Game Master (GM):** The game master, he knows the map and guides the game.
- **2-5 Players:** the explorers.
- **For the GM:** a way of writing the points of the players ,the full map, and a indicator for each player (like a colored cube).
- **For each player:** a way of drawing a map and sign personal points.
- **bad and good wheel OR D10**

OBJECTIVES

- The game ends the moment one player finds the flamingo square.
- **Wins the player with most points.**

PREPARATION

MASTER'S MAP: the GM places each player's indicator on the map

Player's map: Each player draws the start square at the center of their map.

TURNS

The game is played in turns, moving clockwise.

Phase A: GM Description The GM addresses the current player, describing only the exits visible from their current position.

***Example:** "You can go NORTH and EAST."*

Phase B: Player Action

The player chooses a direction (North, South, West, or East) and declares it aloud.

Note: Players may look at their own sheets, but not those of others. However, everyone listens to all declarations.

Phase C: Resolution

The GM checks the Master Map:

- **Empty Square:** If there is a passage, the GM says, *"You move [Direction]."* The player draws a line on their sheet and moves to the new square.
- **Event:** If the square contains a special event, the GM applies its effects.

END OF THE GAME AND POINTS SYSTEM

The game stops immediately as soon as a player enters the **Flamingo** square.

- **Winner's Bonus:** That player receives **10 points**.

"Cartographer" Calculation: The GM reveals the Master Map. Players compare their maps by placing them side-by-side with the original.

- 1 Point for Each room correctly placed relative to the Start.
- -2 points for Each non-existent room or incorrect corridor

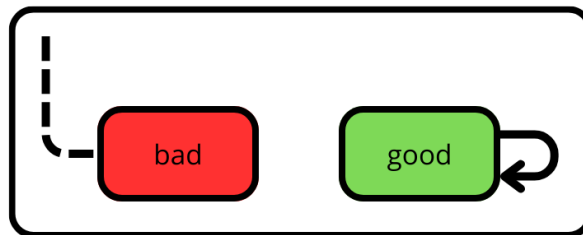
EVENTS

TELEPORT & REPEAT CORRIDORS:

some corridors are dotted, those corridors connect with the other with the same texture (probably is on the opposite side of the map). in the player view it's a normal corridor.

when a corridor points to itself with a arrow, it means that for the player is a direction they can go, but if they do, they stay in the same box and re-apply the box's effect. example: if we take the example below and the player is on the good square they master have to say "you can go right", if the player does, they have to roll the good wheel.

note: the player don't have to know what these two are until the map is revealed at the end of the game and the GM cannot give any clue about it.



GOOD/BAD:

landing in a good or bad box, means that the player has to roll a wheel and apply the result he gets

note: i recommend using a wheel system, but you can instead use a D10 if you don't have any way a wheel for all players to see.

EFFECTS:

to note that a player have to skip a turn, place their indicator sideways, then when they skip their turn, put their indicator back in place where it was.

bad wheel e good wheel RESULTS in the next page.

RESULT	GOOD	BAD
1	spin bad wheel	teleport to a random spot
2	teleport to start	for the next 3 turns all directions are inverted for you
3	pick a direction and discover it	your points are now 0
4	give another player -1 point	give another player +1 point
5	spin again two times	spin again two times
6	get 1 point	get -1 point
7	discover adjacent boxes	go back from where you came
8	switch position with another target player	lose the next turn
9	know which direction is the fastest to the flamingo	switch position with another random player
10	get an extra turn	spin the good wheel

THUMBS

from Gengarium

thank you for playing the game!

inspiration from Magic The Noah YT channel

Splash art created with the help of AI.