



Game Map



The Great Migration

Summary

The Serengeti is home to many animals big and small. It is also the location of the great Wildebeest migration. You are a small herd of 150 wildebeest looking for food and water around the Serengeti Plains for the year. The trek is long and dangerous and many may be lost along the way. Beware the predators that lurk all around you looking to pick off the weaker links!

Goal

- Passive Run: Death is inevitable, try to keep as many alive as possible. Good Luck.
- Genocide Run: Death is inevitable, so why not kill as many as possible? Good Luck.

Set-up

- Lay out the board and place your herd at the starting point
- Roll the die (6 sided) to see which season you start in.
 - Even numbers = Rainy Season, Odd numbers = Dry Season
- If starting during the **Rainy Season**, randomly lay out **6** predators with at least 2 spaces between them and at least 4 spaces away from the starting point. Give yourself **3 water chips** (blue chips) and **4 food chips** (green chips).
- If starting during the **Dry Season**, randomly lay out all **10** predators in a close proximity to each other and at least 4 spaces away from the starting point. Give yourself **2 water chips** (blue chips) and **3 food chips** (green chips).

Rules

- Use a pen and paper to keep track of herd size. Herd size begins at **150**
- When **landing** on or **passing** a 'Crossing' space roll the dice to see if attacked by the waiting crocs. Rolling **1-3**: Crocs attacks, roll again to see how many are lost. Rolling **4-6**: Safe, no crocs attacked. Roll again to see how many were lost to drowning and trampling
- Predators only move once the herd passes the space the predator is currently on. Predators move **1 space** at a time (you, the player, moves them). If a predator, that **already started moving**, lands on the space the herd is on, Roll to see if attacked. Rolling **1-3**: Attacked by Predator(s), roll again to see how many were lost. Rolling **4-6**: Safe, the herd leader scared off the predator(s).

- If more than one predator lands on the space the herd is currently on, roll once to see if attacked. If attacked roll once to see how many were lost and multiple the number by how many predators are on the space.
- If you choose to Rest on a space of a nonactive Predator more than **1** turn. Roll to see if attacked. If attacked roll again to see how many are lost.
- herd can move **forward** 1-3 spaces at a time (you, the player, moves them at your own leisure. **No Dice** required). If you keep choosing to move 3 spaces each turn without a break. **Minus 10 Wildebeest** from the herd after the 3rd time as they had died from exhaustion.
- Chip subtraction Space: Landing on or passing the spaces with a **red spot**, minus **1 water** and **1 food chip** due to usage.
- You, the player, can choose to Rest, Graze, or Drink.
 - Rest: **Remain** on the current space you're at, gain **1 Water** and **1 Food chip**. Choosing to Rest consecutively more than **3** times, **Minus 1 food chip** and keep gaining **1 Water chip** until you move again.
 - Graze: While moving, gain **1 Food chip**.
 - If done during a Chip subtraction turn. Subtract only **1 Water Chip**
 - Drink: While moving, gain **1 Water chip**.
 - If done during a Chip subtraction turn. Subtract only **1 Food Chip**
 - **You can't Rest, Graze, or Drink in the same turn**
- If you run out of water chips, minus **5 Wildebeest** each turn until you gain 1 water chip back
- If you run out of food chips, minus **5 Wildebeest** each turn until you gain 1 food chip back
- If you've run out of both food and water chips and land/pass a Chip subtraction space, minus **10 Wildebeest**
- The game ends once you reach the starting point again