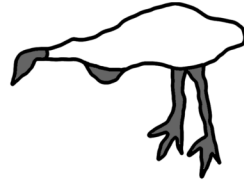


WALKABOUT

a game for one or more players
v.0.6
by Karl Hanf



Concept

You're an adolescent coming of age in a traditional community. You look forward to being recognized as an adult when you return from your walkabout, a solitary and spiritual rite of passage. You also hope to gain much practical knowledge of the surrounding land.

In this roll-and-write game, every "day" the roll of the three dice gives you three choices for which way to walk today, plus three things that you can find today. You can't retrace any of your old path.

Stop playing when you like, or when you can't walk and aren't next to any empty spaces to find things. Then score each of the regions that your path divided your board up into. Score well by having:

- some regions with lots of waterholes,
- some regions with kangaroos or emus who know where to find that water,
- and other regions with boomerang- or spear-hunters who know where to find those animals!

Materials

- Three different 6-sided dice (red/green/blue or light/medium/dark e.g.). *(Optionally, print, cut, and tape the custom face art onto the dice.)*
- For each player, a pencil or pen, and a printed map sheet.
 - There are 4 choices of map sheet; they differ only by a different arrangement of the few initial symbols. Decide before playing whether all players should use copies of the same sheet, or each use a different sheet.
 - Your map sheet also has areas for stars that you collect, for your end-game scoring, and for a rules summary.
- One dice mat, to help players visualize their movement options.

How to play

Play game rounds ("days") until you quit. Each day, do these four steps. Each step will be explained later, after the "General rules" section. You may choose to quit after any of these steps; or the last step may force you to quit.

Each day:	1. Roll	2. Move	3. Find	4. Quit?
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General rules

Your path

Your current location is always at the end of your path so far. Keep track of it throughout the game. Every segment of your path is from one node to another on your map's triangular grid.

- The map on your game sheet initially shows your path from yesterday entering from the southern edge, ending with your current location.
- Your path may cross itself at a node, but may never overlap itself along a segment.

Dice

Each face shows a movement **and** a symbol.

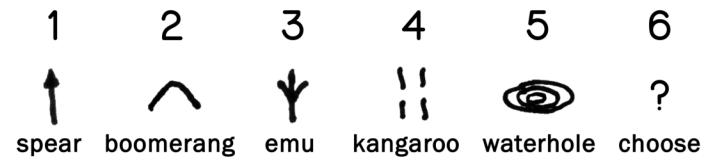
Movements

The three dice offer various movement options. Each movement can be done with or without its first forward step.

Each movement is relative to your current location, and relative to the direction you're currently facing (which is always the direction of the last segment in your path).

Symbols

The "1" - "5" faces of each die specify those symbols, and its "6" face offers your choice of any of the 5 symbols. (If you're using numbered dice, note how symbols 1, 2, 3, and 4 look like that many straight lines.)



(A few map spaces have pre-printed symbols.)

Each time you draw a weapon or animal, you can point it in any of 6 directions parallel to a grid line:

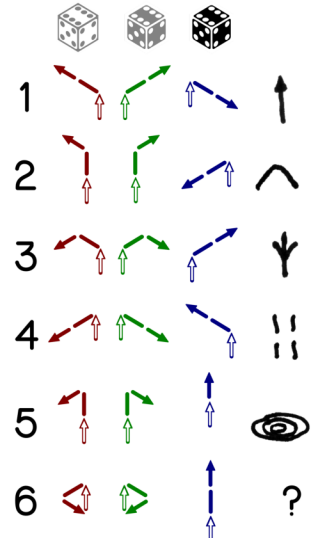


Stars

You begin the game with one star, and can collect more by walking to them. You can spend them to more directly control your movement, or keep them for points.

Regions

At game end, you'll score each region - that is, each area of map spaces that's fully bounded by path and/or map edge - as explained later.



Each day: 1. Roll 2. Move 3. Find 4. Quit?

1. Roll

Any player rolls all three dice. To help you visualize the movements they offer, rotate your game sheet to align your current travel direction with either the first page of these rules or the optional dice mat, on either of which you can see what movements you rolled. (If you're using custom dice, align your sheet with them.)

2. Move

Consider the movements that the three dice offer, each of which can be done with or without its first forward step. So that's six options in total, but each of the six options is legal only if it can be done in its entirety without exiting the map or overlapping a segment of your old path.

You must choose only **one** of these options:

- Do all of one die's movement
- Do all of one die's movement except for its first forward step
- If you can't do any of the dice's 6 options, you may **choose** not to move.
- Cross out a star you have, to move 1 step in any direction (never along old path, of course)
- Or you may choose to quit the game

3. Find

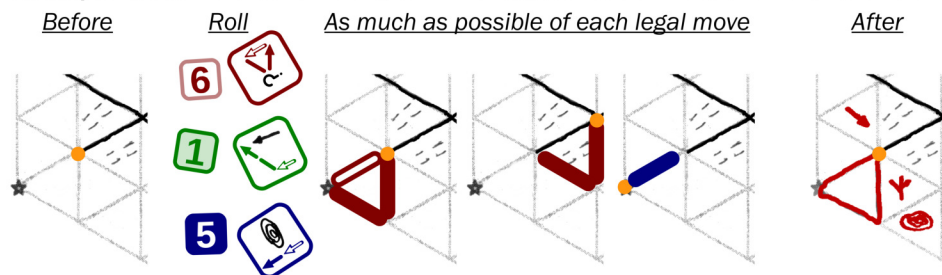
Then, for **as many** of the 3 dice **as possible**, draw the symbol shown on the die.

- Treat each "6" = "?" die as a symbol of your choice.
- Draw each symbol on a blank space that touches your position and/or the path that you traveled **today** – **even if they touch only at a corner**.
- Symbols can be drawn rotated:
 - For a weapon, you have 6 choices for which way to point it.
 - For an animal, you effectively have 3 choices, since pointing directly at or directly away from a waterhole are equivalent for scoring.
 - A waterhole has no direction, so draw them all the same way.

4. Quit?

If you drew nothing today – neither new path nor symbols – then you must quit. At the end of the fifth day after any player quits, all other players must quit.

Example turn: We choose move option #1 of 3, get a star, and loop around to face north.



Scoring

When all players have quit, total up each player's score.

- For each region: Choose only **one** of these ways to score the region. In or near the region, write and circle its score. Once you've scored each region, add up their scores and write their sum in the first scoring box.
 - For **weapons** of one type in it, each pointing – over any distance – at a different individual animal, with all those animals being of one type and in one region (this region or another):
For the 1st: 0 pts., 2nd: 1 pt., 3rd, 4th, 5th, etc.: 2 pts. each.
 - Similarly, for **animals** of one type in it, each pointing at a different waterhole, those waterholes being all in one region (this or another):
For the 1st: 0 pts., 2nd: 1 pt., 3rd, 4th, 5th, etc.: 2 pts. each.
 - **1** point if it has 4 different **types** of symbol.
 - **3** points if it has all 5 different **types** of symbol.
- For each of 5 symbol types: How many are in your region with the most?
 - Solo game: Score ½ pt. each. Don't round off; half points are okay.
 - Multi-player game: Score **1** pt. each, **only if** no other player has a region with more of this type than you.
- 1** point per star that you have and haven't us

Example scoring one region's animals:

Example completed game, below

- Two **example regions** show dotted lines.
- Note the red "**0!**" region at left. It has boomerangs pointing at 2 animals, but not at 2 of one type in one region.
- Solo score $23 + (23/2) + 3 = 37\frac{1}{2}$ pts.

Multiplayer game

The player(s) with the highest score wins!

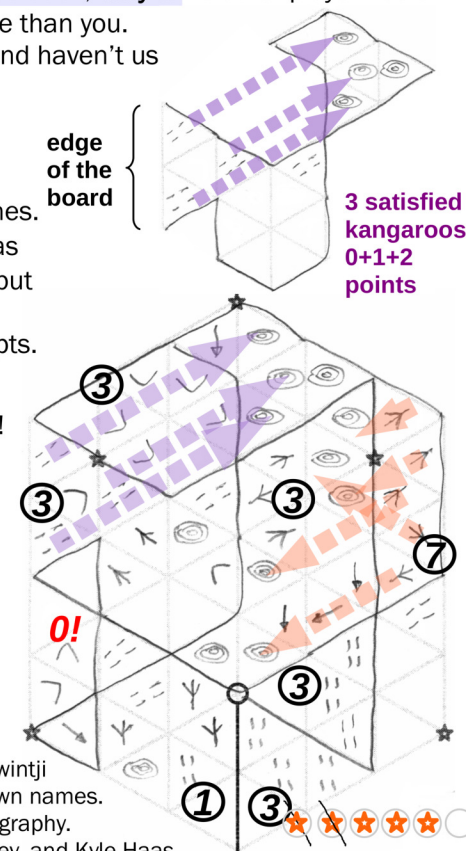
Solo game

Use this rubric to see how you did:

- ≤ 24 : Try again.
- 25 – 29: Fair
- 30 – 34: Good
- 35 – 39: Very good!
- ≥ 40 : Excellent!!!

Credits

Kangaroo & emu title art traced from petroglyphs at Kangaroo Paw Valley and Mutawintji National Park respectively, by artists of unknown names. Symbols based loosely on traditional art iconography. Thanks to playtesters Trevor&Jack, Julian Anstey, and Kyle Haas.

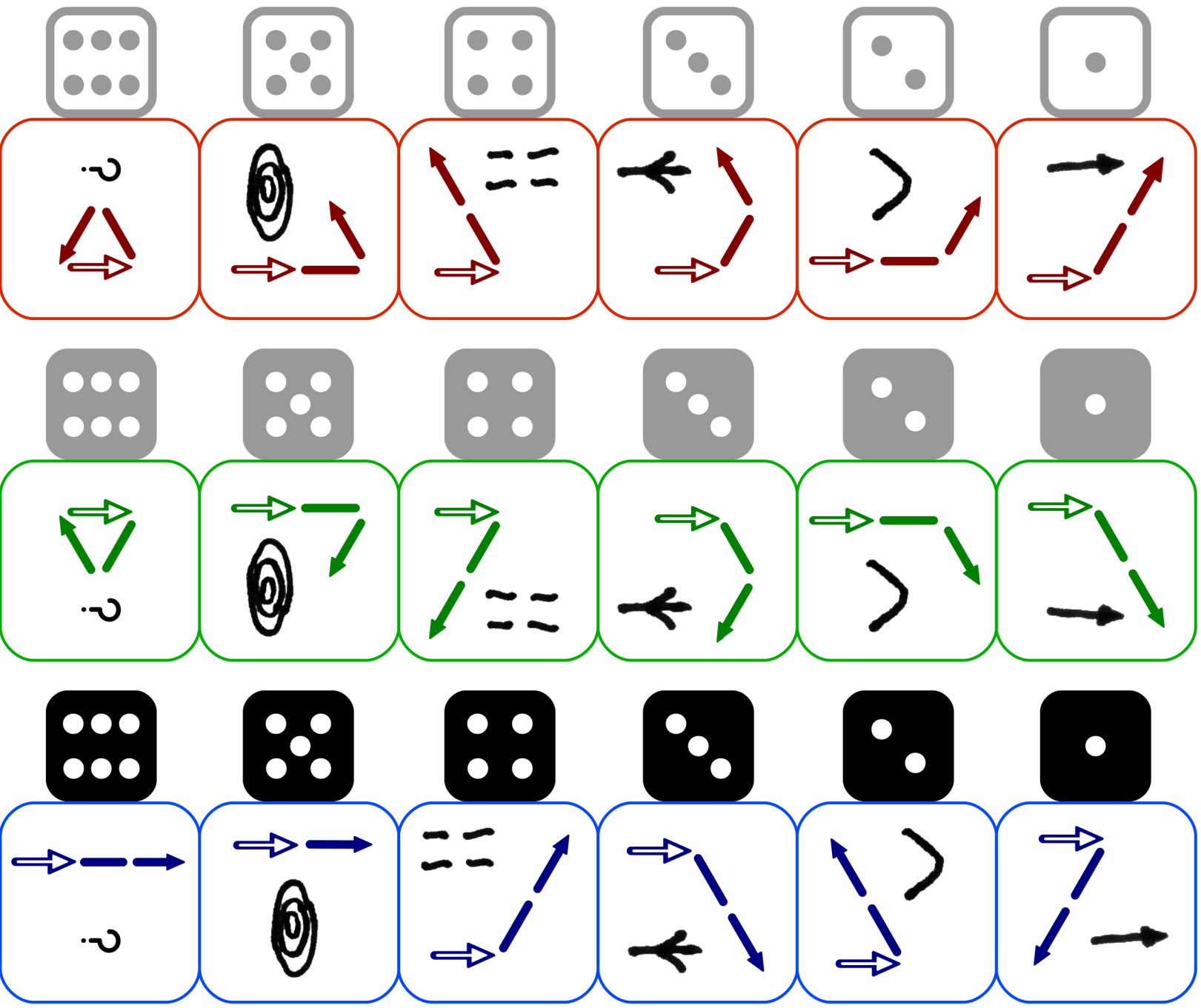


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Optional Dice Mat

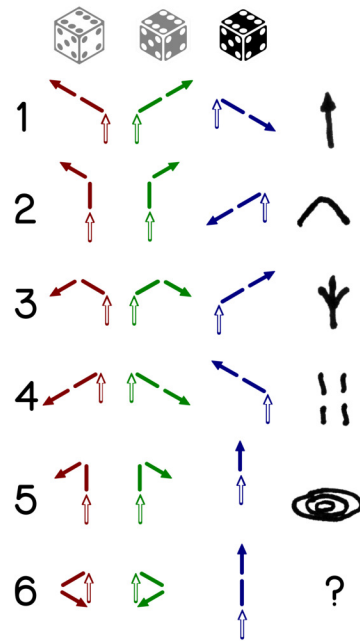
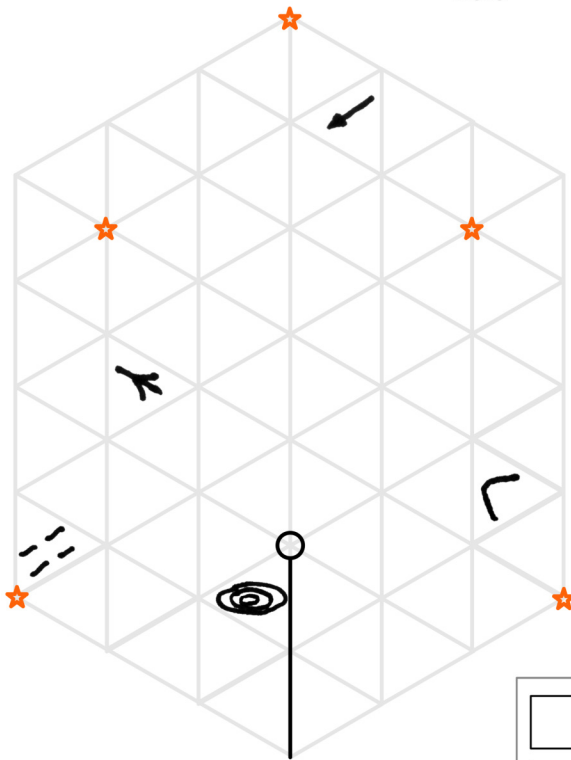
To help visualize your movement options:

- Place each die based on its roll.
- Rotate your game sheet to align your current travel direction with this mat's ↖.



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TOTAL SCORE = Sum:

Score each region only **one** way:

- For **weapons** of one type, ea. pointing – from any distance – at a different animal (all one type, all in one region): For the 2nd, **1 pt.**; for the 3rd etc., **2 ea.**
- For **animals** of one type, each pointing to/from a different waterhole (waterholes all in one region): 2nd, **1 pt.**; 3rd etc., **2 ea.**
- 1 pt.** if **4** different symbol **types**
- 3 pt.** if **5** different symbol **types**

Score each of 5 symbol types:
Count your # of that symbol type in any one region:

↑ # ↘ # ↙ # ::

(Solo game: ½ pt. each)
(Multiplayer game: 1 pt. each ONLY IF no other player can score more of them)

Score 1 pt. per unused star

Stars: ○ ○ ○ ○ ○ ○ ○ ○

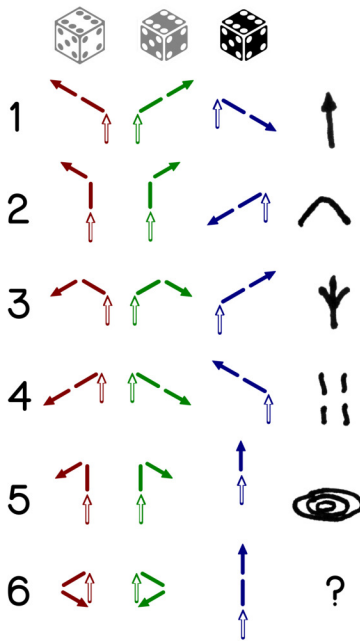
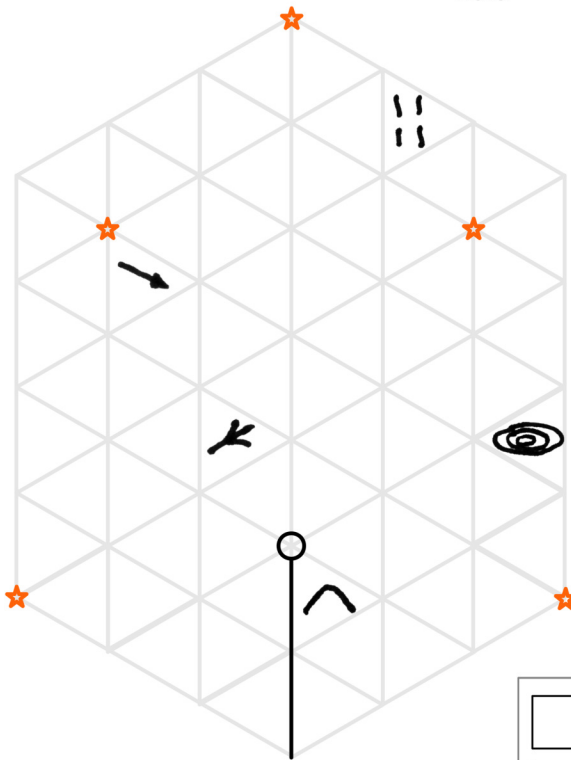
Each Day:
Move: Choose one option:
 • Do one die's entire movement
 • Do one die's movement, except for its 1st step
 • If none of those 6 move options are possible, then you may choose not to move.
 • Cross out a star to move 1 step in any direction
 • Quit now

Find: For as many of the 3 dice as possible, draw its symbol on a blank space touching your position or today's path – even if only at a corner.

Quit if you drew nothing today, or at end of 5th day after another player quit.

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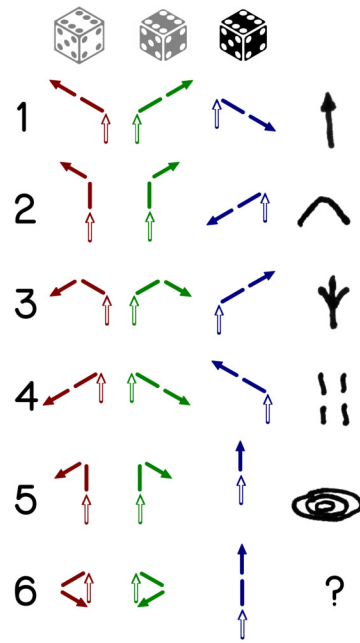
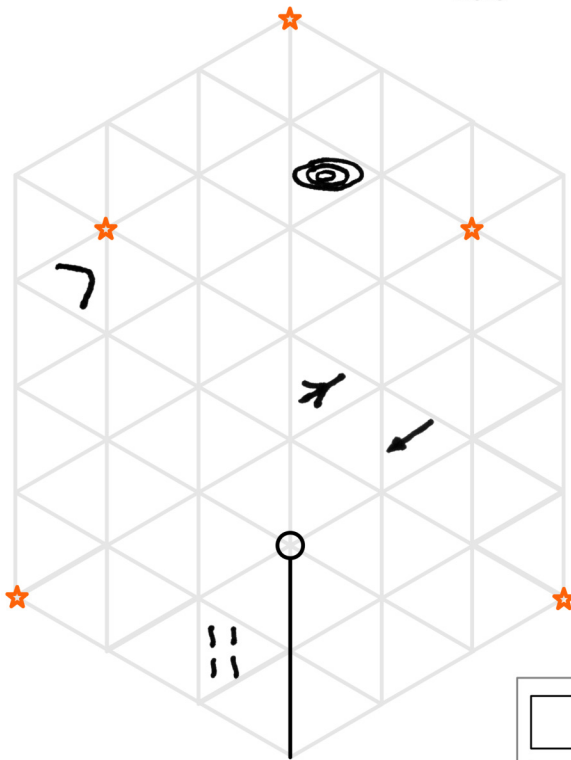
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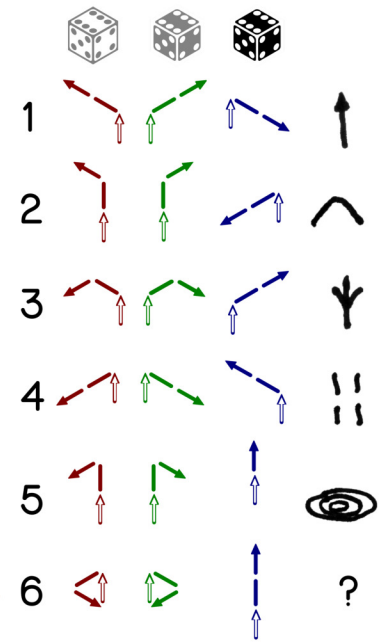
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