



Homing Pigeon

8+



30-60 mins



4 Players

In the most popular social media, Homing Pigeon, you will receive and forward so many different messages every day. Will you abide by the principle of the truth and only forward the correct information to the public platform? Or will you not care about the truth and only forward the most eye-catching fake news to let others fall into Doomscrolling together?

Includes:

- 4 Role Tokens
- 2 Normal Citizens and 2 Spreaders
- 92 Ability Cards
- 69 Event Cards
 - 28 Normal Event Cards
 - 41 Bad Event Cards
- 1 Homing Pigeon Token
- A Rule Book



Normal Event Card



Bad Event Card

RULES

Win Condition:

Normal Citizen: Normal Citizen's goal is to replace all the event cards carried by the homing pigeon with Normal Events.

Spreader: The goal of Spreader is to replace the event cards of other role players with face-up bad events.

Setup:

1. Players choose their roles as they wish. And place the Role Card besides the player and face up.
2. Players of the same role sit opposite each other.
3. Shuffle the Event Cards deck and Ability Cards deck.
4. Place the Homing Pigeon in the center of the Game Board. And place 4 face-down event cards around the homing pigeon.
5. Four ability cards and four event cards are dealt to each player.
6. Facedown and place event cards besides players' role cards.

Gameplay:

1. Each round:
 - Draw two ability cards
 - Draw one event card
 - One chance to exchange an event card with Homing Pigeon.
 - Apply the Event Cards' effect if there's any on the board.
 - Use any number of ability cards
 - Before the end of the round:
 - Discard the excess hand if the number of ability cards is greater than 4.
 - Discard the excess event cards if the number of the event cards is greater than 4.
2. Homing Pigeon: The Homing Pigeon should always have four Event Cards after each turn.
3. Event cards: There are two types of Event Cards, Normal Event Cards and Bad Event Cards. Event Cards won't be effective if it's face down. The player should always have four Event cards placed in the player's area.
 - Normal event cards: It represents the scope of the effective application of bad Event cards.
 - Bad event cards: How the player will be affected. Only players indicated by the Normal event are affected by these effects.
 - Exchange: Exchanged event cards should be faceup, whether exchanged with Homing Pigeon or with another player.
4. Judgment method: Draw an event card, if the normal event is effective, the bad event is invalid.



Judgment



Can be cast at any time



Effect lasts for one round



Target yourself



Target everyone



Target another player



Target Homing Pigeon