

Ready, Steady, Flamingo!

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Details

- Players: 2-6
- Age: 10 +
- Time: 20 mins
- Type: simultaneous play, speed, sorting, bluffing

Components

- 1 lagoon board
- 6 resort boards
- 75 regular flamingos
- 20 VIP flamingos (with sunglasses)
- 5 mafia flamingos (with black bottoms)
- 9 ready cards
- 8 steady cards
- 13 flamingo cards
- 18 flamingo tokens
- 18 mafia tokens

OVERVIEW AND AIM

The flamingos are coming and want to stay at your resort – but they have very specific requirements!

Be the quickest at positioning the flamingos on your resort board. Deal with the fussy VIP flamingos – the want to be alone. Watch out for the mafia flamingos, will you risk hosting them, or have they infiltrated your rival's resorts?

SET-UP

- Place the lagoon board in the centre of the table and pile up all 100 flamingos on the lagoon.
- Give each player a resort board.
- Shuffle the ready, steady, and flamingo cards and create 3 piles of 8 cards each. Return the unused cards to the box.
- Place the flamingo and mafia tokens on the table.

GAME PLAY

Gameplay consists 8 rounds. On a round do the following:

- Turn over the top ready, steady, and flamingo cards to set the current goal.'
- As quickly as possible, all players must take flamingos from the lagoon board and arrange them on their resort board to meet the current goal set by the cards. **They must not use VIP flamingos, but can use mafia flamingos.** The flamingos can be put back onto the lagoon but they cannot be taken from other players resorts.
- As soon as someone thinks they have achieved the goal, they shout out **'FLAMINGO!'** and all players stop playing.
- Check to see if they have correctly achieved the goal, including whether their VIP Flamingos (if they have any) have been correctly catered for (see VIP flamingos, below).

- If they are successful, they take the current flamingo card and place the number of VIP flamingos shown on the card from the lagoon onto the card.
- If they have failed, they are out of the round and the remaining players continue as normal.
- At the end of the round anyone can accuse any other player of having mafia flamingos in their resorts.
- A successful accusation gains the accuser 1 flamingo token. An unsuccessful accusation gains the accused 1 flamingo token.
- After accusations have ended, any player still with Mafia Flamingos in their resort must declare them and return them to the lagoon. They gain 1 Mafia Token.
- At the end of the round, return all mafia flamingos and VIP flamingos to the lagoon. Any players with flamingo cards must make sure they are restocked with the correct number of VIP Flamingos.
- Start a new round by turning over the next ready, steady, and flamingo cards.

VIP Flamingos

- On a round, players with VIP flamingos (in addition to achieving the current goal) must make sure that each VIP Flamingo is positioned on its own, on a discrete feature. **They do not have to be positioned in the orientation shown on the steady card.**

Flamingo – no!

- If, at any time during the round, a player thinks that the current goal is unachievable they can shout **'FLAMINGO-NO!'** and all players must stop playing. Check to see if they are correct (this will usually be because there are not enough flamingos in the lagoon) and if they are, they take the current flamingo card and the round ends. If they are wrong, they are out of the round and the round continues as normal.

Extra Resort Features

- Some flamingo cards have additional resort features on them. When won, these are added to your resort and can be used to hold flamingos as normal.

Game End

The game ends after 8 rounds and all the ready, steady, and flamingo cards have been turned over.

- Players gain 1 point for each flamingo on their flamingo cards and 1 point for each flamingo token.
- The player with the most Mafia Tokens gains 3 points. In the event of a tie, no points are gained.

The player with the most points is the winner!