

Bermuda Square

Objective

Pilot and the Good Gods: Escape Bermuda Square without crossing a barrier

Bad God: Get the Pilot to cross a barrier

Components

- 1 Plane Token
- 1 Bermuda Square Card
- Puzzles: 1 Full Escape Map Card for Bad God
- 4 Partial Escape Map Cards for Good Gods

Setup

1. Distribute 1 Escape Map Card to each player except for 1 player.
2. Pass all other components to that 1 player. That player cannot look at the Escape Map Card(s).
3. Place the Plane Token on the Bermuda Square Card.

Gameplay

The Gods only can communicate verbally with the Pilot.

When the Pilot moves the Plane, the Pilot must move it orthogonally.

After each move, the Gods must declare if the Pilot has crossed a boundary.

Game End

The game ends when the Pilot has crossed a boundary (the Bad God wins) or the Pilot has escaped from the Bermuda Square (the Pilot and the Good Gods win).