

Characters

Protagonist



Carmen Sandiego / "Black Sheep"

no special abilities; can "kill" enemy from the side

Neutral Character



Crowd

Enemies



Normal Enemy

can catch adversaries if they are in front line of them)



Advanced Enemy

can catch adversary characters if they are in front, left or right line of them

Enemy Status



Standing, arrow shows their facing direction



Moving, 1 step per round



Waiting, waiting for n turns to move



Chasing, 2 steps per round

Other Settings

Core Mechanism

Turn-based board game. You take 1 step, and the enemy who can move takes 1 step.

Goals defined in each level. Try to complete them!

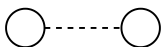
Protagonist Status



Carmen in disguise

will not be treated as adversary by normal enemies unless they are in chasing mode

Environment



Connected Nodes

characters could move between them



EXIT



Sight-blocking Barrier



Sight-blocking Door



Walls

enemy will turn back when hit the wall

Special



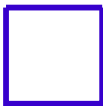
Item

spend 1 round in place to fetch/check it



Lock

unlock by special condition



Plot Trigger Area

when stepped in, please refer to the corresponding Trigger Page



Talking

activate by Plot Trigger