
Civic Cryptid Safari - Play mode

About this Community

What it is: A whimsical sightseeing game where every town has a friendly, totally invented cryptid. Players watch for simple signs (weather vane, mural, three dogs, a green door) that summon it, then perform a brief, respectful ritual pose for a group selfie, praise the town, or bestow a silly title.

Prime Directive: Zero disruption to people, property, and wildlife. If a ritual would intrude, skip or replace it. Safety and courtesy outrank game-play every time.

How it plays: Before arrival, passengers draft a one-line cryptid profile (name, trait, summoning signs). When the trigger appears, the group performs a 10–20 second ritual and logs the sighting (photo or note). Sightings may grant small boons (snack choice, route nickname, postcard rule).

Examples: Weather-Vane Watch, Three-Chimney Signal, Mural Beacon, Town Praise Ritual, Route Nickname Rite.

Sample Rules / Principles

• Kindness to Keepers

Ritual: If a local worker or volunteer helps you, thank them and add a kind note to the archive entry. Penalty: None; gratitude is its own reward. Safety: Follow venue rules; do not block counters or aisles.

• Postcard Oath

Ritual: For towns with a cryptid sighting, write a one-paragraph “postcard” entry to future travelers with a gentle tip or fun fact. Penalty: Skipped postcard & rarr; you carry the sticker pack until the next...

• Quiet Hours

Ritual: After 22:00 local time, all rituals become silent gestures only. Penalty: Loud breach & rarr; that player is on whisper-duty for the next three announcements. Safety: Respect residents and posted quiet hours.

• Footprint Hunt

Ritual: Look for naturally occurring shapes that resemble footprints (knots in wood, puddles, stains) and document one in the archive. Penalty: None; first finder picks the next postcard. Safety: No touching private...



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