

UNTITLED THIRSTY PIRATE GAME (2 Players)






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Miro Board Link: https://miro.com/app/board/o9J_ITOkakc=/

Overview

In *Untitled Pirate Game*, you will play as stranded pirates fighting to **outlast** each other by traveling to different islands, scavenging for vital resources, and impeding your opponents as you fight over the limited food and water available.

What's on the board?

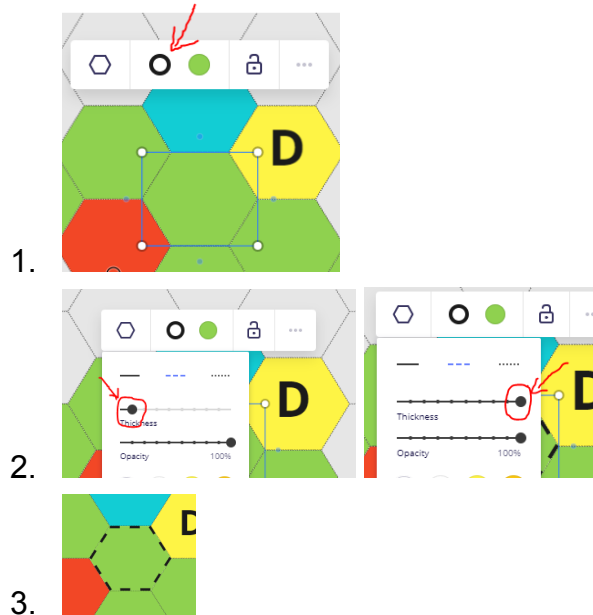
- Each player is represented by a **pirate token**.
 -  for **Player 1** and  for **Player 2**
- The different colored hexagons on the board represent land tiles that your **pirate tokens** can stand on. The tiles with **letters** are called **ports**.
 - **Ports** come in pairs of two. Moving onto one instantly transports you to the other.
 - Moving onto the port costs a move, but the transport itself is free.
- The diamond tokens represent different **resources** that both players can carry
 -  (**Food**),  (**Water**), and  (**Crafting Supplies**)
 - The player can carry up to three of each **resource**.

How do you play?

1. The goal of the game is to not lose all of your **water tokens**. If a player starts their turn with **0 water tokens** remaining, they lose!
2. The game begins with the two players deciding who will be **Player 1 (P1)** and **Player 2 (P2)**. To set up, **P2** will decide where **P1's** pirate token will be placed, and **P1** will do the same for **P2's** pirate token. Pirate tokens can be placed on any tile except a port.
3. Both players start with **3 water tokens** in their inventory and no other **resources**
4. Starting with **P1** players take turns moving their character and taking their actions.
 - a. At the start of each player's turn, the player loses **1 water**.
 - b. Players first move their **pirate token**. Players can move a maximum of **3 adjacent tiles** per turn. However, players can spend **1 food** to move 1 extra tile (this can be done any number of times a turn).
 - c. Lastly, players take their **actions**. Taking an **action** forces the player to stop wherever they are (Example: *If you only move 1 tile and then take an*

action, you can no longer move to any more tiles, even with **food or rafts**).

- d. After choosing to perform an action, the next player's turn begins.
5. There are two **actions** players can take: **Scavenging** and **Crafting**
 - a. Players can **scavenge** for **resources** by standing on or adjacent to a colored tile. The color of the tile corresponds to the resource it returns.
 - i. **Food tiles** return **1 food** each.
 - ii. **Crafting tiles** return **1 crafting material** each.
 - iii. **Water tiles** refill the player's water capacity to its maximum (3).
 - iv. Players can only scavenge from one of each resource per turn.
 - v. Once a tile is scavenged, it becomes unusable, and turns gray to indicate that it is used up.
 - b. Players can **make a trap** by spending **1 crafting material**.
 - i. Traps can be placed on the player's current tile or on an adjacent tile.
 - ii. Moving onto a trapped tile costs **one extra movement**.
 - iii. Tiles affect both players regardless of who placed it.
 - iv. To place a trap, edit the tile's border thickness:



- c. Players can build a **raft** by spending **3 crafting materials**.
 - i. **Rafts** allow players to move from any **edge tile** they currently stand on (edge tiles touch the grey tiles on the board) to any **port** on the board.
 - ii. The **raft** is consumed upon use
- d. Players can **scavenge** and **craft** in the same turn!

That's it!

- Have fun, and remember!!!...Whoever wins will also eventually die of thirst and starvation! Arrg matey!