

SINK OR SWIM

HOW TO PLAY



Game Style

Competitive game where the two teams fight against each other to infiltrate the opposing team's base.

Specific Objectives

Land Characters: Steal the treasure chest from the Pirate Ship (sea characters' base) and return it to the Sand Castle (land characters' base).

Sea Characters: Steal the treasure chest from the Sand Castle (land characters' base) and return it to the Pirate Ship (sea characters' base).

Game Setup

Place both boards together, joining them on the short side, to create the playing field with both home bases on opposite ends. The player who ate seafood most recently goes first, and the game continues clockwise. The team of the player who goes first gets to spin the spinner first at the conclusion of the round. Split teams evenly between land and sea characters, and organize character pieces within 6 hexes of the home base to begin.

Win Condition

The first team to successfully steal the loot and return it to their own base wins the game.

Movement

Players roll a D6 to determine how many hexes they can move in a given turn. This is the base value of movement. If a land animal is on land, they can add +1 to their D6 roll. For example, if a land



1. Plankton; food source only for land characters
2. Miniature sand castle; obstacle land characters can place on land
3. Tsunami; water characters lose 1E
4. Sunny day; all characters gain 1E
5. Rainy day; all characters lose 1E
6. Forest fire; land characters lose 1E
7. Typhoon; obstacle sea characters can place on water
8. Piña Colada; food source only for land characters

teammate, or returned to base by an enemy character. To return loot to the rightful base, an owner of the loot must pick it up and travel back into their home base.

Obstacles

Obstacles are objects that occupy hexes and block characters from moving into or crossing over those hexes. Obstacles can be manipulated or moved with card abilities. Obstacles can also be destroyed with regular damage. Obstacles have 3 health. Obstacles can potentially be bypassed via card abilities. Obstacles are determined by the spinner at the end of every round. Sand castles are land creatures' obstacles on land. Typhoons are sea characters' obstacles on water.

Combat

Combat is determined by the unique ability cards of each character and adhere to the rules of the cards as well.

Spinner Balancing

Ordinarily, all universal occurrences such as weather, obstacles, additional food sources, etc., is determined by the spinner. However, if one team earns 3 consecutive boosts, the opposing team is able to select any boost they would like during the next turn without having to spin. Each player is entitled to one spin per turn.

Guarding the Loot

After two complete rounds, every character must be two hexes or further from the home base except for one character who can stay and defend. Re-entry is allowed if an enemy is within 3 hexes of the base.

Death/Ghost Mode

When a character's energy reaches zero or lower, either from taking damage or from spending energy to take actions (play cards), the character becomes a ghost and has zero energy. As a ghost the character does not have to spend energy to use cards. All other rules for playing cards, such as only being able to play one card on a turn still apply. If a character takes any damage as a ghost, they are permanently removed from the game. If a character is able to gain 1 energy as a ghost, they return to life with 10 energy.

Movement With Loot

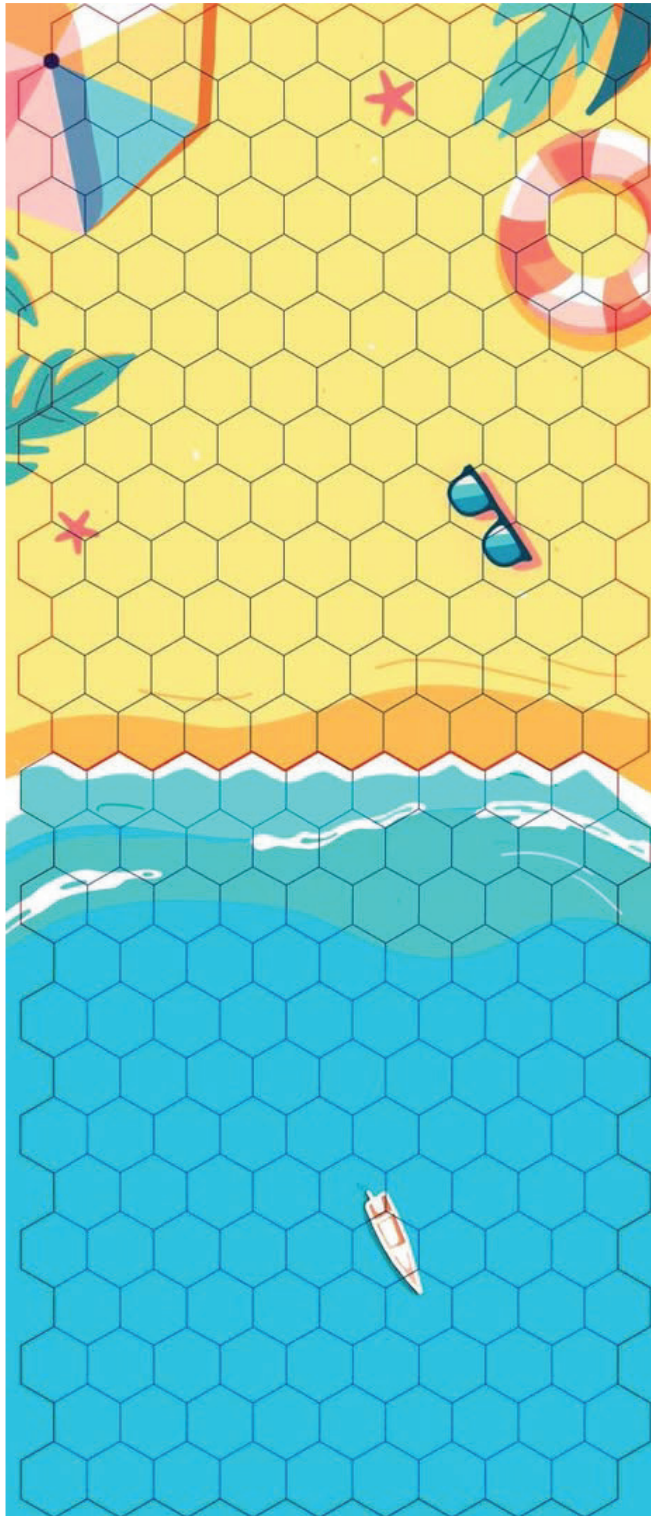
While carrying loot, whether it be stealing or returning, all flying and teleportation abilities are nullified and all movement is relegated to D6 roll.

Changing Terrain Level

When transitioning from land to water, or water to land, characters must use one additional move to accommodate the change in height of the board.

Obstacle & Food Source Placement

If a team gains obstacles or food sources from an ability card, it can be placed anywhere within that team's home territory during the turn. If the obstacles or food sources are gained from the spinner, they must be placed within the team's territory before the new round commences.



character rolls a 4 on their D6, their movement for the turn could be 5 hexes. If a sea character is in water, they can add +1 to their D6 roll. For example, if a sea character rolls a 2, they could move 3 hexes for that turn. These movement boosts are exclusively available to the respective teams while in their native terrain (sea characters = water hexes, land characters = land hexes).

Day/Night Cycle

After the end of every round (each player in the game had a turn) the game switches between night and day. If it was night, it becomes day, and vice versa. There are character specific boosts via ability cards which benefit from it being either night or day.

Food Sources

Food sources are universally accessible and grant +1 energy. Once the food source has been consumed, it is removed from the board. Aside from food sources granted by characters' ability cards, the spinner which is spun at the end of every round has a chance to grant a team food sources.

Weather Changes

The weather has a chance to change at the end of every round via the spinner. The weather conditions are: Tsunami (Water characters lose 1E), Forest Fire (Land characters lose 1E), Sunny day (All characters gain 1E), Rainy day (All characters lose 1E). Depending on which weather condition is landed on, if any, either of the teams could play with an advantage or disadvantage for the given round.

Carrying Loot

If a character on a team has stolen the opposing loot, it is their job to transport the loot back to home base. If they lose 4 energy while carrying the loot, the loot is dropped at the current hex. It can either be picked up by the same character on the next turn, a



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