Cryptid App ReadMe

This is an online implementation of the board game Cryptid, created by Hal Duncan and Ruth Veevers. Cryptid is a logic deduction game where players are cryptozoologists trying to find the location of a cryptid based on a few clues and a board filled with hexes, each containing various features that may or may not lead to the cryptid. The catch is that each player only gets one clue and it's a race for who finds the cryptid first.

Getting to the board

- Starting on the home page, click the login button at the top right.
- Login using your github account.
- Press the New Game button in the nav bar on the right.
- Press the Start Game button.
- This redirects to the main game board.

Custom Board

- Click on any hex to open a popup window.
- From there, place any building, player token or cryptid location on the board.
- There are also buttons to remove all pieces from a hex.

- To change the order of the tiles (each tile is 6 by 3 hexes), click on the dropdown menus under the New Random Board Button.
- Each number corresponds to a tile, as labelled in the physical board game.
- The position of the tile corresponds to its position in the dropdown layout.
- For example, the basic board has the following layout:
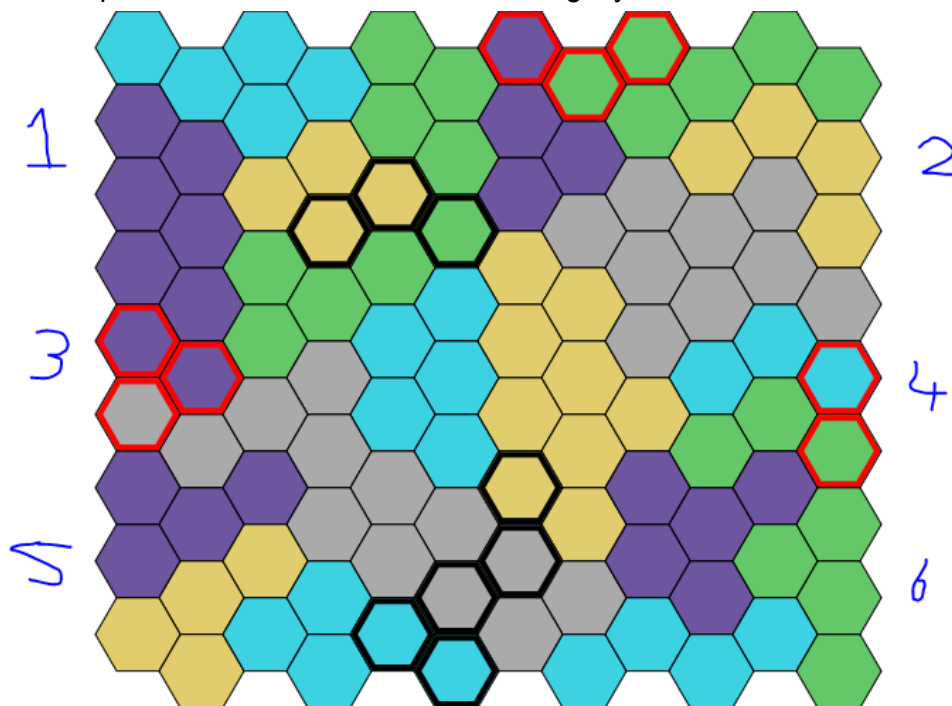
- This corresponds to the control layout:

- If the flip tile checkbox is unchecked, the tile is right side up.
- If it is checked, the tile is flipped upside down.

Generate Random Board

- Click on the New Random Board button.
- If successful, a random board will be loaded on screen.
- If unsuccessful, a popup will appear to explain the error.

Start Game from Random Board

- Once a random board is generated, click on the New Game button, then pick the desired number of players in the popup box.
- Once loaded, all player's clues can now be accessed if one wants to play using the physical board instead of the online one.
- To start the game, press the Start Game button.
- This will prompt the first player to start initial setup.

Custom Game Setup

- Set up the board as desired.
- This is done best with a physical copy of the game or a record of a previous played game.
- For a normal game, add all white, blue and green buildings, along with the cryptid's location. Set the player's clues in the dropdown menus starting with player 1 and ending at the desired number of players. In a normal game, only positive clues are allowed (no clues containing "not").
- For an advanced game, add all of the above and the black buildings as well. Set the player's clues in the dropdown menus starting with player 1 and ending at the desired number of players. All clues are allowed in an advanced game.
- Once everything is selected, press the New Game button.
- This will prompt the first player to start initial setup.

Taking A Turn

- During the game, instructions are shown in a text box underneath the board.
- The first two rounds of gameplay are setup rounds. Here, each player is prompted to place a cube on the board where the cryptid **CANNOT** be according to their clue.
- After setup, the first player can select any hex without a cube in it and select the action they want to take.

- On a question action, they are prompted to pick a different player. That player is then queried on whether that hex is valid according to their clue.
- Based on their answer, either a cube or disk is placed on that hex.

- A search action can only be taken on a hex that is valid according to your clue.
- A disk of the active player's colour is added to the hex and play is passed to the next player in turn order.
- That player is then queried on whether that hex is valid according to their clue.
- Based on their answer, either a cube or disk is placed on that hex.
- This continues until either play returns to the active player (meaning the active player won the game), or a player places a cube on the hex (meaning this hex is invalid according to their clue).

- In both cases, if a cube is placed by a non-active player, the active player is prompted to place a cube on a hex that is invalid according to their clue.
- To end their turn, the active player presses the End Turn button and play passes to the next player.

Review a Game

- To review a game, press the "review game" button.
- This loads a locally saved game's board and setup tokens.
- To display the next turn, press the "next turn" button underneath the "review game" button.