CRAFT MY COAST

Overview

Craft My Coast is a cooperative game where 2 to 4 players try to protect the inhabitants of an abstracted territory. Each turn, one player will decide what to do, acting with immediate solutions or planning for future flooding impacts. Players can move soil, plant vegetation, or relocate the inhabitants. But each option has different costs, represented in the game and crafting mechanisms, as action points. After each player decides what to do with the available action points, the flooding track will advance, and flooding will occur. As the game progresses, climate change will increase the destructive effect of flooding. Players must prepare for this. Their score is the number of inhabitants they can safeguard, counting them at the end of the game.

The game can be printed at home and only requires additional colored cubes (or any other material that can be staked) and two regular dice. Let's work together against climate change.

Components

Common components for all players:

- 30 x blue cubes (10mm).
- 16 x green cubes (10mm).
- 18 x red cubes (10mm).
- 18 x yellow cubes (10mm).
- 1 x printing of the player board.
- 2 x Dice of six sides (D6).

Note: the cubes can be replaced by colored cardboard or any other material (10mmx10mm) with a thickness (>5mm) that allows to differentiate the staked pieces.

Setup

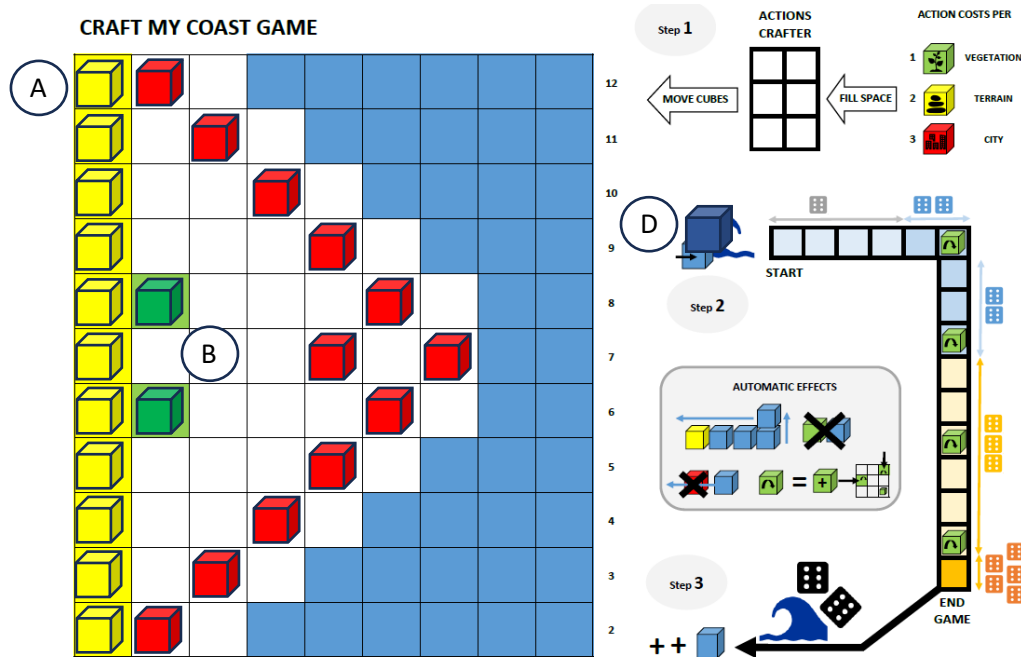Place the game board in the center of the table.

Place the 11 yellow cubes over the yellow squares of the board. (A)

Place the 2 green cubes over the green squares with arrows of the board. (B)

Place the 12 red cubes over the red dots of the board. (C)

Place the blue cubes over the wave icon outside the flooding track of the board. (D)

CRAFT MY COAST

CRAFT MY STREET

To simplify the decision-making process, use glue-tape to create the following forms with the remaining cubes:

 X 2   X 3   X 6

These shapes are the forms players use to do the crafting mechanism of the game, marking how many action points the spent in the game. This will be explained later in the action face of the gameplay sequence.

Goal of the game and the win condition

Count the number of surviving inhabitants over the player board. The maximum score is 12. Players can play multiple times to try to beat their score or create a different solution to safeguard the population.

Gameplay Sequence

As in most collaborative games, players will work together to score the most points. The game is player in turn sequences, where each turn, one active player oversees making the decision, spending the available six action points to change the game board. Despite the active player being the one that makes the final decision, all the other players should help and propose solutions and foresight what will be the consequences of some decisions.

The first player is the one who visited the see most recently. Then, each turn is played clockwise.

CRAFT MY COAST

The player turn is divided into 3 steps:

- **Step 1 (decision-making)**: make the decisions using the <u>six</u> available action points, activating the crafting table to do the "Actions Crafter". The active player can choose any combination possible as long as it does not spend more than <u>six</u> action points. Using the following cubes in the action crafter (table 3x2) generates the following effect (Cost Cor Pe

  - 3 red cubes in the action crafter allow the player to move one red cube on the board.
  - 2 yellow cubes in the action crafter allow the player to move one yellow cube on the board.
  - 1 yellow cube in the action crafter allow the player to move one green cube on the board.
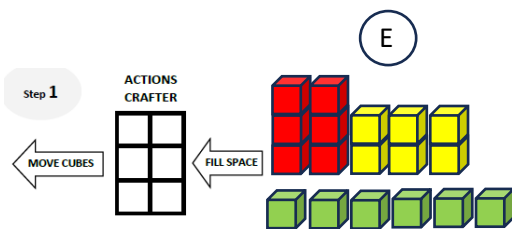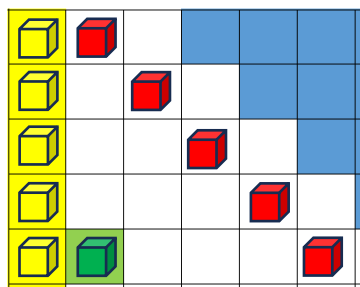
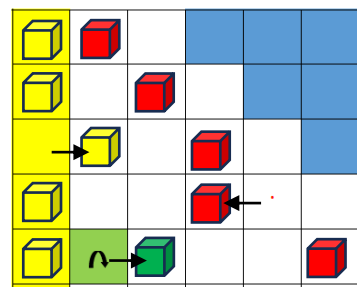*Available options to use the 6 action points, in any combination.*
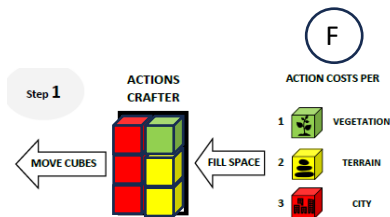
An example (F) of a decision: moving 1 red, 1 yellow and 1 green.

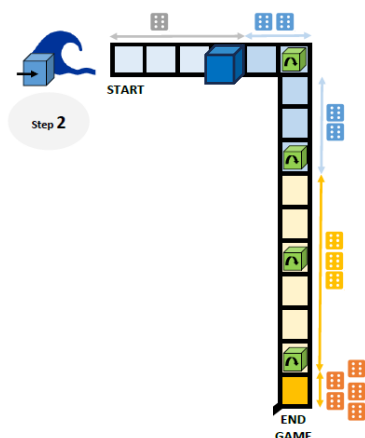This is called the crafting mechanic. All the movements are done orthogonally.
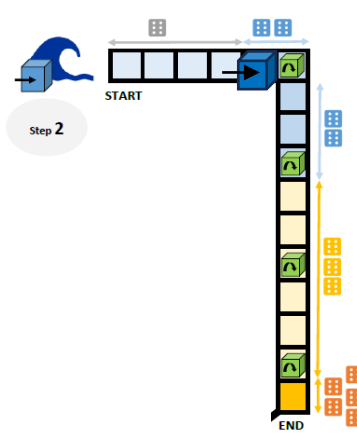
Before example (F).

After example (F).

- **Step 2 (Progression effects)**: advance the blue cube from the flooding track. If the cube reaches a space with a green cube, new vegetation cubes appear on the board over the green spaces if they are empty. Remove all the cubes from the Actions crafter.

Example of turn 5 before step 2.

Example of turn 5 after step 2.

CRAFT MY COAST

- **Step 3 (Flooding):** roll the two dice the number of times as represented in the flooding track (e.g., two dice icons mean that the player must roll the two dice two times) and add the blue cubes to the board. The number of each dice roll (the two dice) indicate where the flooding will occur (2 to 12 rows on the board equal to the possible results of rolling two dice). This process is called the flooding mechanic.
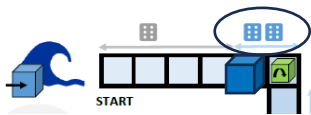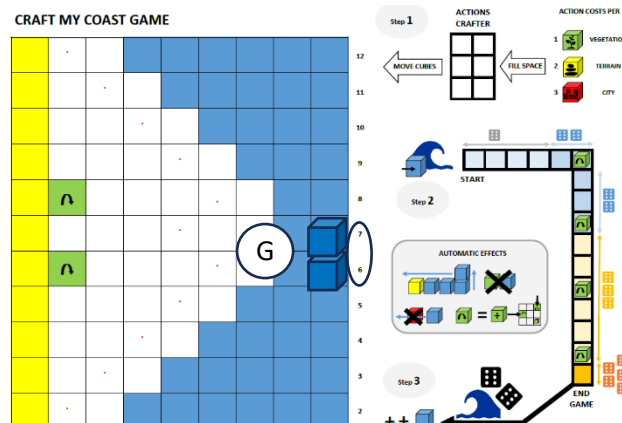

Rolling the number of dice rolls (step 3) for turn 5. In this case, two dice rolls, one roll of the two dice per dice icon.
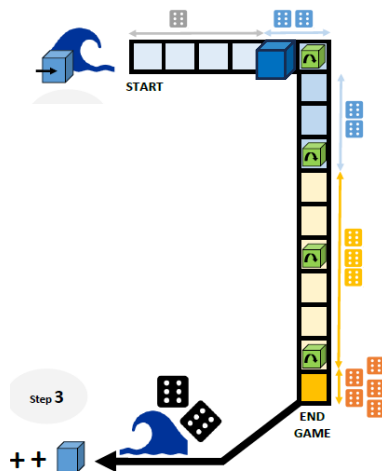
Adding a blue cube to the game board for each dice roll result. Two dice rolls (summing the pips of the two dice per roll) will add two blue cubes (water) to the board map.
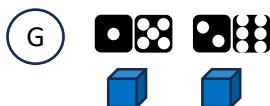
In this example, the result was a 6 and a 7 from the rolls.

Flooding in the 6 and 5 row, adding it next to an existing cube if already there.

CRAFT MY COAST

## The effects of water over the board and the other cubes

The game continues over several rounds (changing the active player). The water cubes will accumulate on the board. Each turn, whenever a water (blue cube) is added to the board, it is placed in the row from left to right, next to other cubes if a blue cube already exists there. The water will advance from the blue squares (see) on the board (H) the white squares (land) on the board. This mechanic represents the flooding and land lost to the sea.

When a blue cube advances over a square where a red cube (inhabitants) exists, the blue cube replaces the red cube, removing it from the game board. (I)


If a blue cube is added to a place where soil exists (adjacent to it in the same row), that blue cube is staked over the existing cubes in a second level of blue cubes (from left to right). This mechanic represents the accumulation of water and the ability of the soil to function as a protective wall. (J)

However, is the next water cube is added above the soil (not in the same level), it floods over it. (K)
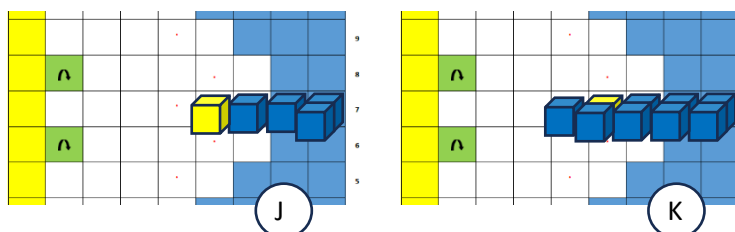
Whenever a green cube (vegetation) is adjacent (orthogonally) to a blue cube (water), that water cube is absorbed by the vegetation. The two cubes (green and blue) are removed from the board. This effect can happen by the advancement of the flooding or by moving green cubes next to the blue ones. One green cube only absorbs one blue cube. When a green cube is adjacent to a blue one, the active player chooses which one to absorb.

The blue cubes are automatically adjusted when green cubes absorb water walled by the soil. In these cases, replace the water cubes according to gravity rules, with no cubes over other cubes if any space is missing in the lower level. (L)

CRAFT MY COAST
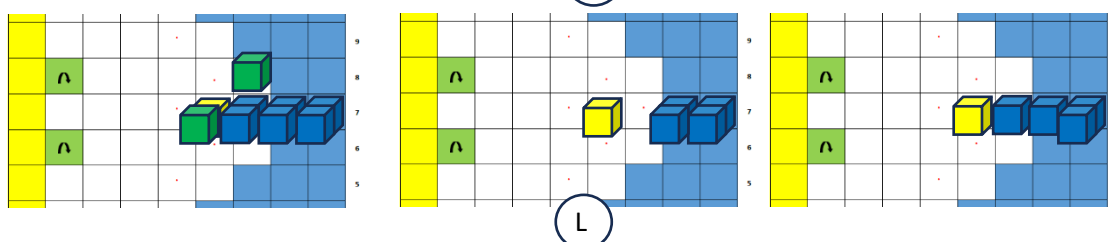
Special rules and common doubts

The movements are always orthogonal (one diagonal movement costs two movements/actions).

Red, green, and yellow cubes can be staked above each other; this represents that the square (spatial unit) holds all that each cube represents. This mechanic is a way to represent an ongoing movement and the planning process of the time to do a goal.
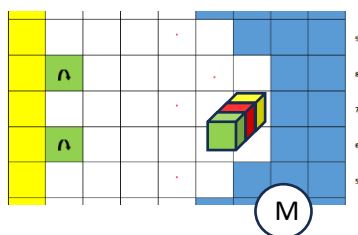
Players might not spend all the six action points; however, this is highly inefficient. We recommend spend all the six action points every turn and planning future moves.

Do not forget to empty the cubes placed during Step 1. The cubes can be removed during Step 2 or at the beginning of the next player's turn. Each time a new player starts their turn, the Actions Crafter must be empty for it to use freely the six action points.

Do not forget to verify how many dice rolls you need to do during Step 3. The number of water cubes being added to the board will increase as the game progresses. This is a way to simulate climate change and the urgency to deal with it.

Do not forget to add new vegetation to the green square when the blue cube in the flooding track reaches a space with a printed green cube. If the green squares of the game board are covered with any other cube, do not add a new green cube. This mechanic means the fertile soil reached its maximum capacity or that this space is not fertile anymore.
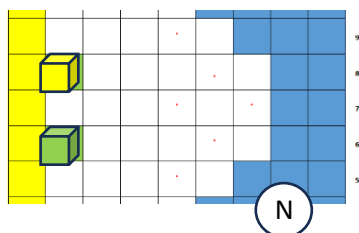
The summary of special cases and automatic effects appears in the game board on the box "automatic effects".