

All Hands on Deck (2) - Game Manual

Controls

| Control | Action |
|-------------------|------------------------------------|
| Mouse Click | Select game actions (main input) |
| UP/DOWN Arrow Key | Pan up/down on the sailing screen. |







Gameplay

At the start of the game, the player will be prompted to select a starting node. The player can then click nodes connected to this node to move up the map (you can not move down). At each node, the player may encounter battles, choices, departments and colleges. Each node has a different icon which are listed in the key below.

Objectives

The aim of the game is to advance through all levels by defeating the boss at the end of each. Each subsequent level is more difficult than the last (as enemies will be more powerful). You can purchase ship repair and upgrades (to increase health) at department nodes (2 per level) and gain new cards to use with at the end of each battle.

Node Key

| Node | Image | | Node | Image |
|-----------|---|--|------------|---|
| Start |  | | Department |  |
| Encounter |  | | College |  |
| Battle |  | | Obstacle |  |

Battle Mode

The battle mode is turn-based, with the player always starting. Each turn, starting from 1, the mana available to you increases by 1, up to a maximum of 10 on your 10th turn. Each turn you can draw any number of cards (which costs between 1 and 5 mana per card depending on the turn) or use any number of cards in your hand that you have the remaining mana to play. At the end of a player's turn, the player will be healed and queued damage applied to the enemy if appropriate, and vice versa at the end of an enemy's turn. The battle is over when either ship has had their health reduced to 0 or below.

Crew

After defeating any of the colleges as you progress, you can choose between 3 new crew members to serve upon your ship. The Carpenter heals you for three health after every battle, the Master Gunner reduces the cost of card draw (to a minimum of 1) and the Quartermaster increases the amount of gold that you receive after beating an enemy. You can have as many of each as you want and their bonuses stack.