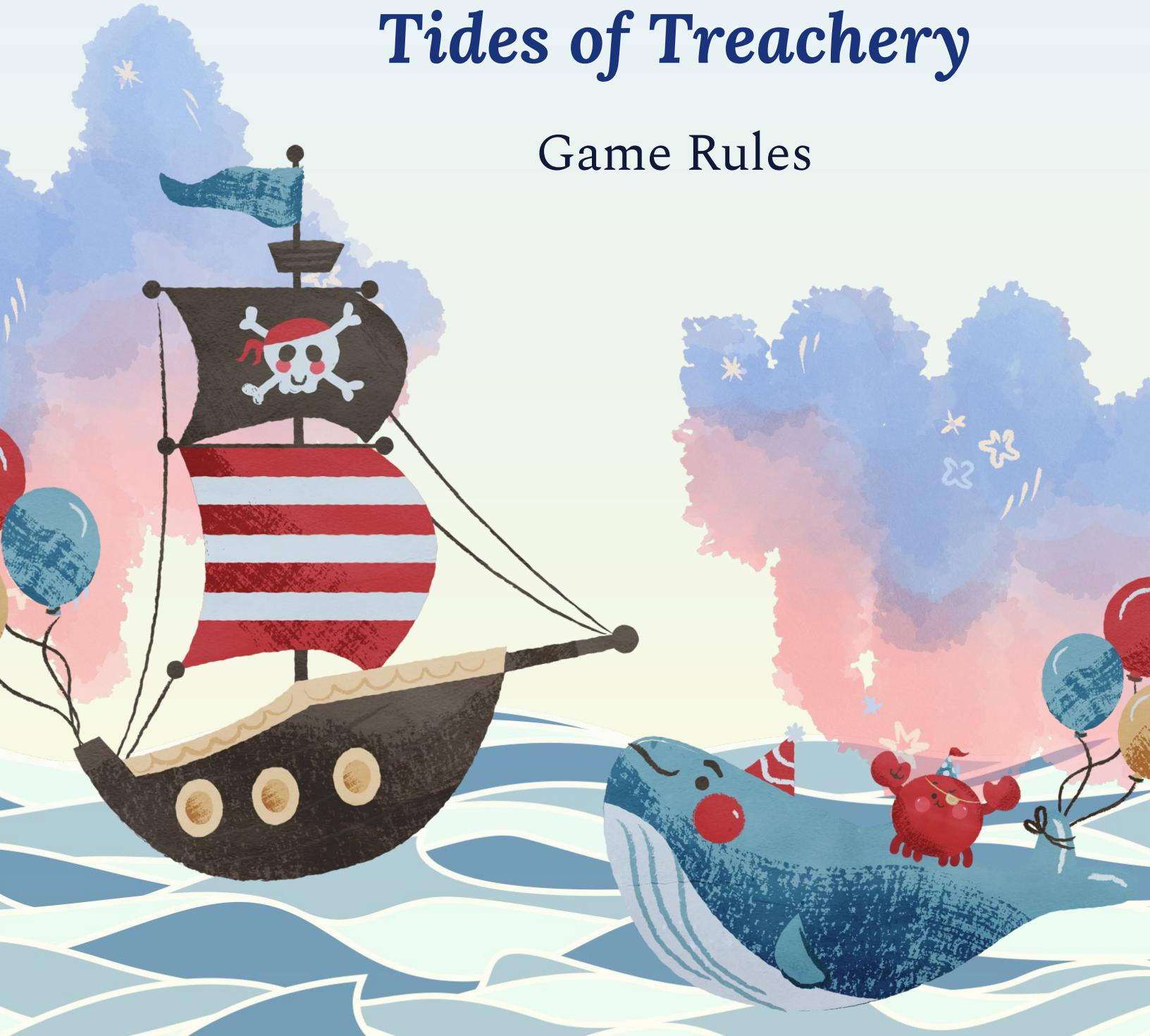


Legends of the Lost Sea: *Tides of Treachery*

Game Rules



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Game Overview

On the high seas, pirates are focused on one goal: treasure! In the Tides of Treachery, sail on a ship of your own to compete against fellow pirates on the search for treasure. But beware - treasure is not as easy to gather as it looks. With every pirate for themselves and treasure often being booby trapped, the tides may shift with one roll of the dice.

Game Components

- **Web App:** Can be accessed on player's personal device. Handles random events, such as contents of treasure boxes
- **Dice:** Rolled by player, determines efficacy of actions
- **Dice Reader:** Automatically reads the value on dice face while also acting as the timed device
- **Game Tiles:** The environment of the game. Players explore the map which flips the tiles and reveals resources.

Dice and Dice Reader

Dice

The dice will be custom-made for the game. They will either be 2 d6 (sided bank, 1, 2) or a single d12 (sided blank, 1, 2, 3, 4, 5).

The decision for the specifics of the dice will be decided after play testing for balancing the game.

Dice Reader

The dice reader will be a tray that the player's will roll their dice into. Attached to the dice reader will be a camera and microprocessor that will read and process what was rolled. The microprocessor will then be connected to the game's application to determine the success of attacks and movement, and to resolve random events.

App and the Game Tiles

App

The game app contains the rules and tutorial videos to help players learn the game. The app also determines the random events in the game, such as the contents of the treasure boxes and the necessary number to defuse traps.

Game Tiles

The game board consists of tiles, making the board modular and easy to build upon. The majority of the tiles are unknown, or facing upside down. The players must explore the environment, which flips the tile and reveals its contents.



Start of Game

Initialization:

Each pirate begins with their own boat, starting from various locations in the ocean.

Pirates have a fixed number of actions, allowing them to sail, excavate treasure, or plunder other players.

Objective:

The goal is to accumulate 100 gold pieces to win the game.

Ways to Gain Gold:

- Discovering treasure chests
- Winning battles against other pirates

Actions

Each player can take 2 actions per turn. There are three possible actions:

- **Sail:** The player moves their ship, based on the value of the dice roll. If the player moves to an unknown tile, they must flip the tile.
- **Excavate:** Some tiles will have a mystery treasure trove. After discovering one, the player can choose to open the box.
 - If the box reveals treasure, the player collects gold.
 - If the box reveals a booby trap, the player must continue rolling until the number is reached to defuse the trap. If the player fails to defuse the trap, they sustain damage.
- **Attack:** The player can choose to attack a ship on the same or adjacent tile of another player.
 - When an attack is dealt, the two parties roll.
 - The difference between the winner and losers roll is the amount of gold removed from the loser and rewarded to the winner.

Tile Random Events

When excavating a given tile, there is a chance a player will come across a chest. The chest can either contain treasure, granting the player a lump sum of gold, or it will be trapped.

- **Gold (Regular) Chests:** Contain a random amount of gold.
- **Trapped Chests:** The player, when faced with a trapped chest, must disarm the chest.
 - If the player fails to disarm the chest, they lose some gold.
 - If the player successfully disarms the chest, they win some gold.



Timed Device

Defuse the Situation!

01

Trapped chests can explode in your face! Disarm them by rolling the dice in the dice reader.

Time Limit

02

Your dice must be equal to the number generated by the reader, and you have until the time is up to get it right.

Collect the Reward!

03

If successful, you get monetary compensation! If not, you'll have to pay the price...

