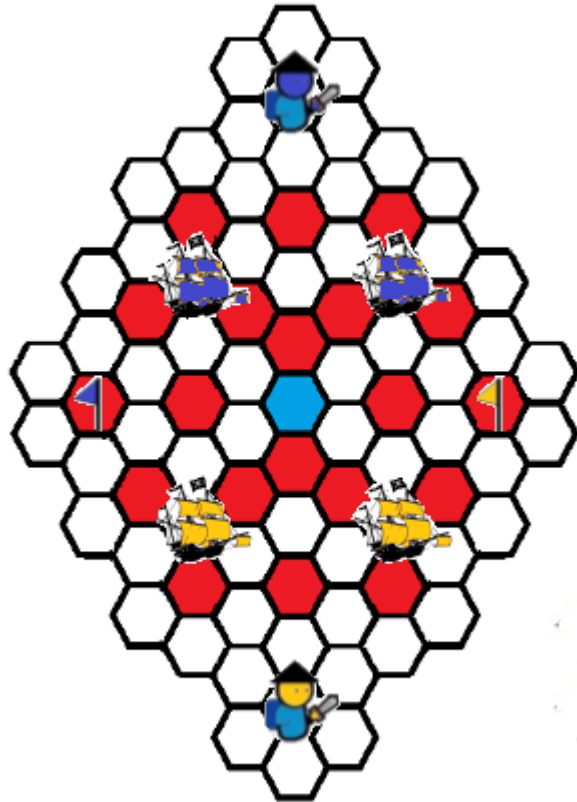


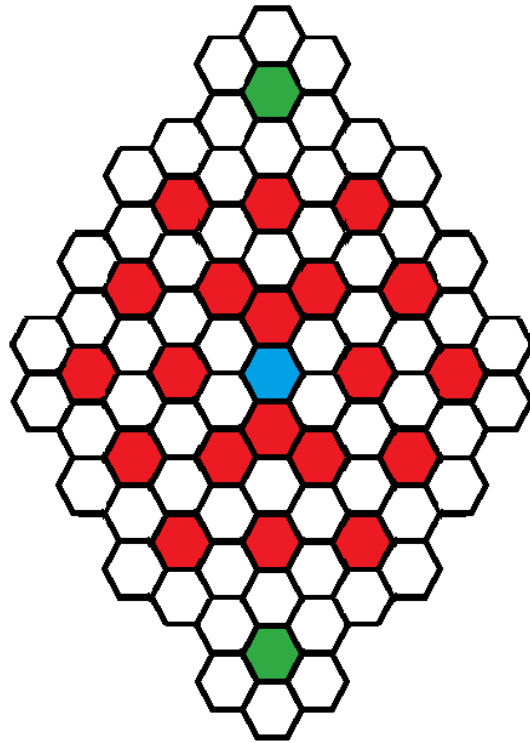
# AQUAFLAG™

Aquaflag is a board game inspired by the idea of creating “Chess with a naval theme”.

The goal of each player, captain of a ship, is to dominate the enemy capital.  
The winner is the one who completes the objective or is the last survivor of the match.



# BOARD



## PIECES



CAPTAIN

**Ability:** To carry itens.

**Movement:** 1/turn (one field per turn). Any field.

**Spawn:** 1/player.



SHIP

**Ability:** To carry items or the captains. To destroy enemy pieces by collision.

**Movement:** 1-2/turn (one to two fields per turn). Water fields.

**Spawn:** 2/player.

**Respawn (Egg):** 1 ship per ship destroyed.

**Evolution:** moves 1 to  $(2 + n^{\circ} \text{ of times it was destroyed})$ /turn, water fields.

## ITEMS



FLAG

**Ability:** To win the game.

**Spawn:** 1/player.



FENIX EGG

**Ability:** To respawn destroyed pieces/items, evolved.

**Spawn:** 1 per piece/item destroyed.

**Respawn Ability:** 1 evolved piece of the piece/item destroyed or 3 Underwater Mines.



UNDERWATER MINES

**Ability:** To protect a field, destroying everything on a 1 (one) field radius around.

**Spawn:** 3 per egg.

## **RULES**

### **WIN CONDITION**

Whoever puts their flag in the enemy capital or kill the enemy captain, wins.

### **DRAW**

You can offer draw.

3 (three) turns with sequential repeated moves by both players.

Underwater explosion killing both captains.

### **LOSS**

Time's up.

15 (fifteen) turns without moving the captain.

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