

Pirates of the Saurisbeum

add Tactics

set Cycle count

Set Seed

set delay

XX	XX	.	.	.	a	a	.
#	\$
.	.	e
.	.	.	#
.	b	c	c
b	b	b	.	b	.	c	c
#	#	.	e
#	#	#

Tactic 1 [PATH]

SHOW ☐ ☐ ☐ ☐

Tactic 2 [PATH]

SHOW ☐ ☒ ☐ ☐

Tactic 3 [PATH]

SHOW

Tactic 4 [PAT#]

SHOW ☐ ☒ ☐ ☐

Tactic 5 [PATH]

SHOW ☐ ☒ ☐ ☐

START



Pirates of the Saaribbeum

Load Map

add Tactics

set Logfile

set Cycle count

set Seed

set delay

START

Path_to_file)

```

X X . . . a a .
# $ . . . . .
. . & . . . . .
. . # . . . . .
. b . . . c .
b b b . $ . c c
X b . . . c .
X # . & . . . #
X . . . . .
```

Tactic 1 [PATH]

SHOW ☐ ☒ ☒ ☒

Tactic 2 [PATH]

SHOW ☐ ☒ ☒ ☒

Tactic 3 [PATH]

SHOW ☐ ☒ ☒ ☒

Tactic 4 [PATH]

SHOW ☐ ☒ ☒ ☒

Tactic 5 [PATH]

SHOW ☐ ☒ ☒ ☒

Cycles:
31
▶ ▶▶ ▶▶▶

Leaderboards:
F1: 3 | 2
F2: 1 | 3

Tile info:

Treasure: 5

Buoys:

Faction 1:

1 2

Faction 2:

3

Ship: yes

Condition: 3

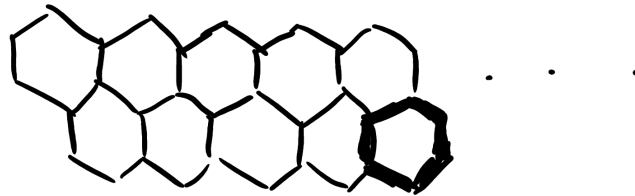
Load: 0

Morale: 2

...

Play

Stop



.





.

.

...

...

Cycles:
31
▶ ▶▶ ▶▶▶

Leaderboards:
F1:  3 |  2
F2:  1 |  3

Tile info:

Treasure: 5

Buoys:

Faction 1:

1 2

Faction 2:

3

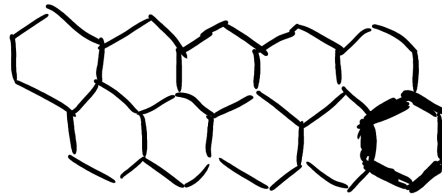
Ship: yes

Condition: 3

Load: 0

Morale: 2

...



.

.

.

Pause

Stop

111

Cycles:
21

Tile info:
Treasure: 5
Buoys:
Faction 1:
 1 2
Faction 2:
 3

Ship: yes
Condition: 3
Load: 0
Monle: 2
...

Play again?

Leaderboards:
F1:

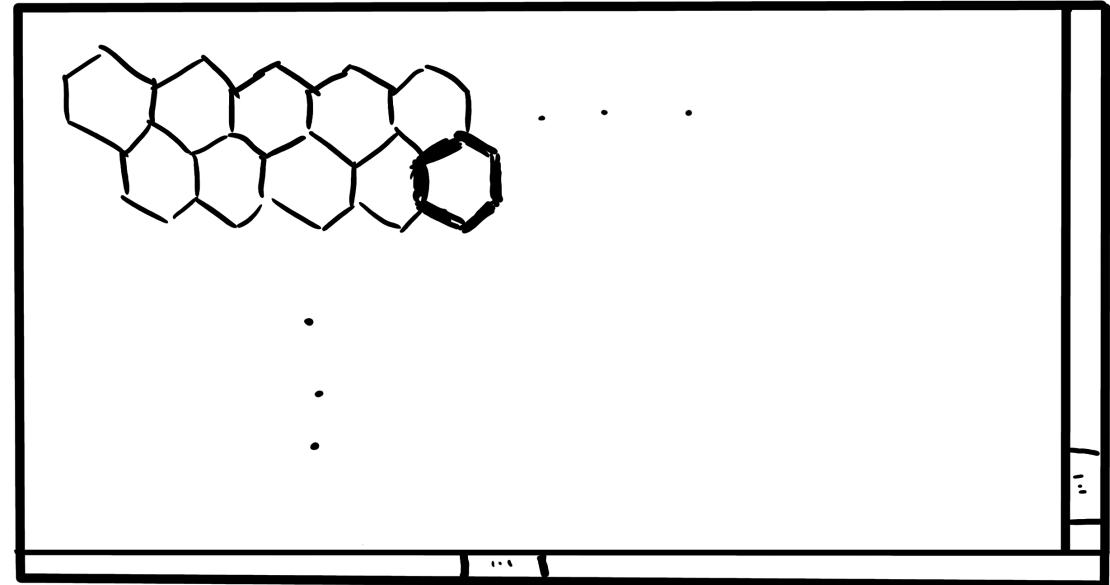
00	0
3	2

 F2:

00	0
3	3

 . . .

Stats
top pirate:
worst monster:
sustained most damage: ...
...



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XX	XX	.	.	.	a	a	.
#	\$
.	.	e
.	.	.	#
.	b	c	c
b	b	b	.	b	.	c	c
#	#	.	e	.	.	c	.
#	#	#

Tactic 1 [PATH]

SHOW ☐ ☐ ☐ ☐

Tactic 2 [PATH]

SHOW ☐ ☒ ☐ ☐

Tactic 3 [PATH]

SHOW

Tactic 4 [PAT#]

SHOW ☐ ☒ ☐ ☐

Tactic 5 [PATH]

SHOW ☐ ☒ ☐ ☐

START