POWER STRUGGLE
IN PARADISE

TABLE OF CONTENTS   page

INTRODUCTION

Welcome to *Power Struggle in Paradise*, where you fight to compete for your survival on a beautiful, but deserted tropical island. Competition is at the root of the human spirit, and even more so when survival is on the line. You'll be playing as one of many preset characters or one of your own design, in a bid to control the resources on The Island and survive until rescuers are able to come and locate you. The decisions you make will decide whether you come out of this ordeal alive or you become one of the many skeletons of this paradise, or perhaps suffer a fate far worse.

Good luck survivor!

And don't let the sharks bite...

About Power Struggle in Paradise

Power Struggle in Paradise is a reimagining of the classic board game King of Tokyo. As the basis of inspiration, many of the familiar elements from King of Tokyo will be present behind this game and we hope fans of King of Tokyo will be fans here as well. Alongside the new theme we hope that some of the new ideas that we've brought with us to the game will not only liven up gameplay, but also create interesting, complex dynamics that are sure to be fun to play with.

The Story

You and your party were on a tropical cruise when the captain made a tremendous error in navigation that resulted in the ship being led into a storm and capsizing. You and up to 5 others managed to each find individual life rafts and were set adrift in the open ocean. Miraculously you all were sent toward The Island, a tropical wonder and treacherous danger to all that come in contact with it. Exploring it, you all find an inscription on a stone rock stating that only one may survive The Island. Paranoia settles in and soon you've all turned on each other. Survive until rescue or perish horribly!

About this Manual

This manual is simply a guide to the game's basic functions. You'll have information on how to navigate the game's interface, play the game at its basics, credits, and tech support.

About the Tutorial

The tutorial gives an in-depth run-down of the layout of the user interface and other settings in and outside of the game, and the game's basic mechanics and what you need to know in order to complete and win a game of *Power Struggle in Paradise*.

The tutorial is available at once upon activation of your account and can be accessed again from the menu screen when needed.

GETTING STARTED

System Specifications

You must have an internet connection and valid account in order to access the *Power Struggle in Paradise*.

Account Creation

To get started playing *Power Struggle in Paradise* you'll first need to create an account to log into, where your data can be saved to your computer.

First click on the "Sign Up" button available in the top right corner.

This should take you to a screen as shown below:

[INSERT IMAGE BELOW]

Fill out the UserID field and Email field. (Note both are required fields to fill)

[INSERT IMAGE BELOW]

Upon account creation, a verification email will be sent to verify your account. After verifying your email you're ready to begin!

[INSERT SUCCESSFUL ACCOUNT BELOW]

USER INTERFACE

Menu

The menu allows you to access the settings or leave a game.

[INSERT IMAGE BELOW]

Settings

The settings control volume options, graphics and resolution, and notification settings.

[INSERT IMAGE BELOW]

User Profile

The user profile allows you to show off who you are to the game's community. Write about yourself in the biography section. Add a profile picture. Check out your friends.

[INSERT IMAGE BELOW]

Game Interface

The game displays all in-game character profiles during a match, as well as the community card shop, and a map of The Island with all players' character tokens and locations.

[INSERT IMAGE BELOW]

Character Customization

Customize your own characters here. Change them to exactly how you want them to be.

[INSERT IMAGE BELOW]

In-game Character Profile (Oysters, Character Portrait, Victory Points, Choosing Targets)

The in-game character profile displays your current oysters your current victory points and the character portrait. Also acts as an interface that helps you decide your targets for card effects. By clicking on an arrow that points to an opponent's player profile they become selected for the effect you chose.

[INSERT IMAGE BELOW]

Dice Rolling Area

The dice are rolled with a click of a button under the map of The Island. Dice that are being kept are moved to the left, while dice being rerolled stay where they are.

[INSERT IMAGE BELOW]

Pearl Bank

The pearl bank shows you how many pearls you currently possess and is located in-between your in-game character profile and the favor card interface.

[INSERT IMAGE BELOW]

Favor Card Interface

The favor card interface is kept at the very bottom of the screen and shows you which cards you currently own. You can click on one to enlarge the card and read its details.

[INSERT IMAGE BELOW]

HOW TO PLAY

Now that you've survived creating an account the real challenge begins! Let's learn how to play the game!

Overall Goal/How to Win

In *Power Struggle in Paradise* the overall goal of the game is to collect 20 or more Victory Points (VP) or outlast all your opponents.

Starting Out

Each player starts out with 10 oysters, theses are your life points and you can only have up to 10. All players start outside The Island in their own rafts. A player's position will determine certain actions in the game. No player starts inside The Island at the very beginning of the game. If 5-6 players are playing two players can be inside The Island Beach and The Island Skull Forest, both of which are considered part of The Island. Three community favor cards will be turned face up from the deck and act as store for players to purchase from during their turn.

Player Order and Turns

The game is turn-based with the player order randomized at the start of every game.

Rolling Dice

When it's your turn the first action you take will be to roll. There are 6 dice to roll and how and what you roll determine what your next courses of action will be for your turn. You can roll up to 3 times.

There are 6 different faces to each die: the numbers 1, 2, and 3, a fish, a pearl, and an oyster.

On your first roll you can select which dice you wish to keep and which dice you want to reroll. On your second roll you can again choose which dice to keep and which dice to reroll; you're also allowed to reroll any dice you decided to keep, if you decide you no longer want to keep it. On your third roll you do the same as the first and second rolls to finalize the outcome of your rolls.

Resolving Dice

After you've finished rolling the dice, you must resolve the rolls of your dice. In other words, you need to decide how you'll carry out the actions that your dice dictated. You can do any action in any order you wish.

For example, you've rolled three 1s, an oyster 🦪 , a pearl ○, and a fish 🐟.

For number rolls you can convert three-of-a-kinds into VPs. If you roll three-of-a-kind of a number, you get that same number of VPs. Any extra of the same number you roll after the three-of-a-kind and you gain 1 extra VP. In this instance you convert three-of-a-kind 1s into 1 VP.

For oysters 🦪 rolls you can heal yourself for 1 oyster. You can have no greater than 10 oysters.

For pearl ○ rolls you can spend them during your current turn or you can accumulate these to spend in later turns. Pearls are the currency of the game and allow you to purchase favor cards that will help lead you to victory.

For fish 🐟 rolls you can use however many fish you roll as damage to your rivals. In this instance you convert 1 fish roll into 1 damage which means whoever is hit will lose 1 oyster. However, who you damage depends on your current location on the map*. If you are inside The Island you will damage all other players outside The Island and they lose the corresponding number of oysters. If you are outside the Island you will damage all players inside The Island and they will lose the corresponding number of oysters**.

*Note: At the very beginning of the game no players start inside The Island, which means that any fish rolled will not damage any players.

**Note: Players can only leave The Island upon receiving damage from fish from another opponent and they may choose whether or not to leave.

Living on The Island

After your rolls you must enter The Island if The Island is currently unoccupied. In a game with 5-6 players up to two players may be inside The Island (The Island Beach and The Island Skull Forest) at any given time, but once there are only 4 survivors left, regardless of how many people were in the game when it started, only one player is allowed inside The Island.

Being inside The Island can come with upsides and downsides. When you enter The Island you immediately gain 1 VP. If you start your turn inside The Island you gain 2 VPs. The targets of your fish change since you are inside The Island, which means all opponents outside The Island take damage.

Unfortunately, this also means you can't use oyster rolls inside The Island to regain health, but there are other ways to do that. You also cannot leave The Island until you've taken damage

from an opponent's fish roll, at which point you choose immediately whether you wish to stay inside The Island or leave.

Pulling some Favors

After completing the above actions you can use pearls to purchase favor cards from the face-up community cards available in the shop area. You may also pay 2 pearls ○ to put all the community cards into the discard pile and draw up 3 new face-up community cards from which you can purchase.

Once a card is purchased draw a new card from the community card deck and place the new card face-up to replace the purchased community card. You can choose to buy up to three of the community cards available face-up if you have the pearls necessary.

Favors

There are different classifications for favor cards: Immediate, End-of-turn, and Continuous.

Immediate favor cards are played immediately and then discarded into the discard pile.

Continuous favor cards stay with you and whatever effect it has applies throughout the game.

End-of-turn favor cards have their effects applied at the end of your turn.

All favor cards can have their effects resolved in any order by you.

End of Turn

At this phase activate any End-of-turn favor cards you have. Once you activate an End-of-turn card you cannot go back and purchase favors or roll dice. End-of-turn cards can have their effects resolved in any order by you. After you finish the next player's turn starts.

CREDITS

Game Design

Alexandra McBride
Melissa Hazlewood
Richie Ear

Game Development

Alexandra McBride
Melissa Hazlewood
Richie Ear

Project Manager

Anthony Giacalone

Special Thanks to

Anthony Giacalone

TECHNICAL SUPPORT

Send an email to psipdevs@aol.com or visit psipsupport.com for help with common errors messages or with account issues.

Introduction

Welcome to *Power Struggle in Paradise*! Adventure awaits you in Paradise Island, where you have the chance to compete against other strong opponents wishing to conquer the island. If you earn enough victory points or are the last man standing, the island is yours. Will you take the chance at