

Assignment #5: Final Project

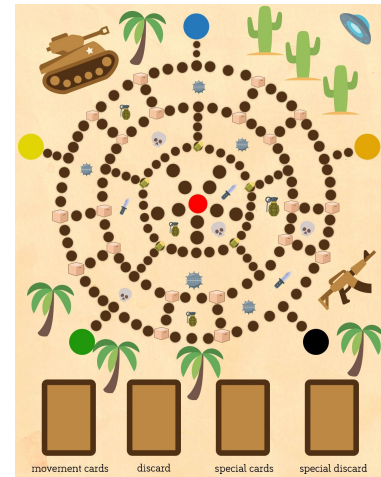
The Sandport Escort Transport Assort

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Story: Its 2028 and World War III is in full swing. Sergeant Fugifino of the United States Military is critically wounded in the center of the Sandport Battlefield in Saudi Arabia. He is carrying critical intel that has the potential to win the war. The governments of the United States, the United Arab Emirates, China, Russia and Vietnam are all in a race to bring him back to their respective counties alive and recover the intel. There are various supply caches that have been air dropped all over the battlefield that will aid each country in their quest to recover Fugifino. The year of 2028 has seen quite an innovation in military equipment with new weapons that give soldiers special advantages over their opponents. All alliances between Russia, the US, China, Vietnam, and the UAE are off. There are no boundaries in war. Only one country will be able to get what they desire and then the fate of the world will rest in their hands.

Needed Materials:

- At least 4 - 5 players
- A full deck of standard cards
- 6 miniatures
 - Green - United Arab Emirates
 - Orange - People's Republic of China (PRC)
 - Yellow - Russian Federation
 - Black - Socialist Republic of Viet Nam
 - Blue - United States of America
 - Red - Sergeant Fugifino
- Bag of bullet chips
- Board



Set Up:

- Setup the board according to the attached picture
- Place the red miniature on the red space
- Place the bag of bullet chips off to the side of the board
- Each player is given 2 bullets to start with
- Shuffle the deck with the face cards and aces removed, and place it face down on the movement cards pile
- Shuffle the removed face cards and aces, and place this deck face up on the special cards pile
- Each player chooses a non-red colored miniature for their player piece and places it on the corresponding colored space. These are each players' starting space.
- The player with the blue miniature goes first and the order of turn is in a clockwise direction

- Players should, in a clockwise fashion, pick up movement cards until each player has five to start with

Rules:

1. Players can use one numbered card in their hand each turn to move their player piece through the board.
 - Players can only move once per turn
 - The number on the card played corresponds to how many spaces the player will move and they must move all those spaces
 - Players can't land on the same spot that another player is currently occupying, but they can pass over them if they have a high enough movement card
 - Therefore, players can not use a card in their hand if it would place them on a space that another player is currently occupying.
 - After using a movement card, place it in the discard pile
2. Bullet chips are used to attack other players that are within 7 spaces of your player piece. Players can attack with up to 3 bullets per turn.
 - The first bullet played during an attack moves the attacked player back 3 spaces, a second bullet moves them back another 2 spaces, and the third moves them back 1 more space
 - The player attacking chooses the direction the attacked player is moved
 - Players can only carryout one attack per turn, and players can only attack one opposing player per turn
 - Players can not attack in the middle of using a movement card. Players can only attack before or after finishing a movement in its entirety
 - Any bullets that are used to carry out an attacked should be discarded by placing them back in the bag
3. Special Spaces
 - When a player lands on crates, that player gains 2 additional bullets
 - If a player is attacked and placed on an ammo crate by another player, neither player collects any bullets.
 - Players must land directly on this space in order to gain bullets. They can not simply pass over it.
 - When landing on a bullet space, that player gains 1 additional bullet
 - If a player is attacked and placed on an ammo crate by another player, neither player collects any bullets.
 - Players must land directly on this space in order to gain bullets. They can not simply pass over it.

4. Once a player reaches the red miniature, the piece moves with them until they are attacked by an opponent.
 - If the player is attacked while escorting the red miniature, the red miniature is dropped at that space and then the attacked player is moved back depending on the amount of bullets they are attacked with
 - Any player can now reach the red miniature and start to escort it
 - Attacking is the only way for a player to lose control over the red miniature
 - If a player uses a movement card that is higher than the amount of spaces to reach the red miniature, they can pick the red miniature up and continue to move until their movement card is completed.
 - If a player has the red miniature and uses a movement card that is higher than the amount of spaces needed to reach their start space, they go to the start space.
5. Face cards and aces are special cards that can be used in addition to moving during a turn.
 - Players can use an ace to swap places with another player. If an ace is used on a player escorting the red miniature, the two players are swapped but the red miniature stays where it was.
 - This allows players to steal the red miniature when playing an ace
 - Jacks can be used to block an attack from another player
 - The player who attacked must discard all the bullets they tried to attack with by putting the bullets back in the bullet bag.
 - This is the only card that can be used when it's not currently your turn.
 - Queens can be used to attack anyone on the board, regardless of their distance from your player piece
 - Cannot be played if a player has already carried out an attack on that turn
 - Kings allow players to move an extra 5 spaces during that turn
 - Once a face card is used, place it the special discard pile
 - Once all special cards are discarded, they are not to be reused
6. At the end of each turn, players can choose to spend bullets to buy a special card
 - 5 bullets for an Ace
 - 5 bullets for a King
 - 4 bullets for a Queen
 - 4 bullets for a Jack
 - Players can only buy one special card per turn
7. Once the movement cards pile is depleted, shuffle the discard pile and use it as the new pickup pile.
8. At the end of each turn, players pick up one card from the movement card pile and take one bullet from bullet bag.

Order of action per turn

1. During each turn a player
 - Must play one movement card
 - Can choose to carry out one attack
 - Can choose to use one special card.
 - These three actions can be done in any order the player wants. However, each action must be fully completed before carrying out another action.
2. If player is able to and wants to, they can trade in bullets for one special card.
3. Pick up one bullet and one movement card

Win Condition:

The player who brings the red miniature back to their starting space wins.