Koxinga

English User Guide

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Koxinga is a board game as similar as Jamaica.

Environment Requirement：resolution 1600x900 above.

Program Language：Python3 + Pygame

Rule：

There are six players in this game include five computer players and one human player.

Control panel of human player at left bottom. Represent with blue color and ID is 1. Run the game clockwise.

ID 1 Piece: , The process mark: . The back of card:

The next player ID is 2 and represents with green.

ID 2 Piece: , The process mark: . The back of card:

The next player ID is 3 and represents with yellow.

ID 3 Piece: , The process mark: . The back of card:

The next player ID is 4 and represents with red.

ID 4 Piece: , The process mark: , The back of card:

The next player ID is 5 and represents with orange.

ID 5 Piece: , The process mark: , The back of card:

The next player ID is 6 and represents with light blue.

ID 6 Piece: , The process mark: . The back of card:

Every player have 5 cabins represent as wood image.

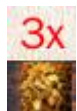E.g. a horizontal cabin: , a vertical cabin:

At game start, every player have 3 foods and 3 gold coins.

Thus, you can see there are foods on cabin and the nearby '3x'. '3x' represents there are 3 foods.

In a similar way. There are '3x' at the gold coins nearby. It represents 3 gold coins.

The red circular start at player nearby. It represents the first player on this turn. At the begin of game, randomly assign the first player. Then the next first player is at clockwise.

If first player is human, you can click "Roll" button to roll dice.

Then you can click "Swap" button to swap between two dices.
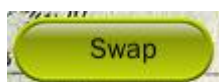
You can select a card to execute action after:

Except first player, others can only select a card to execute action. Player select only one card from 3 cards.

One card include two actions,

ID: 1, 3, 4, 6 player, execute left card action first, and then execute right card action.

Execute left card action with left dice and right card action with right dice.

ID: 2,5 player, execute up card action first, and then execute down card action.

Execute up card action with left dice and down card action with right dice.

By the way, there are total 10 cards. Assign 3 cards to player at begin and the other 7 cards are on card deck.
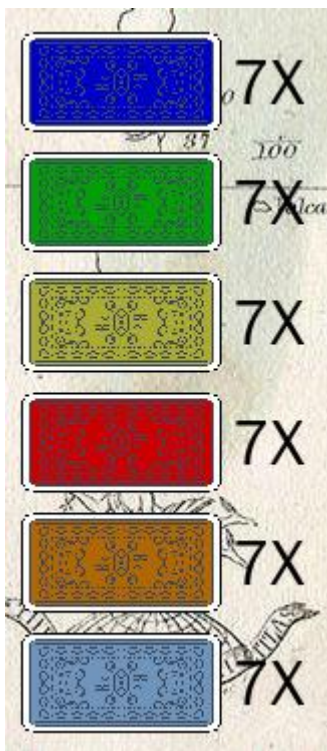
Every player put one card at every turn. At next turn, every player pick up one card from card deck randomly.

If card deck is empty, the old cards will be shuffled and add to card deck.

On the card, the cannon, food or gold coins represent add that resources with the number of dice points.

Cannon: food: gold coins:

The green clockwise mark represents move steps with the number of dice points.

Green clockwise mark with -1(-2) represents move steps minus 1 (minus 2) by dice points. But if move steps is negative, at most back to Formosa Strait.

If all cabins are full, it will auto drop different kind with new income and least resources while player get new resources. If there is no such resources to drop, player won't get anything.

Except start location **Formosa Strait**, if player move piece and assume this player is A, A will battle with player that stay in the same area. When battle is claimed, A is attacker, battle with other players that fight with A.

Player can use cannon in cabin when join battle, and then click "Fight" to start battle.

Player will roll a regular dodecahedron dice in battle, it include 0~10 points and fire image. Fire image will immediate win the battle.

The winner of battle can select loser items(show "Take" at that player nearby). The winner can take one resource in cabin or one treasure card. (can select using mouse)

If player stay on blue circles, player need to pay the food that the number are the same with the number of blue circles on map.(E.g. 3 blue circles pay 3 foods)

In a similar way, "3" and gold coins represents player need to pay 3 gold coins.

Therefore, 5 need to pay 5 gold coins and so on…

If player has NOT enough resources to pay, player will cost resources as possible and then move back until player can pay the needed resources.

On fork of map, player can click green arrow to move inside or outside.

Treasure image represents get treasure card , 7 foods or 7 gold coins.

Treasure Card,Only display with player ID 1(It is human player by default), it include 2p~9p,

7p image:

2p represents player get 2 scores in the end game. In the similar way 9p get 9 scores in the end game.

If player get treasure cards, the number of treasure cards will show at cabin nearby.

E.g. have one treasure card:

When player finish one loop of map, piece will stay in Formosa Strait, the game will end after this turn. Now, we can calculate all player's scores:

1. Every gold coins in player's cabin has one point.

2. Reach Formosa Strait get 15 scores, the others will get scores with the number show in location of map(1~10 scores). If piece at location before "-5", the player will minus 5 scores.

3.The points of treasure card, 2p~9p represents 2~9 scores.

The Final Score is add 1~3 scores, above. The highest score is winner. (It allow more than one to be winner)

==Appendix==

The total number of cards are 10 below(Execute left card action first and then execute right card action):

1.   Move, Move

2. Move, Get cannon

3. Get cannon, Move

4. Move with minus one, Get food

5. Move with minus two, Get gold coins

6. Get food, Move with minus two

7. Get gold coins, Move with minus one

8. Get food, Get gold coins

9. Get gold coins, get food

10. Get cannon, Get cannon

Note, If dice points is one and executes move with minus two steps, the piece will back one step.