

The Pirate Game

Everything aesthetic about this game, including the title, is a placeholder

The players are pirates on a ship (Let's called it the Jolly Roger).

They're on a search for the Lost Treasure of Blackbeard.

There's another pirate trying to find it (Let's say, Captain Ahab).

The game is for 3-6 players. (?)

The board consists of a ship with sections shown, and another section with a "track" where the Good Crew and the Bad Crew have their ships represented in a miniaturized form.

The track will have spaces with events such as "Coral Reef. This ship can't move next turn" or "Gold" or "Favorable Winds - Move forward more spaces"

The players will take steps like "Fire a cannon". Loading gunpowder, loading a cannonball, and firing the cannon will take three separate actions, for example.

I need to figure out how the enemy behaves.

Another idea, if the player ship is hit by cannon balls, they slow down. Or if the players hit the enemy ship, the enemy ship slows down.

Maybe have a "track" showing how fast each ship is going.

The players can choose to go up to their maximum speed

Actually, another idea. Maybe a "repair" action might give the players a card that'll let them move EXACTLY that number of spaces. A compass?

An action that specifically moves the ship forward, maybe? Or maybe an action that moves the ship faster. Say, doing that puts a speed token or something on the ship's sails, then when the ship next moves, it moves 1d6+tokens. Or maybe make it a little like Brutal in D&D. On the next roll, if the roll is less than the number of tokens, reroll it. Maybe players can choose to "save" these speed tokens. Bag of wind? Old windbag? Full of hot air? I dunno what to call it. Maybe a pirate blows really hard. That might not be too bad. One player opens the bag, another player fills it? A two-action move, or maybe even one action considering it takes a bit to build up. Consider a maximum here.

Consider something to outright reroll how far you move

Potential third general action

[16:48:59] <Demota> [16:47:19] demota99: Off the top of my head, maybe something related to morale. Maybe.

[16:49:27] <Kentaro> Maybe 'sing a sea shanty'
[16:49:40] <Kentaro> What would morale do?
[16:50:01] <Demota> I dunno yet
[16:50:40] <Kentaro> All I can think of it 'more card draws'
[16:52:46] <Demota> Yeah, maybe.
[16:53:35] <Demota> Maybe the next person to do something that doesn't involve the morale booster gets to draw(?) one more card and hchoose which of them to apply? I don't know. I don't actually have any acards implemented
[16:53:49] <Kentaro> Yeah

[16:56:25] <Demota> Hm. In temrs of general activities for ship stuff, there's sailing, navigation, morale, firing cannons...
[17:00:43] <Demota> Navigation could be finding "places" as a card draw, maybe?
[17:01:19] <Kentaro> Hm, yeah, that could work

[17:05:33] <Demota> Looking at it, it looks like it's really easy to give the ship a minimum speed, really easy to buff people, relaly easy to sail to a new place, but much harder to knock the enemy back.
[17:07:01] * Kentaro nods
[17:07:18] <Kentaro> It seems like there should be more ways to interact with the bad guys
[17:07:27] <Demota> I'm thinking about doing something like Shadows over Camelot where every player turn causes something bad to happen.
[17:07:37] <Demota> Yeah. Not sure how, though
[17:07:37] * Kentaro nods
[17:07:55] <Kentaro> Well, I like the idea of burying decoy treasures for the other ship to plunder
[17:08:07] <Kentaro> Or singing a kraken-summoning shanty or something

Islands could be good. Crescendo points in the game.

Cannon fire: Gunpowder could be a red wink, ball could be a black bead
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07/23

Two boards. A large board where the players will try to reach the end. A smaller board that acts as the ship's deck.
On the large board, players will try to - wait a sec