

# Vitamin Sea

## GOAL:

Sink all of the enemy ships while avoiding death by scurvy.

## GAME CONTENTS:

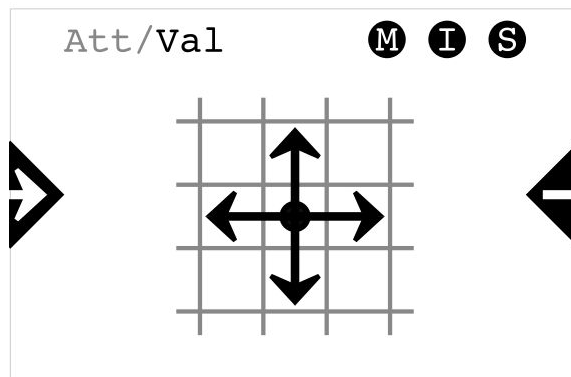
- 144 property cards and 6 blank property cards
- 36 map tiles (11 sea, 8 land, 5 rocks, 5 whirlpools, 4 harbors, 3 backup)
- Abstract ship (page 1 and 2), item, and monster templates
- 20 subclass cards
- 53 health pieces
- 27 class indicator pieces
- 52 game pieces (8 lemons, 16 ships, 16 monsters)
- 2 scurvy boards
- 2 scurvy teeth counters
- 1 game box
- 2 game piece holding boards

## CARD TYPES:

### Property Cards

Indicates whether the card is an attribute or a value card. This is a value card because Val is in black.

Indicates that another card must be played to the left of this card. Must be the same symbol, in this case a command symbol.



Indicates what classes can take this card. A black circle around M, I, and S indicates it can be played for monsters, items, and ships.

Indicates that another card can be played to the right of this card (not optional for attribute cards). Must match the same symbol.

Value of the card. This is a directional card that contains four arrows.

### Property Card Symbols



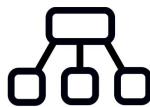
Number



Map



Command



Subclass



Map Building



Nope



Treasure

## Subclass Cards




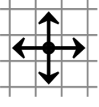
This icon indicates that this class is a subclass. It must be placed under an abstract class or another subclass.

The color of the subclass indicates which subclass piece should be attached to objects of its class

This icon indicates what abstract class this ultimately inherits from.

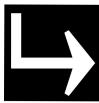
The left column is the attribute column. The attribute must share the same symbol as its value.

Extra attribute-value pairs are placed below the initial attributes and values.

 <span style="font-size: 1.5em; font-weight: bold;">Diggy Ship</span> 	
Att/Val	Att/Val
dig() :  Super+	

The right column is the value column. Cards can be played to the right of this column if the symbols match.

### Class Symbols



Subclass



Monster



Item



Ship

## Map Pieces



### SETUP:

Starting with the youngest player, the players take turns building the map. Each player gets one port each. The map pieces of each type besides the ports should be shuffled together with all treasure icons face down. Each player draws the map piece at the top of the pile or takes their port map piece, and the map piece must be adjacent to another map piece. Map building ends when a player puts down their port. The other player must place their port the following turn. Alternatively, we also have a provided beginners map for quicker setup.



Abstract ship, item, and monster templates are laid out. Each player gets 1 ship subclass card, 1 item subclass card, and 1 monster subclass card, played face up and side-by-side. This indicates that all subclass cards

inherit from the abstract templates, as explained in the SUBCLASSES section below. The player takes all of one type of ship, assorted monster and item pieces, and a scurvy board counter.

In the same order, each player decides which of their subclass ships they would first like to put on their port. Each player draws 10 property cards.

### **SUBCLASSES:**

Inheriting from another class (a superclass) means that all values that are declared in the superclass but not in the subclass are implicitly values of the subclass. Additionally, if any of the subclass' functions call `Super`, the superclass's function of the same name occurs.

Subclasses may inherit from other subclasses, which is indicated by placing the new subclass card below the old subclass card. They may also inherit from the abstract classes, which is indicated by placing the subclass card side-by-side to the player's other subclass cards.

### **PLAY SEQUENCE:**

The youngest player starts. During each player's turn, the player takes two actions. The player may choose any of the following actions:

#### 1) MODIFY A CLASS

The player can modify the values of any class card they own as well as any of the abstract templates. The player can either declare a new attribute, overwrite a previous value, or append a new command (which encompass directional cards, functional cards that end with `()`, and `super`).

To declare a new attribute, the player adds both an attribute (`Att`) card and a value (`Val`) card to any class card that they own that does not have the given attribute. To overwrite a previous value, the player places a value card over the previous value card. To append a new command, the player places a value card to the right of the previous value card.

The attribute and the value must be the same, meaning that the symbol drawn on the cards must match. Both the attribute and value must be compatible with the inherited abstract class, indicated by a black circle around `M` for monster, `I` for item, or `S` for ship respectively. If the value card contains the word `Super`, the card must have a superclass, and that superclass must have declared or inherited the function of the same name. If the value card is a function, the card must have declared or inherited that function.

#### 2) INITIALIZE AN OBJECT

The player places an object of a subclass that they own onto the board. The object must be placed onto a map piece that is permitted by its `Spawn` attribute. The object is attached to one colored subclass piece to indicate the subclass as well as `MaxHP` HP pieces.

### 3) CALL A FUNCTION OF AN OBJECT ON THE BOARD

The player calls one of `attack()`, `dig()`, `heal()`, or `move()` of any ship of a subclass that they own or any monster or item on the board. The player may only call functions that have been declared or inherited by the subclass and, in the case of `attack()` and `heal()`, the subclass must have an `attackVal` or a `healVal` respectively. If the function contains a subfunction value that the subclass has not declared or inherited, the player may not call the function. Command values with multiple arrows indicate a choice – the player chooses which of the directions enact the command in.

For `attack()` and `heal()`, the object inflicts its `attackVal` or `healVal` respectively upon any object that lies on the map piece the chosen directional arrow points to by removing or adding HP tokens to that object respectively. For `attack()`, if the object's HP points fall below zero, the object is removed from the board.

For `move()`, the object moves to the space the chosen directional arrow points to given that the object is neither moving from or entering a map piece that it is not blocked by. If the player lands on a space occupied by another object, the moving object is inflicted the occupying object's `attackVal`, the player decreases their scurvy count by the occupying object's `Vitamin C` value by removing the said number of teeth from their scurvy board, and the player draws the number of property cards indicated by the occupying object's `Draw` value. If the occupying object is an item, it is removed from the board. If a ship moves through a `whirlpool`, the ship incurs 1 damage. The object may not move off the map.

For `dig()`, the player overturns the map piece the chosen directional arrow points to. If there is a treasure icon, the player draws a property card.

If, at any point during the function, the player calls another function, the player executes the entirety of that function before returning to the original function. All function calls are based on what the object's subclass declared or, if it hasn't declared, inherited.

### 4) PLAY A SUBCLASS OR MAP BUILDING CARD



The two subclass cards are `New Subclass` and `Swap Subclass`. For `New Subclass`, the player draws a subclass card. The player can then choose which class to subclass it to as long as they have the same icon (monster, item, or ship), be it the abstract class or one of the player's owned subclasses. All classes can have any number of subclasses. For `Swap Subclass`, the player chooses any subclass in play, be it their own or the opponent's, and swaps that subclass with all of its values with one of the player's own subclasses. A lemon should be swapped with a lemon, and so on. Any subclasses of the swapped classes do not move. All objects with a colored subclass piece of either swapped subclasses also have their colors swapped.



The two map building cards are `Bombs Away` and `Explore`. Upon playing `Bombs Away`, the player removes a map piece from the board. If there are any

objects on that map piece, they incur 1 damage. If the object then has a positive number of HP pieces, the player who owns the object's subclass choosing which or the cardinal directions to move the piece to. If the destroyed map piece is not adjacent to any other map pieces, all objects automatically die. Upon playing `Explore`, the player places one map piece of their choice adjacent to any other map piece.

During any action, the opponent may play a `Nope` card. This denies the current player's action. The player essentially loses an action.



The player may also play a treasure chest card without using an action. The player either draws cards, takes extra actions, or removes scurvy teeth counters from their scurvy indicator as indicated by the treasure chest card.

After taking two actions, the player draws one property card. The player also gains one scurvy point by placing another tooth on their scurvy board.

#### **WIN AND LOSE CONDITIONS:**

The player wins if all other players' ships have been removed from the board.

If, at the end of their turn, the player reaches 10 teeth, the player automatically loses. Upon loss, all of the player's ships are removed from the board.

If, while calling a function, the player ends up in an infinite loop by calling the function of the same name of the same subclass, the player automatically loses.