

WALK THE PLANK

by Shane Steely and Jared Tinney



No. of Players: 3 - 5

Game Length: 20 minutes

Time to Learn: 5 minutes

Status: Completed Prototype

Components:

- ◆ 15 pawns (3 each in 5 colors)
- ◆ 50 cards (10 per player)
- ◆ 1 Large Ship Piece
- ◆ 3 Plank Pieces
- ◆ 1 Davy Jones's Locker Piece
- ◆ 1 Captain's Favor Token

Game Concept:

Players represent the very worst members of a pirate crew. The captain has decided he will only keep two of you on-board. To prove that you are worthy, you must fight to shove the other pirates off the end of the plank while trying to keep yours alive.

Basic Gameplay:

The ship piece is placed centrally with all the pawns on-board and all 3 plank spaces extending from it. Each player chooses 3 cards from their set of 10 and places them face down in front of them. Once everyone has selected their cards, the first player flips over their first card and performs the action, then the second player flips their first card and so on. Once all actions are performed, players take their cards back and choose 3 cards to begin the next round, and the captain's favor token is passed counter-clockwise to indicate the new start player. When only 2 pirates pawns remain the game is over, and the player(s) with pirates still alive are the winners and allowed to stay in the crew.

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