

Mini Game for Merge Warfare: Pirate Booty

TITLE

Pirate Booty



GAME TYPE

Pirate Booty is a board-style turn based mini game in (a game like) Merge Warfare. The theme is sea and piracy which matches with the main game's Naval Base and seafaring units. It's dice controlled and involves making strategic choices.

GAME MODE

There are no levels, but the first few rounds do go from easy to more difficult.

Single player versus game engine (AI).

(Can be scoped up to multiplayer, combining PvP and PvE in the same game.)

GAME MECHANICS

What is the player doing? Tap? Swiping? Moving?

TAP = Roll dice.

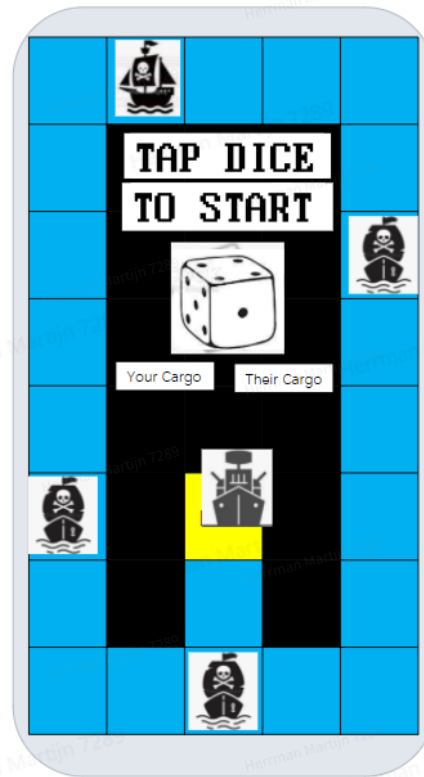
TAP = Move ship.

TAP = Transfer Rewards from Pirate Ship to Player Ship.

GAME MAP

Show what the game will look like when the player opens it.

This is what the game will look like when the player opens it (i.e. Has tapped PLAY button on the main screen).



A 2 line text area shows play instruction.

Dice: Tappable if it's the Player's turn.

Empty Sea



Pirate Ships



Player Ship



BASE: The player's naval base.



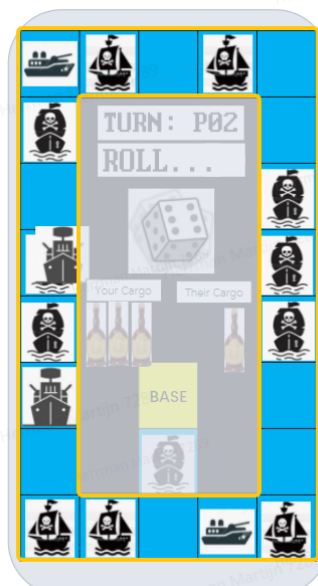
GAME MODE SCREEN BREAKDOWN

OUTER RING: SEA

The outer ring are tiles. They're blue, they represent sea.

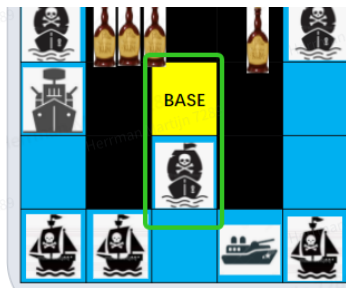
Ships can travel only over the sea tiles, according to the number of dots on the just-thrown dice, clockwise as well as counterclockwise.

If two ships are on the same tile, a battle happens; one of them will sink, the other will survive.



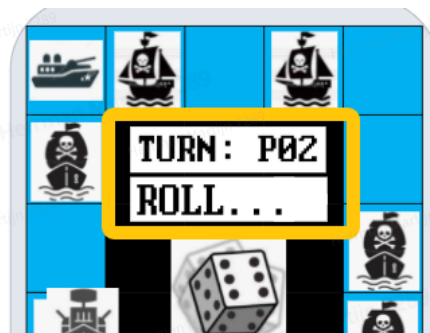
BASE GATEWAY

There is a small waterway that reaches the Player's (Naval) Base. The Base is where the Player's ship starts, and where the Player's ship can come back to drop any cargo (rewards) that has been accumulated.



TEXT AREA

There is an area that displays text. The font is MS Dos style retro, space is limited, text is very staccato. The text content is always an instruction or status.



Examples of texts that appear here:

PRESS DICE TO START

TURN: P01

TURN: PIR

ROLLING...

BATTLE!

PIR LV.01

PIR LV.02

PIR LV.03

PIR LV.04

PIR LV.05

PIR LV.06

PIR SUNK

YOU WON!

YOU SUNK

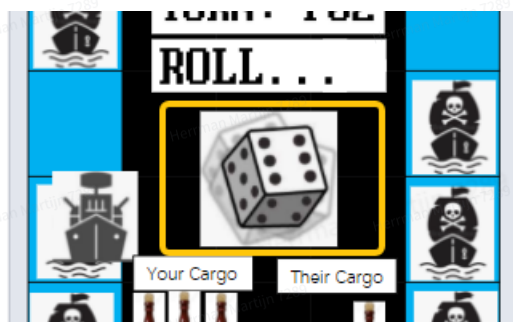
YOU LOST!

GAME OVER

ADDING THE CARGO...

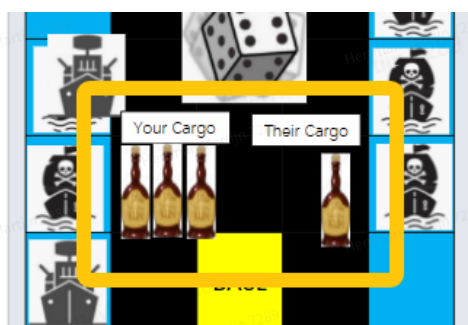
DICE AREA

There's a dice area. When it's the Player's turn, the Dice can be tapped, and starts rolling (animation). Finally it stops rolling and a dice side is displayed (1-6 dots).

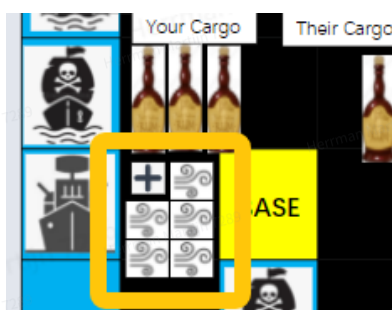


There's a Cargo display. It displays on one side your own ship's current cargo. If the player's own ship has no cargo yet, it is displayed empty.

On the other side, it displays the cargo (reward) of the Pirate Ship that the Player is about to battle. If the Player's ship is not on the same tile as a Pirate ship, the Pirate's cargo is displayed empty.



WIND TOKENS





The Wind Tokens are displayed here. There is an icon with them to buy more Wind Tokens.

OBJECT OF THE GAME

The object of the game is to accumulate rewards and bring them safely to Base. But beware - any sea battle can be your last.

GAME RULES

SINGLE PLAYER

The game is played with 1 player who owns 1 ship.

The system controls a number of Pirate Ships.

The game is turn based and controlled: each turn costs 1 token. The Token is called Wind and the number of Tokens is limited.

PREPARATION

The Player's ship is positioned at Base.

The Pirate Ships are placed in random squares of the Sea Grid.

PLAY

The player starts. They roll the dice. The Player's ship can move in any direction, clockwise or counterclockwise, and starts at Base. The game highlights the squares where the ship can land, according to the number of dots on the dice.

The player taps a highlighted square, their ship moves to that square. Now there are 2 possibilities: BATTLE or IDLE

BATTLE

If the Player's ship lands on a tile with a PIRATE SHIP, there will be a battle between the ships.

- The player taps the Pirate Ship. A LEVEL (Lv.1-6) and REWARD appear.
- The player taps the dice. The dice rolls.
 - If $DICE < LEVEL$: the Player loses. The Player's ship sinks.
 - If $DICE \Rightarrow LEVEL$: the Player wins. The REWARD is transferred into the Player's Ship, the Pirate Ship sinks.
 - Then the turn is over.

IDLE

If the square is a SEA tile, the turn is over.

Now the Pirates (AI) can move 1 of their ships, clockwise or counterclockwise.

If they land on the Player's ship, a battle will take place, same as above.

If the player wins the battle, all REWARDS that the pirate ship carries are added to the player ship's cargo bay, and the Pirate Ship sinks.

If the player loses the battle, the player's ship sinks, with everything in it.

If the Pirate Ship lands on a Sea tile, nothing happens.

Then it's the Player's turn again.

The Player can only start a new turn if he has "Wind" left. Each turn costs 1 Wind.

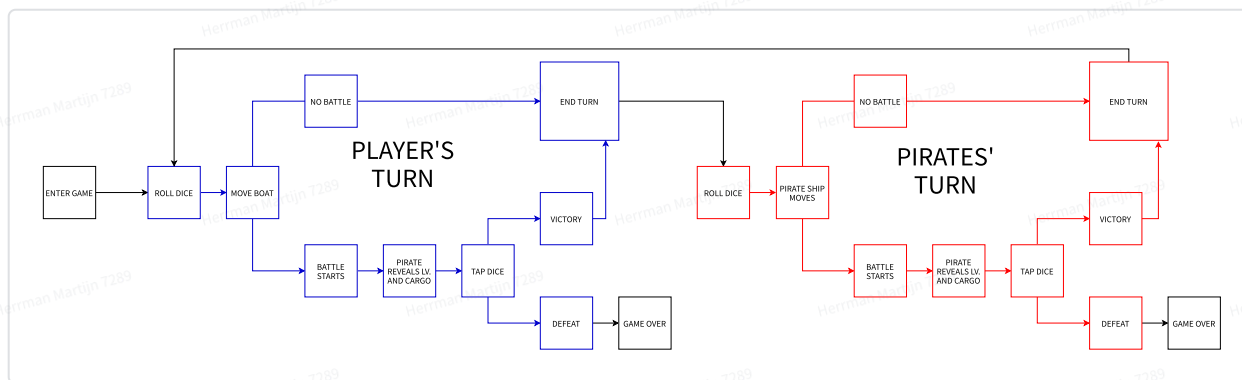
IMPORTANT: The Player can only receive the rewards once his ship has returned safely to the Base. So there is some strategy involved: will the player return to the Base after each battle or continue to do various battles?

END

The game ends when:

- The Player's Ship has sunken.
- All the Pirate Ships have sunken.

GAMEPLAY FLOW



IF THE PLAYER HAS NO MORE WIND

If the player has no more Wind left, he can buy new Wind, or wait until his Wind replenishes.

If the player has no more Wind left, the game just plays the Pirate turn and then waits.

WINNING CONDITION

- The player has won the game when all Pirates have sunken.
- Note: Bringing the rewards back to the Base is more important than "winning".

LOSING CONDITION

- The player loses the game if his ship has sunken.
- Note: Losing the game is much easier than winning it, which is why the game is more reward centered than win/lose centered.

INTERFACE

ICON

The game is accessed by tapping an icon on the main screen



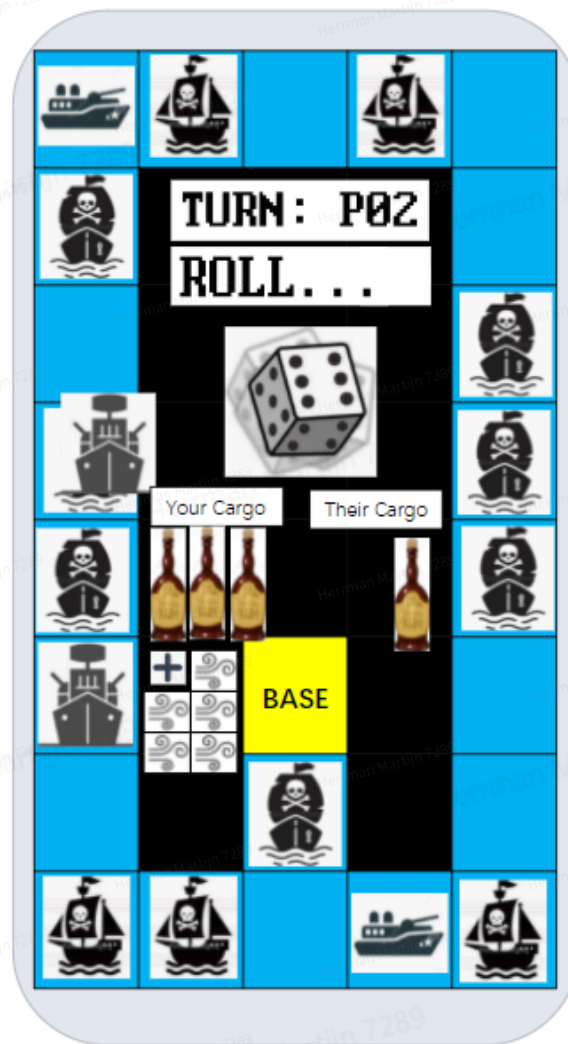
ICON

GAMEPLAY SCREEN

A 2 line text area.
This displays game
information. It
changes with each
action and/or result.

Dice: Tappable for the
player whose turn it is.
(If Pirate: AI)

Wind Tokens: 1 per
turn is used up.
Tap "+" to buy Wind.



Empty Sea



Pirate Ships

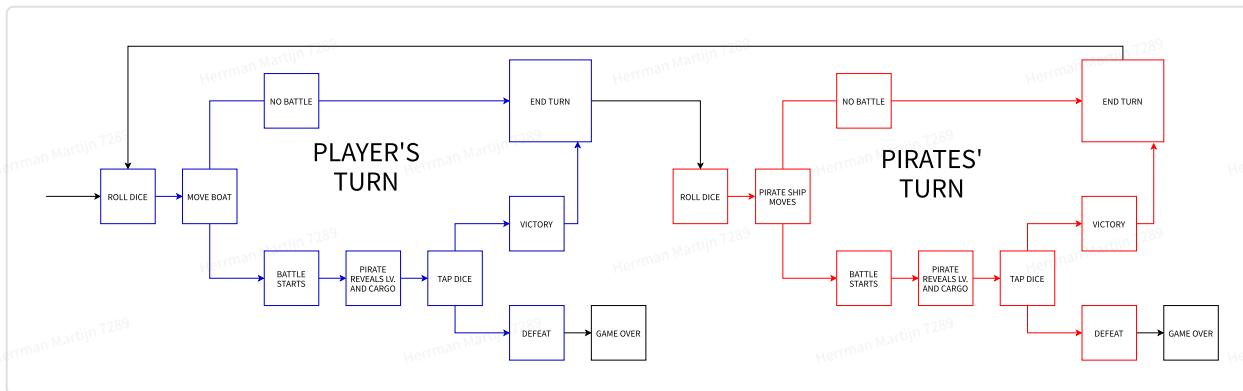
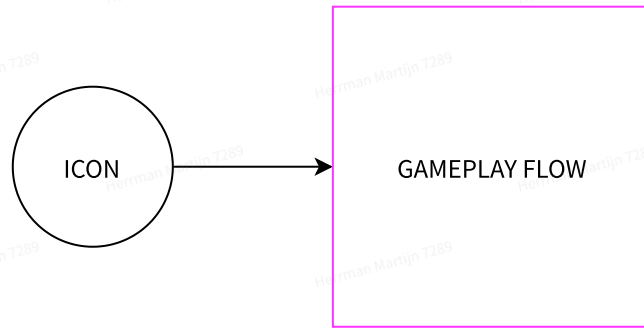


Player Ships

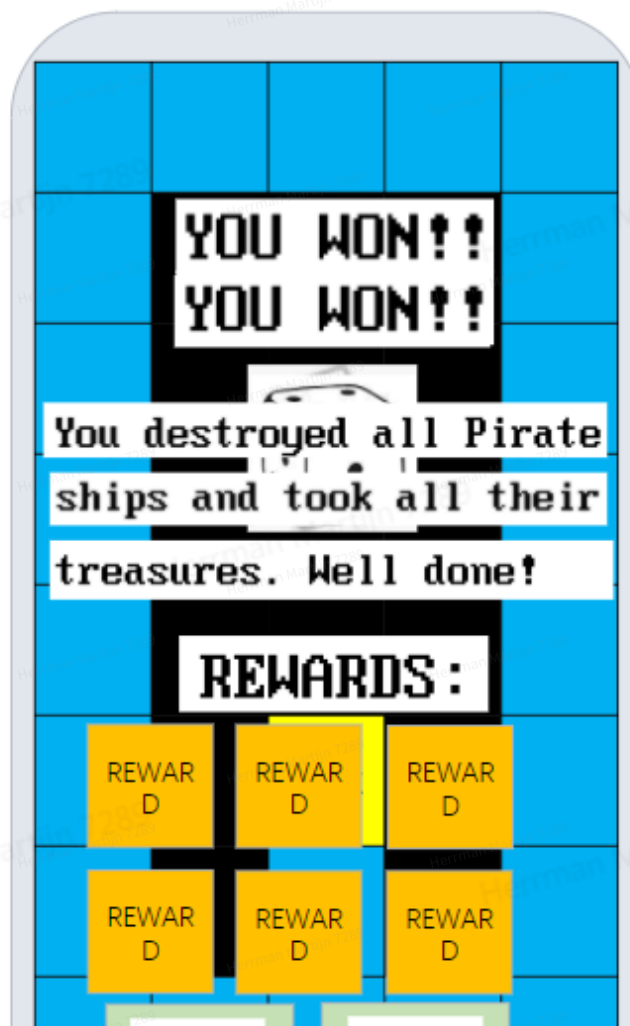


BASE: The
player's
naval base.

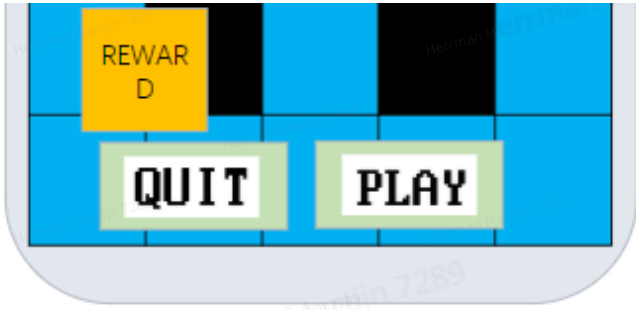


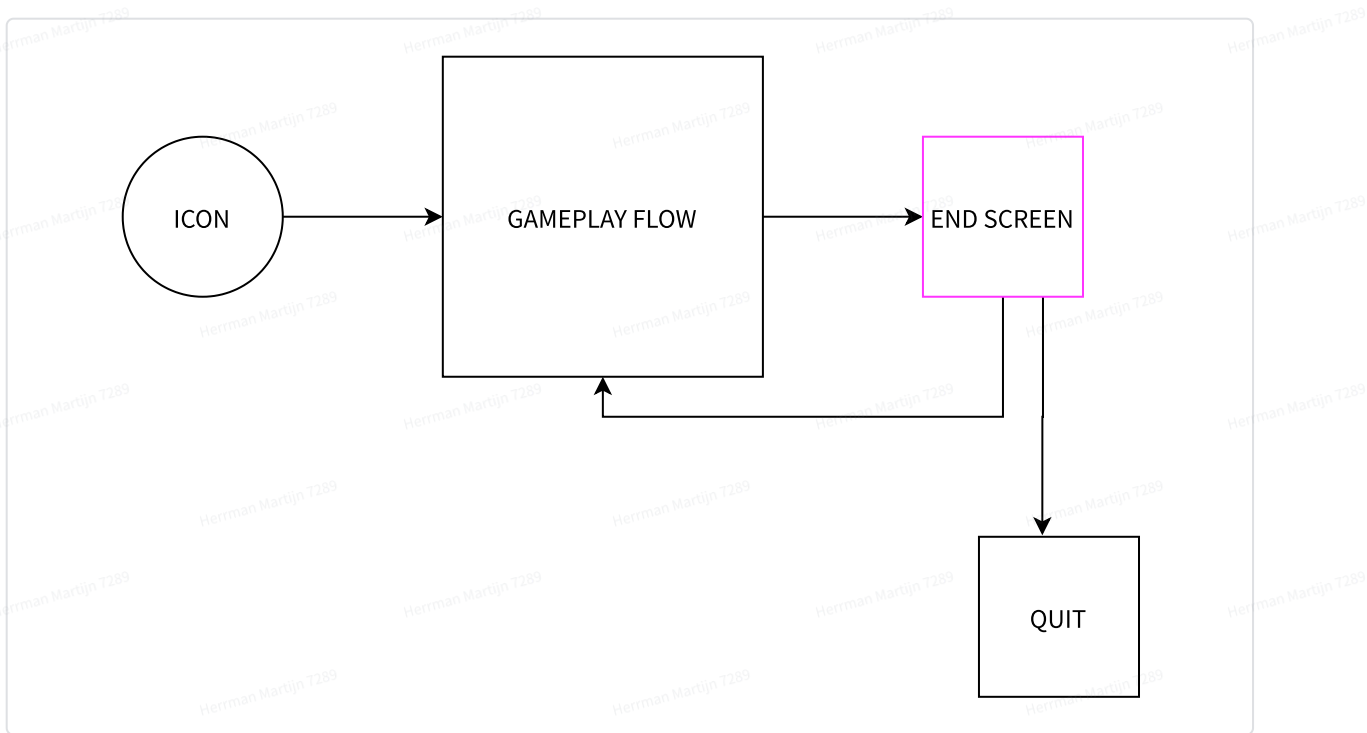


END SCREEN (VICTORY and DEFEAT)





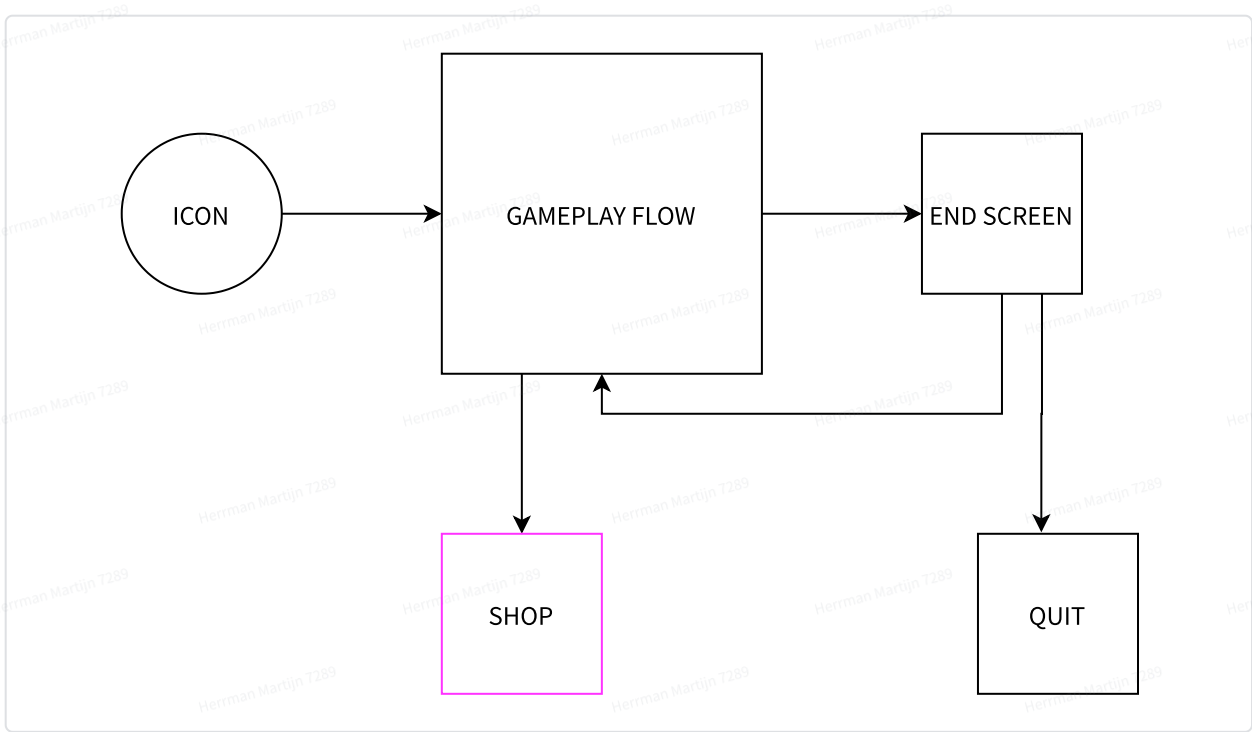




POWER UPS PAGE

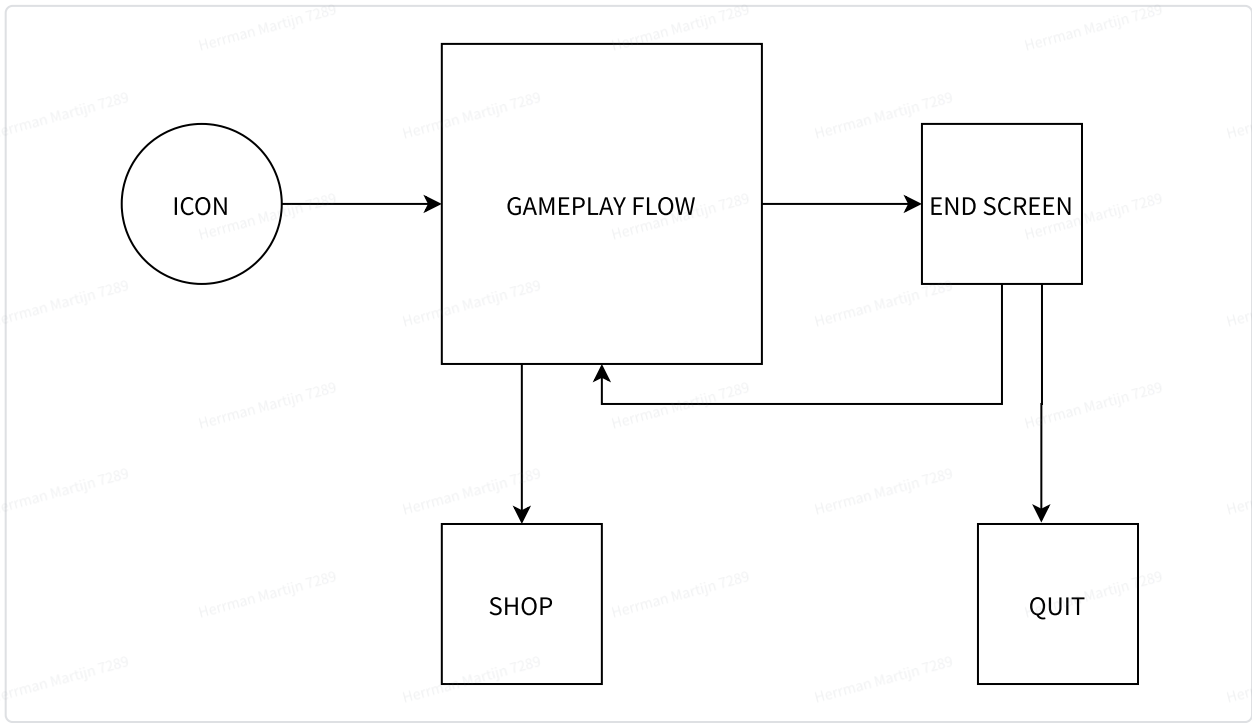
When the player taps the "+" icon at the Wind Tokens, a simple Wind Token Buy screen appears, displayed over the game screen.



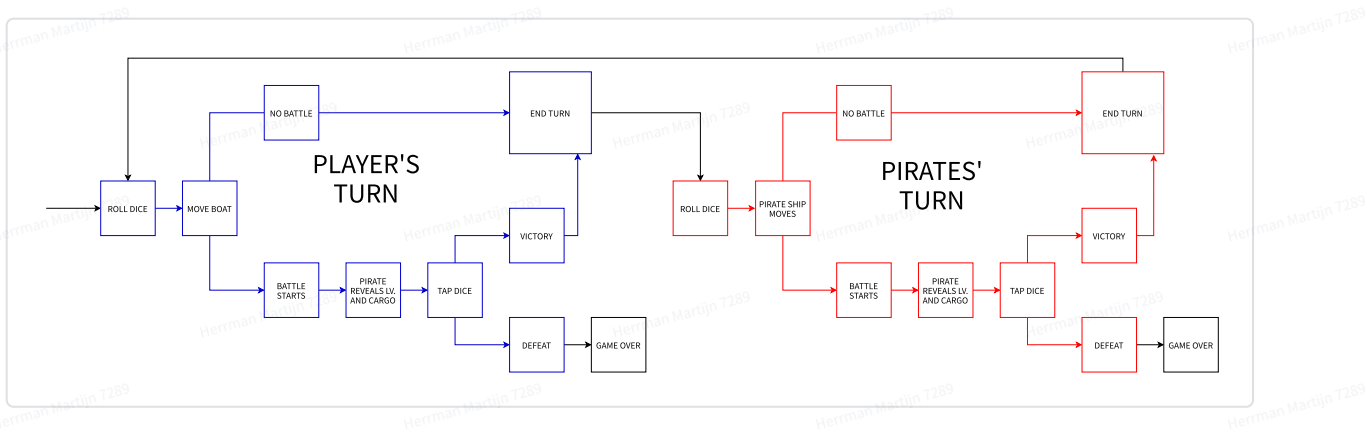


- **GAME FLOW MAPS**

HIGH LEVEL FLOW:



GAMEPLAY FLOW:



MONETIZATION

The monetization is based on selling extra Wind Tokens.

DIFFICULTY

The game starts the first round with a limited number of pirate ships.

The number of Pirate Ships gets higher at the start of each round, until the outer circle (sea) is reasonably saturated. This limit is "n". After that the number at the start of the round is randomly between "n" and "n minus 3" Pirate Ships.