Caves and Crabs

Game manual

PRACOWNIA
NAUKI i PRZYGODY

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The game was developed as part of the Erasmus+ project "Game it out!" hosted by Manufacture of Science and Adventure (Pracownia Nauki i Przygody, Poland). This game is one of the results of the dissemination strategy and can be used as an open access educational tool under CC0 license.

Game Description

What is it about:

You are forming a group of 4 adventure seekers who decided to steal together the treasure of the dragon. The team is really well-prepared: you have the Wizard (/Sorceress), the Warrior, the Fortune-teller and the Healer. However… the dungeon of the dragon turned out to be a real maze, and the door closed behind your backs. Your fortune-teller had also a vision: in 15 minutes the dragon will wake and all of your adventures will be over. Moreover, they noticed the crabs and ghosts that may await you in the maze.

Learning goals:

Cooperation, coordination, communication, caring for each other, caring for individual psychological well-being.

Authors:

Maria Kozak, Zuzanna Sierpińska, Chițimia Adriana-Alexandra, Dănuț Florea

Number of players:

4

Time for the game (without debriefing):

~ 15 minutes

List of components:

- 1 Board (file: board.pdf)
- 4 Character cards (file characters.pdf)
- 16 Tunnel cards (4 Ghost Cards, 4 Crab Cards, 8 Plain Cards, file tunnels.pdf)
- 22 Token Caves (12 Diamond Cards, 4 '' +1 move'' cards, 3 Ghost Cards, 3 Crab Cards, file caves.pdf)
- 1 Bag for the diamonds
- 16 Diamonds (4 in each colour)
- 4 Character pawns
- 4 Keys Tokens
- 16 Life Tokens

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Setup

Every player starts the game with 4 lives and 2 random diamonds that are taken from the magic black bag. Later, when the player find the diamonds while exploring the caves, they can choose what diamond they take.

Each player will start the game in any cave (the green spots). The Warrior is the first to start the game. After that, players take turns clockwise.

Turn order

In every turn you have 4 possible, independent actions:

1. explore a cave
2. pass through a tunnel (or at least try to!)
3. use your special skill
4. exchange the diamonds within the team.

You can take each of the action only once, unless you pay with one life point – then you can repeat any of the actions for one time.

If you encounter a crab in a tunnel or in a cave during the exploration, you have a choice, what to do:

1. you can wait
2. pay with a diamond and pass through it (then it stays on the board though!)
3. as a Warrior, use your special skill and kill it (then you take it away from the board).

If you meet a ghost you have a similar choice

1. you can wait
2. pay with a **life point** to it to pass through
3. if you are a Wizard or Sorceress - send it away for good using your special skill.

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You can use your character special skill only if you have two identical diamonds!

Every 5 minutes the dragon starts to twist around and the walls start to shake – taking away a point of life of every character. It happens twice during the gameplay – as when the last 5 minutes pass, the dragon awakes and doesn't really care about your state – it will eat you anyway.

So, how can you escape the labyrinth and, therefore, win the game?

- Every player must have 4 different diamonds in order to receive a key. If everybody has a key, you need to spread yourself around the maze in such a way that every character is separated from everybody else by, at least, 2 tunnels. Only then, the portal will safely open and you will be free!

Other special skills:

1. The special skill of the Healer is to give back a point of life to anyone (just one per turn!) – including themselves.
2. The Fortune-teller can use their special skill to see if a tunnel they are nearby is safe or if there is a ghost or a crab there. After they see the tunnel card, they need to put it back hidden on the board.

In order to use any of your special skill on something or somebody you need to be in the same cave or tunnel. You cannot stop in tunnels unless a crab or a ghost make you stay there. The exchange or donations of the diamonds can happen only in a cave in which there are both sides present.

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Debriefing

Discuss wit players the aspects of their cooperation and planning:

- How did they plan their actions?
- How did they react to the unexpected events?
- What were their discussions about?
- Did everyone participate in the planning? If not, then why?
- What could be improved in the team's actions?
- How did the team consider the individual resources and risks related to them?
- In which moments the caring for other team members occured?

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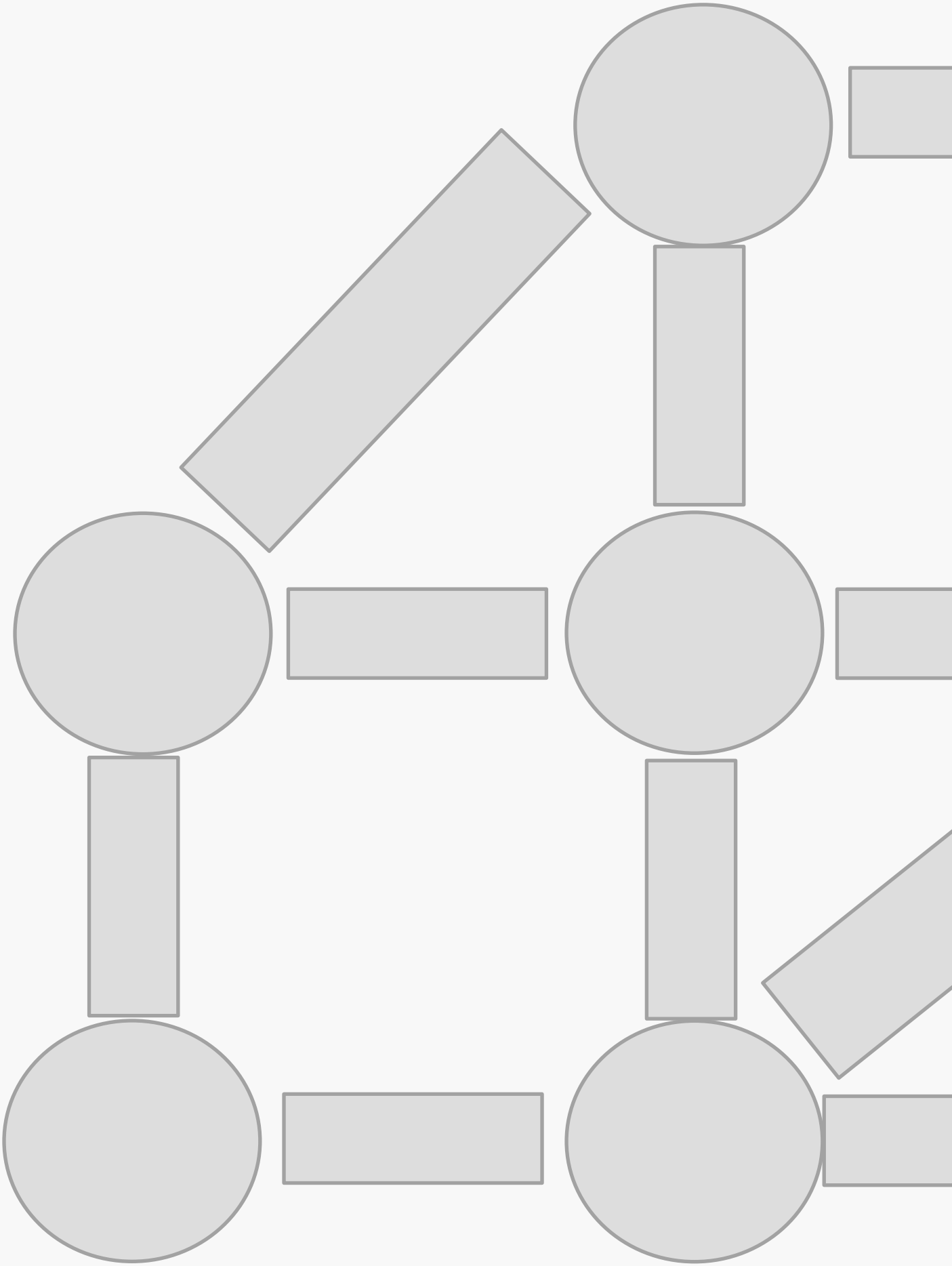
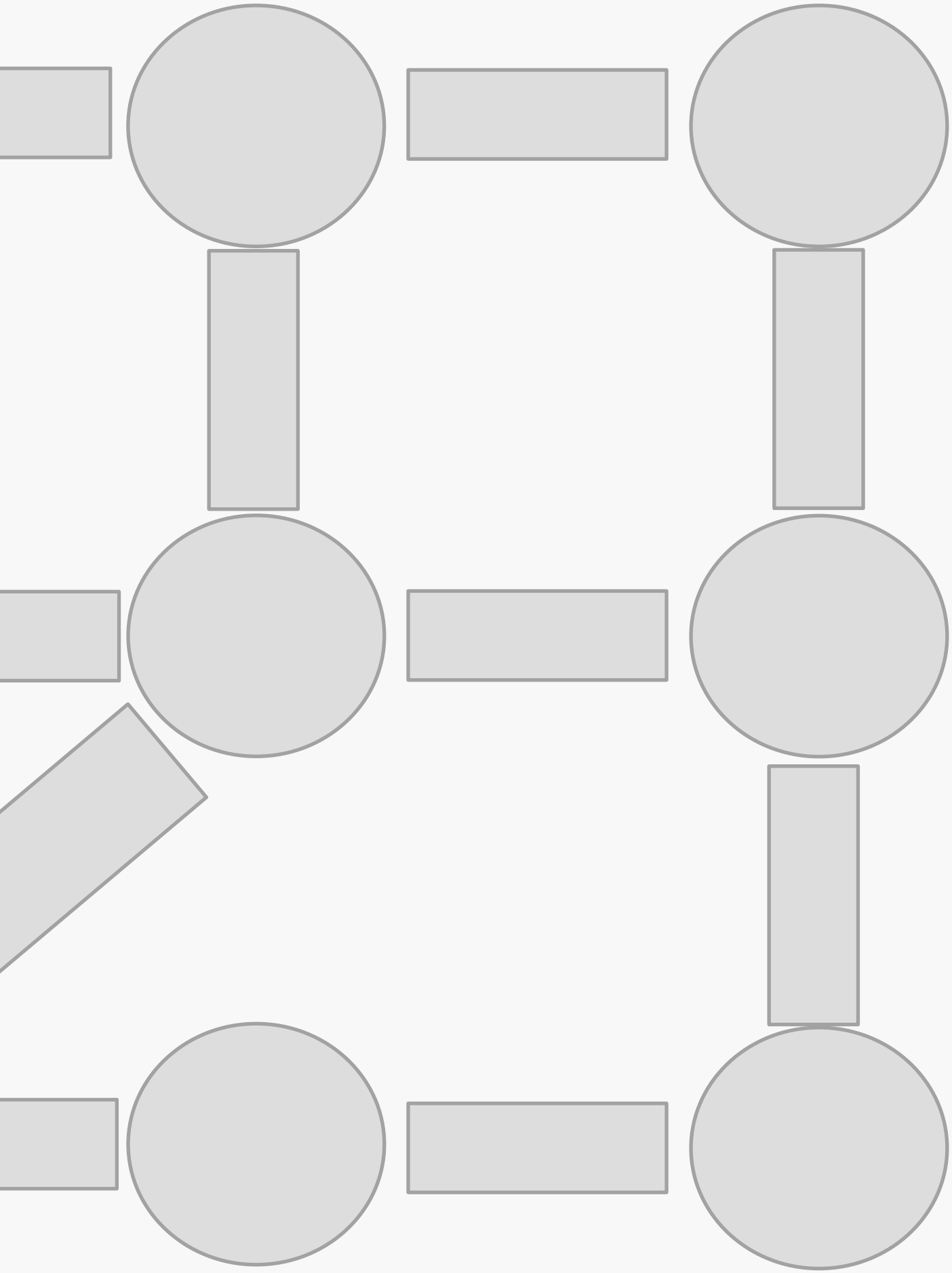
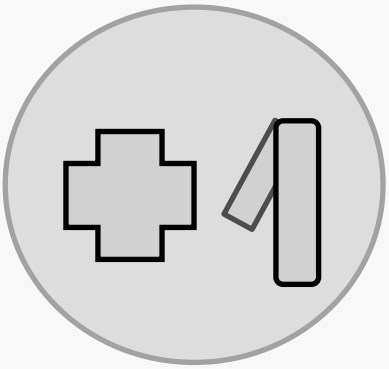
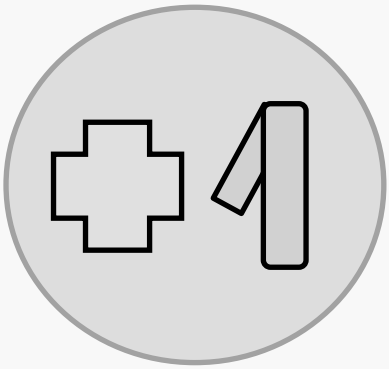
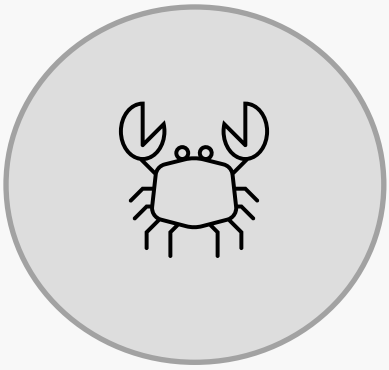
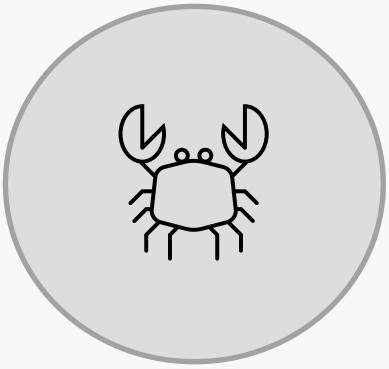


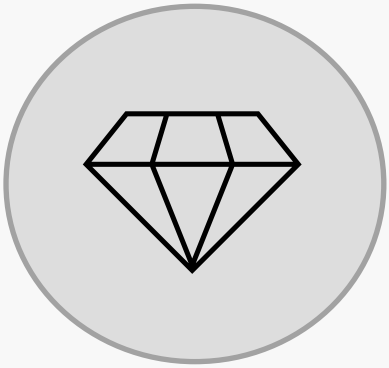
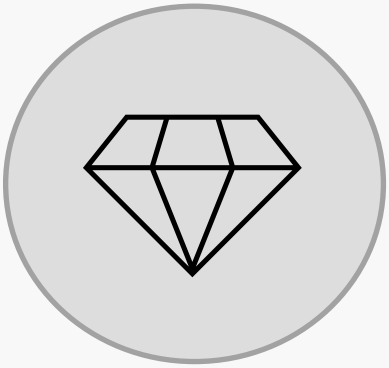
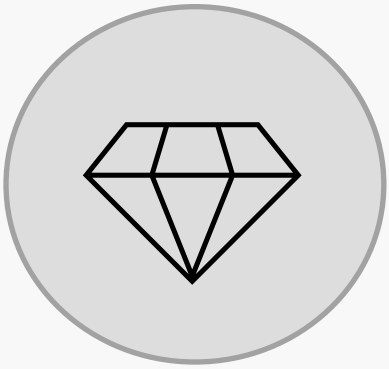
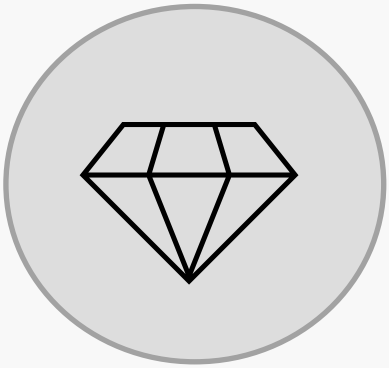
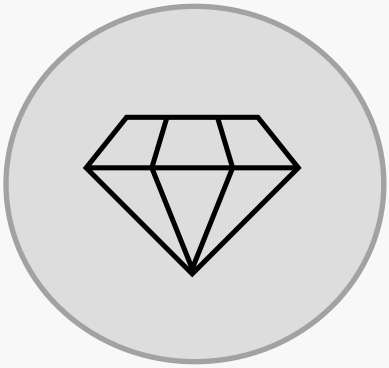
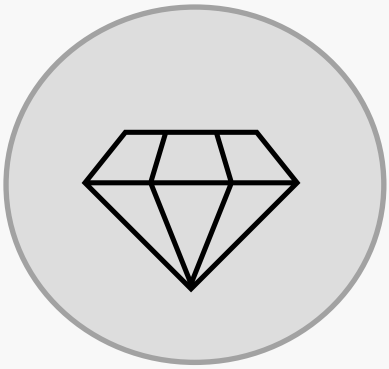


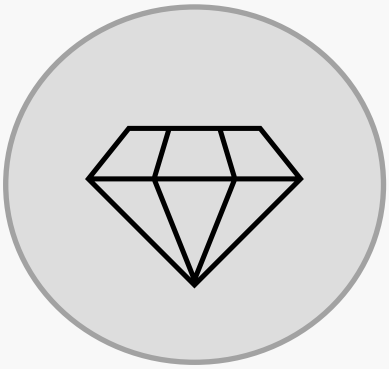
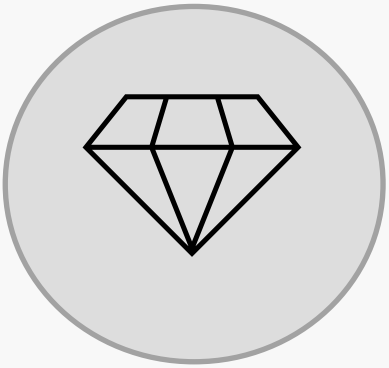


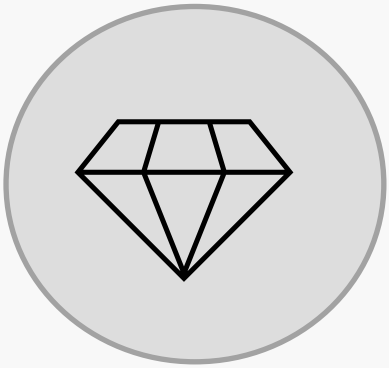
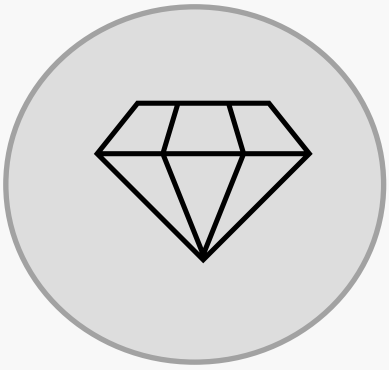


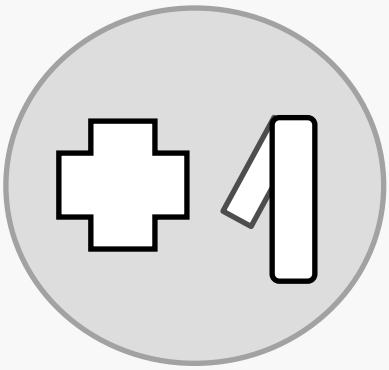


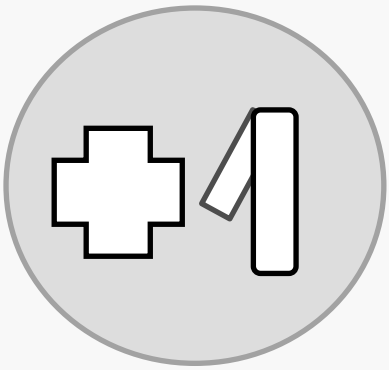


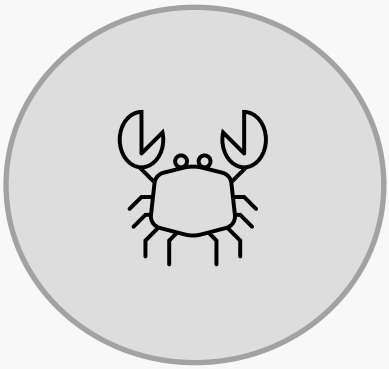







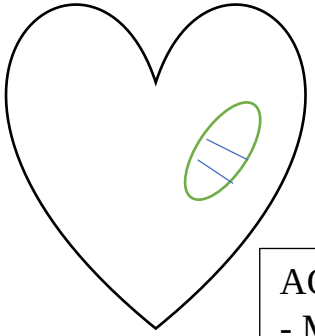







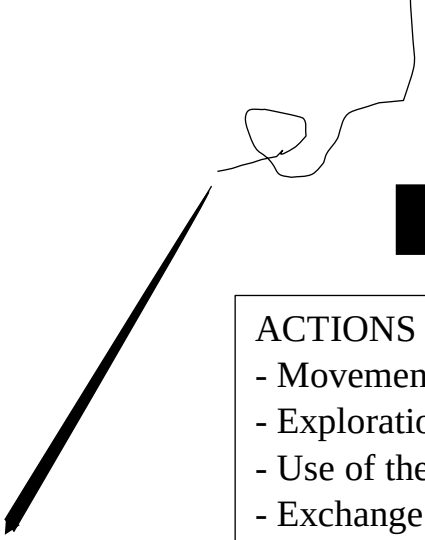




ACTIONS
- Movement
- Exploration
- Use of the special skill
- Exchange of diamonds

* One extra action for the price of one life point

SPECIAL SKILL
You can restore one life point per turn to any character



ACTIONS
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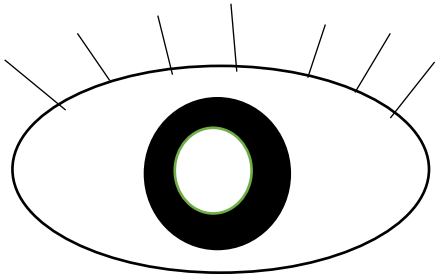
SPECIAL SKILL
You can defeat ghosts



ACTIONS
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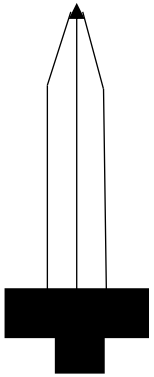
SPECIAL SKILL
You can take a secret look on the tunnel card near you



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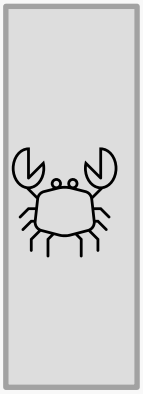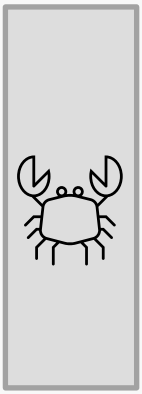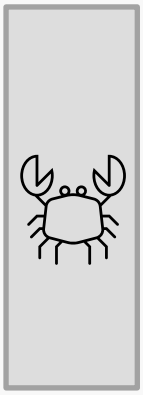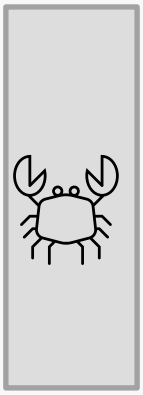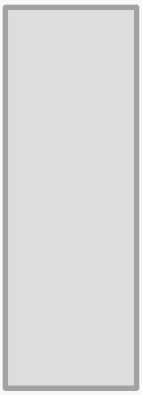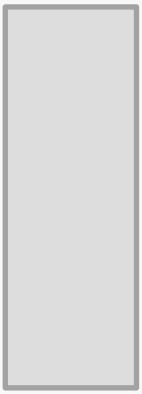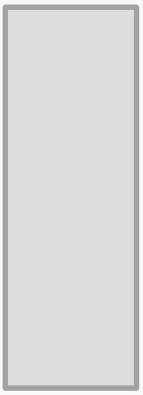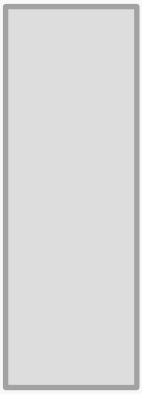
SPECIAL SKILL
You can defeat crabs