

All Hands on Deck (2) - Game Manual

Controls

Control	Action
Mouse Click	Select game actions (main input)
UP/DOWN Arrow Key	Pan up/down on the sailing screen.






Gameplay

At the start of the game, the player will be prompted to select a starting node. The player can then click nodes connected to this node to move up the map (you can not move down). At each node, the player may encounter battles, choices, departments and colleges. Each node has a different icon which are listed in the key below.

Objectives

The aim of the game is to advance through all levels by defeating the boss at the end of each. Each subsequent level is more difficult than the last (as enemies will be more powerful). You can purchase ship repair and upgrades (to increase health) at department nodes (2 per level) and gain new cards to use with at the end of each battle.

Node Key

Node	Image	Node	Image
Start		Department	
Encounter		College	
Battle			

Battle Mode

The battle mode is turn-based, with the player always starting. Each turn, starting from 1, the mana available to you increases by 1, up to a maximum of 10 on your 10th turn. Each turn you can draw any number of cards (which costs between 1 and 5 mana per card depending on the turn) or use any number of cards in your hand that you have the remaining mana to play. At the end of a player's turn, the player will be healed and queued damage applied to the enemy if appropriate, and vice versa at the end of an enemy's turn. The battle is over when either ship has had their health reduced to 0 or below.