

# **Drown, Captain Crackers!**

**a game by Crofter  
www.crofter.org**

**A game for two to four players  
which takes about thirty minutes to  
play.**

**Required:**

- \* an 8x8 square grid,**
- \* many checkers or poker chips to  
represent water,**
- \* many more chips of a different  
color to represent sandbags,**
- \* four pawns of different colors.**



# Drown, Captain Crackers!

The pressure of running a futuristic undersea research facility has driven Captain Crackers mad. The old sea salt has created two leaks in the hull and is trying to drown the crew. The crew has mutinied and is trying to hold off the Captain long enough to prepare an escape, or to drown the Captain, whichever comes first.



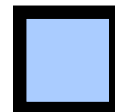
The Captain



Control room



The Crew



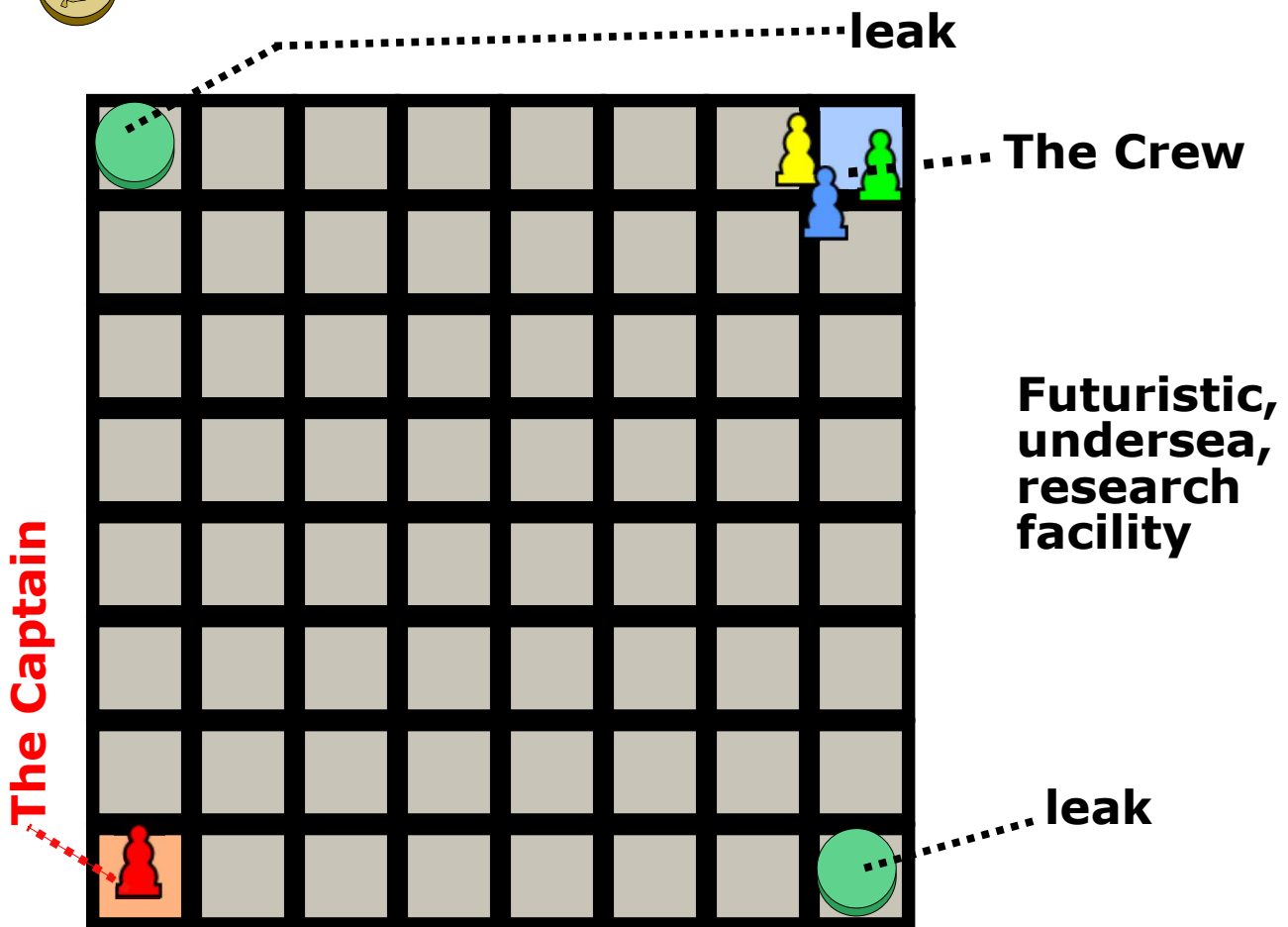
Escape Pod



Water



Sandbag

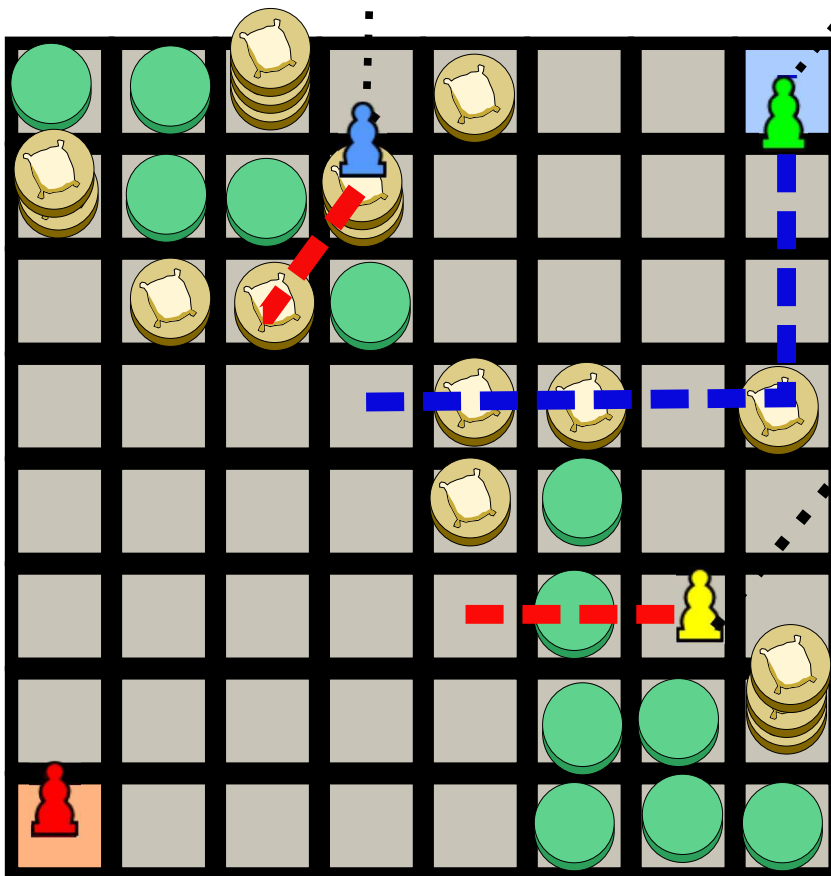


**There are three crew members. These may be played by one person or by several working as a team. The crew's objective is to drown Captain Crackers or to remain alive with access to the escape pod for 60 rounds, the time it takes to prepare the pod for operation.**

**Crew members may move anywhere on dry ground or over dry sandbags reachable by dry ground. There is no limit to the number of dry squares they may move on a turn but they may not move diagonally. They may move into water but must stop when they do.**

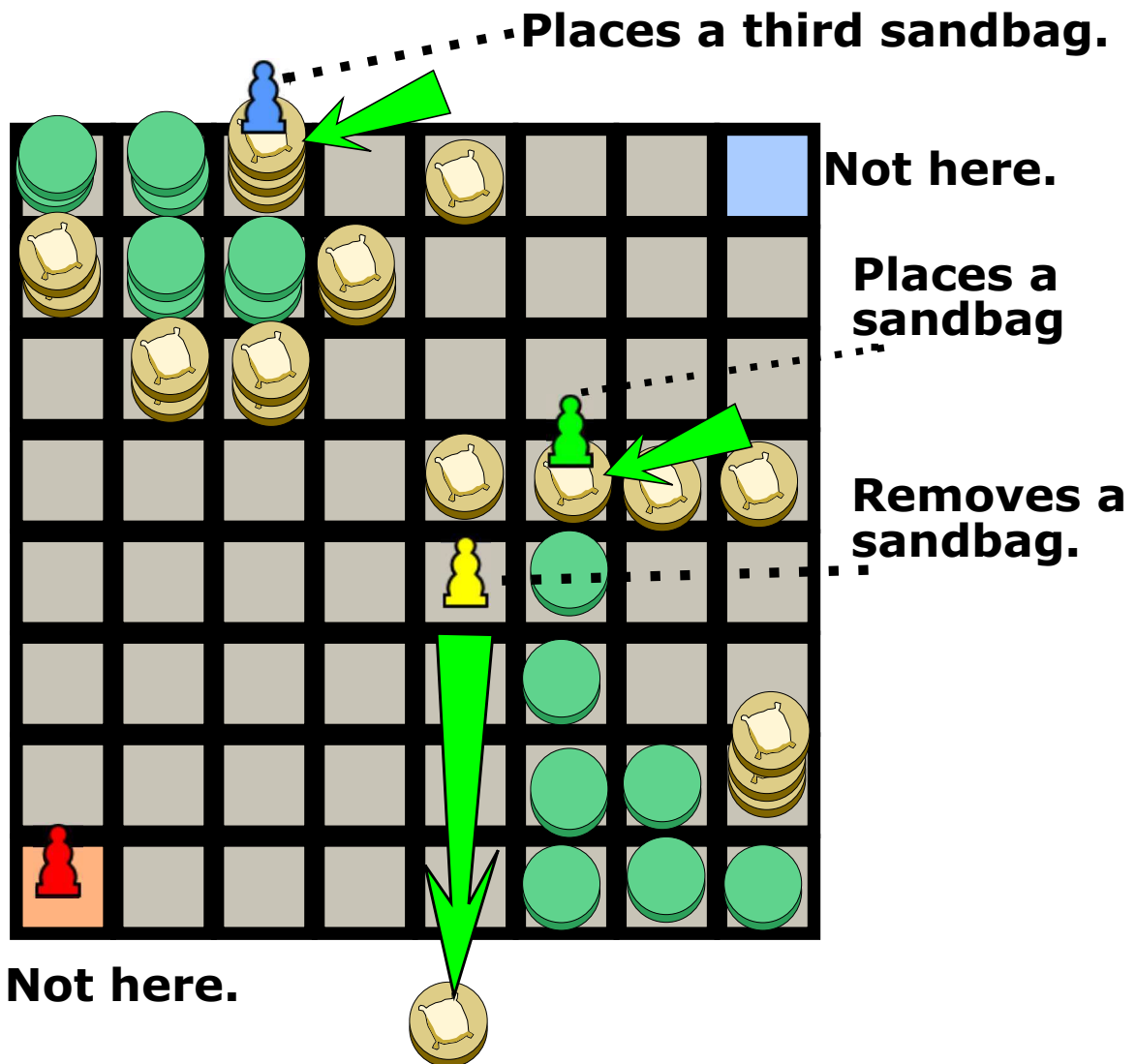
**This move is illegal.**

**This move is OK.**



**This move is illegal. Pawn must stop upon entering water.**

On a turn, each of the three crew members may move to a new location and may place or remove a sandbag there, provided the location is dry and is not the escape pod or the control room. More than one crew member may occupy the same location. Sandbags must be placed on dry ground or on other dry sandbags, and no stack of sandbags may be more than three high.



A crew member may end up in water. In water of depth one a crew member can move only one space per turn. A crew member in water of depth two drowns, in which case the Captain wins the game.

**The Captain remains in the control room and operates remotely. The Captain's turns consist of pumping water into the leak points and remotely placing or removing sandbags.**

**On a turn the Captain may do one of several things:**

- \* pump 3 units of water,**
- \* pump 2 units of water and place one sandbag,**
- \* pump 1 unit of water and place two sandbags,**
- \* pump 1 unit of water and remove one sandbag.**

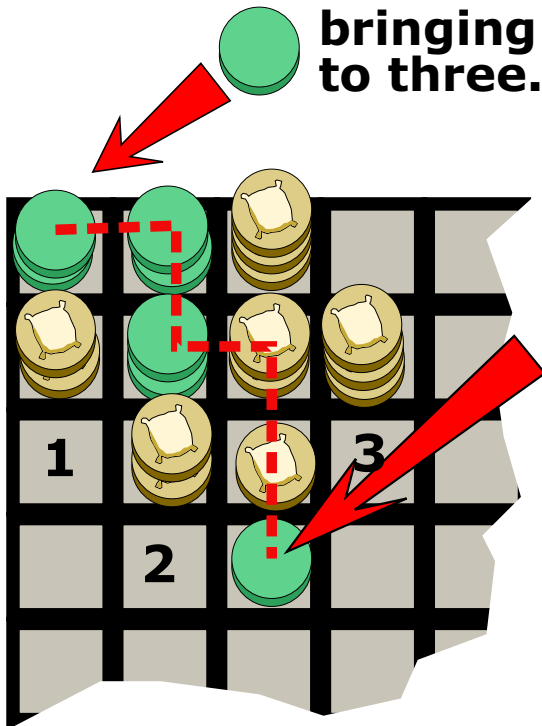
**Like the crew, the Captain must place sandbags on dry areas and cannot stack them more than three high. The Captain drowns in water of depth two, but is not affected by water of depth one.**

**After each turn, after the Captain's, and after each crew member's, water levels must be adjusted. The Captain's player is in charge of this, subject to certain rules:**

- \* water enters at leak points**
- \* water seeks its lowest level,**
- \* water cannot flow uphill.**

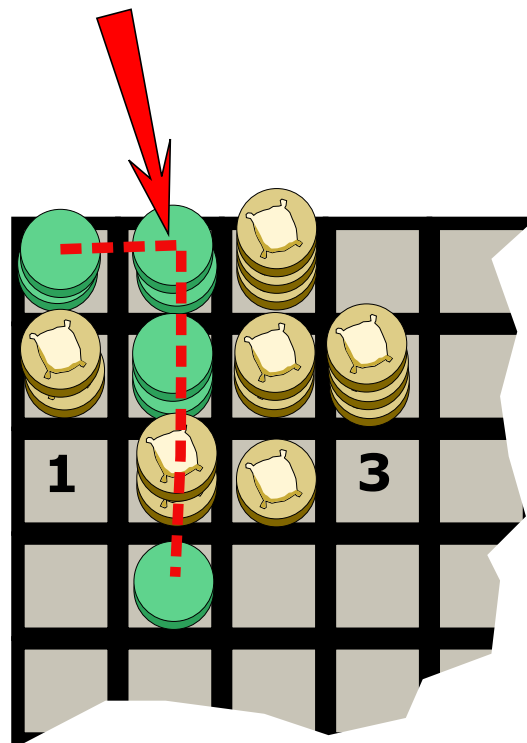
**The Captain may place units of water on the board at either of the two leak points. After they are placed they must flow downstream to a lowest possible level.**

**The Captain places a unit of water at this leak point, bringing water depth there to three.**

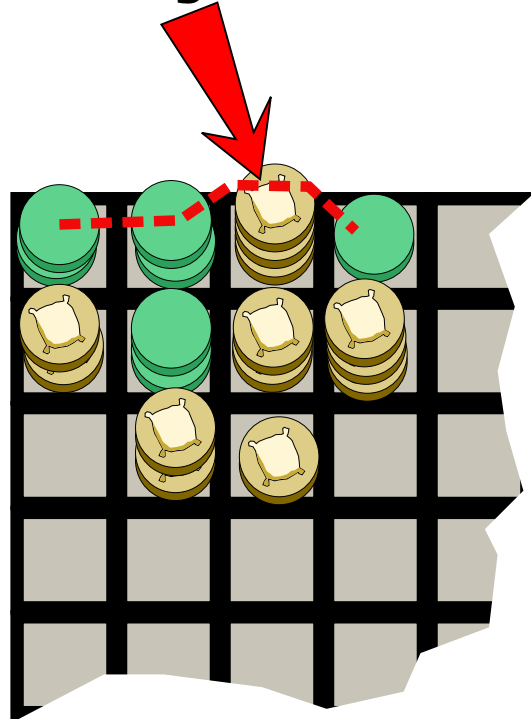


**It then flows downstream to a square where water depth is zero. The Captain might have chosen squares 1, 2, or 3, since there are downstream paths to these squares too.**

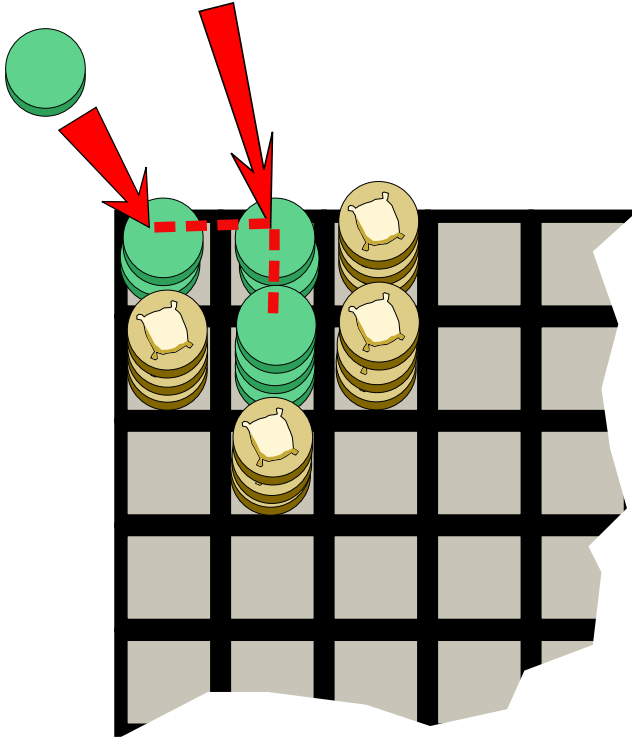
**Water can flow over sandbags or over water columns. However a subsequent position must be level with or lower than the current position. Water must stop flowing as soon as it reaches a lowest available level.**



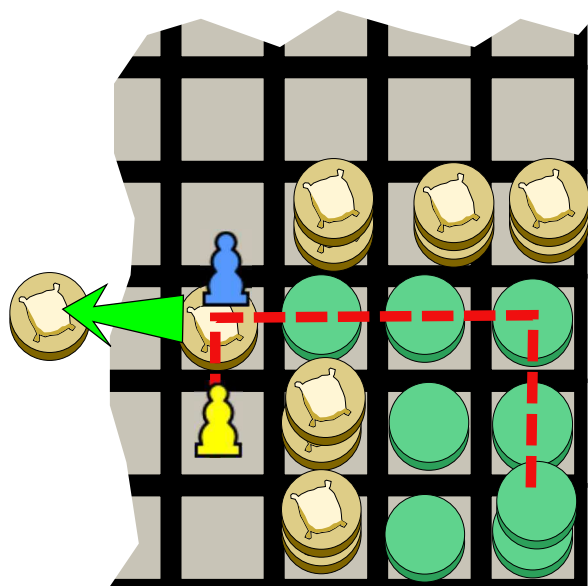
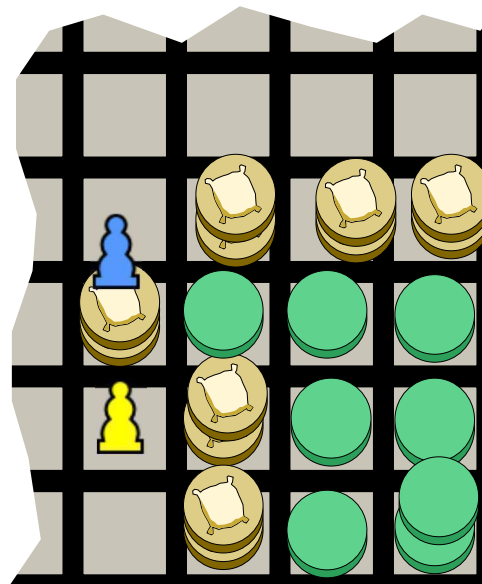
**Flowing uphill is illegal.**



**Flowing level is also illegal if the unit ends up at the same level from which it began.**

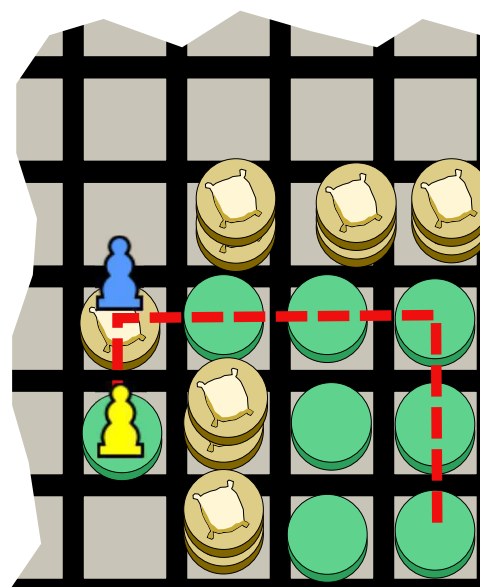


Removing a sandbag can cause water to flow. Here, the blue pawn is about to remove a sandbag. The yellow pawn is in a bad position.



When the blue pawn removes the sandbag, the water of depth two at the leak point suddenly has a place to go. It actually has three places to go but the yellow pawn is one of them and the Captain gets to choose.

Naturally, the Captain chooses to dunk the yellow pawn. The yellow pawn may move only one space on its next turn, enough to escape the water if nothing changes. The blue pawn is unaffected except for temporarily wet feet.





**The crew begins play, moving in any convenient fixed order. (Order can't change during play.) After each crew member moves, the Captain adjusts water levels if needed.**

**The Captain moves after all three crew members have moved, and adjusts water levels if needed.**

**A round is complete when all crew members and the Captain have completed their moves.**

**Sixty rounds seems to be a reasonable number for a game on an 8x8 grid (a checker board). Games on smaller boards should be made to end in fewer rounds but the game is less interesting on small boards.**

**The Captain wins if any crew member is drowned or is cut off by water from the escape pod, or if water level in the escape pod reaches a depth of two.**

**The crew wins if water level in the control room reaches a depth of two or, after the final round, they all have a path to the escape pod (and water level in the escape pod is less than two.)**

