



**BATTLE  
CHIPS**

**INSTRUCTION BOOKLET**



# QUICK SETUP

Ahoy there! If ye be a lazy spud who ain't too fond of readin'? Good thing we read your mind, you landlubber! Scan the QR code and watch the instructional video instead.



<https://www.potatopirates.game/battlechips>



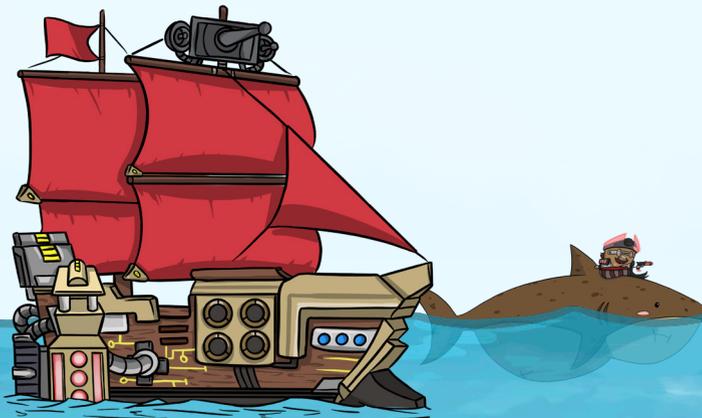
# POTATO PIRATES: BATTLECHIPS

After successfully monopolizing the Spudnet, the Potato King found his years catching up to him. King Edward was no longer the youthful potato he once thought he was, and decided to step down from his position as the King of Carbobbean seas.

Now that the old King Edward is no longer in power, every potato pirate faction is fried up and fighting to stand on the place King Edward had once stood. They took advantage of gaining new skills and power-ups from the ever-growing Spudnet, and attacked each other with advanced tactics and maneuvers that were never seen before.

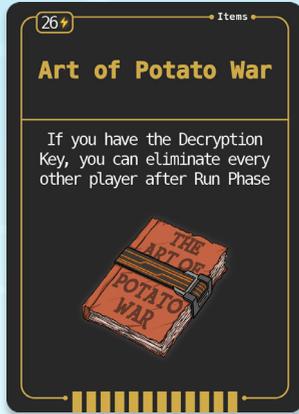
But as resourceful as the Spudnet can be, there are always dark secrets lurking in its corners. Legend speaks of the book that King Edward once used in an attempt to gain immortality, “The Art Of Potato War”, as well as its respective cipher key, both lost somewhere in the Spudnet.

Keep your eyes and ears peeled, as there seem to be rumours that “The Art Of Potato War” contains powerful incantations that can wipe out entire armies and fleets. The question now is, where is the book and the cipher key to understand it?



# HOW TO WIN

1. Obtain the legendary book of “The Art of Potato War” and the Decryption key



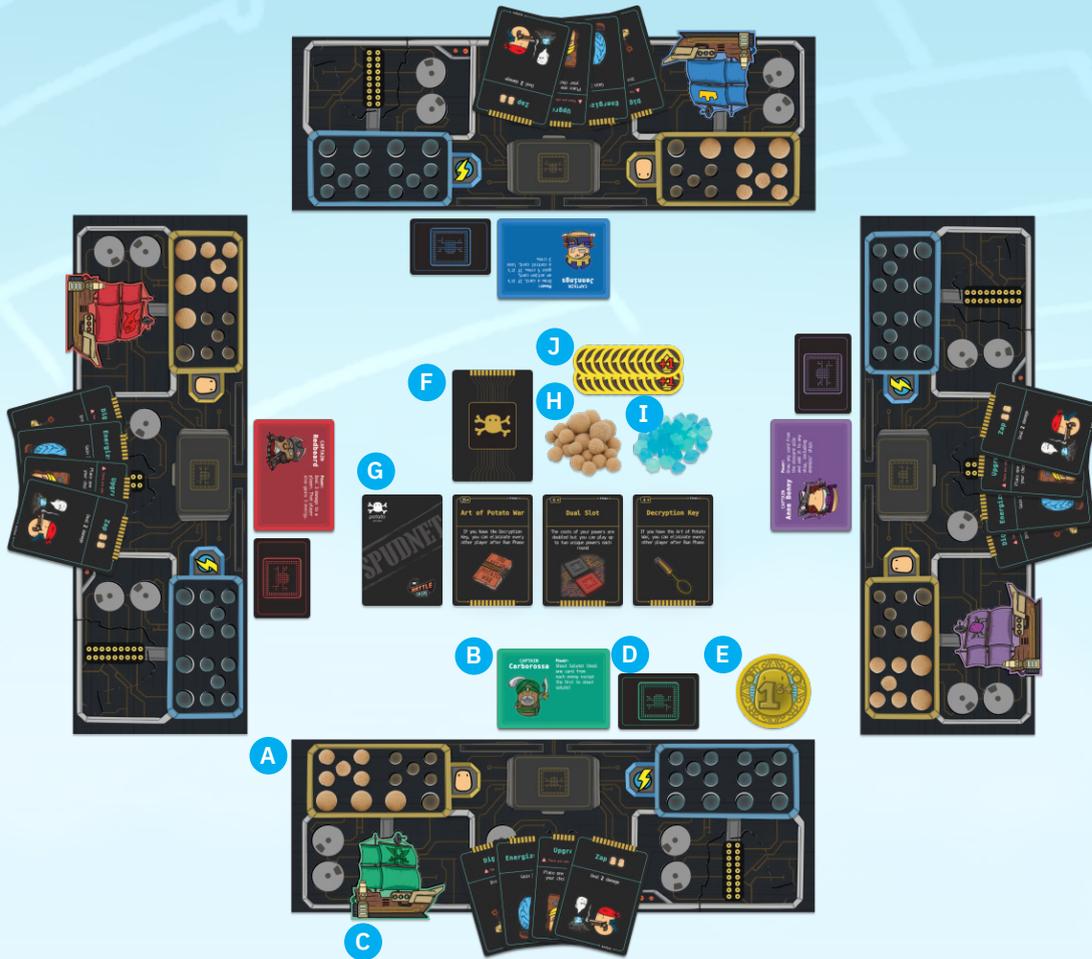
2. Eliminate your enemies and be the last potato standing



3. Be the one with the most crew at the end of the next round after the deck runs out



# CONTENTS



- A** Player Boards  
*6 player boards*
- B** Captain Cards  
*12 different Captain cards*
- C** Ship Tokens  
*6 different colored sets of 3 ships*
- D** Power Cards  
*6 different colored sets of 10 power cards*
- E** Starting Player Token  
*1 single-side printed token*
- F** Battlechips Card Deck  
*105 Action and Control Cards*
- G** Spudnet Card Deck  
*15 Item or Hire Cards*
- H** Crew Tokens  
*30 x Large Crew  
70 x Small Crew Tokens*
- I** Energy Tokens  
*30 x Large Energy Tokens  
70 x Small Energy Tokens*
- J** Upgrade Tokens  
*36 single-side printed tokens*

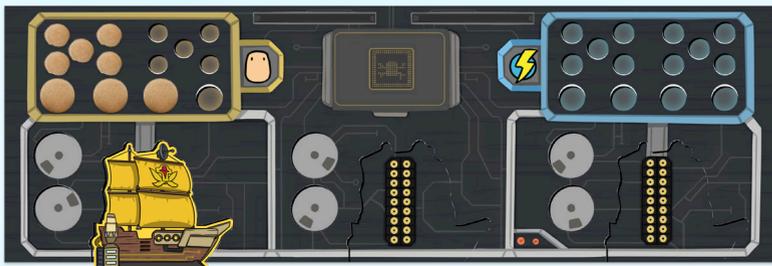
# QUICK SETUP

## 1. Shuffle and randomly pick 1 captain card

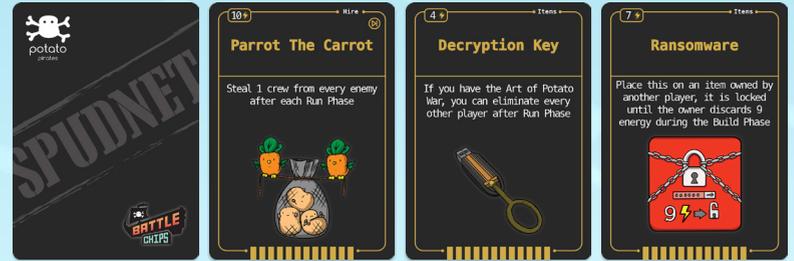


## 2. Setup for each player

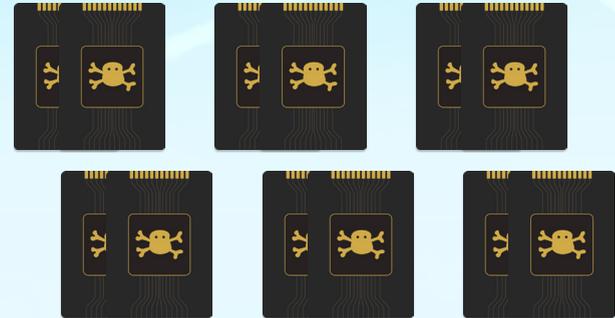
- 4 cards in hand - Upgrade, Zap, Energize, Dig
- 1 set of 10 Power cards (color-coded)
- 20 crew
- 1 ship



## 3. Reveal and lay out 3 cards from the Spudnet



## 4. Deal 2 cards from the remaining Battlechips deck to each player



## 5. Choose a player to start

Pass the Starting Player token to that player. If you can't decide, the player who last ate fries will start.

# HOW TO PLAY

## Symbols



### Crew

When your crew number reaches 0, you are eliminated from the game. You can only have a maximum of 30.



Large token represent 5 potato crew



Small token represent 1 potato crew



### Energy

Energy equivalent to currency. It can be used for using powers, gaining crew or special items to aid you. You can only have up to 30.



Large token represent 5 energy



Small token represent 1 energy

*Note: Whenever you deal damage, you gain an equivalent amount of energy from the common pool.*



### Ships

Each ship hold up to 3 Battlechip cards, these cards will run during the Run Phase. You can buy ships for 7 energy, and have up to 3 ships.



### Battlechip Cards

These cards are placed under Ships, they enable you to make more plays and strategies and so sequence of cards matters.



There are 2 main types of Battlechip Cards - Control and Action cards.



### Cards On Ship

Each ship hold up to 3 Battlechip cards, these cards will run during the Run Phase. You can buy ships for 7 energy, and have up to 3 ships.



### Cards In Hand

You can have a maximum 8 cards in your hand at the end of the Build Phase, you have discard the extra cards before the start of the Power Phase.



### Upgrade Token

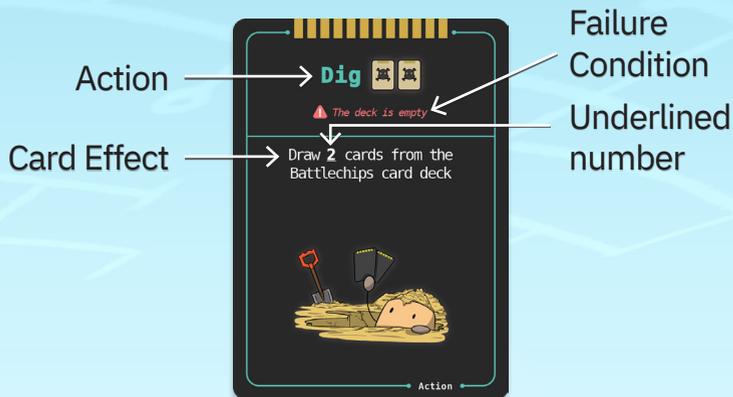
An upgrade token is attached to a ship.



Each token gives a +1 bonus value to actions cards placed under that corresponding ship.

## Battlechip Cards - Action

Action cards are actions your ship can carry out during the Run Phase.



### Action cards can also fail if:

- its failure condition is met
  - the power **Throw** is used on that type of action.
- This event is called an exception

Once an action fails, the ship sequence will stop running at that point, actions below that card would not run.

Most action cards have underlined numbers. Those numbers are affected by any +1/-1 effects your ship may have due to other cards or upgrade tokens.



- 1** In order to run the **Carbonize** action, energy is required, however the player does not have any at the moment. Hence, the order of the card placement is very important. **Energize** will give the player 4 energy, **Mimic** will copy **Energize** with - 1 effect so total 3 (4 - 1) energy gained, and the player will be able to use 3 energy for the **Carbonize** action. Net energy gain: 4, net crew gain: 3.
- 2** Ship 2 has 2 upgrade tokens, each representing + 1 bonus value, the total amount damage dealt to the target from **Zap** is 4 (2 + 2) which also means 4 energy gained, **Absorb** will allow the player to take 4 (2 + 2) energy from the target. Total damage: 4, net energy gained from this ship is 8.
- 3** Because of the failure condition of **Upgrade**, the action fails and stops, thus any cards below it will not run.

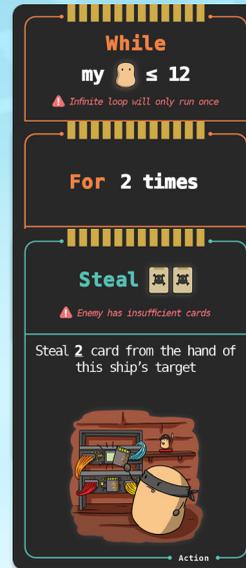
# HOW TO PLAY

## Battlechip Cards - Control

Control cards boost action cards stacked below them.



For example:  
The control card **For 2 times** allows the cards stacked below to be executed twice. With the setup on the left, the player first **Dig** which gains 2 cards, then **For 2 times, Energize 3** so they gain 3 energy **TWICE**, yielding 6 energy. In total, the player would have gained 2 cards and 6 energy.

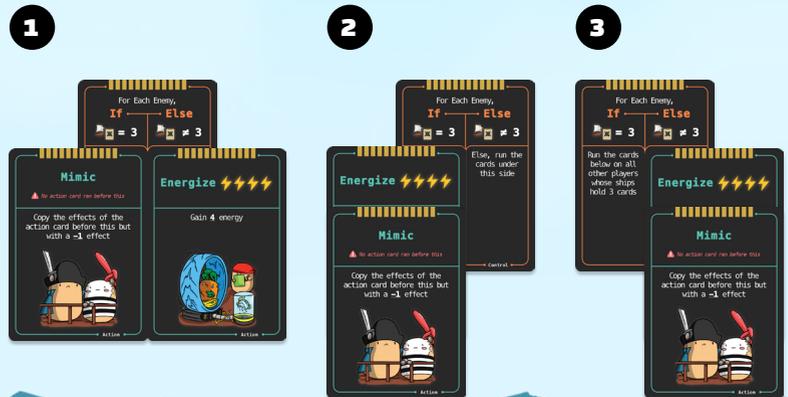


For example:  
For the control card **While My Crew ≤ 12**, a card that increases crew i.e. **Carbonize** is required for the loop to end eventually. The setup here would cause an infinite loop as the crew value will not reach 12 by stealing cards from players.

Control cards such as **While** have failure conditions known as infinite loop. If the condition stated is never met, a **While** loop could run infinitely. If this happens, the cards within the **While** loop will only run **ONCE**.

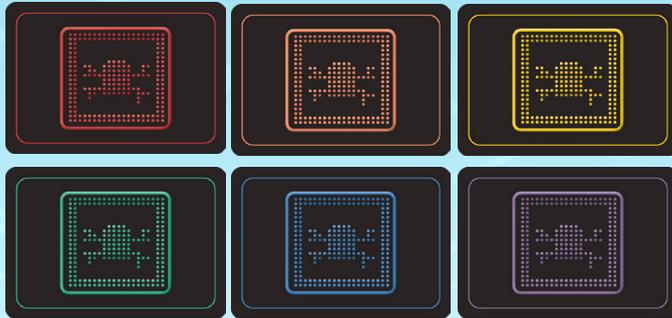
To ensure a **While** loop is not an infinite loop, check that the value of the variable (crew) meets the range required on the card.

If / Else cards can be configured in 3 different ways.



## Power Cards

There are 6 sets of 10 power cards for each player



You can only use 1 power per round. Each power card differs in its cost of energy and is tailored for a specific purpose!

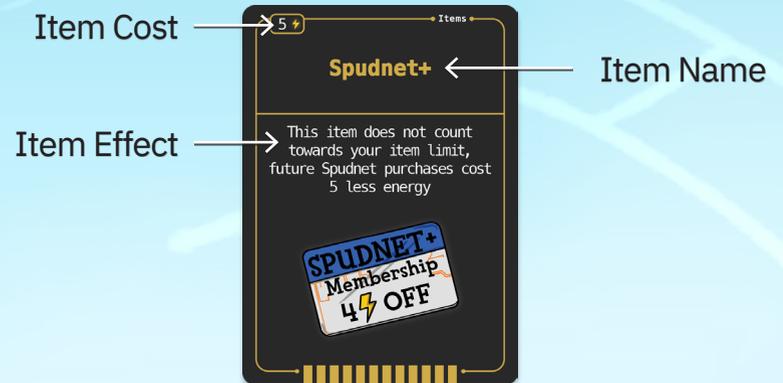
### This could be:

- gaining resources
- disrupting your opponent's plans
- messing with the order system
- or even controlling your opponent's ships



## Spudnet Cards

You can purchase items that alter your plays or hire a companion to steal resources from other players. Purchase them to attain an advantage or sabotage other players.



# HOW TO PLAY

## Game Phases

There are no restrictions to the number of rounds played in this game. The game ends when a winner emerges through any of the 3 winning conditions stated in Page 3.

**A round consists of 3 phases:**

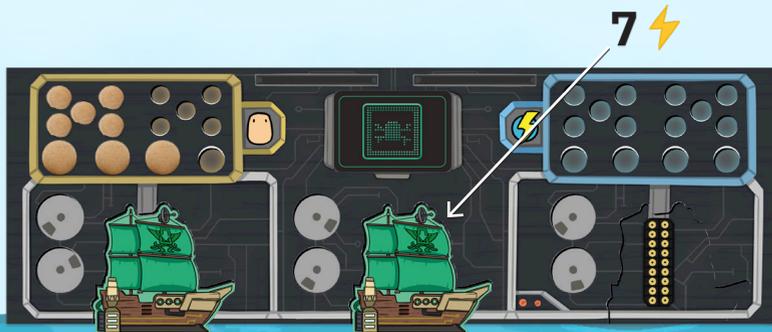
1. Build
2. Power
3. Run

## Build Phase

Build Phase happens concurrently, meaning players take their actions at the same time.

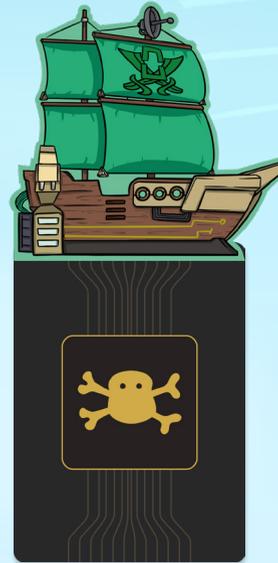
### 1. Purchase new ships to play more cards

You can purchase new ships for **7 energy** each. Ships are permanent assets that hold Battlechip cards. Each player can only have a maximum of 3 active ships.



### 2. Place cards under your ships

Place a **maximum of 3 cards** under each of your ships to use them during the Run Phase. They are not discarded after use and can be freely rearranged. Gather the cards in a pile and lay them face-down to keep them (cards and quantity) hidden from other players.



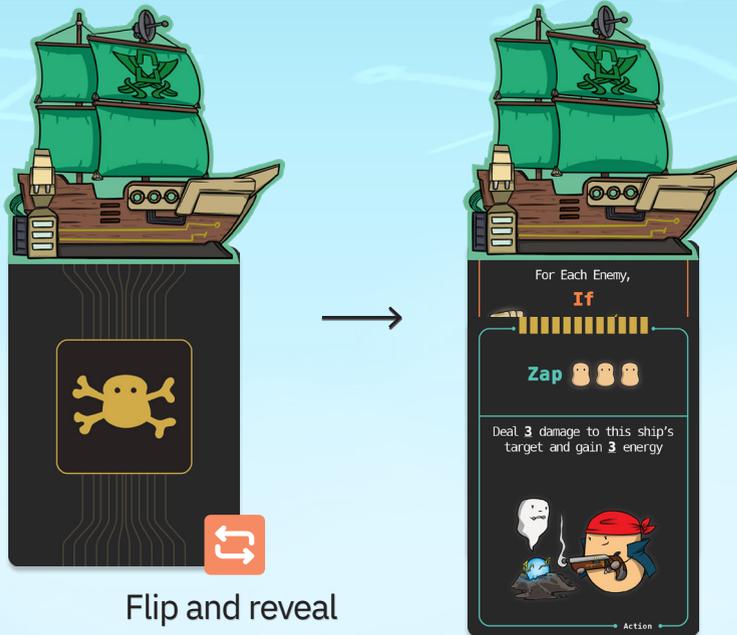
3. Discard cards to ensure your hand has a maximum of 8 cards
4. Wait for the rest to be ready

## Power Phase

Power Phase happens concurrently, meaning players take their actions at the same time.

### 1. Reveal all the cards on all ships

Every player flips their cards under their ships.



### 2. Take a look at other players' ships

Check the cards below and strategize who to attack or sabotage.

### 3. Place one power card face-down

Powers are abilities you get to use every round. You can choose to use **1 power** to use per round unless you have a **Spudnet item - Dual Slot**. Place your choice of power at the center of your board once you have decided and **pay the corresponding energy**.



### 4. Reveal and resolve powers

Reveal all powers at the same time once everyone has placed their power cards down. Starting from the player with the starting player token, take turns to resolve each player's power.



# HOW TO PLAY

## Run Phase

Run Phase happens in turns. The player with the starting player token goes first.

When it's your turn:

### 1. Run your ships

Each ship can only have one target in a round so if you were to have two Zaps on a ship, both Zaps will deal damage to the same player. Starting from your left-most ship, run and resolve the effects of the cards below your ships in sequence.



Start with this ship

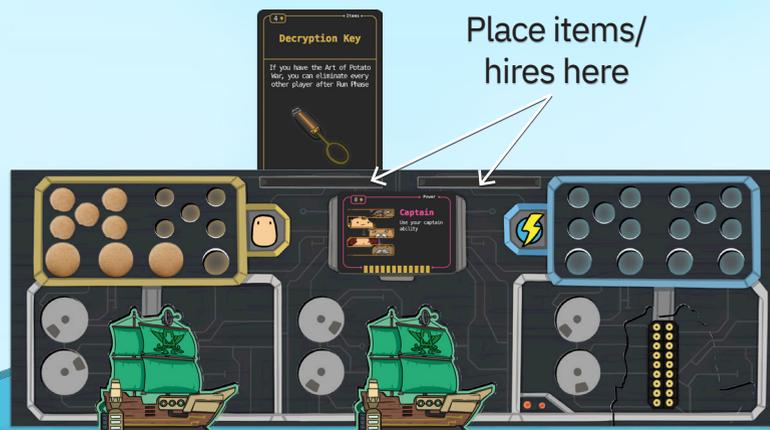
*Remember that actions can potentially fail due to Throw or other failure conditions.*

### 2. (Optional) Buy 1 item from the Spudnet

After you have finished running all of your ships, you may purchase **1 item** from the currently revealed 3 items in the Spudnet.



Each item has a cost to pay and each player can only have **up to 2 items**. Players can discard 1 owned item to buy another. If none of the items are to your liking, you can send 1 back to the bottom of the Spudnet deck and reveal a new one for free.



## End Of Round

After every player has finished their turn, resolve the effects of all **Spudnet** cards with an **End of Round** indicator, starting from the cheapest item.

Then, pass the **starting player token** to the player with the **LEAST crew**.

**In the event of a tie, tie breakers are as follows:**

1. Fewer Spudnet Cards
2. Fewer Energy

If there is still a tie, pass the starting player token clockwise from the current starting player.

Lastly, return all the cards on your ships back to your hand.

## When The Deck Runs Out

If the deck runs out, the next round will be the last one. If no winner can be decided, the player with the **MOST crew** wins.

In the event of a tie, the player with more energy wins.

In the event of a further tie, those players share a victory.

# CAPTAIN CARDS

**CAPTAIN Redbeard**  
Power: Deal 3 damage to a player. That player also gains 3 energy.

A cartoon illustration of a captain with a red beard, wearing a black pirate hat with a red skull and crossbones, and a red bandana. He is holding a sword.

**Captain Redbeard**  
Power: Deal 3 damage to a player. That player also gains 3 energy.

**CAPTAIN Carborossa**  
Power: Shout Salute! Steal one card from each enemy except the first to shout salute!

A cartoon illustration of a captain with a green turban and a white feather, wearing a green and brown outfit. He is holding a sword.

**Captain Carborossa**  
Power: Shout “Salute” upon reveal of power. Steal one card from each enemy except the first to salute you!

**CAPTAIN Gravy Jones**  
Power: Gain 4 energy

A cartoon illustration of a captain with a white beard and a white chef's hat, wearing a brown and white outfit. He is holding a wooden spoon.

**Captain Gravy Jones**  
Power: Gain 4 energy.

**CAPTAIN Jennings**  
Power: Draw a card. If it's an action card, gain 5 crew. If it's a control card, lose 3 crew.

A cartoon illustration of a captain with a yellow crown and a purple and gold outfit. He is holding a sword.

**Captain Gravy Jones**  
Power: Draw a card. If it's an action card, gain 6 crew. If it's a control card, lose 3 crew.

**CAPTAIN Cassie May**  
Power: Gain 3 crew

A cartoon illustration of a captain with black hair in pigtails, wearing a yellow and black outfit. She is holding a sword.

**Captain Cassie May**  
Power: Gain 3 crew.

**CAPTAIN Anne Bonny**  
Power: Draw 3 cards

A cartoon illustration of a captain with red hair, wearing a purple and black outfit. She is holding a sword.

**Captain Anne Bonny**  
Power: Draw 3 cards.

**CAPTAIN Frites** Power: Discard an action card to use its effects immediately.



**Captain Frites**  
Power: Discard an action card to use its effects immediately.

**CAPTAIN Liz** Power: Place one upgrade token on one of your ships and another player's ship.



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Power: Place one upgrade token on one of your ships and another player's ship.

**CAPTAIN Cami Leon** Power: Pay 1 crew to use another captain's ability.



**Captain Cami Leon**  
Power: Pay 1 crew to use another captain's ability.

**CAPTAIN Kidd** Power: Place one card below your captain. For every card you have below your captain, deal 2 damage to a player. You do not gain energy from this damage.



**Captain Kidd**  
Power: Place one card on your captain. For every card you have on your captain, deal 2 damage to a player. This damage does not gain energy.

**CAPTAIN Johnny Chip** Power: Draw any card from the discard pile and add it below one of your ships.



**Captain Johnny Chip**  
Power: Draw any card from the discard pile and add it below one of your ships.

**CAPTAIN Nettalia** Power: Exchange any item for the top card in the Spudnet deck or another item owned by a player.



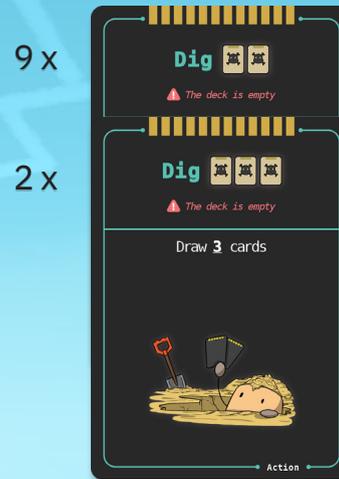
**Captain Nettalia**  
Power: Exchange any item for the top card in the Spudnet deck or another item owned by a player.

# BATTLECHIP CARDS - ACTION



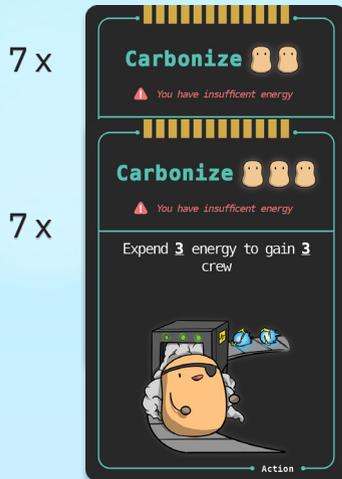
**Absorb**  
Steal 2 or 3 energy from this ship's target.

This action fails if the enemy has insufficient energy. The action will run successfully even if the player's energy is at maximum capacity of 30.



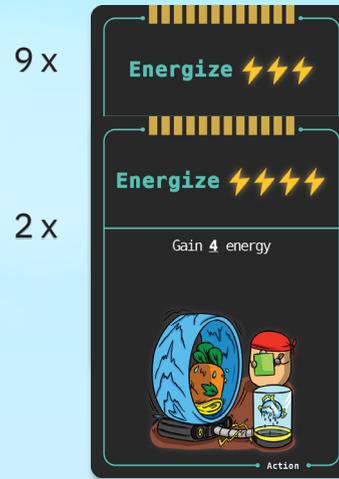
**Dig**  
Draw 2 or 3 cards from the deck.

This action fails **only if the Battlechips card deck is empty**, so if the player is to draw 3 cards when there is only 1 card left, the action runs successfully, the player will draw the last card.



**Carbonize**  
Expend 2 or 3 energy to gain 2 or 3 crew.

This action fails if the player does not have enough energy to expend. Energy will still be expended in the case that the player's crew is at the maximum capacity of 30.



**Energize**  
Gain 3 or 4 energy

You will still energize even if your crew is near max capacity. The extra energy that passes your limit will just be discharged into the seas.

2 x



### Steal

Steal 1 or 2 cards from the hand of this ship's target.

This action fails if the enemy has insufficient cards e.g stealing 2 cards but enemy only has 1 card in hand. The action succeeds in running even if the player's hand size is at max capacity.

3 x



10 x



### Zap

Deal 2 or 3 damage to this ship's target and gain 2 or 3 energy

If the total damage value is greater than enemy's crew size, (e.g dealing 8 damage but enemy has 6 crew) the amount of energy the player gains is equal to the number of crew the enemy lost (player will gain 6 energy).

6 x

5 x



### Mimic

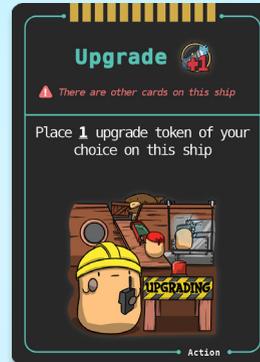
Copy the effects of the action card before this but with a -1 effect

Mimic is a card on its own so it can be affected by the power **Throw**.

If 2 consecutive **Mimic** is played it will run as such:

1. **Energize 4**
2. 1<sup>st</sup> **Mimic** - **Energize 3** (4 - 1)
3. 2<sup>nd</sup> **Mimic** - **Energize 2** (3 - 1)

5 x



### Upgrade

Place one Upgrade token of your choice on this ship.

This action fails if there are more than 1 card on the ship.

You can't have more than 2 **Upgrade** token on each ship but the action will not fail, you simply do not add the token to your ship.

# BATTLECHIP CARDS - ACTION

5 x



## Recurse

Remove an Upgrade token to run this ship again. Gain 1 energy per extra card

## How to use Recurse

**Recurse** is a tricky card that has two parts. It first removes an **Upgrade** token to run the ship again. Then it gains 1 energy per extra card ran, a value that we won't be able to determine until the extra runs have concluded.

To better understand **Recurse**, think of it as creating another copy of the ship and running it immediately.



Using the example on the left, the run sequence goes as such.

### **1. Dig**

Gain 4 cards, Dig 2 + 2 bonus from 2 upgrade tokens

### **2. Recurse**

Remove 1 upgrade token and run ship again

### **3a. Zap**

Deal 3 + 1 damage to target, gain 3 + 1 energy (only 1 upgrade bonus as 2nd token is removed)

### **3b. Dig (Copy 1)**

Gain 3 cards, Dig 2 + 1 bonus from 1 upgrade token. Copy 1 of the ship runs immediately and concurrently with Zap in 3a.

### **4. Recurse (Copy 1)**

Remove the last upgrade token and run ship again. This would create Copy 2.

### **5a. Zap (Copy 1)**

Deal 3 damage, gain 3 energy as there's no upgrade token after 4.

### **5b. Dig (Copy 2)**

Gain 2 cards as there are no upgrade token present. Copy 2 of the ship runs immediately and concurrently with Zap in 5a.

### **6. Recurse (Copy 2) - Fail**

This action fails as no upgrade token on the ship to be removed.

### **7. Run Ends**

Zap in Copy 2 does not run as the entire sequence halts due to failure condition in 6.

### **Number of extra action ran**

As indicated by red labels, only 4 extra actions successfully ran after the original Recurse action in 2. As a result, the player will be able to receive the corresponding amount of 4 energy.

### **Total Resources Gained:**

$4 + 3 + 2 = 9$  cards

$4 + 3 + 4$  (recurse bonus) = 11 energy

# BATTLECHIP CARDS - CONTROL

4 x



## For 2 Times

This runs a loop. Run the card sequence below twice.

4 x

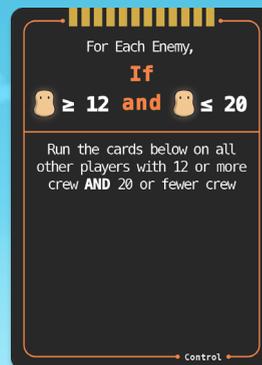


## If cards on all ships = 3, Else

This runs a loop. You can place cards solely on the "If" side, solely on the "Else" side, or on both sides. Run the sequence on each enemy. If that enemy's ships hold 3 cards each, run the cards on the "If" side. Else, run the cards on the "Else" side.

*N.B. The loop **always starts** its runs on the **last enemy** in the current round's **player order**. If this loop is broken, the actions can only run on the **first eligible** enemy.*

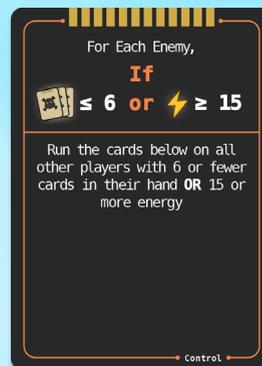
4 x



## If target crew ≥ 12 AND target crew ≤ 20

This runs a loop. Run the cards below through every other player that has 12 or more crew AND 20 or less crew. Start from the last enemy to run. If this loop is broken, it only runs on the first eligible enemy.

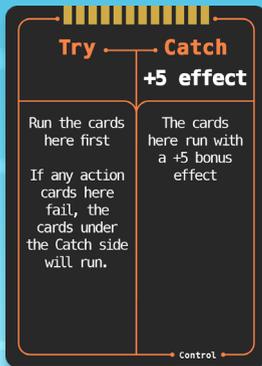
4 x



## If cards in target's hand ≤ 6 OR target's energy ≥ 15

This runs a loop. Run the cards below through every other player that has 6 or less cards in their hand OR 15 or more energy. Start from the last enemy to run. If this loop is broken, it only runs on the first eligible enemy.

4 x



### Try-Catch

Try-Catch is not a loop. You can place cards on the “Try” side and the “Catch” side.

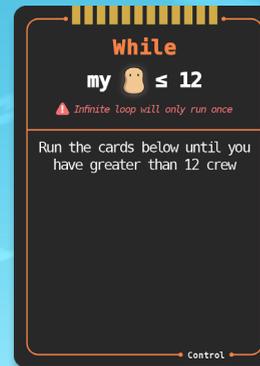
Run the cards on the “Try” side and if any of those cards fail, the cards on the “Catch” side will run with +5 effect.

Make use of certain failure conditions to gain the the + 5 bonus.

A card is required in each side to take effect



4 x



### While my crew ≤ 12

This is a loop. Run the cards below until you have more than 12 crew.

If this loop does not have a **Carbonize**, it can potentially run infinitely. If that happens, action cards stacked below only runs once.

4 x

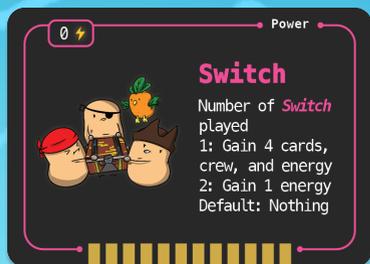


### While target crew ≥ 16

This is a loop. Run the cards below until the enemy has fewer than 16 crew.

If this loop does not have a **Zap**, it can potentially run infinitely. If that happens, action cards stacked below only runs once.

# POWER CARDS



## Switch

Cost: 0 Energy

Different rewards will be awarded based on the number of **Switch** played by all players that round. If 1 was played, gain 4 cards, crew and energy. If 2 were played, gain 1 energy. Anything else, nothing happens.



## Captain

Cost: 0 Energy

Use your unique captain powers



## Hijack | 2 Energy

Cost: 2 Energy

Steal one card from an enemy ship.



## Supply

Cost: 0 Energy

Gain 1 card, 1 crew and 1 energy.



## Search

Cost: 2 Energy

Discard as many cards as you want. Then, draw until you have 6 cards in your hand.

5 ⚡ Power



**Jumpstart**

If no other player plays this, run your ships before the starting player

## Jumpstart

Cost: 5 Energy

The solo player gets to run their ships before the original sequence does if no one else played this.

5 ⚡ Power



**Break**

Stop loops on all enemies' ships from running more than once

## Break

Cost: 5 Energy

Stop loops on all enemies' ship from running more than once.

5 ⚡ Power



**Throw**

Declare a type of action card except **Zap** to fail on all enemies' ships

## Throw

Cost: 5 Energy

Declare a type of action card except **Zap** to fail on all enemies' ships  
Numbers do not matter.

*E.g. If **Carbonize** was declared, all **Carbonize** action fail, be it **Carbonize 2** or **Carbonize 3**.*

5 ⚡ Power



**Deny**

Ignore all **Break**, **Throw**, **Hijack**, and **Hack** played

## Deny

Cost: 5 Energy

Ignore all **Break**, **Throw**, **Hijack** and **Hack** played on you.

*Only the user of **Deny** gets to be excluded.*

15 ⚡ Power



**Hack**

Run an enemy's ship as your own, that ship does not run in the Run Phase

## Hack

Cost: 15 Energy

Run an enemy's ship as your own. That ship does not run in the Run Phase. You gain the resources obtained by the ship. The effects of other powers in the round still stay, so if **Break** was applied on the hacked ship, the ship's loops will still run once only.

# SPUDNET CARDS

26 ⚡ Items

## Art of Potato War

If you have the Decryption Key, you can eliminate every other player after Run Phase



Progress bar: 10 segments, 10 filled.

*Rare item, ensure you have enough energy to purchase*

## Art of Potato War

Cost: 26 Energy

If you have the item **Decryption Key**, you can eliminate every enemy and win the game at the end of the Run Phase.

4 ⚡ Items

## Decryption Key

If you have the Art of Potato War, you can eliminate every other player after Run Phase



Progress bar: 10 segments, 10 filled.

*There are 3 of them in the Spudnet*

## Decryption Key

Cost: 4 Energy

You may have the **Art of Potato War** but the contents are encrypted such that a key is required to decrypt its contents. If you have the **Art of Potato War**, you can eliminate every enemy and win the game at the end of the Run Phase.

5 ⚡ Items

## Spudnet+

This item does not count towards your item limit, future Spudnet purchases cost 5 less energy



Progress bar: 10 segments, 10 filled.

*Obtain all your favourite items and more!*

## Spudnet+

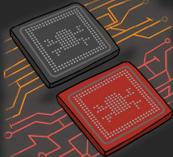
Cost: 5 Energy

All future Spudnet purchases cost 5 less energy. This item does not count towards your item limit. However, if the purchasing player already has 2 items, 1 item needs to be discarded to accommodate

6 ⚡ Items

## Dual Slot

The costs of your powers are doubled but you can play up to two unique powers each round



Progress bar: 10 segments, 10 filled.

*Double the power, double the burn*

## Dual Slot

Cost: 6 Energy

The costs of your powers are doubled but you can play up to two unique powers each round.



Best used on Art of Potato War or Decryption Key.

### Ransomware

Cost: 7 Energy

Place this on any item owned by another player. That item cannot be used unless the owner discards 9 energy during the Build Phase. The ransomed item can be discarded along with this item



Shakey-shakey

### Kraken

Cost: 8 Energy

Force every other player to discard one card on each ship after Run Phase. The players get to choose the card they wish to discard.



Watch out for the megalodon beam!

### Great White Spud

Cost: 9 Energy

Deal 1 damage to every enemy after Run Phase. Damage dealt through hired companion does not give you energy.



Beware of the pandemonium of carrots

### Parrot The Carrot

Cost: 10 Energy

Steal 1 crew from every enemy after the Run Phase

# SPUDNET CARDS



*It's hammering time!*

## Magic Hammer

Cost: 11 Energy

Place one upgrade token on any ship after every Run Phase.

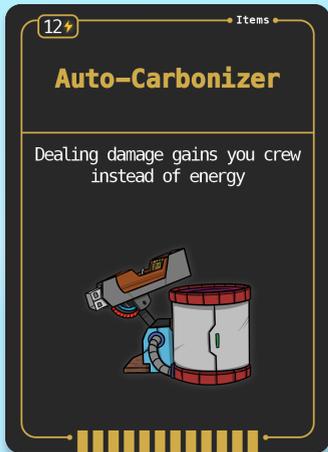


*Sorry, Hot Spuds. I'm going out in style*

## Spudtacular Sunglasses

Cost: 13 Energy

Win the game if you are the first to be eliminated. If any player is eliminated before this item is bought, this item has no effect.



*The energy gain immediately Carbonize into Crew*

## Auto-Carbonizer

Cost: 12 Energy

Dealing damage gives you crew instead of energy



*Leave them squeaking clean*

## Super Vacuum

Cost: 14 Energy

**Steal (cards)** and **Absorb (energy)** on your ships **also steal crew** equal to the amount of resources stolen.



*Mini russian roulette*

## Death Bomb

Cost: 1 Energy

Pass this to another player after every Run Phase. The player has to draw 1 card at the start of every Build Phase, if it's a control card, the player receives 10 damage.



*Upgrade to get the perks*

## System Upgrade

Cost: 3 Energy

Gain 3 crew and energy after every Run Phase. This cannot be discarded.



*Also purchasable at our official website*

## Baby Kraken

Cost: 5 Energy

Force every other player to discard one card on each ship after Run Phase. The players get to choose the card they wish to discard.



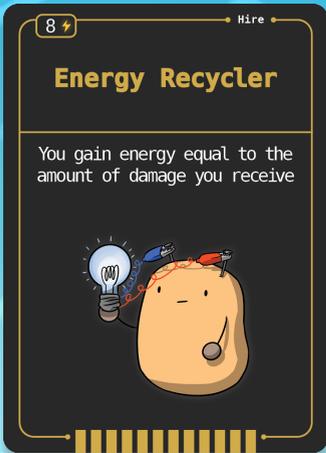
*Be sure to patch your system regularly!*

## Zero Day Exploit

Cost: 15 Energy

Disable all System Upgrades. Then deal 5 damage to all other players with a System Upgrade after every Run Phase.

# SPUDNET CARDS



## Energy Recycler

Cost: 8 Energy

You gain energy equal to the amount of damage you receive.

*Siphon the last bit of energy*

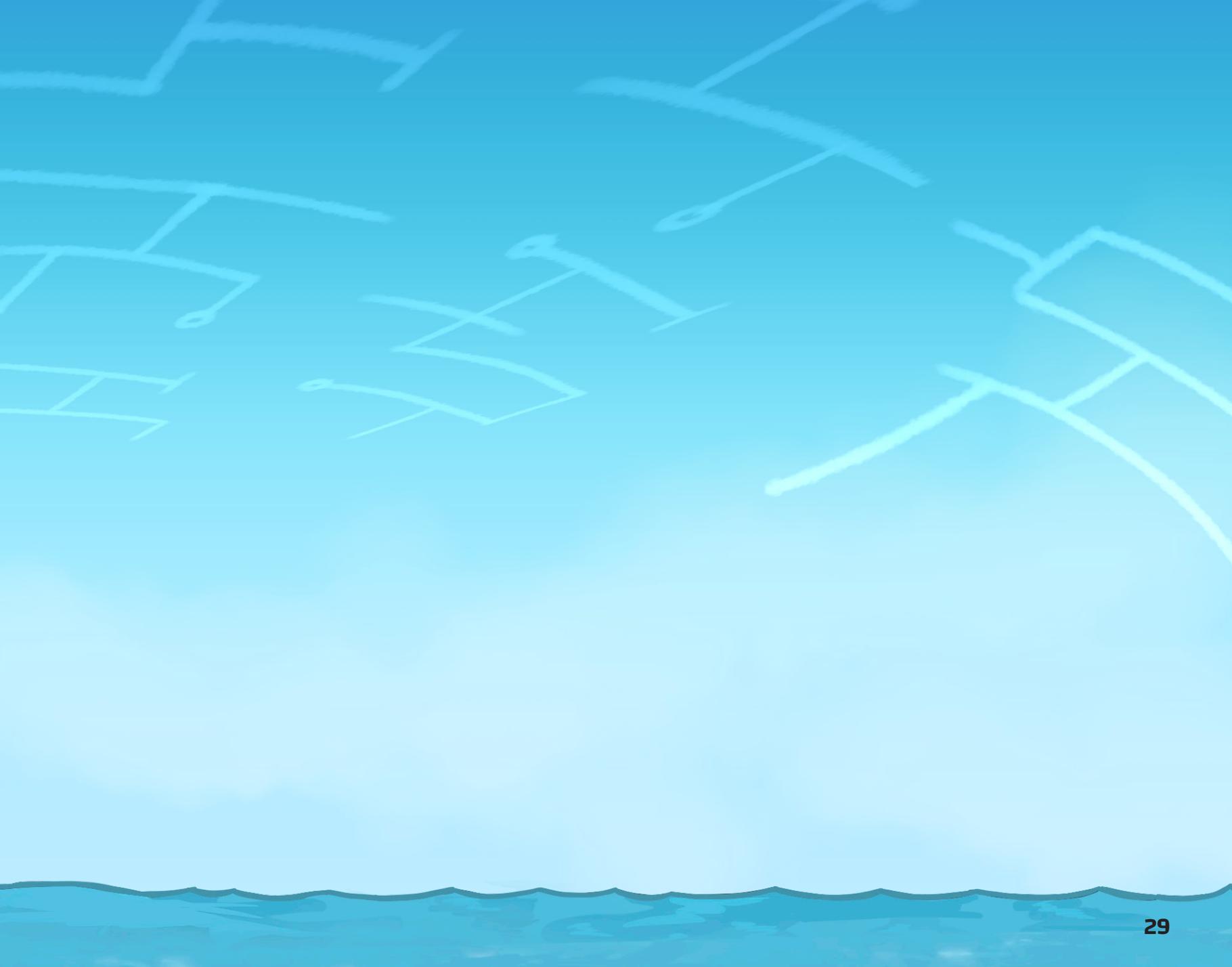


## Energy Shield

Cost: 16 Energy

Zaps against you only deal one damage. Discard this if you gain crew in any way.

*Touch no evil*



# GLOSSARY

Cards	Concept	Description
For 2 times	For loops	A “For” loop is used to repeat code multiple times. For example, a “For 2” loop would run the code 2 times
While target	While loops	A “While” loop is used to repeat code as long as the given condition is true. For example, a “While Their Crew > 11” would run the code until their crew is no longer more than 11. It is possible for the loop to run forever, which is what we call an infinite loop.
If / Else	Conditional Statements	If/Else are conditional statements that allow you to run certain code if the given condition is true or other code if the given condition is false. For example, “If All Their Cards on their Ships = 3” would run the code under the “If” section if the condition is true. Otherwise, the code under the “Else” would run instead
If / and If / or	Conditional Operators	“AND” and “OR” are conditional operators. They allow multiple conditions to be checked as one condition. For example, “If (condition) AND (condition)” would mean both conditions must be true for the whole condition to evaluate as true. Conversely, “If (condition) OR (condition)” would mean either condition can be true for the whole condition to evaluate as true
Try / Catch	Logic and Control Flow	Code can sometimes fail, which can cause programs to crash if not handled properly. Try/Catch are statements that handles such cases. The code under “Try” are code that can possibly fail. If they do fail, the code under “Catch” runs to handle the error or to provide some debugging info
Break	Logic and Control Flow	When a “Break” statement is encountered inside a loop, the loop is immediately terminated even if the condition is true. For example, if you add a “Break” statement in a While loop, the sequence will only run once regardless of the condition.

# GLOSSARY

Cards	Concept	Description
Throw	Logic and Control Flow	Throw refers to the behaviour of code when they fail. When code fails, they usually throw what we call exceptions to the program. When those exceptions are not handled properly, the program can crash
Switch	Conditional Statement	A “Switch” statement is a conditional statement, similar to If/Else, in which it allows a value (instead of a condition) to determine what code runs. For example, “Switch” in this game takes the value of the total number of “Switches”. If it is 1, the code under “1” runs, so on and so forth.
Recurse	Functions	“Recurse” refers to a recursive function, a function that calls upon itself until a certain condition is met. A simple way of analogy would be to imagine that you are in a queue. To understand how far you are into the queue, you ask the person in front for their position and add to it by 1. The person could also do the same thing and ask the person in front and this would repeat forever till it reaches the first person. Then the information is passed down back to you.



**HAVE FUN SPUDDIES!**  
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