

# Stranded: Manual

This manual includes detailed instructions for the game and instructions. Below are statistics for the game's buildings, resources and rules.

## 1. Creating a Game

The game does *not* require installation or registration. To access the game, the players need only go to [saarella.fi](http://saarella.fi) and click on the button to enter the game. One player creates a game and the others join in with the provided number. Once everyone has entered the game, the creator of the game can press the “start” button to begin the game.

The game works on all modern Internet browsers (including Firefox, Safari, Chrome, Microsoft Edge). The best browser for the game is Chrome. If you attempt to use a dated browser, the game will tell you to update your browser. If this happens, contact the IT department of your school.

If a student accidentally leaves the game, they can still return to the same game. It's a good idea to write down the number of the game, just in case! Do note that if the creator of the game leaves the game (e.g. closes their Internet browser) the game will end for all participants!

## 2. Playing the Game

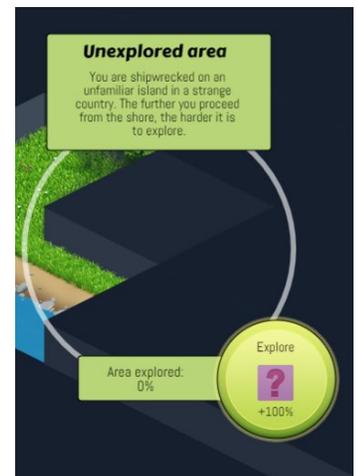
The game is played for 15 turns and each game lasts for about 25 minutes. Every turn is divided into two segments: the action phase and the voting phase.

### 2.1 The Action Phase and Resources

*Stranded* features multiple different kinds of locations. Most of these locations are unexplored at the beginning of the game. As the game continues, the players explore new locations and reveal what the island's locations contain. There are a total of 8 different kinds of location types.

Once the player clicks on a location, an action wheel opens up around the location [figure 1]. This action wheel contains the description of the location, its current state and an action button. Pressing the action button expends one player action. The player has 3 actions per each action phase at the start of the game [figure 2].

### 2.2 Locations Found on the Island



This page lists all the different types of locations found on the island, their descriptions and possible actions.

### Unexplored Area

- "You are shipwrecked on an unfamiliar island in a strange country. The further you proceed from the shore, the harder it is to explore."
- Action: explore area



### Meadow

- "A meadow is an empty area in the all-encompassing forest. On it, you can clear a field or construct a building."
- Action: plow a field



### Forest

- "Most of the island seems to be covered by the forest. The forest can be felled so that the cleared area becomes a meadow. Felled wood can be used as building material."
- Action: fell trees



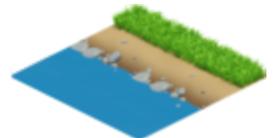
### Rock

- "In the middle of the forest, there are also rockier areas. There, you can set up a quarry that will help you construct better buildings out of stone."
- Action: construct quarry



### Sea

- "At the shore begins the ocean that separates you from your country. Here you can catch strange, colourful fish."
- Action: fish



### Spring

- "You can swim in the spring, which does good for your body and soul!"
- Action: spend time at spring
- HINT: A spring is a rare location, and only ever a single spring is on the island. It is also one of the few things capable of making the shipwrecked players happier. Finding the spring can be a significant boon!



## 2.3 Resources

The players can independently collect building materials and food for the common use of the tribe. This segment lists all the resources found in *Stranded*.

### Wood

To build any structure, you need wood. Wood can be collected by cutting down trees.

HINT: The trees grow back slowly over time. If you don't cut down all the trees in a location, you will have a greater supply in the future.



### Rock

Rock is a necessary resource to build advanced structures. To mine rock, you need a quarry built on top of stone.

"In a quarry, rock can be turned into stone and used as building material. However, a quarry only has a limited amount of stone."

HINT: Old quarries produce far less stone than new ones. If a quarry is running dry, it's a good idea to build a new one.



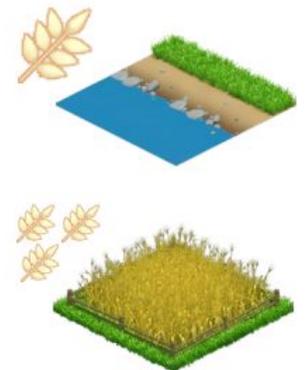
### Food

The tribe needs food every turn! The tribe will suffer happiness penalties if there is not enough food for everyone.

You can gain food either by farming or fishing. The sea has an endless amount of fish but fishing is not as efficient as farming. On the other hand, you have to plow a field before it begins producing food.

"Luckily you found seeds to be sown in your wrecked ship. Grain grows excellently in the fertile soil."

HINT: Players always require 100 food each turn. If the players do not have 100 food, they lose happiness. As every field holds 50 food, the players will need to reap two fields each turn in order to have sufficient supplies.



## Happiness

Happiness gauges the overall satisfaction of the tribe. The game's final score is determined by the happiness value.

The tribe loses happiness points if there isn't enough food or shelter for everyone. More happiness can be obtained by swimming in the spring or by visiting the camp fire (or its different iterations, such as the theater).

HINT: You can also gain happiness points from having abundant amounts of food and shelter.

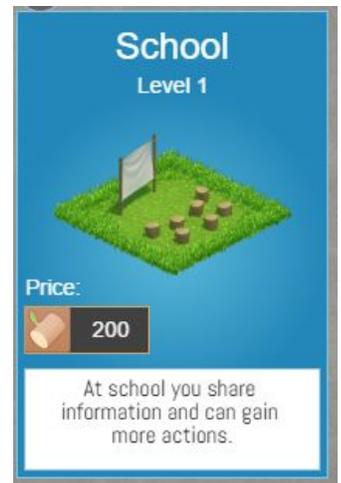


## 2.4 Voting Phase

After the action phase comes the voting phase, which grants the players the opportunity to construct a new building on the island. The buildings help the players survive and thrive on the island. The choice of building is made with voting. Every player gives a vote to some of the building options [Figure 14] and the option with the most votes wins.

Since the tribe shares resources, the buildings have to be chosen with voting. The players need to co-operate and discuss their options so they know which resources to collect during the action phase, allowing them to afford their chosen building during the voting phase.

The game includes four different buildings the players can build during the voting phase. Each of these buildings has three different levels. The voting phase either has you building a new structure or voting to improve an existing building.



## 2.5 Buildings

This segment lists all the buildings in the game. There are four different buildings, and each of these structures has three phases. Every one of these buildings has a positive effect on the tribe!

### Shelter

Shelter is one of the first if not the first things that the tribe builds. The players suffer happiness penalties every turn that they have insufficient shelter. Due to lacking shelter, you can suffer at most a 10 points deduction to the tribe's happiness. Every built shelter protects a member of the tribe from the elements, causing a lesser happiness penalty.

Once the players have constructed enough shelters, there will be no more penalties. The goal is to build two stage 3 shelters. The players can also gain extra points from shelters if they build enough of them!

"You are seeking shelter from rain, cold night winds and the scorching sun. It is easy to smile when you have a shelter."



### Leisure Building

The social leisure buildings, the fire camp, theater and amphitheater are crucial buildings to increase your happiness. The players can receive happiness points by using their actions in these buildings.

It's a good idea to remember that even though these buildings increase the tribe's happiness, you still can't neglect collecting food and other resources!

"People have a need to spend time with friends. By going to the campfire, you will make your tribe a bit happier."



## School

The school allows the players to gain more actions for each turn! At the start of the game, every player has three actions per action phase, but using the school building grants them additional actions. This benefit, however, is player-specific and each player must use their actions at the school building to gain additional actions. Once players upgrade the school to the next level, it becomes easier to gain new actions.

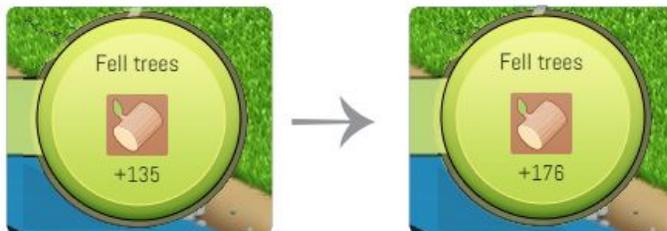
"On an unfamiliar island, knowledge is power. At school you share information about the island and can gain more actions."



## Workshop

The workshop functions largely as the school, but instead of additional actions, the players become more efficient. As with the school upgrade levels, upgrading the workshop makes tool creation more efficient. Additionally, the tools are player-specific as well. Tools that are more efficient mean that you harvest more resources than before.

"By making tools, you will improve your work efficiency. However, everyone must build his/her own tools."



### 3. After playing

After the players finish the game, they receive a score based on their time on the island. The best scores are only attained by players who work together and plan ahead! One purpose of the game is to improve student co-operation and improve class spirit. If the players do not receive a good grade the first time around, improving the score is an excellent goal for the class the next time they play!

#### All the hints of the game

"Old quarries yield less stone than new ones. If a quarry is running low, you should build a new one."

"At school you proceed at your own pace. By going there, you will gain more actions but only for yourself."

"At a workshop, you make tools for yourself. By visiting a workshop, you will become more efficient."

"You can acquire food by fishing or harvesting grain from a field. Farming is a more efficient way to acquire food."

"Forests grow back slowly. If you do not fell all the trees at once, the wood will last longer."

"Buildings can be upgraded to a higher level at the voting phase. Higher-level buildings are more efficient!"

"The dwellers of the island use shared resources. For example, felled trees will be added to a common inventory."

"On the island, it is hard to succeed alone or by quarrelling. By cooperating you can achieve more than alone."

"The construction of a new building always requires an empty field. You can find empty fields by exploring or by felling an entire forest."

"On the island, the decision on constructing new buildings is made democratically by vote. The option that gets the most votes wins!"

