



Paint-ahoy!

In a galaxy, billions of miles away, there is a planet called Sunaru in which peaceful sea-dwelling clans called Belu (bell-oo) and Yalou (yah-loo) exist. Every year, they play a friendly game of Paint-ahoy! It is the most popular game in the land of Sunaru! You and your classmates have been chosen as the champions for Belu and Yalou. Let the friendly battles begin!

How to Play:

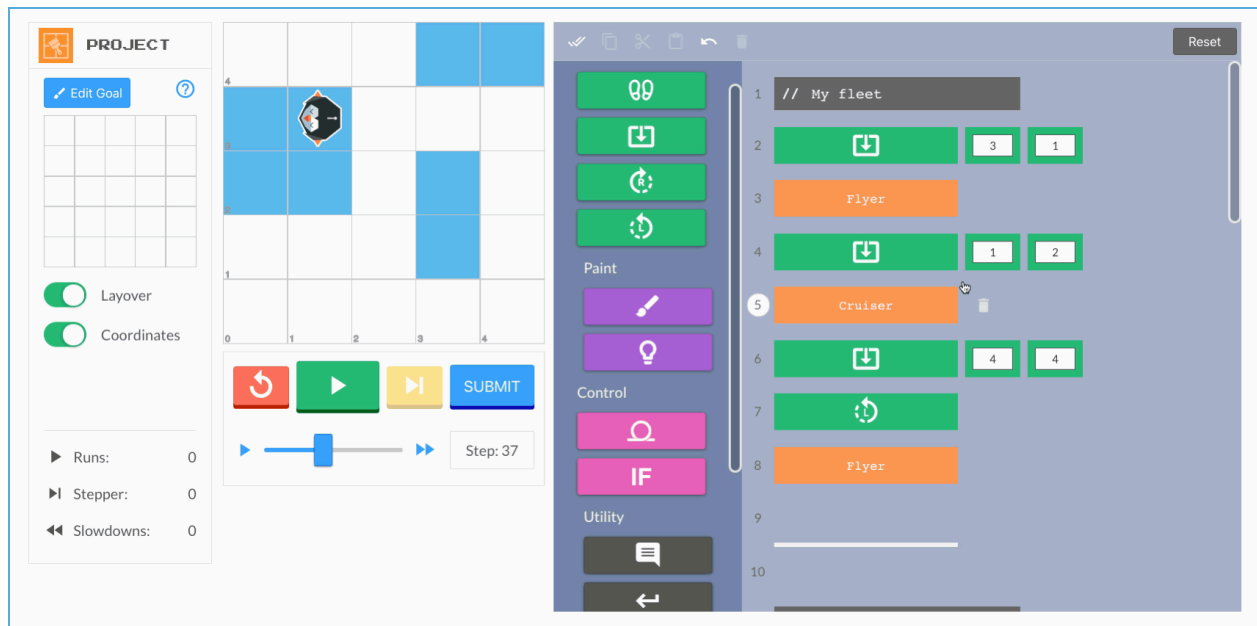
The goal of the game is to take over your opponent's ships by painting your clan's color. At each turn, you can choose to pick up a card or guess and throw at the location of your opponent's map. You can either mark these guesses as HITS, MISSES, or SHIELDS based on the information given to you by your opponent.

Directions:

1. Open up your map. Do not show your layout to your opponent.
2. To throw a paint dart, you can say, "*Paint {clan color} on pixel 2, 3.*" Your opponent will let you know if it's a HIT or a MISS. If you successfully HIT the other clansman's ship, you can continue your turn until you MISS. Mark your HITS, MISSES, and SHIELDSs on your grid. [See the section "About Code Maps".](#)
3. If your opponent's paint dart is a MISS, then say, "MISS!" If your opponent's paint dart paints your ship, then say, "HIT!". If your ship is HIT, moveTo the location that was called and paint the opposite clan's color. Do this for all HITS.

- On your turn, you can skip an attack to draw a card. This way you can collect Extra Turns, New Ships, Shields, and Critical HITS to use in your turns. [See the section “About Cards”](#).
- If a ship is painted completely by your opponent, then you must let them know by saying, “Ahoy-Matey!”.
- At the end of the game, count the number of pixels that are painted Clan Belu (blue) versus Clan Yalou (yellow). The player with more pixels in their color wins.
- At the end of the day, the clan with the most tallies wins Paint-Ahoy.

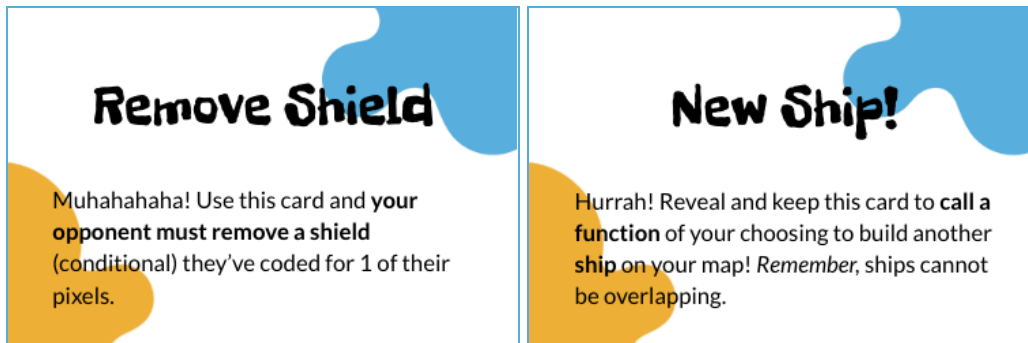
About Code Maps



The PixelBots Project Grid/Editor is referred to as the Code Map. It is organized with four comments from top to bottom:

- My fleet** - Where students can call functions for ships and maneuver their PixelBot.
- Attacks!** - Where students code MoveTos and Paint blocks when their “ships” are “HIT”.
- Shields (Conditionals)** - Where students code conditionals that “protect” pixels of their ships by checking if a case is true (painted the opposing side’s color) and then switching the pixel back to its original color.
- Ships (Functions)** - Where students define functions that represent their ships.

About Cards



- **Extra Turn** - Player can play another move on their turn. It can be used immediately when drawn. After use, the card goes to the discard pile.
- **Shield** - Player can code a conditional under the comment "Shield" to protect a pixel on their ship. After use, keep this card revealed in front of you.
- **New Ship** - Player can call another function to paint an additional ship on their map. After use, keep this card revealed in front of you.
- **Remove Shield** - Player can use this card to request the removal of a shield on their opponent's map. The opponent does not need to reveal where the shield was located. After use, the card and your opponent's Shield card goes to the discard pile.
- **Free HIT** - Player can use this card to request a HIT chosen by their opponent. The opponent must reveal where the HIT is located. After use, keep this card revealed in front of you.
- **[Introduced in Lesson 06-10] Splash** - Player can use this card as they guess the location of an opponent's ship. If its an HIT, then the entire ship must be painted yellow and the card goes to the discard pile. If it is a MISS, then nothing happens and the Splash card goes back in the card pile.

If the deck runs out of cards, reshuffle the discard pile and draw from it.