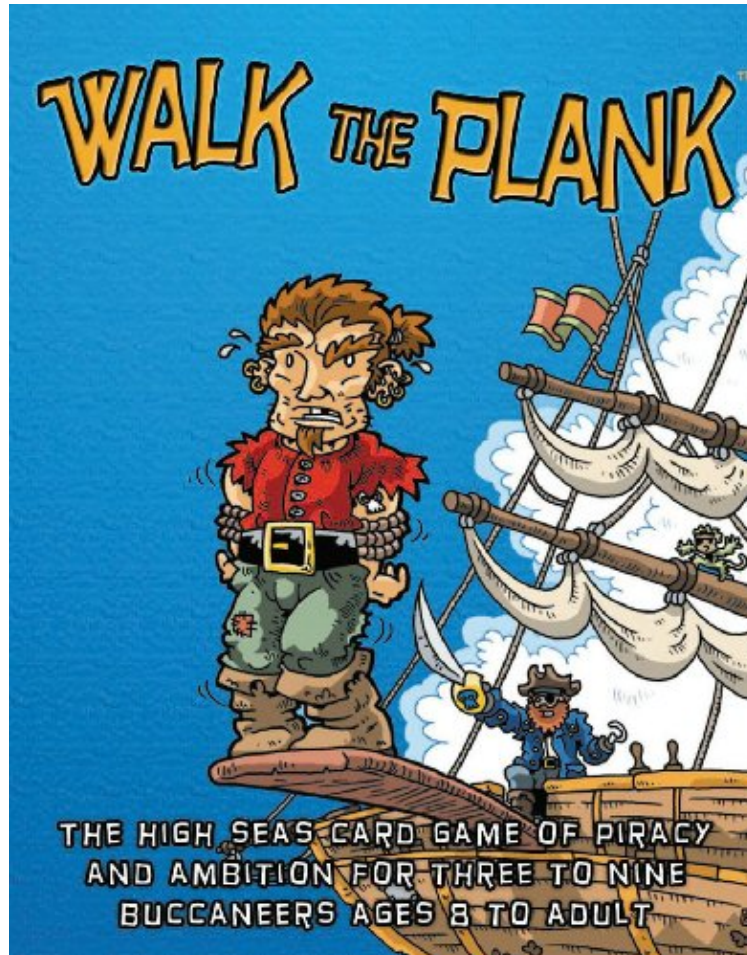


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Walk The Plank

Evan Sass, Brian Hess

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#5651042 in Books Green Ronin PublishingModel: 3006 2013-10-23Original language:EnglishPDF # 1 4.63 x .60 x 3.63l, Binding: CardsTrick-taking,pirate,family games,card games,card games,fighting. | File size: 31.Mb

Evan Sass, Brian Hess : Walk The Plank before purchasing it in order to gage whether or not it would be worth my time, and all praised Walk The Plank:

0 of 0 people found the following review helpful. just the think to paly with freindsBy BRIANjust a family game to play take camping or just the game to paly with freinds and family just the right twist on harts or spades0 of 0 people found the following review helpful. 'Tis good to be the CaptainBy Steven WarfieldAs my girls (soon to be 7 and 5) both enjoyed 'Loot' quite a bit, I figured that another pirate-y themed cardgame wouldn't be a bad idea to tempt them with. So, after reading the rules [...] and finding a copy of the game for cheap, I bought it and put it to the test.The first thing that jumped out at me about the packaging was that the box isn't big enough to hold all the cards in one pile; the cards need to be separated into two different piles to get put away, which is an inconvenience. However, the box is fairly sturdy and I can't imagine that it will grate on me overly much in the coming times I need to use it.After getting

the cards out, I was pleasantly surprised to find that they weren't just glossy cardstock (as is the case with 'Loot') but that they feel - and shuffle - like a normal deck of playing cards; I won't pretend to know what the finish on them is, but they have a nice tactile feel and don't feel flimsy. The previously mentioned rules are pretty straightforward, and after reading them twice and then brushing up on them quickly before each time we played the game went very smoothly. Because not all cards will be dealt - even with the maximum number of players - there's a fair amount of random chance as to how effective a given player's tactics might be in a given round. As at its core 'Walk the Plank' is a trick taking game there's isn't a whole lot of strategy that needs to be employed, and all that's needed to keep a player in the ongoing game is a single trick taken (something I managed to avoid twice in the times I have played it, thus getting taken out of the game). I'll also say that the person that ends up as Captain has a huge sway on how the game will likely play out, and pretty much every time we played the person that started off as Captain managed to hold the position for the majority of the games. The game does move quickly because of the lack of depth, and while I can't see this game being played over and over again in the course of a given day/evening, I will say that the speed of play can allow for a completely played game in a very short period of time.

Walk the Plank is the fast-paced card game of fun, fierce pirate action. You are pirates on a ship without a captain, and who better to wear the captain's hat than you? Make your opponents walk the plank, avoid the sea monster and, if you've got the skill and luck to be the captain at the end of the game, you win! Walk the Plank is similar to classic trick-taking games like Hearts, Spades, Bridge and Euchre, but with super-fast game play that relies both on luck and strategy. The game is easy for kids and adults to learn and master, and provides endless hours of entertainment.