Untitled Fruit Game:

(Banana Republic):

Concept:

The year is 1570, and you're an enterprising young European merchant. You've commissioned a vessel to sail to the new world to find… fruit? Yes, one of the most exciting things about the New World is the bounty of new and mysterious fruits found there. Some of the wealthy aristocrats back home are enamored with them, paying the fruits' weight in gold to get them. Nobles in your home city are paying top dollar for New World fruit, and you're eager to make your fortune with them.

When you arrive to explore the port city of San Juan and search for juicy treasure, you notice other merchant ships have arrived to do the same thing. If you don't get back home with fruit first, your clients won't be willing to pay nearly as much! It's a race to collect the fruit you need and sail away before the other merchants beat you to the (fruit) punch…

Mood Board:

Playlist:
https://open.spotify.com/playlist/58CqduPM6167K2ZJ5kpp6f

Mechanics (ideas):

Each player is an explorer/merchant who starts from the same port tile. The city of San Juan is made up of tiles and when a player reaches the edge of a tile, one of their opponents gets to choose a tile to expand the map in that direction. Some tiles have traders that offer an exchange of fruit (like 3 apples for one pineapple) and some have fruit that the players can discover. The object of the game is to collect a certain configuration of fruit (say, 3 pineapples or something) and make it back to the port where all of the players began the game.

We could add tile types or mechanics if we wanted to. We could also add pirates to the game as well.