

# superadapt3

A strategy board game for 3 players, designed by **Néstor Romeral Andrés**.

## INTRODUCTION

**Adapt3** is a variant of **Adaptoid** for 3 players. In **Adaptoid**, Black was both White's prey and White's hunter. In **Adapt3**, the roles are separated!

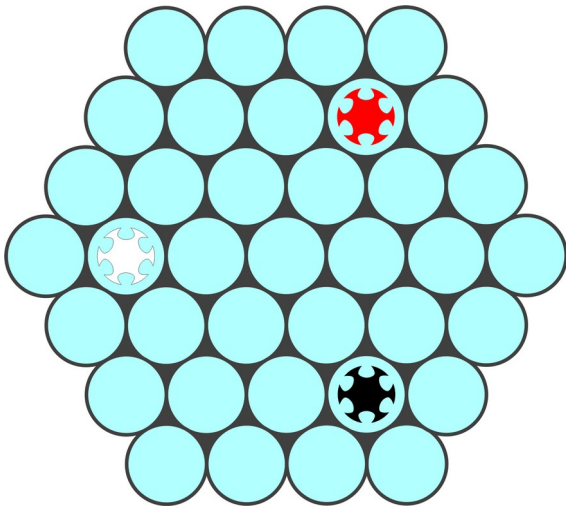
## MATERIAL

This is what you need in order to play **Adapt3**:

- An **Adaptoid** set.
- An **Adapt3** expansion, consisting of 12 red **adaptoids**, 12 red legs, 12 red pincers, 5 white tokens, 5 black tokens, and 10 red tokens.

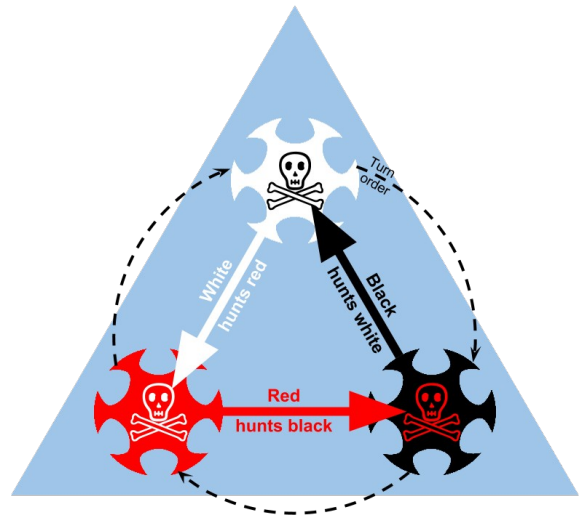
## GAME PREPARATION

Randomly assign each player a colour (black, red, or white), and then position the board in the middle of the table. Each player takes his pieces (**adaptoids**, legs, and pincers). Finally, each player positions one of his **adaptoids** (without legs and pincers) as shown in the illustration below. Other initial positions are permitted upon agreement.



The game can start now. The white player plays first. The turn order is White, Black, Red.

Although each player has two opponents, only one of them is his prey: White hunts Red. Red hunts Black. Black hunts White. This means that the next player in turn is your hunter.



## GAME RULES

The same gameplay rules as **Adaptoid** apply, with the following clarification:

When you capture by starvation, **all** enemy adaptoids that are not fed are removed, regardless of whether they belong to your hunter or your prey. This can lead to the 'special case' described below.

***Example:** Black's turn. Black moves an adaptoid that causes a white adaptoid and two red adaptoids to be surrounded with fewer empty spaces than parts they have. The white adaptoid and the two red adaptoids are removed.*

## GAME END

The game ends when at least **8** adaptoids of the same colour have been eliminated. The owner of these adaptoids loses the game and his hunter wins.

***Example:** The eighth red adaptoid is eliminated. White wins.*

Notice that although you can eliminate adaptoids of your hunter, they count as points for your prey!

### Notes:

- Use the counters to keep track of the eliminated adaptoids.
- Remember that when an adaptoid attacks another adaptoid with the same number of pincers, both are removed at the same time. This can also lead to the 'corner case' below.

**Special case:** If two colours lose at the same time, the third player wins.

## VARIANT

For more aggressive gameplay, reverse the turn order to White, Red, Black. You can also agree to set the goal to fewer (or more) than 8 adaptoids.