

superadaptoid

A strategy board game for 2 players designed by **Néstor Romeral Andrés**.

INTRODUCTION




Superadaptoid is a reimplementaion of **Adaptoid**, a board game for two players. Each game lasts around 20 minutes.




An **adaptoid** is a creature that constantly evolves to adapt itself to its surroundings. To survive it needs to be fed. In **adaptoid**, two players must confront their armies of adaptoids with the aim of eliminating the opponent.

MATERIAL

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

- 40 large discs.
- 12 white adaptoids, 12 white legs, and 12 white pincers:

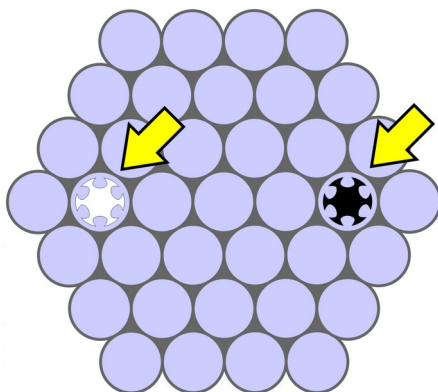



- 12 black adaptoids, 12 black legs, and 12 black pincers:




- 5 white counters and 5 black counters (for scoring).

GAME PREPARATION (BASIC MODE)

Arrange 37 discs into a hexagon.

Determine randomly the colours of the players (black 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 it is shown on the image. Other initial positions are permitted upon agreement.



The game can start now. White plays first.

GAME RULES

Alternately, each player **must** do the following one by one **in order**:

1. If you want and can, **move** one of your adaptoids (see MOVEMENT AND CAPTURE). This can originate the capture of an enemy adaptoid.
2. **Create** a new adaptoid of your colour OR **add** a leg or a pincer to one of your adaptoids on the board (see CREATING AN ADAPTOID or ADDING LEGS AND PINCERS).
3. **Capture** simultaneously (by moving away from the board) all the enemy adaptoids which are not fed (see FEEDING THE ADAPTOIDS).

Once this process is completed, the turn goes to the other player.

Let's see this in more detail:

MOVEMENT AND CAPTURE

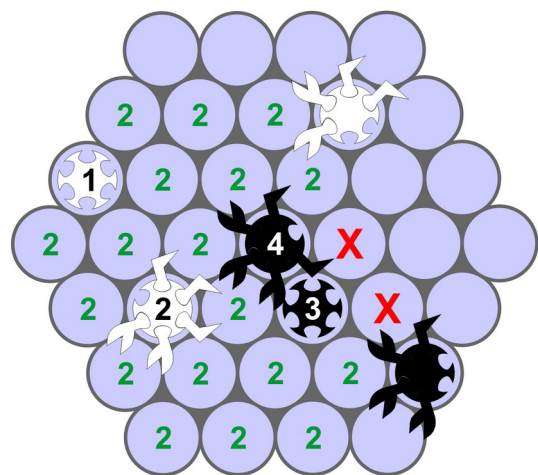
An adaptoid can move **up to** as many free spaces **as the number of legs** it has (in any direction, and not necessarily in a straight line). Notice that, at the start of the game, none of the adaptoids can move, as they have no legs.

An adaptoid cannot go through an already occupied space; however it can finish its itinerary on a space already *occupied by its enemy*. When this last happens, the player with higher number of pincers will capture the enemy's adaptoid and he will remove it from the board. If both adaptoids have the same number of pincers, then both will be removed from the board.

Note: An adaptoid with no pincers cannot capture.

Captured pieces can be used again during the game.

Record your captures by taking the discs of the opponent's colour.



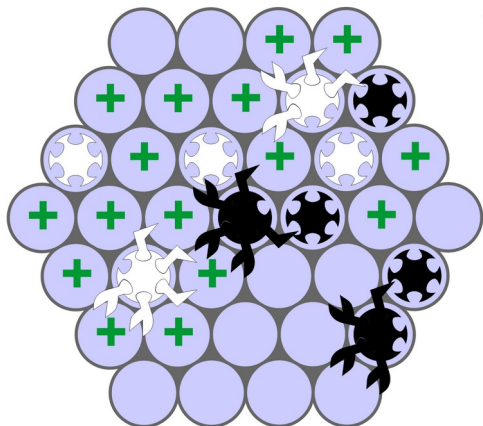
The **adaptoid 1** cannot move because it doesn't have any legs.

The **adaptoid 2** can move up to **three** spaces (spaces marked with a green '2') because it has three legs. But it cannot reach any of the spaces marked with a red 'X'.

The **adaptoid 2** can capture **adaptoid 3**, but cannot capture **adaptoid 4**, as it has more pincers.

CREATING AN ADAPTOID

In order to create an adaptoid, a new one must be positioned on the board (without legs and without pincers) on any empty space which is located **next** to another adaptoid of the same colour.



Example: A new white **adaptoid** can be created on any of the spaces marked with a green '+'

ADDING LEGS AND PINCERS

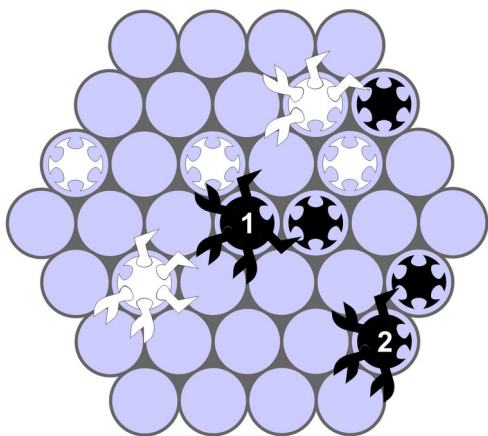
In order to add a leg or a pincer to an adaptoid already positioned on the board, you just have to insert the corresponding piece in one of the free slots of the adaptoid. An adaptoid can have as many legs or pincers as you want, maximum 6 in total. It's possible to create 28 different adaptoids!



Example: adding a leg

FEEDING THE ADAPTOIDS

The adaptoids must always be fed to survive. The biggest adaptoids need more food than the small ones. In order to feed an adaptoid, it must be surrounded by at least as many free spaces as the total number of extremities it has (legs and pincers together)



It is white's turn to capture the enemy **adaptoids** which have not been fed.

Black adaptoid 1 has 5 extremities but it is surrounded only by 4 free spaces, so it must be removed from the board. The same happens to the adaptoid number 2, which has 4 extremities, but it is only surrounded by 3 free spaces.

The white player scores 2 captures.

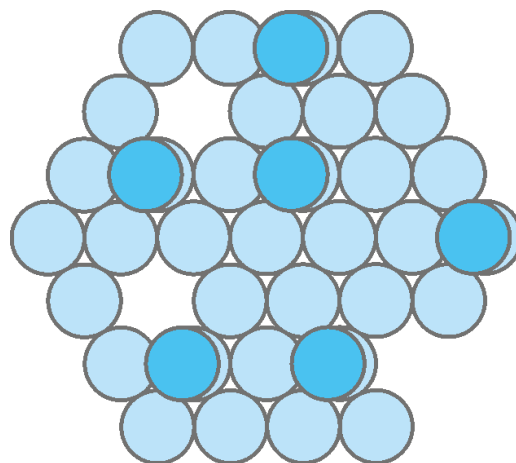
AIM AND END OF THE GAME

The aim of the game is to capture at least 5 enemy adaptoids. The first player, who achieves this objective, will win the game. A player loses also if all of his adaptoids are removed from the board. In case of a tie, the player that made the last move wins.

ADVANCED MODE

After setting up the board, place each of the 3 remaining discs atop other disc forming stacks. Stacks cannot contain more than 2 discs.

Additionally, you can remove a disc from the board and either place it somewhere else (keeping the honeycomb structure) or stack it atop another disc. Do this as many times as you want as long as the board is kept connected.



Stacks of 2 discs are playable spaces and count as 2 'food' spaces when feeding the adaptoids. Empty spaces are unplayable and count as 0 'food'.

You can also set up the board in a non-hexagonal fashion. When accounting for 'food' surrounding a disc, consider only discs that are 'touching' it. Example (the number on the cells indicates the surrounding discs):

