adaptoid

A strategy board game for 2 players designed by
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INTRODUCTION

Adaptoid is 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 **adaptoid**:

- A hexagonal board with 37 circles like this one:
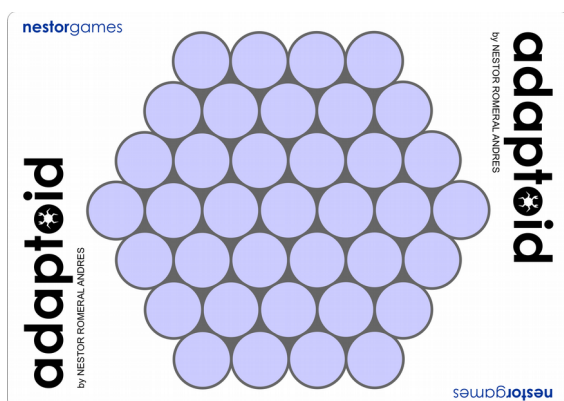
- 12 white adaptoids, 12 white legs, and 12 white pincers:

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

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

GAME PREPARATION

Determinate 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.
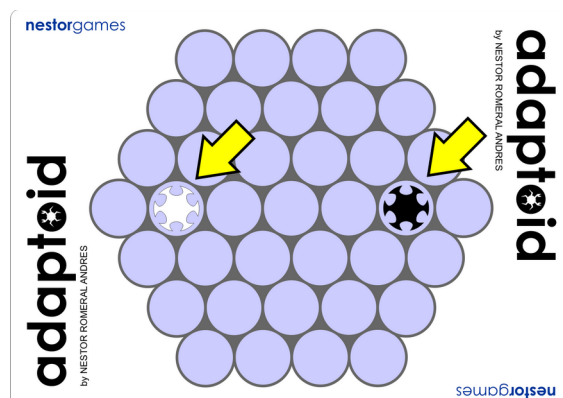
The game can start now. The white player plays first.

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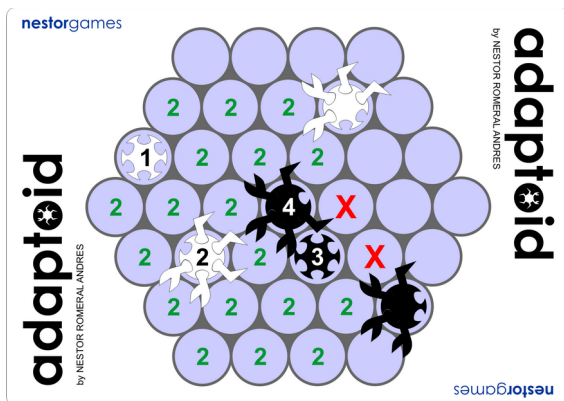
The **adaptoid 1** cannot move because it doesn't have any legs.

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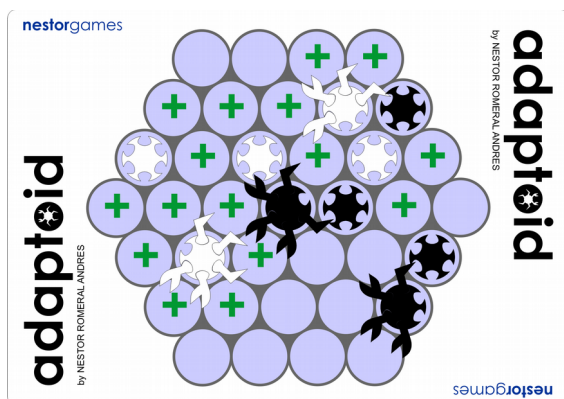
Example: A new white **adaptoid** can be created on any of the spaces marked with a green '+'

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 adpatoid. 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
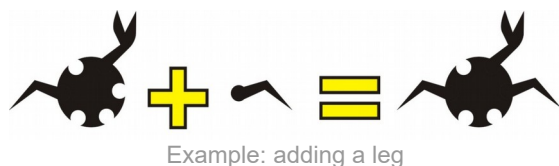
FEEDING THE ADAPTOIDS

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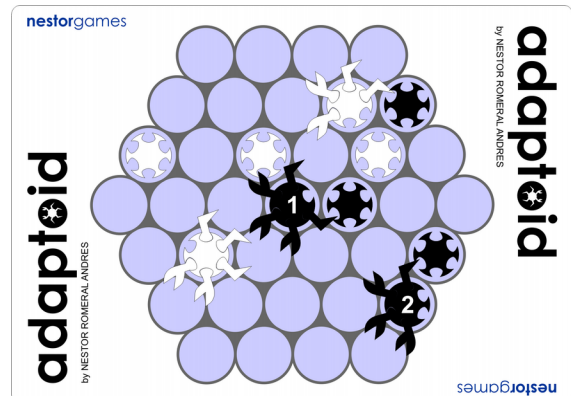
It is white's turn to capture the enemy **adaptoids** which have not been fed.

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.

SUPER-ADAPTOID VARIANT

You need a **SUPER-ADAPTOID** set to play this variant.

You can configure you own board before starting the game, by using the 37 discs included in the **SUPER-ADAPTOID** edition.

Notes:

An Adaptoid must be surrounded by at least as many free '**discs**' as the total number of extremities it has (legs and pincers together) to survive. The board doesn't need to have an hexagonal distribution. Example (the number on the cells indicates the surrounding discs):
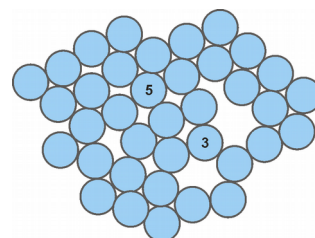
STRATEGY TIPS

Don't read this if you prefer to discover the strategies by yourself!

Definitions:

Liberties: Number of free surrounding cells of a given Adaptoid.

Size: Number of parts of a given Adaptoid.

Remember that if Size is bigger than Liberties the adaptoid is dead.

Balance:

Adaptoid is based on '*balance*'. '*Balance*' is the core of it and the concept that generated the game.

So the more balanced your strategy is, the better. This means:

1- Don't let your adaptoids grow too big.

2- Don't leave your small adaptoids unprotected.

3- Keep your total liberties as high as possible.

4- Material advantage is NOT important. Positional advantage IS (liberties).

Useful tactics:

The 'fork'

I call it the 'fork' until I find a better name. The goal of this tactic is to capture a more powerful adaptoid that has liberties=parts+1, by using a weaker one that has at least 1 leg and that can reach a free space adjacent to the enemy adaptoid.

Procedure:

1.- Move the adaptoid to a free space adjacent to the enemy adaptoid.

2.- Create a new adaptoid next to one of yours (as stated in the rules) and adjacent to the enemy adaptoid.

3.- Now the enemy adaptoid has lost 2 liberties, so liberties=parts-1. The enemy adaptoid is captured.

(I've managed to capture 2 adaptoids at the same time with this movement)

The 'siege'

The 'siege' consists in creating a wall the enemy cannot cross. So the enemy keeps growing until all its liberies are exhausted.

The 'reserve'

Keep a naked adaptoid on your back line. This way you can prevent your front line adaptoids from growing too much, by simply creating new adaptoids next to the naked one. But watch out! If the enemy crosses your lines, it'll be a massacre.

The 'tail'

This is a powerful technique when used correctly. It consists in creating a chain of base adaptoids (no parts) across the border of the board to reach the opponents back line. The best places to have a base adaptoid are the corners. The spaces adjacent to a line of adaptoids have 4 liberties at most (3 if on a corner). Any adjacent enemy adaptoid that wants to capture them needs at least one leg and one pincer, leaving only 2 liberties (1 if on a corner). This makes the enemy adaptoids more vulnerable.

The 'kamikaze'

Don't let your gigantic adaptoids die of starvation. Use them ASAP to capture an enemy adaptoid, even if it's protected or it has the same number of pincers (so both are removed).