FORMADITO

Objective

The construction of figures through challenges, in order to reach from Island from the beginning of the game. The game will end when the last player manages to complete the construction correctly, regardless of number of series and opponents, the prepared shapes must be constructed on the indicated island.

Goals

Make the figures randomly drawn from the cards as quickly as possible, in order to access the most difficult island in which the players will be one step away from victory.

Narrative

This is a game of agility and speed that will facilitate skills of handling the pieces in the shortest time to create sculptures related to the place and use of land.
Bring out your artistic side and create the most distinct figures in sixteen colors!

The best agility and speed game that requires your skill but - each player must be fully speedy in order to find the pieces in the shortest possible time, they must hurry before another player tackle the sculpture and the rules first reward.

Start

The game will start when all the cards and tokens are found on the board, the players must choose a color to represent and a card called "the victory card" which brings a greater challenge which you must perform in order to win, this card it will help you a lot during the game as it will guide you when choosing the rewards tokens of the other challenges.

When the player has all the pieces indicated above, he must draw a card from the deck in which all the players must be aware of the challenge they will face, with the possibility of being an individual, group challenge or a special card.

Development

To begin we will explain the individual challenge in which all the players must form the figure at the same time each one in his construction zone finding there at the four ends of the board, whatever forms the figure the fastest will be the winner of the reward indicated on each card which helps with the construction of the final challenge.

There is also a group challenge in which it is required to form groups of two players to make the figure, the figure also has a specified area to form indicated on the board, in this challenge the group that finds the figure first will be the winner of the reward obtaining both players of the group the same amount of rewards.

To facilitate the construction of the figures there are three types of special cards dealt in the deck the first is the wild card in which the player can take two pieces out of the deck at any time he wants, the second special card is the trap card in the game in which you have the possibility to steal a piece from one of the players and the third special card comes along with the previous card, the target card since this card will have that the other player cannot steal any piece, that is, it blocks the theft from the other player.

Game Zones

Depending on the challenge that appears within the turn, the players will develop the challenge simultaneously within defined spaces on the board. There are the individual challenges that will be done in the individual zones and the group challenges that will be shared between 2 players in a group zone

Challenges

There will be confrontations between the players where they must build sculptures to win pieces and thus win the game.

Reward

If the player manages to win a challenge, he will be able to choose pieces that will serve him for the greater challenge. This can be done after having received the pieces that were used within the challenge. With the board ordered, the winner will remove the pieces from the center according to the amount that appears on the card.

Rules:

1 Turns must be defined to turn the cards in the deck, turns will continue to the right.
The flipped card will define the challenge that the players will face, whether individual, group or wild.

2 All players must acquire the highest challenge card as soon as the game begins

3 If the challenge turns out to be individual, the player who assembles the figure more quickly should take the chips indicated in the letter.

4 If the challenge turns out to be a group the play groups will have to unite to build the figure in a 2 vs 2 confrontation, the group that wins will take the reward on the card per player.
When the challenge a group all players must receive the same amount of chips.

5 players can use their special cards whenever they want.

End

In short, the group, individual challenges and special cards will help the player reach the final goal, that is, when the player manages to collect through the challenges the rewards necessary to form his greatest challenge, he will win and the game will be ended.

Game Modules

2 Players

The game will be developed discarding the cards of Greater Challenge due to the low number of Players. The challenges will be carried out only of individual types simultaneously, it a confrontation of "VS against all" to be able to gain the reward.

The game will be won by the player who managed to put all 15 pieces together and put together his Big Challenge figure.

Elements
200 pieces to build
28 Individual Challenge Cards
12 Group Challenge Cards
4 Major Challenge Cards
2 Wild Cards
4 Trap Cards
General game board
Bag to store pieces

4 players

The game will be played according to the general rules. In short, the individual challenges will be performed simultaneously in an 1vs4 vs. all" match to earn the reward.

In the event that there is a group challenge 2 vs 2 confrontations will be created, where groups will be formed according to the closest group zone area that is present on the board.

The game will be won by the player who managed to put the 15 pieces together and put together his sculpture of the Greater Challenge.

Elements
200 pieces to build
28 Individual Challenge Cards
12 Group Challenge Cards
4 Major Challenge Cards
2 Wild Cards
4 Trap Cards
General game board
Bag to store pieces

Shooting and Refinement Card Design

Individual Challenge

Card which is used to perform an individual challenge which all players must perform at the same time, the player who manages to assemble the figure first will win the challenge.

Group challenge

Group card which all players must retrieve tokens from the center and take turns to find a single figure in a dedicated area of the board. The players will win a token of their own choosing. Otherwise, no one will get rewards.

Greater Challenge

Card to be able to obtain the victory of the game in which the player must be able to obtain pieces that will be used to assemble a form within his turn. If this occurs, the player will be able to compile their pieces to meet the greater challenge

To refuse

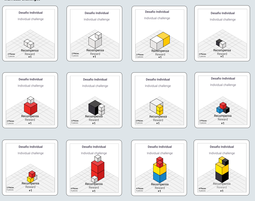
Card used to reject the effect of a trap card. They card can remain stored inside the player's hand.

Steal +1

Card used to steal a token from any player. The card can remain stored inside the player's hand.

Wild Card

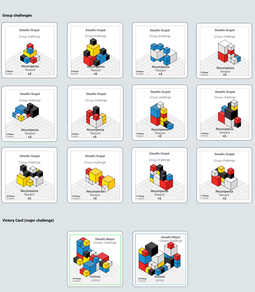
Letter to be able to obtain free parts. This card is in the deck. The player may use this card within his turn or in a future turn. This card can remain stored inside the player's hand.



Elements
- 200 pieces to build
- 44 Challenge Cards
- 2 Wild Cards
- General game board
- Sack to store pieces

Individual challenges

Group challenges



Victory Card (major challenge)