

CONSTRUCTO

INTRODUCTION

CONSTRUCTO is an abstract board game for two players, inspired by Stefan Kögl's Arktia.

The object of the game is to place the upper base on each tower built. The player who crowned more towers wins.

GAME CONTENT

- **Game board:** 9 hexagonal tiles.
- **Bases:** 18 bases. 9 of each color (yellow, blue) for each player: 3 ring bases, 3 medium bases and 3 small bases.



SETUP

Each player receives all 9 bases of one color. The player who starts the game prepares the board. **The board must comply with one of the following three patterns:**





Board is placed between both players and the first turn begins.

PLAY

On each turn player can perform one and only one of these actions:

- **Place a base**
- **Move a base**

Place a base

Players can place a base of their color on any empty space on the board. They may not put a base on spaces occupied by other bases.



Move a base

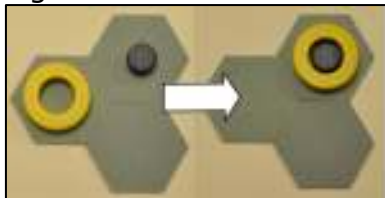
Players can move the bases previously placed on the board to form towers.

- Players only can move a base of their color.
- Players only can move a base that occupies a space on the board without sharing it with other bases.

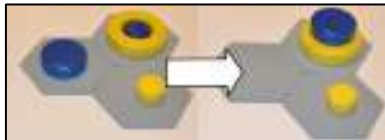


- **Bases can only move onto another adjacent base of a different color** and must respect these rules:

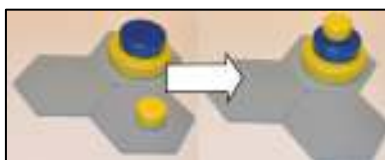
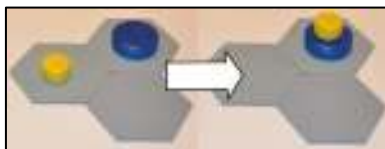
- A ring base can move on a small base, but a small base can't move on a ring base.



- A medium base can move on a ring base, even if this ring base has been previously moved on a small base.



- A small base can move on a medium base, even if this medium base has been previously moved on a ring base.



After perform an action the other player's turn begins.

You always must perform an action: placing or moving a base. It's not allowed to pass your turn. If you can't perform any action the game ends.

END OF THE GAME

The game ends when a player on his turn can't move or place one of his bases. The players score one point for each tower whose upper base has his color.

The following constructions are towers:



In this image there are two yellow upper bases and one blue upper base.

In the image below, the blue player's score is 2 and the yellow player's score is 2 too, because in two towers the upper bases are blue and in other two towers the upper bases are yellow.

NOTE: The blue ring base surrounding the yellow small base does not score because it's not considered tower.



Players will play two consecutive rounds. In each round a different player starts the game and chooses a pattern. After two rounds the winner is the player who has scored more points.

NOTE: In the first games we recommend to use the same pattern for both rounds.

OPTIONAL RULES

Players can experiment with other board game topologies. The three patterns in the rules are balanced; any other topology may provide unexpected results. We suggest that the pattern, chosen by mutual agreement of both players, be the same in both rounds.