ADAPTERRA
ADAPT. CONQUER. PRESERVE HUMANITY.

Ages 12+   **4 Players**   **45-120 Minutes**

In the future, Earth has been ravaged by an unrestricted new world war, leaving a dying human race's only choice to scout deep space to find a new home. Each superpower sends unique, highly adaptive nanobots to the same nearly habitable planet to terraform the surface and acquire research for adaptation. On the planet, war continues between the superpowers that landed nearby one another. Privy to their adaptability, the nanobots seek out dangerous areas that they can adapt to, and subsequently terraform, to become more powerful or resilient to repel the enemy force. Whoever wins the war on the planet becomes the new face of the human race, dooming the others to extinction. Welcome to Teslan K-42. Welcome to Adapterra.
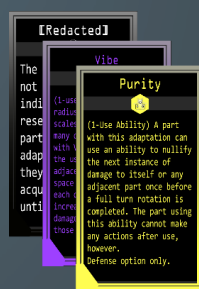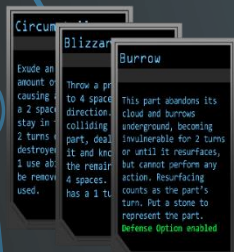
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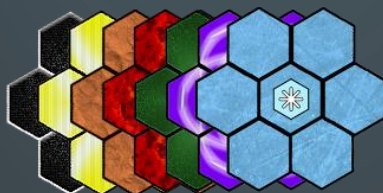
16 Parts
(4 of each color)

80 Player Stones
(20 of each color)

28 Area Adaptation Cards
(4 of each color)

16 Research Tiles

28 Research Ability Cards

14 Areas
(2 of each color)
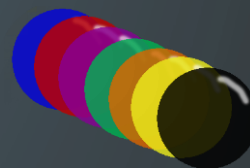
112 Area Adaptation Markers
(16 of each color)
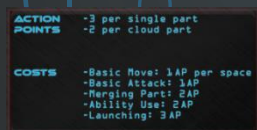
4 AP Reference Cards

4 Satellites
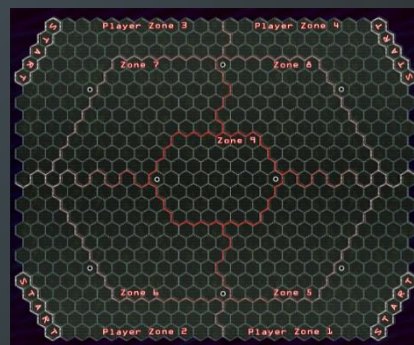
1 Planet

Overview

Adapterra is a strategy game with fluid ability sets and area capture. Players start at their corners of the board and must venture out to conquer the planet. Players can win by capturing 3 areas or destroying every other player's parts. While traversing the board, players can gather new Research Abilities and Area Adaptations to dominate other players in combat.

Setup

The oldest player goes first followed by the rest of the players in a clockwise direction.

1 Players each choose a player color and grab that color of parts and stones. Then, each player take an AP reference card and 1 of each color area card for reference.

2 Place satellites off the planet next to each corner of the planet. Your satellite is the one next to your starting corner.

3 Players each place their 4 parts in the first row of their starting corner, with the "2" facing up. *Players cannot spawn any parts combined as clouds.*
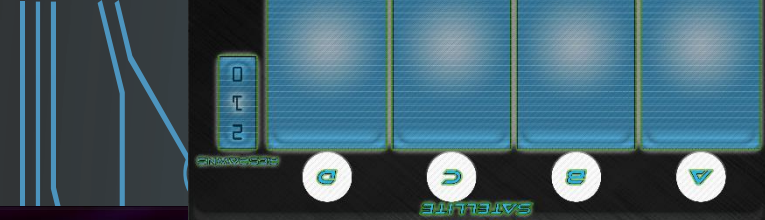
4 Players each pick an area and place it so its center is on the placement mark in their Player Zone.

5 Draw random areas from the area deck and place them so their centers are on the remaining placement marks.

Experienced players may choose to disregard the placement marks to create their own maps. For this advanced style, areas must be placed at least 4 spaces away from one another, and research tiles must be placed at least 4 spaces away from one another. Be creative, but be fair!

6 Shuffle the research cards and place the pile face-down outside the planet.

Area

Player 3 Starting Corner

Player Zone 3

Zone 7

Research Tile

Zone 6

Player Zone 2

Research Slot

Respawn Counter

Medic Bot

(3-Use ability)
Heal one adjacent ally by 1 HP. This ability has a cooldown of 2 turns.

This indicates that this ability cannot be used until after the end of the user's 2nd turn after its use.

This means that this ability can be used 3 times before it is automatically unapplied from the part it's on

Placement Mark

Part

Player Zone 4

Zone 8

Zone 9

7 Each player draws a research card that can be applied to one of their parts immediately. To apply research to a part, place the research card on your satellite's research slot corresponding to the desired part's identifier. That part now possesses that specific research's ability.

Advanced players may instead choose their first research.

8 Each player places one research tile in their player zone, one in another player's zone, and one in any zone, except their own player zone.
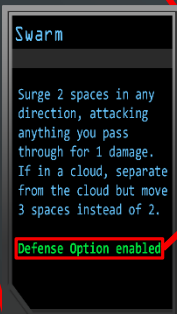
9 Each player places a stone on the "2" of the Respawn Counter of their satellite.

Part Identifier

Part Health Indicator

Zone 5

Area Adaptation Spot

Player Zone 1

Part Identifier

Play

When it is your turn, you can have each one of your parts spend all or some of their respective 3 AP to perform actions.

Win by capturing 3 areas or destroying all your enemies' parts.

Swarm

Surge 2 spaces in any direction, attacking anything you pass through for 1 damage. If in a cloud, separate from the cloud but move 3 spaces instead of 2.

Defense Option enabled

This indicates that this card's ability can be used as a Defense Option

Actions

Only 4 parts per player are allowed in play at once and each part can use up to 3 action points (AP) per turn. You can move all of your parts in a single turn. Parts in a cloud only have to spend 1 AP for every action, but max AP per part is reduced to 2 AP.

Turn Ending Actions

Using any of these actions ends a part's turn, regardless of remaining AP

Basic Attack (1 AP)

Attack 1 adjacent space, dealing 1 damage and the corresponding 1 knockback.

Research Ability/Area Adaptation (2 AP)

Carry out the effects of a research ability or area adaptation that has been applied to a part. If you use an ability on your turn, you cannot use it again until your next turn. Adaptations that automatically take effect, such as the buff aspect of Overheat, do not need to be activated like abilities.

Other Actions

Using any of these actions will not end a part's turn

Basic Movement (1 AP per space)
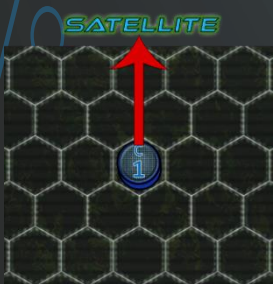
Move 1 space per action point.

Combining (3 AP)

Combine with another adjacent part or parts to form a cloud. The part that is joining the cloud uses 3 AP.

Separating (2 AP)

A part in a cloud can separate from the cloud, transforming back into a single part and landing on an adjacent space upon separation. The part separating from the cloud uses 2 AP.

Launching (3 AP)

Launch a part or cloud to your satellite from anywhere on the planet. You can launch a part or cloud from your satellite to your starting row or to any space in an area you have captured. A part or cloud can move immediately after launching to the planet. You cannot launch more than 2 parts to a contested area in a single turn.

Taking Damage

- Knockback is the act of moving 1 space in the opposite direction of the attack for every 1 point of damage. Every attack that deals damage deals knockback.
- When one of your parts takes damage, flip the part, switching its health indicator to reflect the decrease.
- When one of your parts loses all of its health, it dies and returns to your satellite for reuse. All applied research on the destroyed part is unapplied and put back in your unapplied research pile near your satellite.

Defense Options

- When one of your parts with a Defense Option ability is attacked, you can opt to use that Defense Option immediately instead of taking knockback
- Damage dealt by Defense Options cannot trigger a Defense Option.
- "Defense Option Only" abilities can only be used as Defense Options on an enemy's turn, and cannot be used as abilities on your turn.
- If you use an ability on an enemy's turn as a Defense Option, you cannot use it again until their next turn.

Respawning

- Respawning a dead part costs 1 respawn. Shift the stone on your respawn counter to reflect the decrease.
- Respawned parts start on your satellite with your choice of unapplied research from your unapplied research pile and an area adaptation from any area you have captured.
- Respawned parts start with their AP for the current turn depleted.

Play Example:

Burrow

This part abandons its cloud and burrows underground, becoming invulnerable for 2 turns or until it resurfaces, but cannot perform any action. Resurfacing counts as the part's turn. Put a stone to represent the part.
Defense Option enabled

My part is next to an enemy part, and it's the enemies turn. The enemy part attacks me, so my part takes 1 damage and 1 knockback. On my turn I move back and attack the enemy part. The part takes 1 damage, but instead of taking the knockback, the other player decides to use their Defense Option enabled research ability, Burrow. That part can't attack, be attacked, or move for 2 turns, or it use a turn to resurface. The other player replaces the part with one of their stones to show that the part is underground.

Satellite Actions

- A part on your satellite can have one of your unapplied research abilities applied to it or, if the part already has an applied research ability, have its ability replaced by one of your unapplied research abilities. This does not take any AP.
- A part on your satellite can also have an area adaptation of the same color as any of your captured areas applied to it or, if the part already has an area adaptation, have its area adaptation replaced by an area adaptation of the same color as any of your captured areas. This does not take any AP.

Area Capture

1. If both enemy and friendly parts are present in an area, that area is contested and cannot be captured until 1 turn after all enemies have left the area.
2. Capture an uncaptured area by leaving at least one part in the area, uncontested, for 1 turn.
3. Capture an area already captured by an enemy by leaving at least one part in the area, uncontested, for the number of turns equal to the number of enemy stones on the area. To track this, each turn that your part(s) occupy the enemy area uncontested remove one enemy stone from the area. When the last enemy stone on the area is removed, replace it with one of your stones.
4. Staying in an area you have already captured for another uncontested turn, at any point after capturing, double-captures the area.
5. After capturing an area place one of your stones on the area, or two stones if the area is double-captured, and place an area adaptation marker of the same color as the area on the spot(s) on your satellite corresponding to the identifier(s) of the part(s) that captured the area. If a part already has an area adaptation marker, replace it with the new one. The part(s) now possess that color of area adaptation.

> *A single part can only possess one area adaptation at any point in time.*

Play Example:

There is an area one of my opponents has double-captured. I notice the enemy part that was occupying the area left, so I move my part in (1) and on my next turn (2) I remove one stone. The opponent who controls that area notices this and moves (3) back into the area. Because there is an enemy part in that area and my own part the area is contested, I don't remove any stones. I attack and destroy (4) the enemy part, so the area is uncontested again. On my next turn (5) I replace the other player's last stone with a stone of my own, and change the area adaptation marker (6) of my part that captured the area to match the color of the area.
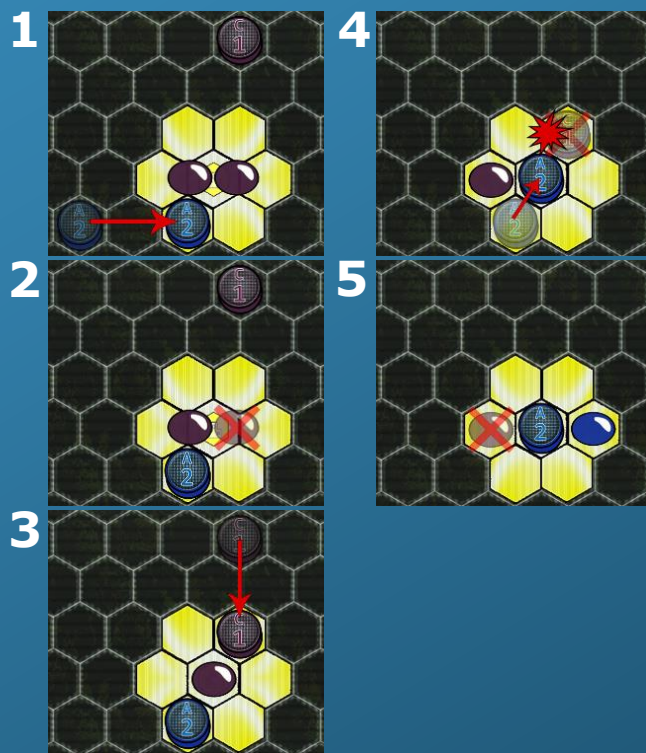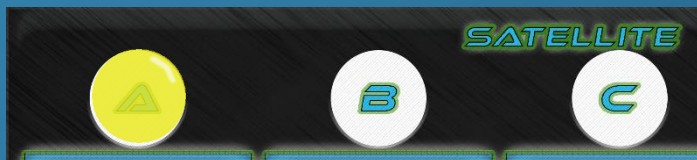
Research

- Collect research by having a part or cloud end its turn on a space adjacent to or on top of a research tile. You can then pick up the tile and draw a research card.
- After acquiring the research ability, either immediately apply it to the part that picked up the research, or put it on your unapplied research pile near your satellite so that another part can launch to your satellite and apply it.
- Apply a research ability to a part by placing the research card on your satellite's research slot corresponding to the desired part's identifier. That part now possesses that specific research's ability.

> ***Any one research ability can only be applied to one part at a time, and any one part can only possess one research ability at a time.***

Clouds

- Clouds are represented by stacking parts on top of each other.
- In a cloud, each part still gets its individual turn, but they now only have 2 AP per part and all parts move together. This combined movement also includes knockback from combat and movement from abilities.
- Cloud parts share damage, but only take 1 part's worth of knockback.

Play Example:

I have 2 parts next to each other. I combine them into a 2 part cloud by stacking the combining part on top of the other. The part that was combined to now has its per-part-in-cloud maximum of 2 AP, which I use (1) to move 2 spaces. My next turn, I move 4 spaces (2) using both parts' full AP. Before my next turn, an enemy part moves (3) next to my cloud and attacks it. Both of my parts take 1 damage, but the cloud only takes 1 knockback. On my turn (4) I have one of the parts in the cloud use its research ability Swarm. The enemy part cannot take the regular direction of knockback, so the part doesn't move. My other part is now no longer restricted to the 2 AP per part of a cloud, and uses its 3 AP to move forward (5) one and attack the enemy part, dealing 1 damage and killing it.
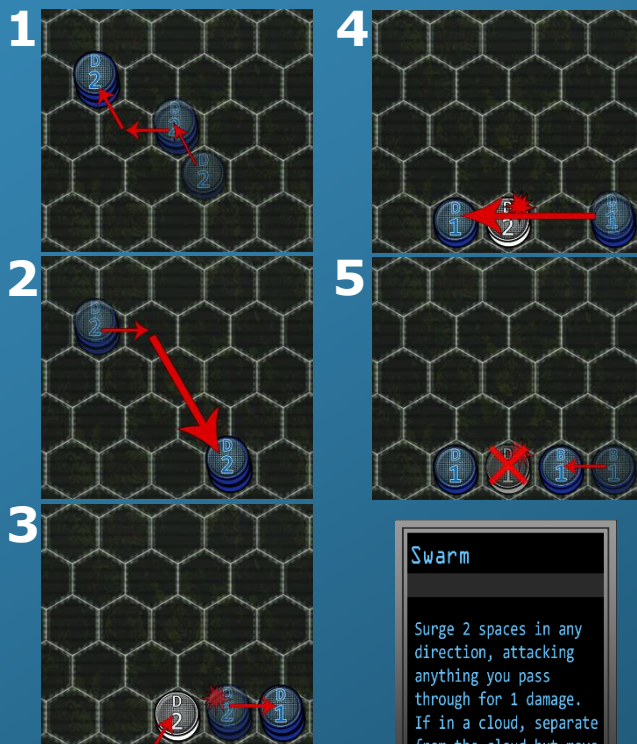
Swarm

Surge 2 spaces in any direction, attacking anything you pass through for 1 damage. If in a cloud, separate from the cloud but move 3 spaces instead of 2.

Defense Option enabled

End Game

The game ends when one player has either captured 3 areas or destroyed all of the other players' parts.

A few things to keep in mind while playing...

- Strategize between turns so you don't make the other players wait!
- Keep track of your enemies, getting 3 areas can happen sooner than you think!
- Most area adaptations and research abilities have cooldowns and other specific rules of use. Be sure to read their definitions carefully and adhere to them.

Commonly Overlooked Rules

- If a part that takes damage cannot be knocked back in the proper direction, no knockback is taken
- Some abilities have cooldowns. An ability with a cooldown enters its cooldown state immediately upon use, preventing it from being used for a specified amount of turns. Cooldown periods end after the end of the indicated turn.
- Your unused research pile should be face up so that other players can see what research you have.

Credits

Game Design and Development

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Physical Materials

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Special Thanks

Cody Van De Mark
All Our Playtesters
Zachary "I Hate Your Favorite Band" Michaels