Builders of the Colossus

An adaptation of Shadow of the Colossus. For 2-4 players. 15-30 minute playtime.

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Long before the lone wanderer defeated the Colossi and resurrected Dormin, the fearsome entity of darkness that ruled over these vast Forbidden Lands, there existed a people skilled in the arts of magic, who shattered the dark entity Dormin into many pieces. It is up to you, skilled Architects of this ancient people, to use your skills of creation to seal away these pieces of Dormin within docile Colossi that may roam the land in peace, so that the darkness may never reemerge again. Will you chose to work together, or accomplish your goal by any means necessary?

Objective

Work with, or against, each other to gain and use cards and Runes to build 10 Colossi according to the Blueprints given, getting rid of all your Runes as fast as possible.

Materials

- 1 Colossi Counter Board
- 1 wooden Colossi Counter Token
- 1 Stockpile of Dormin Runes
- 32 Blueprint cards
- 135 Colossus Parts cards
  - 20 Head cards
  - 30 Leg cards
  - 30 Arm cards
  - 20 Torso cards
  - 15 Wing cards
  - 10 Wild cards
  - 10 Accessory cards

Setup

Play Area Find a flat surface with enough room for 2-4 players to sit around.
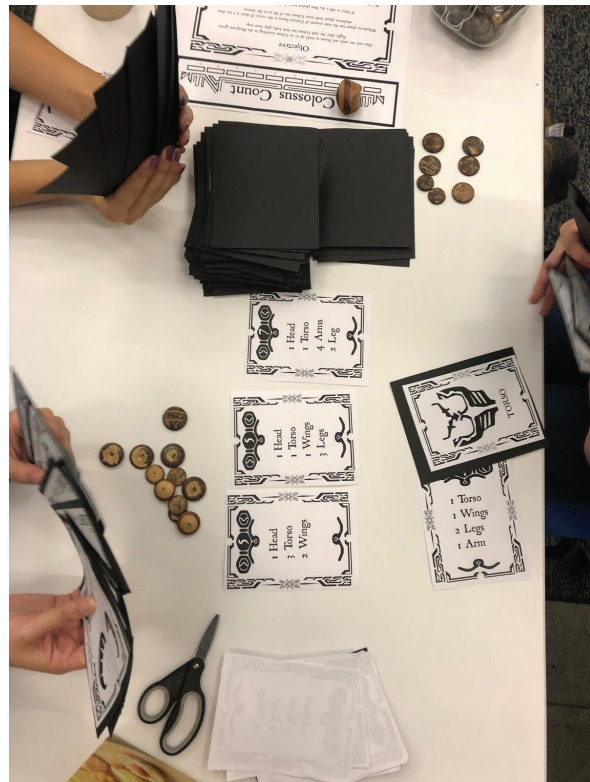
Cards Make sure all the cards are separated and shuffled into their respective decks: the Colossus Parts deck, and the Blueprint deck. Place these decks face-down next to each other where everyone can reach them.
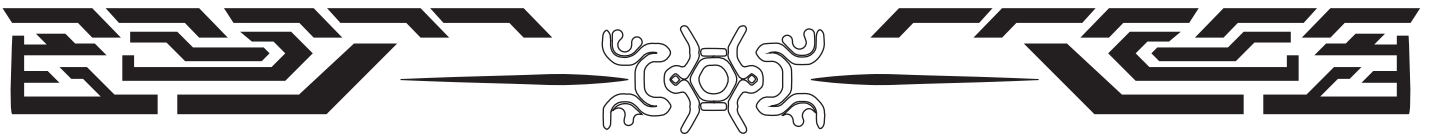
Runes Place the Dormin Runes, otherwise known as the Rune Stockpile, near the decks where it is easily accessed by everyone. Each player, grab 10 Dormin Runes from the Stockpile, and make sure to keep each player's Rune pile separate from each others'. These Dormin Runes represent the pieces of Dormin that the players must seal away in the Colossi they are building.

Parts Cards Each player must draw 10 Colossus Parts cards from the Colossus Parts deck to their hand. Players cannot show their hand of cards to each other. These cards are what players will use to build Colossi. A player must have a minimum of 10 Part Cards in their hands at all times.

Blueprints Draw 3 Blueprint Cards and place them lined up next to each other at the middle of all the players, face up, where all players can see them. Players must silently choose in their heads which Blueprint they are trying to follow (and, it is completely okay for the Blueprint a player is trying to follow to change at any point throughout the course of play). These cards contain a list of Parts and a Rune Cost, both requirements which players must meet in order to complete the Blueprint and build the Colossi.

Colossi Counter Place the Counter within easy reach of all players. Place the Colossus Counter Token on the first spot (labeled "1") of the Counter Board. When a player builds a Colossus and completes a Blueprint, move the Token forward one space on the Board.

Turn Order Whoever is the tallest out of all the players goes first. Then, turn order goes clockwise from this first player for the duration of the game.

Blueprint Cards

Blueprint cards contain a list of Parts required to build a complete Colossus. Every Blueprint contains a different list of Parts. These Blueprints must be followed exactly (with the exception of Wild cards and added Accessory cards) by players in order for their Colossi to count as completed.

Listed Parts Blueprint cards contain a list of Parts. This list tells players all the required Colossus Parts that they need in their hand in order to complete that Blueprint.

Rune Cost Every Blueprint card has a white number printed near the top of the card, ranging from 3 to 6. This is the Rune Cost. It tells players how many Dormin Runes must be Sealed within the Colossi on the Blueprint. When a Blueprint is completed by a player, that player must Seal away the amount of Runes according to the Rune Cost by placing these Runes back into the Rune Stockpile.
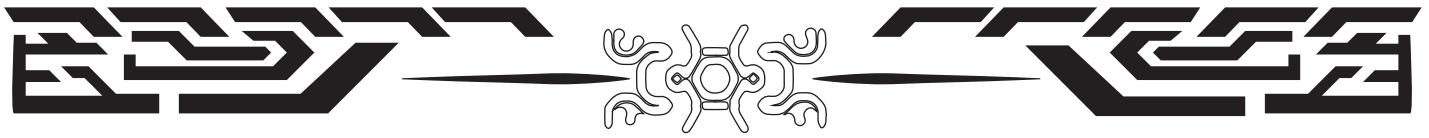
Blueprints can be completed by a player at any point during their own turn.

1. If a player sees that they have all the required Parts AND Runes to complete a face-up Blueprint, they must take Blueprint and place it near themselves.

2. Next, the player who claimed the Blueprint **builds** their Colossus by laying out all of the Parts listed on the Blueprint in any configuration they see fit (whether that means laying it out shaped like a Colossi, or simply laying out the required Parts in no particular fashion) so that the other players can confirm they completed the Blueprint.
   a. OPTIONAL: Give your Colossus a **name** after building it :)

3. Once the player has finished laying out their Colossus, they must **Seal** away a number of their own Runes equivalent to the Rune Cost listed on the Blueprint, by placing these Runes back into the Rune Stockpile.

4. Gather up the Colossus Parts that have just been laid out, and **place** them back into the bottom of the Colossus Parts deck.

5. **Move** the Colossi Counter Token to the next spot on the Colossi Counter Board. If there is no available space on the Counter (meaning 10 Colossi have been built), the game is over automatically.

6. Now, **draw** a new card from the Blueprint deck and place it face up, in order to replace the Blueprint card that was just completed.

Parts Cards

Parts cards contain the pieces of Colossi's bodies, such as legs, heads, arms, torsos, etc. These are the cards that make up the Colossi that players will build. They are used to build Colossi according to Blueprints, and can also be traded between players.

There are two special types of Partscards that have unique effects: Wild, and Accessory.

Wild Cards These Wild cards can take the place of any Parts listed on a Blueprint. But, they cannot act as Accessory Parts.

Accessory Parts These can be added onto a complete Colossus that a player builds. If a player builds a complete Colossus according to a given Blueprint, and they have an Accessory Part in their hand, they can add no more than 2 Accessories to their Colossus. Adding this an Accessory to their complete Colossus increases the Rune Cost of that Blueprint by 1. This can only be done if the player has enough Runes to meet the new total Rune Cost with added Accessories.
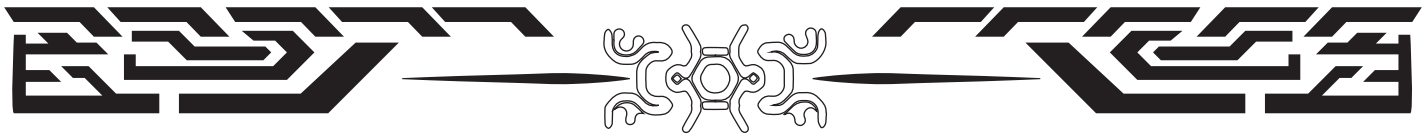
How to Play a Turn

Once the game begins, turns are played out in the following 4 steps:

[Note: At any point during their own turn, a player may choose to complete a Blueprint. They can complete multiple Blueprints if they are able to, even at different points of their own turn.]

1. Throughout play, players should check if they have at least 10 Parts cards in their hand. If they have less than 10, they must draw cards from the Parts deck, at no cost of added Runes, until they have 10 Parts in their hand.

2. Now, the player must decide if they want to Curse another player or not. If they choose to do the Curse action, the player must skip over Step 2.
   - **Curse**: Player must take between 1 to 4 Dormin Runes from the Rune Stockpile, and distribute these Runes among the players however you see fit. If the player wishes to keep any of the Runes, they can only ever keep 1 Rune to themself. The rest of the Runes must go to other players (if more than 1 Rune was taken from the Stockpile).

3. If the player did not choose to do the Curse action, the player must now do at least one of the following actions: Trade, Draw, Reveal, in any order, to gain a card. A player can do one, two, or all three of these actions on their turn, in any order, but each action can only be done once per turn.
   - **Trade**: At a cost the current player and another player agree upon, the current player can ask any number of other players if they would like to make a trade deal, and can barter for Parts from other players. Players can offer to trade any number of Runes and Part cards, but a successful Trade must result with the current player obtaining at least 1 new Part card.
     - While the player can open up the Trade offer to multiple other players, the Trade itself can only occur between the current player and one other.
     - Trades of cards must be done with the cards face-down, and players are not required to give/take the exact card(s) that were requested/offered. As for Runes, the amount agreed upon to be given/taken must be the exact amount given/taken.
   - **Draw**: At the cost of gaining 1 Dormin Rune from the Rune Stockpile, draw 1 Parts card from the Parts deck. This is different from drawing cards to reach the minimum hand size of 10 cards, which would have no cost and can be done at any time during play.
   - **Reveal**: At the cost of gaining 2 Dormin Runes from the other player, choose another player who must reveal 3 Parts cards of your choice from their hand to you. If desired, you are then allowed to take 1 Parts card from these 3 revealed cards, and add that 1 to your own hand, giving the other 2 back to the player.
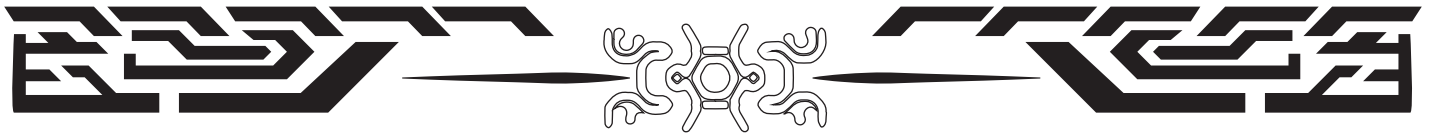
4. After the player has done the Curse action, or taken actions to gain a card, they must **declare** that their turn has ended.

5. **Check** the Colossi Counter to see if 10 Colossi have been built yet. If not, the next player, in clockwise order, begins their turn. If 10 Colossi have been built at any point in the game, play stops, and the game ends.

End Conditions

- Right after the 10th Colossi has been built, play must stop. Whichever player has the least amount of Dormin Runes is the victor. If there is a tie, then whichever player built more Colossi out of the 10 is the winner. If there is still a tie, then players must decide who the winner is.
- If a player reaches 0 Dormin Runes before 10 Colossi have been built, then one more round must be played until it is this player's turn again. If this player's Dormin Rune count remains at 0 once it is their turn again, then they automatically win.