

Formosa Drop

Player count – 2-6 Solo mode possible but not playtested Ages – 8+ Time – 30 minutes

Formosa Drop

You are a travel writer visiting Taiwan (Ihla Formosa) that needs to submit articles to your various publications. You will get paid for any article but certain activities and regions are more desired.

It is typically beneficial to travel around Taiwan to maximize the number of points that you can get but make sure that you don't create too much pollution. The negative points can escalate very quickly.

You can also go after the big points by traveling out to Taiwan's islands. Each island is associated with one region of Taiwan and triples your points in that region. Unfortunately traveling out to Taiwan's islands requires an airplane ride or a long ferry and adds a lot to your pollution track.

Setup

Give each player one map and player marker

Place the box top in the center of the table and set the cut out location inlay in the box lid.

Randomly select one Public Goal card and place it in the center of the table. There is only one Public Goal card in this version.

Randomly give each player one Private Goal card. This should not be shared.

Component List

- 1 map page per player
- 1 box about the size of Gearworks or Codenames (about 24x16cm)
- 1 inlay for the box top (cut to the size of your box top)
- 1 pencil or pen per person
- 1 deck of Goal Cards (private and public)
- 9 Colored Cubes (approximately 1cm)
 - 2 pink
 - 2 blue
 - 2 yellow
 - 2 green
 - 1 red
- 1 player marker for each player playing

Additional PNP Info

The PDF's are saved at A4 size but all files should be fine to stretch to the standard Letter size in the US.

I used 1 cm cubes but you could probably use Pandemic size cubes. The only problem is that you need 5 colors.

The box size that you use is flexible to a certain extent but should be close to Codenames (23x16cm) or Gearworks (25x17cm) size. Cut the paper to fit into the box top. It is okay to cut into the circles a little.

Attributions

Artwork was created by me

Icons are from the Noun Project

- Luis Prado – Icon Fair – Kieu Thi Kim Cuong
- Nathan David Smith – Simon Child

Header is from FlamingText.com

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How To Play

Select a starting player

Each player throws a cube into the box top until it touches a region and then they place their player marker in that region on their own scoresheet.

Step 1 - The active player selects one cube of each color and one additional cube representing an activity that they need the most.

Pink = Tours 

Green = Hikes 

Blue = Waterfalls 

Yellow = Beach Cleanups

Red = Islands

Step 2 - Throw the 6 cubes into the box top. You can aim the cubes in any direction that you want but you have to throw them from at least 6 inches from above the box.

Step 3 - Place the cubes on any of the player mats in the correct locations. Any cubes that are not touching a region are discarded until next round. It doesn't matter whose mat they are placed on.


Step 4 - Each player drafts a cube simultaneously and marks off that activity on their player mats. If they need to move to a different region then they also mark off one pollution for each step of travel taken.

NOTE – no cubes are removed by any of the players. Each cube can be selected by multiple players.

Note – The East Coast and Central Taiwan are blocked by a mostly impassable (one road goes through it) mountain range. The game requires you to go around it and results in 2 pollution (move from the East to the South and then move to the Central region).

Repeat Step 1 until the end of the game

Game End

The game ends when one (or more) player complete both the public goal and their private goal or when a player reaches the top  of the pollution track.

All players finish their scoring for that round and then add up their points to see who is the winner. Your score is the number that is still visible. If a player reached the top of the pollution track then they automatically lose.

The tiebreaker is the player with the most most Beach Cleanups on their player map. The second tiebreaker is lowest pollution.

Actions and Scoring

Hikes, Waterfalls and Tours are scored by crossing off the zero in the respective region. Don't forget to cross off the necessary pollution if you had to move to that region.

Beach Cleanups can be scored from any region but you must move to that region and cross off the necessary pollution.

Islands don't score you points but they triple (3x) the points of their related region. They also count as 3 pollution.

Note – If the Island cube (Red) is in Central Taiwan and if you are currently in Southern Taiwan then you would need to move 1 step to Central Taiwan and 3 steps to the Island (Kinmen) for a total of 4 pollution.

Add'l Note – Your player marker stays in Central Taiwan for the next round. You don't have to move back for 3 more pollution on your next turn.

























Public Goal Cards – Choose one (currently only one) at the beginning of the game. The first player to complete the public goal card scores 10 points. All additional players to complete the public goal card before the end of the game score 8 points.

Private Goal Cards – Each player gets one private goal card. The first player to complete their private goal card gets 10 points. All additional players that complete their private goal card before the end of the game get 5 points.

Note – If multiple players complete a goal at the same time then the tiebreaker starts with the active player going clockwise around the table.

Pollution might subtract points from your score if you traveled to many different places during the game. Every time you change locations on the map you create pollution and mark off one pollution. If you move from the North to the South in one round then that creates 2 pollution. If you move Central to East you also create 2 pollution going over the Central Mountain Range. Moving to an island creates 3 pollution.

Formosa Drop Goals

<p>Private Goals</p> <p>C + </p> <p>E + </p> <p>S + </p>	<p>Private Goals</p> <p>N + </p> <p>E + </p> <p>S + </p>	<p>Private Goals</p> <p>N + </p> <p>C + </p> <p>S + </p>
<p>Private Goals</p> <p>N + </p> <p>C + </p> <p>E + </p>	<p>Private Goals</p> <p>C + </p> <p>E + </p> <p>S + </p>	<p>Private Goals</p> <p>N + </p> <p>C + </p> <p>E + </p>
<p>Private Goals</p> <p>C + </p> <p>E + </p> <p>S + </p>	<p>Private Goals</p> <p>N + </p> <p>E + </p> <p>S + </p>	<p>Public Goals</p> <p>3 Beach Cleanups</p> <p>2 Tours in the same region</p> <p>2 Waterfalls in the same region</p>

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Matsu
馬祖
2x+3P

N

C

E

S

Kinmen
金門
2x+3P

Penghu
澎湖
2x+3P

North

7	7	7
6	6	6
5	5	5
3	3	3
0	0	0

Central

7	7	7
6	6	6
5	5	5
3	3	3
0	0	0

East

7	7	7
6	6	6
5	5	5
3	3	3
0	0	0

South

7	7	7
6	6	6
5	5	5
3	3	3
0	0	0

Scoring	
North	
Central	
South	
East	
Beach Cleanups	
Goals	
Pollution	
Total	

Green Island
綠島

2x+3P

Lanyu
蘭嶼

P o l l u t i o n	
	-40
	-25
	-16
	-12
	-8
	-5
	-3
	-2
	-1
0	
0	
0	
0	

Beach Cleanups	
25	
19	
14	
9	
5	
2	
0	

Goals	
Public	Private
10	10
5	5

1st
Others