

# VORA - Provisional Rulebook

Welcome to Vora (formerly known as “Animalicos”), a strategic game of pushing, collecting, and animal chaos. The huge storm Vora has destroyed every farm. The meadow is now in dispute, and each player will try to gather the largest groups of different species and elements to dominate it. There are no eternal turns or lucky dice here: you push, you calculate, and you **betray with a smile**. Let the gathering begin.

## Setup

1. Take random cubes from the box and form a 5x5 grid in the center of the table. This is the meadow.
2. Each player sits in front of one side of the meadow. That area is considered their personal farm.
3. In 2-player games, sitting on opposite sides is recommended (though not mandatory).
4. The starting player takes 2 random cubes from the box. The others take 1 cube each.

## Goal of the game

To have the highest score at the end of the game by **forming sets of identical cubes** in your farm.

## On your turn

During your turn, you must perform one of two actions:

### 1. Basic move (push):

- Choose a cube from your farm and use it to push a row or column in the meadow one space in any direction. The cube pushed out from the opposite end is collected:
  - If there is a player on that side, they take it.
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- If this push forms a line of 3 or more identical cubes, the active player collects it. You can choose not to collect the line at this time. When cubes are collected, the ones above fall down to fill the gaps. If this fall creates new lines, they are also collected. This process repeats until no new lines are formed.

- Finally, refill the empty spaces in the meadow with random cubes from the box, going left to right, then top to bottom, from the active player's point of view.

## 2. Use a special ability:

- Each animal or element has a unique ability you can use instead of pushing:
  - **Pig:** Pushes with extra force, moving a line 2 spaces instead of 1.
  - **Crow:** Flies in from your farm, swapping places with an animal in the meadow (but not water or grass). You keep the swapped animal.
  - **Wolf:** Enters from a side. If the first cube it encounters is an animal, the wolf eats it. All other cubes in that line flee in the same direction, leaving a gap. (If this causes a fall, a wolf that has eaten an animal does not fall).
  - **Mole:** If there is a mole in the meadow, you can use it to dig and swap its position with any orthogonally or diagonally adjacent cube.
  - **Duck:** If there is a duck in the meadow, it can fly and swap its position with a grass or water cube.
  - **Ladybug:** You may take a ladybug directly from the meadow. Your turn ends.
  - **Sheep:** When you form a line of sheep, you also collect any grass orthogonally adjacent to them.
  - **Water:** You can collect any group of 3 or more connected water cubes. It's liquid.

## Additional rules

- If a gap is created in the meadow without a push action (e.g., by a Wolf), the fall occurs towards the active player.
- Replenishing the meadow is considered a step that occurs between turns. Therefore, if any new lines are formed during this process, they belong to no one until they are modified in some way by a player (for example: a player changes the position of the cubes in the line, or makes the line longer or shorter).
- No player can run out of cubes. An action that would leave any player with zero cubes is not allowed.

## Special lines

- Making a line of 4 identical cubes allows you to take one extra cube of your choice from the meadow before the fall happens.

- Making a line of 5 or more (in a straight line, L-shape, or T-shape) allows you to either take an extra cube (as above) or steal one cube from another player's farm.

## End of game

The game ends when the box runs out of cubes to completely refill the meadow to its 5x5 size.

## Scoring

- Set of 3 identical cubes: +1 point.
- Set of 6 identical cubes: +3 points.
- Set of 9 identical cubes: +9 points.
- Each cube not in a set: -1 point.

In case of a tie, the player with the fewest types of cube sets wins. If the tie continues, the player with the fewest remaining (non-set) cubes wins. If the tie persists after that, the game is a draw.

Example: If you have 8 crows and 5 sheep:

- 6 crows = +3 points
- 2 remaining crows = -2 points
- 3 sheep = +1 point
- 2 remaining sheep = -2 points

Total: 0 points