

ANTS

RULEBOOK

In ANTS, players control ant colonies locked in an eternal struggle for dominance over each other. Develop your anthill, explore the garden and leave your pheromones on the ground, collect food and leaves, defeat the enemy animals. Lay eggs and care for larvae to obtain more specialized workers. Try to evolve your skills, optimize the rooms of your nest and perform amazing deeds to ensure supremacy over the opponents.

For the Colony!



COMMON COMPONENTS



1 puzzle Game Board (one side for 2 players, one side for 3-4 players)



2 Garden tiles



6 Leaf tiles



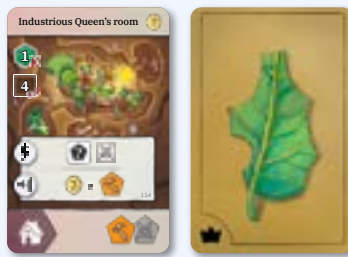
29 Enemy tiles



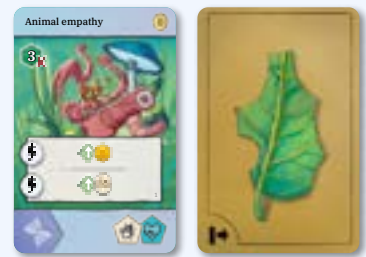
8 Special Object tiles



120 Base cards



8 Queen's Room cards



30 Starting cards



52 Room tile
(in 4 different sizes)



45 Food cubes



20 Leaf cubes



10 Mushroom cubes



25 Aggressive tokens



10 Mutation tokens



5 3x tokens

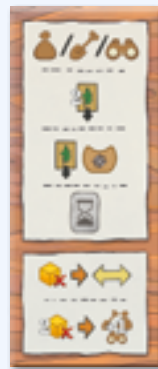


5 -3PV tokens

PLAYERS COMPONENTS



4 Anthill boards



4 Recap tiles



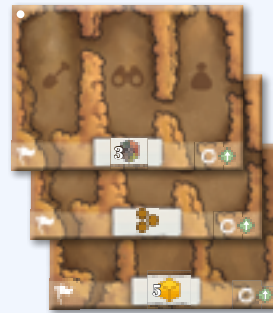
1 First Player token



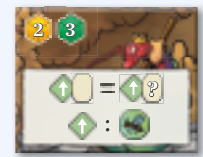
8 Queen tokens



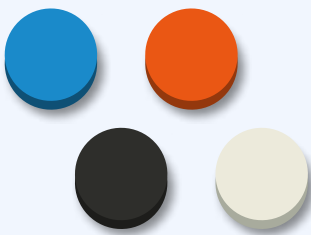
4 Anthill tiles



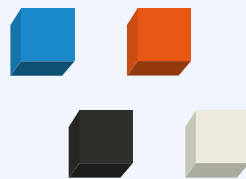
12 Incubation tiles
(divided into 4 sets ● ○ ◆ ◇)



9 Queen tiles



160 discs
(40 for each color)



44 cubes
(11 for each color)



36 Star tokens
(9 for each color)

OVERVIEW

Grow and develop your ant society by exploring the garden, gathering resources and digging your Anthill. The game lasts a variable number of turns until the End of Game conditions occur.




You will gain Victory Points (VP) in various ways:

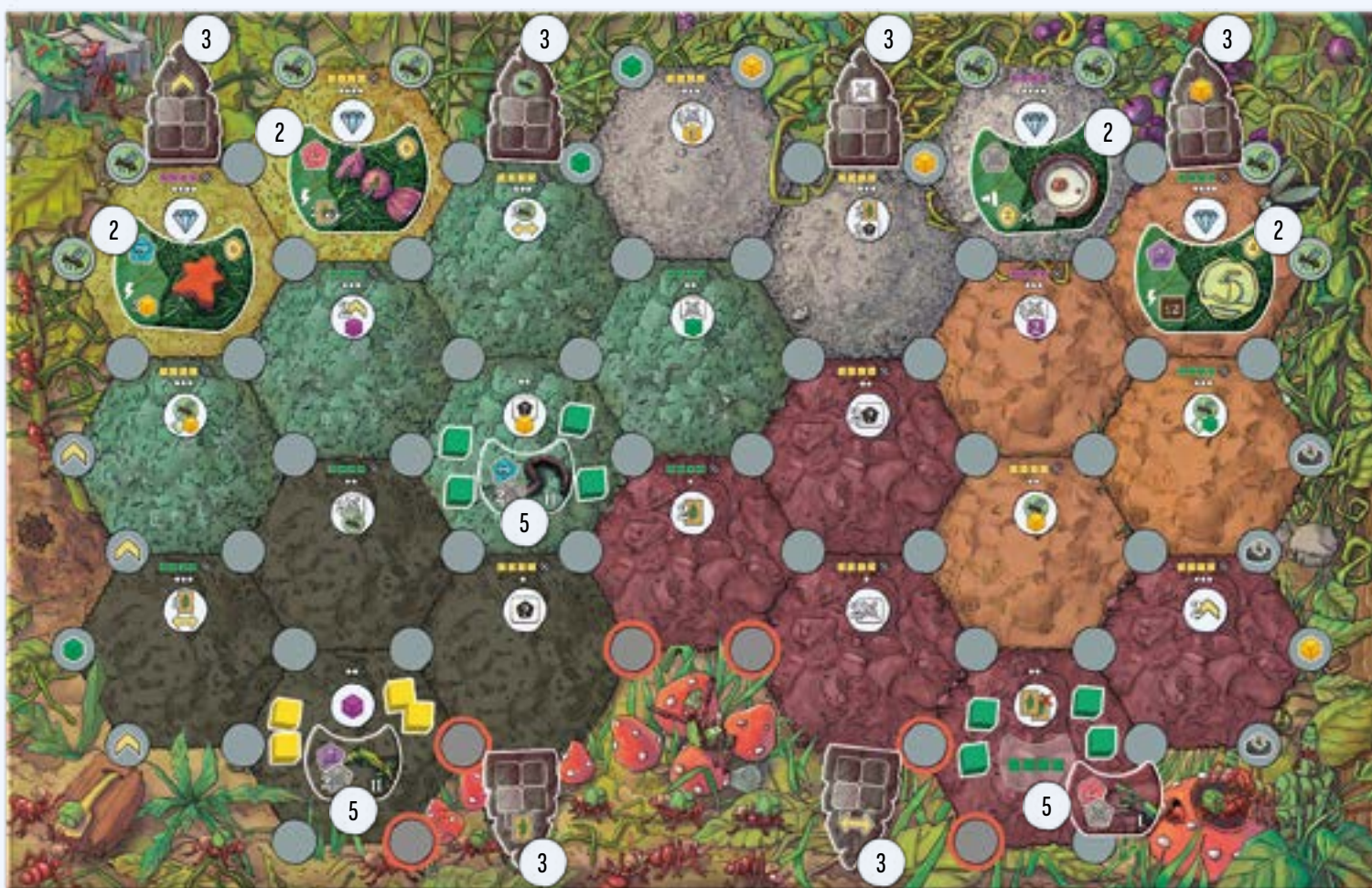
- Obtaining Stars;
- Playing cards;
- Defeating Enemies and unlocking Abilities;
- Reaching the Swarming areas along the Nuptial Flight track;
- Collecting Special Objects;
- Creating a large number of Ants in your Anthill;
- Increasing your production of Food, Leaves and Eggs.

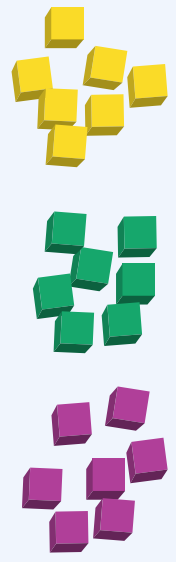
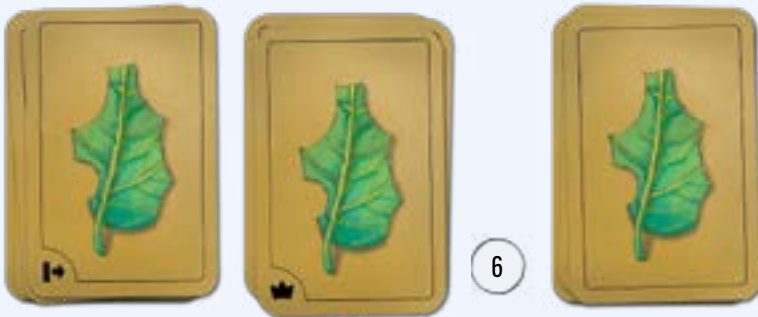
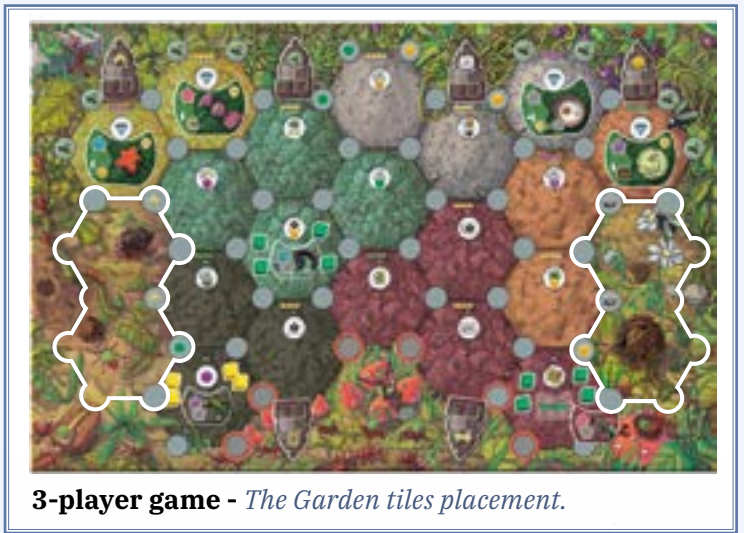
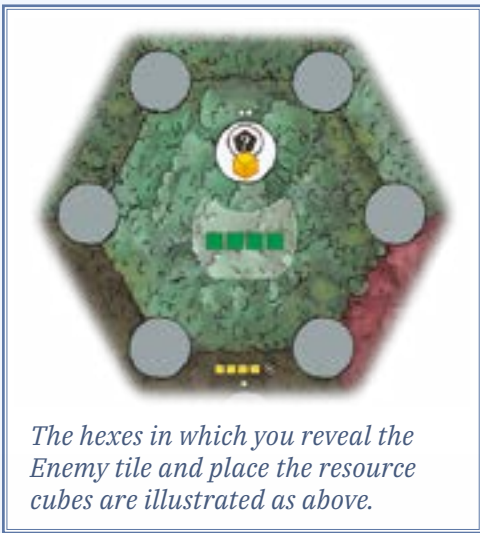
Conquer more VP than your opponents to decree which is the dominant Anthill.

SETUP

Common setup

- Put the **Game board** together and place it at the center of the play area, using the side that corresponds to the number of players. For 3-player games, place the two **Garden tiles** in the position illustrated here on the right.
- Randomly place **1 Special Object tile** face-up in each of the hexes marked with the  icon. Set aside the unused Special Object Tiles next to the Game Board.
- Randomly place the **6 Leaf tiles** in the designated slots on the Game board, making sure the icons are all facing the same direction.
- Next to the Game board, set up six face-down piles of **Enemy tiles**, sorted by their terrain type as indicated on the back of each tile. Shuffle each pile separately.
- In each of the designated hexes (as illustrated here on the right), reveal **1 Enemy tile** of the matching terrain type and place **the indicated Resource cubes**.
- Shuffle the three **card decks** separately based on their back: Base cards, Starting cards  and Queen's Room cards .
- Create a **general supply** of Resource cubes (Food, Leaves, and Fungi), Room tiles (sizes 1, 2, 3, and 4), Aggression tokens, Mutation tokens, 3X tokens, and -3 VP tokens.
- From the Base card deck, reveal 9 cards and place them in three rows of 3 cards each in the **display** of the Game board.





Players setup

Clarifications for the introductory game are indicated at the end of some of the following points.

- 9 Randomly determine the first player, who receives the **First Player token**.
- 10 Each player takes an **Anthill board** and a **Recap tile** and places them in front of them.
- 11 Each player draws a random **Anthill tile** and inserts it into the appropriate slot on their board. The Anthill tiles have two sides: one is identical for all players, while the side marked with a ✨ creates asymmetric boards. Choose which side to play with, then place all Anthill tiles so that every player is using the same side. From now on, the Anthill tile is part of the Anthill board.

INTRO GAME. All players must use the side of the Anthill Tile without the ✨.

- 12 Randomly select as many **Queen tiles** as the number of players and place them on the table. Randomly assign a **set of 3 Incubation tiles** ◆◆●○ to each Queen tile. Starting with the player sitting to the right of the First Player and proceeding counterclockwise, each player selects one Queen tile along with its associated Incubation tiles. Return any unused Queen Tiles and Incubation Tiles to the box.

INTRO GAME. Randomly assign a set of 3 Incubation tiles ◆◆●○ to each player. Do not use Queen tiles. Return them to the box.

- 13 Each player places the 3 Incubation tiles into the appropriate slots on their Anthill board in random order, with the side showing the set icon ◆◆●○ facing up.

- 14 Each player places their selected Queen tile in the designated area of their Anthill board and receives the amount of **Resource cubes** (Food, Leaves, and Fungi) indicated on the tile. Then, flip the Queen tile face down to reveal only its special effect. For a detailed description of Queen tiles' setup and effects, see page 20.

INTRO GAME. Each player receives 3 Leaf cubes and 1 Food cube.

- 15 Each player chooses a color, receives the **discs** of that color, and keeps them next to their board in their personal supply.

From their supply, they place:

- 1 disc on the starting space of the Nuptial Flight track on the Game board (in reverse turn order, with the first player highest in the pile and the last player lowest);
- 3 discs on the topmost Incubation tile (1 on each specialization space);
- 3 discs on the intermediate Incubation tile (1 on each specialization space).

- 16 Each player receives all the **cubes** of their color and places:

- 1 cube on each Pheromone space on their board;
- 1 cube on the first space of each of the three Egg Production tracks (at the bottom of their Anthill board);
- The 2 remaining cubes are kept next to the two Food and Leaf Production tracks.

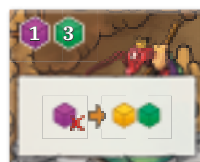
INTRO GAME. Each player also places 1 cube on the first space of both the Food and Leaf Production tracks

- 17 Each player receives the **Star tokens** of their color, divide the tokens into 3 sets based on their icons, then stack each set in an increasing value order (the token with the highest value at the bottom) and places the three stacks on the appropriate spaces of their board.

- 18 Each player places 5 Food cubes from the general supply in the **Emergency Storage** spaces of their Anthill board.

- 19 Each player places one **size-2 Room tile** on the designated space of their Nest, with the dark side (Empty Room) face up.

- 20 Finally, each player draws **2 Queen's Room cards** and **6 Starting cards**. Simultaneously, from these 8 cards, each player chooses 4 cards to keep and removes the others from the game. All unused Queen's Room and Starting cards are removed from the game.



Example: The blue player chooses the illustrated Queen tile and receives 1 Mushroom cube and 3 Leaf cubes.



Example: In a 4-player game, 4 Queen tiles are drawn and randomly paired with the 4 sets of Incubation tiles. The last player in turn chooses which pairing to use first.



GAME FLOW

The game proceeds in a **series of turns** taken in clockwise order, continuing until the end-game condition is triggered.

Starting with the First Player and proceeding clockwise, players take turns one at a time. During their turn, a player must perform **1 of six possible main actions**. At any moment during their turn, the active player may also perform **any number of free actions**. In the Appendix at page 18 you can find a description of the game icons and effects.

MAIN ACTIONS

There are six types of main actions:

- **Digging**
- **Exploring**
- **Foraging**
- **Playing 2 cards**
- **Playing 1 card and Defeating 1 Enemy**
- **Incubation**

DISCS AND INCUBATION TILES

The three Incubation tiles on your Anthill board represent the three life stages of your ants:




A disc placed on a tile represents one **unit** in that stage. The position of the disc on the tile shows its **specialization**, which determines which main action the ant can perform.



During the game, you can also store 1 Ant disc of each specialization in the matching storage areas on your Anthill board (see Incubation Action at page 13). In addition, you may gain Wild Ants, which are not limited by storage and can be used as any specialization (see Wild Ants at page 14).

To perform any of the first three main actions (Digging, Exploring, Foraging), you must spend Ants, meaning discs located on your topmost Incubation tile or on your board. Discs on the other two Incubation tiles (Larvae and Eggs) can never be spent for actions. You may spend 1 to 4 Ant discs, and the number spent determines the strength of the action.

Digging action

 Remove **1 to 4 Digger Ant discs** (or Wild Ants) from your board to perform this action. The number of discs removed determines the strength of the action. Return the removed discs to your personal supply.

Take 1 card from the top row of the display (corresponding to the Digging action). Refill the space in the display with a new card from the deck.

Place 1 or more Room tiles into empty square spaces of your Nest, such that the total size (in squares) of the Room tiles placed equals the action strength (e.g., strength 1 = 1 square of Room tile). When placing a Room tile, follow these rules:

- Place it with the dark side (Empty Room) face up.
- You must place it on free spaces of your Nest. You cannot overlap existing tiles. No part of the tile may extend outside the Nest grid.
- The tile must cover at least one space of area I, or be adjacent to a tile already placed (either this turn or previously).

Immediately activate any bonus shown on the spaces of the Nest you cover.

If, as a result of the action, you have completely filled one of the Nest areas (I, II, or III), you immediately gain 1 Star (see Obtaining Stars at page 15).

Empty Room tiles are required to play Room cards (see Cards, Symbols and Resources at page 12).

Room tiles are limited: if a size is not available in the general supply, you cannot place Room tiles of that size.



Example: The active player perform the Digging action by discarding 4 Digger Ants. After taking a card from the first row of the display, they decide to obtain a Room tile of size 2 and two Room tiles of size 1. They place the Room tile of size 2 covering at least one space in area I and, subsequently, place the other Room tiles one at a time, always adjacent to an existing room. They immediately obtain the bonuses covered.

Exploring action



Remove **1 to 4 Explorer Ant discs** (or Wild Ants) from your board to perform this action. The number of discs removed determines the strength of the action. Return the removed discs to your personal supply.

Take 1 card from the central row of the display (corresponding to the Exploring action). Refill the space in the display with a new card from the deck.

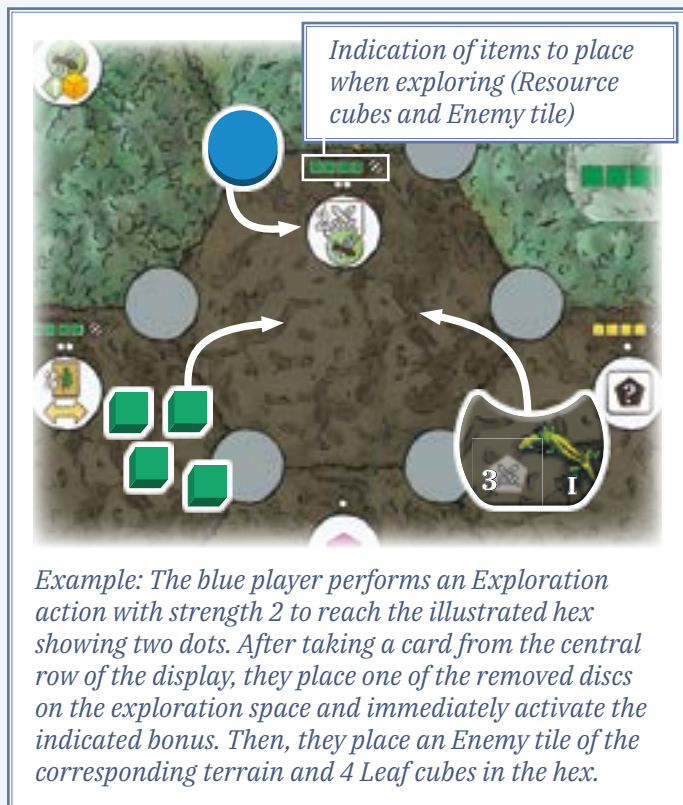
Place 1 of the removed Explorer Ants **on a free exploration space** in the center of a terrain hexagon of your choice, as long as that hex is reachable based on your action strength: the number of white dots illustrated above the exploration space of each hex indicates the required strength to reach that hex. When placing an Explorer Ant on the map, follow these steps:

1. Immediately activate the bonus shown on the exploration space you occupy.

Then, if the hex also shows the resource cubes and enemy icons above the exploration space:

2. Draw and place 1 Enemy tile from the pile that matches the explored terrain type.
3. Place the indicated Resource cubes on that hex.
4. If there are any of your Forager Ants on the vertices of the explored hex, each of them automatically collects resources (see Collecting and Pheromones at page 10).

NOTE: Do not perform steps 2 and 3 if the hex contained the cubes and Enemy tile at the beginning of the game (you can recognize those hexes by the Enemy tile placeholder).



Foraging action



Remove **1 to 4 Explorer Ant discs** (or Wild Ants) from your board to perform this action. The number of discs removed determines the strength of the action.

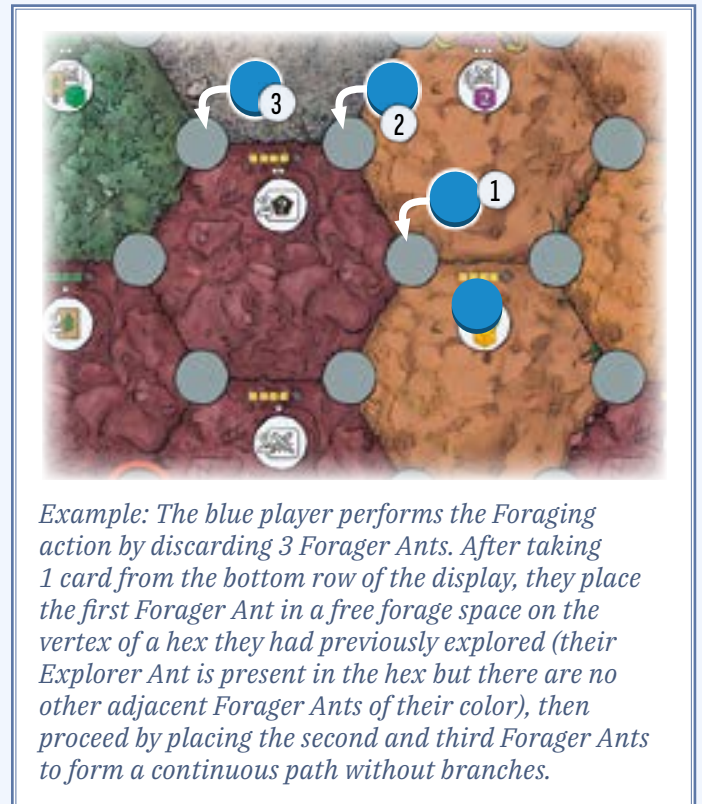
Take 1 card from the lower row of the display (corresponding to the Foraging action). Refill the space in the display with a new card from the deck.

Place all removed Forager Ants **onto forage spaces** on the vertices of hexes on the map, following these rules:

- The first Forager Ant placed during this action must be on a red-bordered forage space, OR adjacent to one of your own Forager Ants placed in previous turns, OR on the vertices of a hex that contains one of your Explorer Ants, and that has no other of your Forager Ants already on its vertices.
- All Ants placed during the same action must be adjacent to one another, forming a continuous, non-branching path. You may create branches only through future actions.

For each placed Forager Ant, follow these steps:

1. Immediately activate any bonus shown on the forager space you occupy.
2. If there are Resource cubes in the adjacent hexes, the Ant automatically collects them (see Collecting and Pheromones, at page 10).



COLLECTING AND PHEROMONES

One of the main peculiarities of ants is certainly their particular way of communicating. In the game you can develop the communication skills of your colony by emitting Pheromones following the collection of resource cubes.

Collecting resource cubes

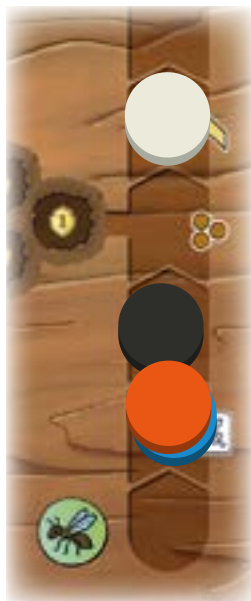
Whenever a Forager Ant is adjacent to a hex containing a resource cube, it immediately collects the resource cube.

Following an Exploration action that generated cubes in a hex, all players with Forager Ants at the vertices of the hex collect 1 cube for each of their Ants. The collection order is determined by the order of the players on the Nuptial Flight track (see Advancing on the Nuptial Flight track at page 15). In the event of a tie, the player whose disc is lowest in the stack collects first. This collection order may result in a player with Forager Ants not collecting any cubes.

Following a Foraging action that placed one or more Forager Ants, each Forager Ant collects 1 cube, if already present, from each adjacent hex.



Example: The blue player performs a Foraging action and places 3 Forager Ants. With the first one they collect 1 Leaf cube and 1 Food cube, with the second one 1 Leaf cube and 1 Food cube, with the third one 1 Leaf cube.



Example: The blue player explores a hex with 5 Forager Ants already placed at its vertices (2 blue, 2 orange and 1 white). After activating the exploration bonus and placing the Enemy tile in the hex, the player generates 4 Leaf cubes in the hex. Then the positioning of the discs on the Nuptial Flight track is verified: the white player is first, the blue player and the orange player are last and share the same space on the track, with the orange disc at the top of the stack. The generated Leaf cubes are then automatically collected by the Forager Ants as follows:

the white player gets 1 Leaf cube, the blue player gets 2 Leaf cubes, the orange player gets 1 Leaf cube.


Each Forager Ant can collect multiple cubes over the course of the game: when placed via a Foraging action if cubes are already present, or later when cubes are generated by an Exploring action, or both (Forager Ants are often placed to collect cubes already present in a hex while another adjacent hex has not yet been explored).

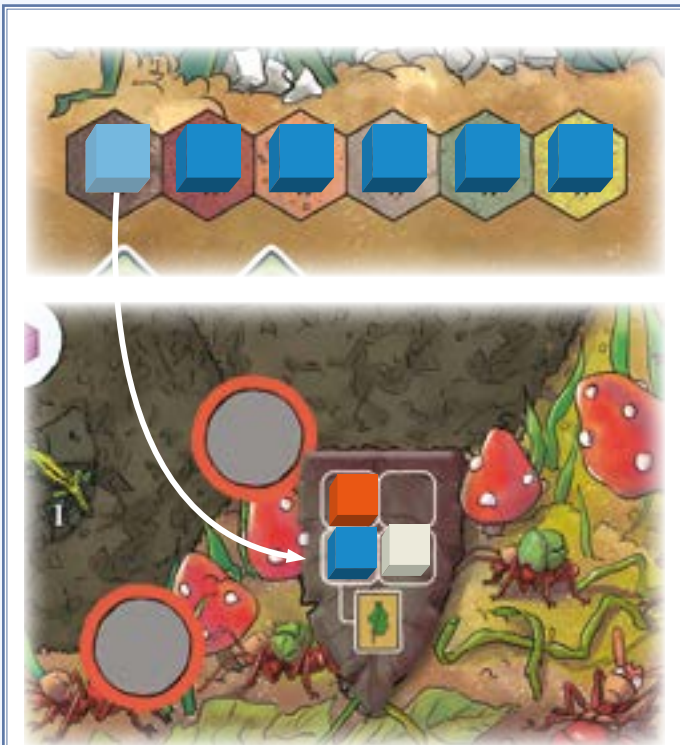
Emitting pheromones

If the **hexagon is emptied** of all its resource cubes after the resource collection, players who have at least one Forager Ant at the vertices of that hexagon emit a Pheromone. The Pheromone cube is emitted only in the turn in which the hexagon is emptied (so placing a Forager Ant on the vertex of an empty hexagon does not emit pheromones).

When you emit a Pheromone, **move the cube** on your Anthill board from the Pheromone space with the color corresponding to the terrain of the emptied hexagon (only if you have not already emitted the Pheromone for that terrain). If you emitted the Pheromone during your turn, place the cube first on the Leaf tile connected to that terrain. Only the player who first places their cube on a Leaf tile gets activate its bonus, while all other players who place it on the same Leaf tile (in the same turn or in subsequent turns) do not activate the bonus.

In the rare case that the current player causes the hex to be emptied without emitting the Pheromone, that is, if they perform an Exploring action in a hex where they have no Forager Ants and the generated cubes are all distributed to other players, these players emit the pheromone but no one activates the Leaf tile bonus.

Emitting a Pheromone gives you 1 Pheromone icon  useful for fulfilling card requirements and may also make you obtain Stars (see Obtaining Stars at page 15).



Example: Following the post-Exploring action resource collection example illustrated on the left page, the blue, white, and orange players emit the corresponding terrain Pheromone. The active blue player emits it first, and therefore activates the Leaf tile bonus.

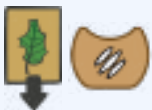
Playing 2 cards action

2 When you perform this action, you can play (one at a time) up to 2 cards from your hand. To play a card, follow these steps:

1. Show that you meet any **requirements** shown on the card. In most cases, the requirements involve possessing certain symbols (on your previously played cards, on your Anthill board or by discarding Mutation or Aggression tokens). For Room cards, a requirement is always to have an empty Room tile of a certain size already placed in your Nest.
2. Pay any **cost** shown on the card. In most cases, the cost requires discarding a certain amount of Leaf cubes.
3. Play the card from your hand by placing it next to your Anthill board. The card is now considered active and provides its effects, its symbols, and its VP.

For an overview of the card features, see Cards, Symbols and Resources at page 12.

Playing 1 card and Defeating 1 Enemy action



When you perform this action, you can (in any order) play 1 card from your hand (see above) and/or defeat 1 revealed Enemy on the Game board. You can only defeat an Enemy if it is in a hex belonging to a **terrain type** where you have at least one Explorer Ant.

To defeat an Enemy, follow these steps:

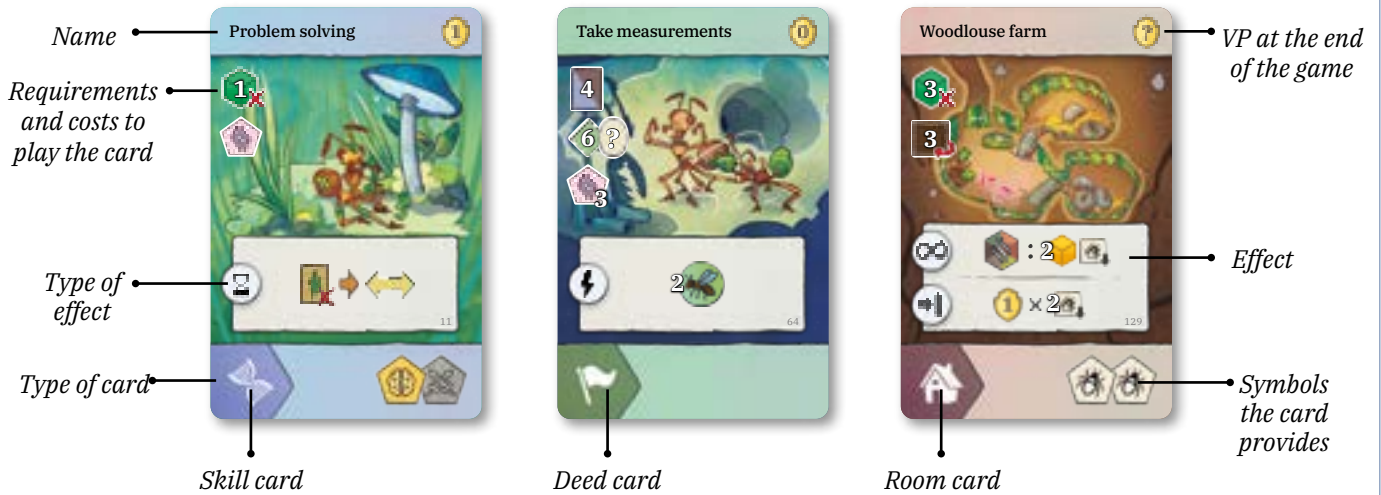
1. Show that you meet the **Enemy's requirements**, meaning possessing a certain set of symbols (on your played cards, on your Anthill board or by discarding Mutation or Aggression tokens).
2. Depending on the Enemy's difficulty (I, II or III), place the tile face down in a **Ability slot** on your Anthill board (on the right). The four slots in the top row can hold any Enemy (difficulty I, II, or III); the four slots in the middle row can hold Enemies of difficulty II or III; the three slots in the bottom row can hold only Enemies of difficulty III.

Placing Enemy tiles on your Anthill board unlocks abilities which can be: instant effects ⚡, incubation effects ⌚, permanent effects ∞ and/or scoring effects ➡. Some slots also provide VP at the end of the game.





Example: The blue player has an Explorer Ant in a hex of the same terrain type as the highlighted Enemy tile. They also have 1 symbol and 1 symbol on the cards played. They spend an Aggression token to meet the requirements of the Enemy tile to defeat it. The Enemy is of difficulty II, so the player places the tile on an ability slot in the middle row of their board, activating the corresponding ability.


CARDS, SYMBOLS AND RESOURCES







There are 3 types of cards:

 **Skill cards:** They provide few symbols but many immediate and incubation effects. They always cost Leaf cubes and can require symbols.

 **Deed cards:** They don't provide symbols but only immediate effects and VP at the end of the game. They don't have cost but always require symbols or specific conditions to be played.

 **Room cards:** They provide many symbols and various effects. They can have a cost in Leaf cubes and always require to fill one (and only one) empty Room tile already placed in your Nest. When you play a Room card, flip the empty Room tile from the dark side to the Full side (light). The tile size is important to satisfy the value of the Room card's requirement (you can always fill a tile larger than the value required).

There are 4 types of effects:

-  **Immediate effect:** Apply the effect immediately when you play the card.
-  **Incubation effect:** Apply the effect during the second phase of the Incubation action (see Incubation action at page 13).
-  **Permanent effect:** Apply the effect whenever the indicated conditions allow it.
-  **Scoring effect:** Gain VP at the end of the game based on the indicated conditions.

For a detailed description of effects, see Appendix at page 18.

There are 9 symbols the cards provide:

-  Aphid
-  Aggression
-  Agriculture
-  Communication
-  Constitution
-  Construction
-  Strength
-  Intelligence
-  Poison

There are 5 types of resources:

-  **Food cubes:** Food cubes are useful mainly to feed your Larvae during the third phase of the Incubation action (see Incubation action at page 13).
-  **Leaf cubes:** Leaf cubes are useful mainly to play cards.
-  **Fungi cubes:** Fungi cubes are wild cubes. You can spend them as if they were Food or Leaf cubes (but you can't count them as if they were Food or Leaf cubes to meet a requirement that requires specific cubes).
-  **Aggression tokens:** You can discard them to gain an instant Aggression symbol, useful to play cards or defeat Enemy tiles.
-  **Mutation tokens:** You can discard them to gain an instant symbol of your choice (including the Aggression symbol), useful to play cards or defeat Enemy tiles.
-  **3x tokens:** Resources are considered to be unlimited. In case of need, you can put a resource cube on this token to indicate you have 3 resources of that type.

Incubation action



To perform this action, **your topmost Incubation tile must be empty**. Remove all Ants that may be on the tile; only at this point you may move up to 1 Ant per specialization on your Anthill board to the storage spaces on the top left corner (these spaces can never contain more than one Ant per specialization), while you must remove and return any excess Ants to your personal supply.

When you perform this action you must apply all the **Incubation phases** as outlined on your Anthill board:



Resolve the **Deed** indicated on the topmost Incubation tile: if you have met the indicated requirements, turn it face down and activate the bonus (increase any of your productions by 1, moving the cube one space upwards along the corresponding track).



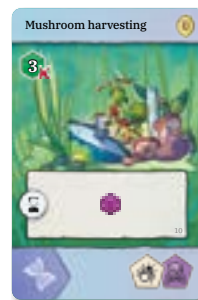
You can activate all the **incubation effects** on your played cards and on your Anthill board in any order. Among these effects, there are 5 Productions shown on the board: Food, Leaves and Eggs (in the 3 specializations). When you activate a production, you



Pay 1 Food cube for each Larva you own (the discs on the middle Incubation tile). For each Food you do not want to pay, you must discard 1 Larva of your choice. You can always take Food cubes from your Emergency Storage (see Free Actions at page 14).



Slide all the Incubation tiles (and the discs above them) up, moving the tile that was at the top to the lowest position. This evolves your Eggs to Larvae and your Larvae to Ants.



Example: The blue player performs the Incubation action. First, they move the last Forager Ant from the topmost Incubation tile to the storage space on the board (so as not to lose any Ants). Then they check that they have fulfilled the topmost tile's Deed (5 Leaf cubes available) and since they have them, they turn the tile face down and gain 1 advancement on a Production track: they choose the Explorer Eggs track.

As the second step of the Incubation action, the blue player activates all their incubation effects: they gain 1 Mushroom cube from the Mushroom Harvesting card and 1 Wild Ant from the ability unlocked on the board. Then, they activate their productions of 1 Food cube, 2 Leaf cubes, 1 Digger Egg, 2 Explorer Eggs and 1 Forager Egg.

As the third step of the Incubation action, the blue player pays 3 Food cubes to feed their 3 Larvae.

Finally, they move the Incubation tile just resolved to the lowest position and the Incubation tiles where the Eggs and Larvae discs are located upwards: the 3 Larvae become Ants available from the next turn.

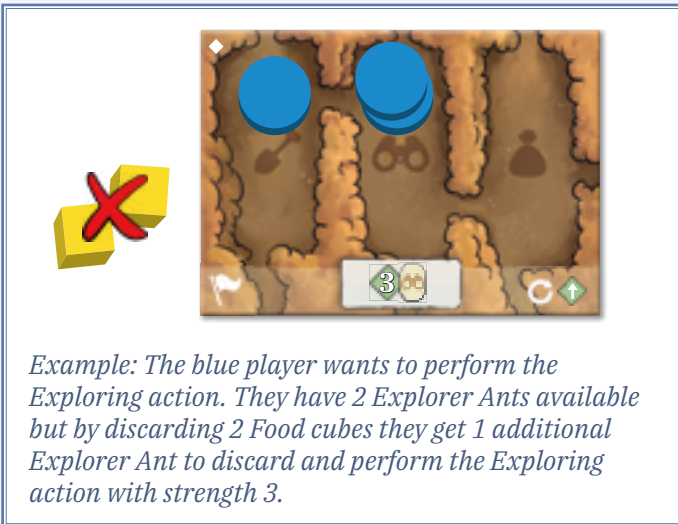
FREE ACTIONS

There are 3 types of free actions:

- **Enhancement**
- **Conversion**
- **Emergency Storage**

Enhancement free action

When you perform one of the three main actions Digging, Exploring, or Foraging, you can discard **2 Food cubes to increase the strength of that action by 1**. In other words, you generate 1 additional Ant usable in the main action you are performing. You cannot use this free action to perform a main action for which you have no Ant available. You can perform this free action multiple times in the same turn (for example, you can spend 4 Food cubes to get +2), but you can never perform a main action with strength greater than 4.



Example: The blue player wants to perform the Exploring action. They have 2 Explorer Ants available but by discarding 2 Food cubes they get 1 additional Explorer Ant to discard and perform the Exploring action with strength 3.

Conversion free action

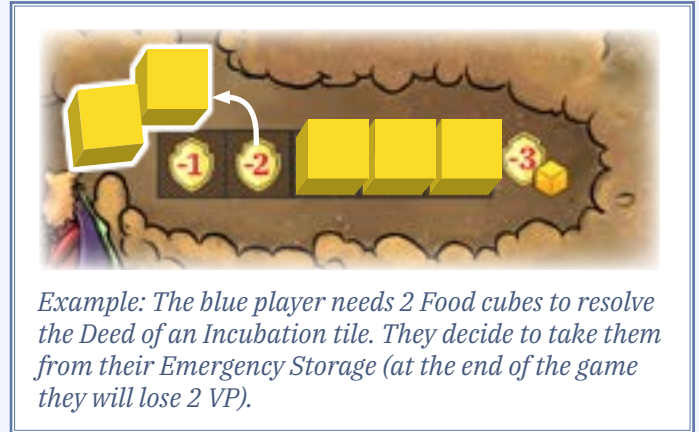
You can discard 1 Food to convert one of your Ants or Larvae by changing its specialization. You can discard **1 Food cube to move** one of your Ant or Larva discs **horizontally** to another specialization space on the same Incubation tile.



Example: The blue player wants to perform the Foraging action but has only 1 Digger Ant available. By discarding 1 Food cube, they convert their Digger Ant, changing its specialization to a Forager Ant.

Emergency Storage free action

You can draw from your Emergency Storage at any time whenever you need Food but don't have enough. You can take **1 or more Food cubes from the Emergency Storage** on your Anthill board. At the end of the game, you will receive the rightmost visible penalty, based on how many cubes you have taken (see End of the Game at page 16).



Example: The blue player needs 2 Food cubes to resolve the Deed of an Incubation tile. They decide to take them from their Emergency Storage (at the end of the game they will lose 2 VP).

If you run out of Food cubes in your Emergency Storage, you can still continue to perform this free action by gaining additional Food from the general supply. Each time you do so, take a -3 VP token from the supply.

WILD ANTS

Some card effects and abilities on your board can provide you with Wild Ants. These are represented by discs of your color, to be placed in the storage space with the "?" icon on your Anthill board; you have no limit on the accumulation of Wild Ants (and Wild Ants are not discarded during the Incubation action).

Treat your Wild Ants as Ants with a **specialization of your choice** when you want to perform actions. You can use them together with other Ants on the Incubation tile, or alone (even to perform actions with strength 1).



Example: The blue player wants to perform the Digging action. They have 1 Digger Ant available but, by discarding the 2 Wild Ants they have on the board, they can perform the action with a strength of 3.

OBTAINING STARS

The main way to gain Victory Points is to obtain Stars. There are 3 different criteria to obtain Stars, each giving you a maximum of 3 Stars.

Stars for the Nest

1°

You obtain a Star when you cover all the spaces in an area of your Nest (I, II or III) with Room tiles regardless of whether they are Full or Empty Room tiles. It is not necessary to follow the order of the areas, that is, you can fill the area II or the area III first.



Stars for the Pheromones

You obtain a Star when you remove your third, fifth, and sixth Pheromone cube from your Anthill board.

Stars for the Deeds

You obtain a Star when you complete your third, fifth, and eighth Deed. Both played Deed cards and resolved Incubation tiles are considered completed Deeds.


At any time during the game, even outside of your turn, if you meet the requirements for a Star, you immediately obtain it. When you obtain a Star, **place the corresponding token** face down in the first free space from the bottom of the Stars track.

The second and third token in each pile shows both the requirements to obtain that Star and the VP you gain for having obtained the previous Star (see End of the Game at page 16).




Example: The blue player has emitted their third Pheromone and can therefore obtain the first related Star. They take the corresponding Star token and place it on the first free space on the Stars track.

ADVANCING ON THE NUPTIAL FLIGHT TRACK

Another way to gain Victory Points is to advance along the Nuptial Flight track, via the effect  and move your discs to Swarming spaces.

When one of your discs ends its movement on a space where another player's disc is already present, place your disc on top of the one already present: for the purposes of the Resource cube collection, in the case of two or more stacked discs, the priority is calculated from the bottom to the top of the stack.

When one of your discs reaches or passes a space that shows a bonus, you activate it immediately.

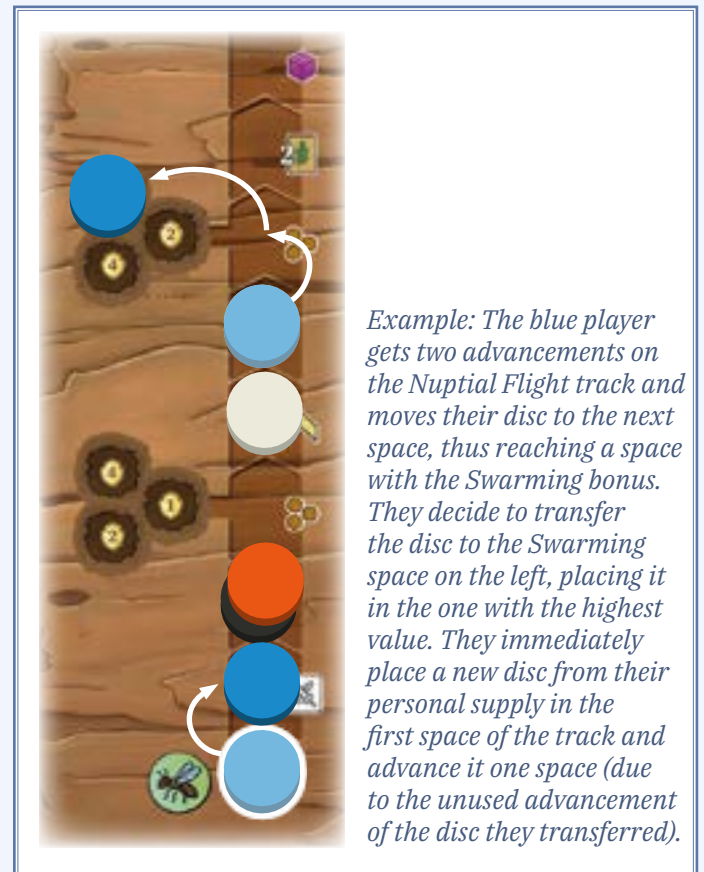
When one of your discs reaches a space showing the Swarming bonus , you must choose immediately whether:

- **leave the disc** on the track to continue advancing, OR
- **move the disc to the left**, to the highest valued Swarming space still free. You cannot have more than one disc in the same Swarming area.

When you move the disc to the left, place a new disc from your personal supply on the starting space of the Nuptial Flight track.

If you moved the disc to the left through an effect that gave you multiple advances at the same time, use any advancements left after the transfer with the new disc.

At the end of the game you will gain the VP shown on the Swarming spaces you have occupied.



END OF THE GAME

When the **Stars track is completed** (in 3- or 4-player games, there is a certain number of Star tokens based on the number of players and indicated by the 🌟 icon), the End of Game condition is triggered.

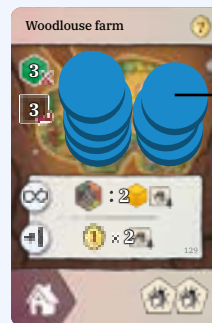
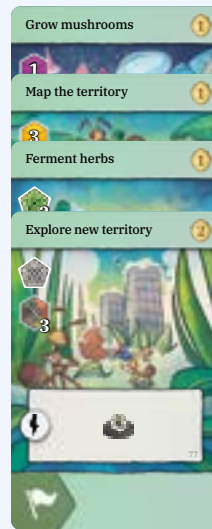
Finish the current round (all players up to the one sitting to the right of the first player take a turn) **and play another final complete round**. If players obtain Stars at this time, place the Star tokens next to the last space on the Stars track. At the end of the final round, all players take a **final mandatory Incubation action** and then the game ends.

Each player proceeds to calculate their Victory Points (VP), recording them on the appropriate scoring pad, as follows:

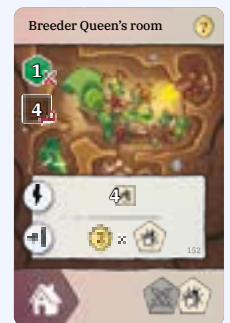
- 🌟 • **VP from Stars obtained:** for each of the three criteria (Nest, Pheromones, Deeds), add the VP value visible on the Star token remaining at the top of the stack. If all the tokens in a stack have been placed, calculate the value printed on the board (20 VP);
- 🐜 • **VP from Swarms on the Nuptial Flight track:** add the VP indicated in the spaces occupied by your discs within the Swarming areas;
- 📄 • **VP from played cards:** add the VP indicated on all your played cards (on the top right corner), also considering the conditions indicated by cards with scoring effects;
- 🐜 • **VP from defeated Enemies:** add the VP indicated in the Abilities area of your Anthill board, corresponding to all the Enemy tiles you defeated during the game;
- 💎 • **VP from Special Objects:** add together the VP provided by all the Special Object tiles you managed to collect during the game;
- 📄 • **VP from your productions:** for each of your Production tracks you get 1 or 3 VP if you have reached the fourth or fifth space respectively;
- 🐜 • **VP from your available Ants:** gain 1 VP for each of your Ants of any specialization (ignore Larvae and Eggs) still on your board, including Wild Ants;
- 📄 • **Emergency Storage penalties:** finally, consider any penalty caused by having emptied the spaces of your Emergency Storage. Calculate the visible penalty furthest to the right and add any additional penalties if you have taken -3 VP tokens.

Whoever has gained the most Victory Points is the winner. In the event of a tie, the one who has obtained the most Stars wins. In the event of a further tie, the one who has the most resource cubes left (Food, Leaves and Mushrooms) wins. In the event of a further tie, the victory is shared.

Lead your Colony to victory!



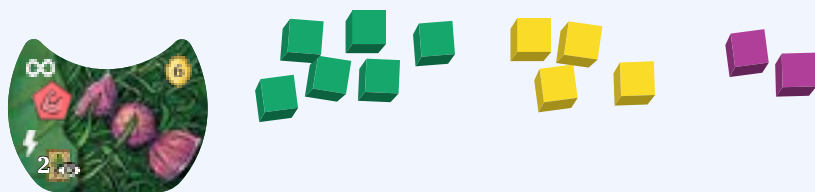
7 Aphid tokens placed on this card



Example: The blue player ends the game in the illustrated situation. They gain the following VP:

- 34 VP from Stars obtained;
- 15 VP from Swarming spaces;
- 21 VP from cards played;
- 11 VP from enemies defeated;
- 6 VP from Special Objects collected;
- 4 VP from Production tracks;
- 6 VP from available Ants;
- -4 VP from the Emergency Storage penalties.

The blue player's total score is 93 VP.



CREDITS

Authors: Renato Ciervo, Andrea Robbiani
Development: Simone Luciani
Illustrations: Candida Corsi, Sara Valentino
Art Direction and Graphics: Arianna Santini
Rules Layout: Giada Lo Duca
Editing: Giuliano Acquati



Cranio Creations S.r.l.
 Via E. Romagnoli 1
 20146, Milano - Italy
www.craniocreations.it/en

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APPENDIX

Bonuses on the Game board and on the Anthill board



On the game board: take the Special Object tile from this hex and keep it on front of you.

On the Anthill board: choose a Special Object from the ones next to the board and keep it on front of you.

Special Objects grant different effects and VP.



Advance of 1 step on the Nuptial Flight track.



Draw 1 card from the deck. If the deck runs out, shuffle the discard pile to create a new deck.



Draw 2 cards from the deck, choose one to keep and discard the other. Put the discarded cards in a face-up discard pile.



Take 1 card from the display.



Choose a symbol, then draw from the deck until you find a card that provides that symbol. Take it into your hand and put the other cards in a face-up discard pile.



Play 1 card from your hand.



Play 1 Deed card. One of the requirements is completely satisfied for free (even if that requirement requires multiple items of the same type).



Play 1 Skill card completely free of charge. Ignore all costs and requirements.



Advance your cube 1 space on the Production track of the indicated resource cube.



Advance your cube 1 space on the Leaf Production or Food Production track.



Advance your cube 1 space on both the Leaf and Food Production tracks.



Advance your cube 1 space on the indicated Egg Production track.



Advance your cube 1 space on an Egg Production track of your choice.



Advance your cube 1 space on a Production track of your choice.



Move 1 disc from an Incubation tile to the one above, keeping the same specialization.



Move 1 disc from one specialization space to another on the same Incubation tile.



Get 1 Larva of a specialization of your choice.



Get 1 Wild Ant.



Perform the action shown at the indicated strength. You do not spend Ants but use discs directly from your supply. You cannot add Wild Ants or increase strength with the free action Enhancement.

Do not take any cards from the display.



Place a Room tile of the indicated size. You cannot split this size into multiple tiles.



Defeat a revealed Enemy by following the standard rules.



Remove 1 Pheromone cube of your choice from your board without placing it on a Leaf tile.



Activate all incubation effects you have.



Discard 1 card from your hand to receive 1 Mushroom cube



Receive 1 Aggression Token.



Receive 1 Mutation Token.

Requirements for cards and Incubation tiles



Have a total production of at least the indicated number of Eggs (add the production of all Eggs).



Have the indicated number of Ants of the depicted specialization placed on the game board.



Have the indicated number of Ants of the depicted specialization available on the board.



Have played the indicated number of Room and/or Skill cards.



Having played the indicated number of Deed cards.



Have the indicated number of Room tiles in your Nest (no matter if empty or full).



Having removed the indicated number of Pheromone cubes from your board.



Have the indicated number of discs placed on Swarming spaces.



Have the indicated number of cubes in your personal supply.





Have the illustrated symbol available (on already played cards, on the board, on Special Objects). You can always discard a Mutation token to get an instant symbol.











Turn a Room tile from the Empty side (dark side) to the Full side (light side).



APPENDIX





Particular effects on cards


-  Discard the element to the left of the arrow to get the bonus to the right of the arrow.
-  You get the bonus to the left of the X as many times as the elements to the right of the X you have.
- Whenever the condition indicated
 - to the left of the two dots occurs,
 - you get the bonus indicated to the right of the two dots.




    You may discard 1 Leaf cube to place 1 Sprout token (a disc from your supply) on a card of your choice.



    You may discard 1 Food cube to place 1 Sprout token (a disc from your supply) on this card.




 /  Place 1 Aphid or Sprout token on a card of your choice (not necessarily this one).




    Discard 1 Aphid token from one of your cards to receive 2 Food cubes.



 Place 1 Aphid token (a disc from your supply) on this card.



 :  () Every time you play a card that provides the indicated symbol, place 1 Aphid token on this card. You can spend Aphid tokens on this card as if they were Food cubes.


 /  Place 1 Sprout token on this card OR move 2 Sprout tokens from one card to another.




   Gain 4 VP for every 2 Sprout tokens placed on this card.



   You receive 1 Leaf cube for each Room tile placed that is size 2 or smaller.



 :  -1 Every time you play a Room card, apply a discount of 1 Leaf cube to its cost.



 :  Every time you play a card that provides the indicated symbol, draw 1 card.




 :  Every time you defeat an Enemy, you receive 2 Food cubes.




 :  () Every time you defeat an Enemy, place 2 Sprout tokens (discs from your supply) on this card. You can spend Sprout tokens on this card as if they were Leaf cubes.



 :  Every time you play a Deed card or resolve the Deed of an Incubation tile, receive 1 Food cube.





 :  Every time you perform a Dig action (at any strength), move 1 disc from one specialization space to another on the same Incubation tile.




 :  +1 Every time you play a Room card, you can flip a Room tile as if it were one space larger (for example, with a 2-space tile you can play a card that requires a 3-space tile).



   You have 1 Aggression symbol for every 2 Deeds (cards or Incubation tiles) you have fulfilled.


   Gain 2 VP for each Explorer Egg you produce.




 :  Every time you play the indicated symbol, place 1 Radiator token (a disc from your supply) on this card.


    You may discard 2 Radiator tokens to gain an advancement on the Nuptial Flight track.


   Gain 1 VP for each different symbol you have available.


 :  ? Every time you resolve the Deed of an Incubation tile, you get 1 Wild Ant.


 Place 2 cards from your hand under this card.





   Receive 1 Leaf cube for each card placed under this card.



 Flip a Room tile back from the Full side to the Empty side.

 Move your cube down 1 space on an Egg Production track of your choice to advance your cube 1 space on the other two Egg Production tracks.

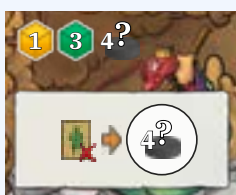
 : you can resolve any incubation tile You can resolve the Deed of a tile that is not the top-most one. If there are discs on that tile, leave them in the same position after you flip the tile.

 Discard 1 card to perform a Digging action at strength 1. Discard 2 cards to perform a Digging action at strength 2.

    Discard 2 Food cubes to get an advancement on the Nuptial Flight track for each Explorer Ant you placed on the game board.

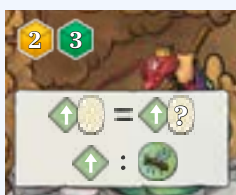
 :  Every time you place a Room tile of size 3 or greater, you receive 1 Mushroom cube.

QUEEN TILES



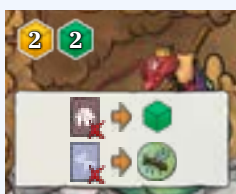
During setup, you receive 1 Food cube, 3 Leaf cubes, and place 4 discs of your color on this tile. As a free action, you may discard a card from your hand to take a disc from the tile and use it as a Wild Ant to spend to increase the strength of a main action. You cannot use this Wild Ant alone to perform an action with strength 1.

You can perform this free action only once per turn.



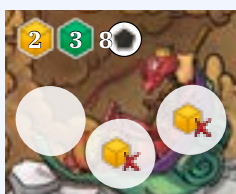
During setup you receive 2 Food cubes and 3 Leaf cubes. When you gain an advancement on one of the Egg Production tracks you can advance on any of the three of your choice. When you gain a generic Production advancement, in

addition to performing the advancement on one of the five Production tracks of your choice, you also gain 1 advancement on the Nuptial Flight track.



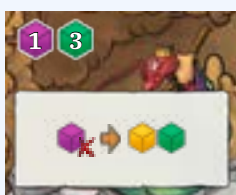
During setup you receive 2 Food cubes and 2 Leaf cubes. As a free action you can discard 1 Room card from your hand to get 1 Leaf cube. You can also discard 1 Skill card to get 1 advancement on the Nuptial Flight track.

You can perform these free actions only once per turn.

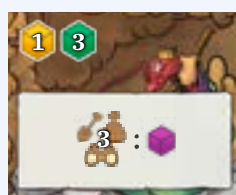


During setup you receive 2 Food cubes, 3 Leaf cubes and the 8 Queen tokens specific to this Queen (keep them next to your Anthill board). As a free action you can place one or more tokens of your choice in the designated

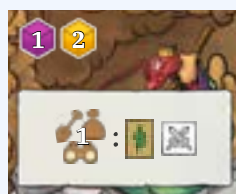
spaces on the tile. To place the second and third tokens you must discard 1 Food cube. The symbols on the tokens you placed are at your disposal to meet any requirement. Once placed, you can no longer change the tokens.



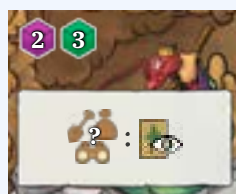
During setup you receive 1 Mushroom cube and 3 Leaf cubes. As a free action you can discard 1 or more Mushroom cubes to receive 1 Food cube and 1 Leaf cube each.



During setup you receive 1 Food cube and 3 Leaf cubes. When you perform a Digging, Exploring, or Foraging main action with a strength of exactly 3, you receive 1 Mushroom cube.



During setup you receive 1 Mushroom cube and 2 Food cubes. When you perform a Digging, Exploring, or Foraging main action with a strength of exactly 1, draw 1 card from the deck and receive 1 Aggression token.



During setup you receive 2 Mushroom cubes and 3 Leaf cubes. When you perform a Digging, Exploring, or Foraging main action you can take any visible card from the display, instead of necessarily a card from the row corresponding to the action performed.



During setup you receive 1 Food cube and 2 Leaf cubes. When placing Room tiles you can cover the illustrated "stones" around the Nest. You can then place the Rooms outside the usual Nest spaces, imagining that each of the

3 stones is in the center of a virtual Nest space. When you do so you activate a Production bonus of your choice. At the end of the game, if you have covered 1/2/3 "stones" with the Room tiles placed, you gain 0/2/5 VP respectively.



The highlighted stones represent additional Nest spaces that you can cover with Room tiles.