

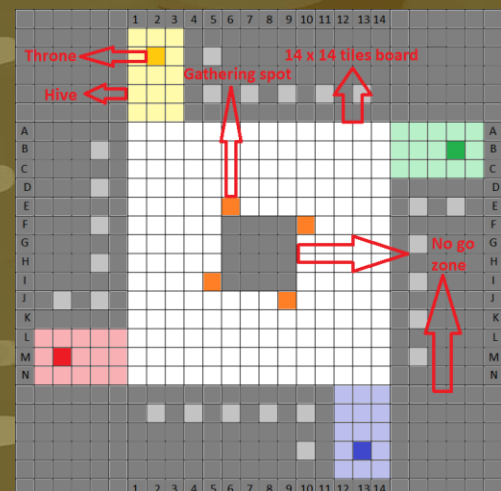
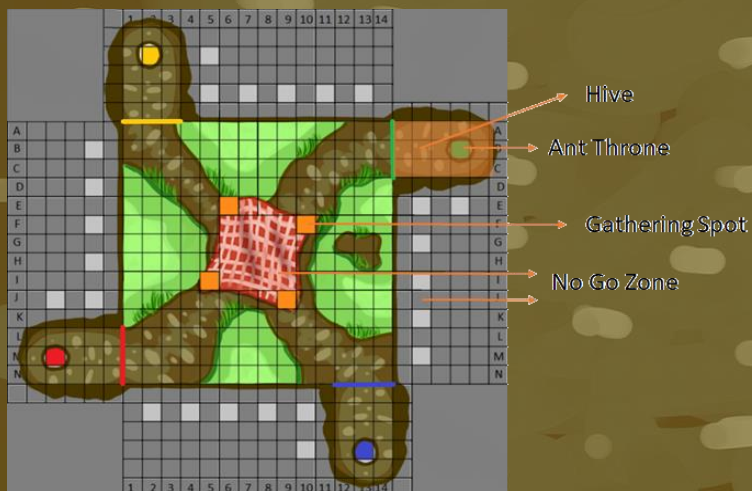
Rulebook



Take the lead of your hive and bring your ants to victory! Decide on your strategy - should you attack or should you grind? The choice is yours! Manage your sugar cubes, spawn worker ants, merge them to create more powerful units, take the thrones of all your enemies by placing your ants on them and achieve absolute dominANTion!

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The Game Set contains:

- 14×14 Board + 4 differently colored hives
- 4 ant queen pawns (1 ant queen for each color)
- 100 worker ants (20 worker ants for each color
- + 20 neutral worker ants)
- 40 soldier ants (10 soldier ants for each color)
- 20 warrior ants (5 warrior ants for each color)
- 60 sugar tokens
- 6-sided Dice
- Action Point Calculator
- Random Tile Picker
- Player Picker

Before the Start

After the board is set each player chooses a color (the color picked corresponds to the hive, ants and queen ants)

Every player starts the game with:

- 1 ant queen pawn (on the hive throne)
- 6 worker ants (in the hive)
- 3 Soldier ants (in the back of the hive)
- 3 sugar tokens



Action Points

Once the game starts, all players roll a die, the player who rolls the highest starts. Players take turns clockwise. Every player starts their turn with 20 action points:

- 1 tile movement = 1 action point per pawn
- Attacking = 1 action point per pawn
- Gathering Sugar Cubes = 1 action point
- Dropping Sugar Cubes = 1 action point
- Pawn Upgrade = 1 action point

Gathering Sugar Cubes

In order to pick up a resource from a:

- Permanent resource node — the Worker Ant should be on one of the four adjacent colored tiles to collect a Sugar Cube.
- Resource node with a limited number of Sugar Cubes available (e.g. dropped by a player or summoned by a special event) - the Worker Ant pawn should be on any adjacent tile in order to collect one cube.

One Worker Ant is possible to carry multiple Sugar Cubes, but may only collect one such per turn.

Note: Only the Worker Ants are able to pick up resources!

Ant Hives & Thrones

The Hive is the place, where you may store your Sugar Cubes until needed, where your new ants spawn and where the Queen Throne is. Should an enemy ant reside on your throne for 3 turns you are disqualified. The Goal is to disqualify all other players from the game. When you dominate a hive, you gain the player's remaining pawns and resources.

Ant Spawning & Merging

To upgrade your units you need to have them inside the hive. The new one spawns in the hive.









- 2 x Sugar cubes are required to spawn a new worker ant (you are not able to spawn new ones if the queen is dead);
- 2 x Worker ants + 1 Sugar Cube + 1 Action Points should be sacrificed to create 1 Soldier (the worker ants should be in the hive before being sacrificed);
- 2 x Soldiers + 1 Sugar Cube + 1 Action should be sacrificed to create 1 Warrior (the worker ants should be in the hive before being sacrificed);
- In case the Queen dies she may be replaced by spending 5 Sugar Cubes + 1 Action Point.

Combat Mechanics

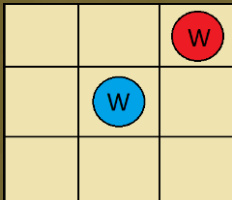
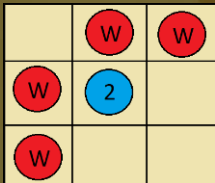
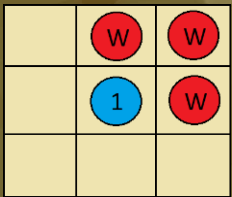
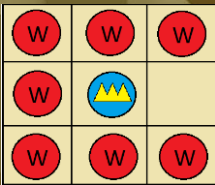
When attacking, a single pawn automatically engages all enemy pawns in a 3×3 tile area around it in battle but it can attack only once per turn. Same power level units die when facing one on one. If more than one pawn is included in the battle either for one or both sides the pawns' power level is summed. Depending on how many ants of your side participate you will be deducted different amount of action points e.g. if you have one to attack = -1 AP, if you, attack with 2 pawns = -2 AP...

To kill an opposing ant the player's ant must be placed on the adjacent tile of the targeted ant. If an ant is killed it is removed from the board. If it carried any sugar cubes, they are dropped on the tile the ant died on. The sugar cubes become a limited resource node.

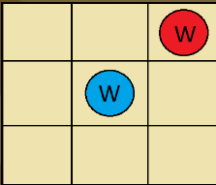
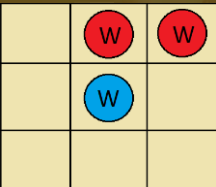
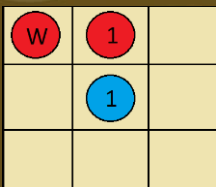
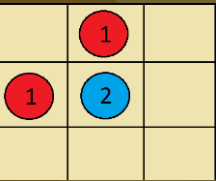

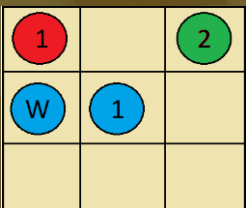
Legend:

			
Ant queen	Worker ant	Soldier ant	Warrior ant
			

Power Level List

Type of Ant	Power Level	How many worker ants are needed to defeat the unit	Type of Ant	Power Level	How many worker ants are needed to defeat the unit
Worker Ant	1		Warrior Ant	4	
Soldier Ant	3		Ant Queen	7	

Example Situations

Picture	Explanation
	<p>Both worker ants kill each other because their power level is the same. (the attack costs 1 action points for the attacker)</p>
	<p>The units are at the same power level, but the red ones outnumber, so they survive and the blue dies. (the attack costs 2 action points for the red player because he/she attacks with 2 pawns)</p>
	<p>The blue unit's power level is 3, but the red's overall power is 4 (3 of the soldier + 1 of the worker) so the blue warrior is defeated. (the attack costs 2 action points for the red)</p>
	<p>In the following battle the power level of the blue pawn (even though having a higher power level than the single red unit) loses against the red pawns because their overall power is greater ($6 > 4$). (the attack costs 2 action points for the red)</p>
	<p>The blue queen, the red soldier and warrior in the following situation are all to be killed as they have equal power level. (the attack costs 2 action points for the red)</p>
	<p>If the blue player attacks (costs 2 action points), the red soldier dies because the blue pawns overwhelm him. The blue soldier also dies because he is overwhelmed by the power of the red soldier + the power of the green warrior. At the end only the green warrior and the blue worker survive.</p>

Special Events

Every time all players have taken a turn (one turn cycle) a die must be spun. That triggers a certain event.

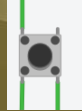
1. "Strong Currents" — For the next turn cycle every player has double Action Points (40 action points)
2. "Fertilizing Rain" — For the next turn cycle it rains upon the battlefield, slowing the movement of all units. This way you need 2 Action Points to move 1 tile. The rain also spawns 2 Limited Resource Nodes in random places (the places are decided with the random tile picker). Each of those Resource nodes contains 3 sugar cubes.
3. "Emigration" — 3 unrecruited worker ants are spawned in random places (the places are decided with the random tile picker). Each player can recruit those ants by feeding them 1 sugar cube. (In order to feed them you need an ant to bring a sugar cube in one of the adjacent tiles)
4. "Predator" — An anteater kills all units in a 3×3 area around a random tile. (The tile is chosen with the random tile picker)
5. "Motivation" — A random player (Use the Player Picker) gains a one turn only power boost for their soldiers. (The boost makes the soldiers as strong as the warriors)
6. "Taxes" — All players need to pay a single sugar token. If they don't have one they must sacrifice 1 unit.

Electronic Features

Here is a link for the Player Picker: https://www.tinkercad.com/things/1KgZ5gETWUo-player-picker/editel?sharecode=B5PYksXCN_Flb6tKOEytKmOUWWDR9R2zJ-ek33tYUMo

How does it work? You should start the simulation. ("Start simulation" on top right)

▶ Start Simulation

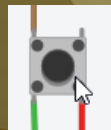


After starting the simulation, push the button on the far right and you got a LED lightning up in one of the players' colors. That's your random player. Every 5 seconds the LED is turned off and you can press the button for a new random player

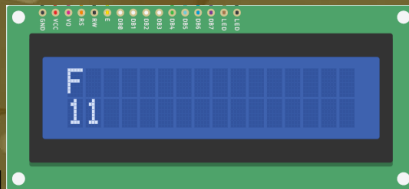
Here is a link for the Tile Picker: <https://www.tinkercad.com/things/640TrSx3W2t-tile-picker/editel?sharecode=9imsuG5-6eeYHf3hedHmL9tdPKJPbCzlpqYI1gjPNvY>

How does it work? You should start the simulation ("Start simulation" on top right)

▶ Start Simulation



After starting the simulation, push the button. Every time you press it a new tile is chosen.

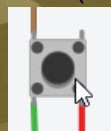


Example: Tile F11

Here is a link for the Random Event Picker: https://www.tinkercad.com/things/5bk5HzHkBGd-randomeventpicker/editel?sharecode=xAdpI0YAKLktiWND0abZff8kLhEV8U9w_7pYj-QvaSs

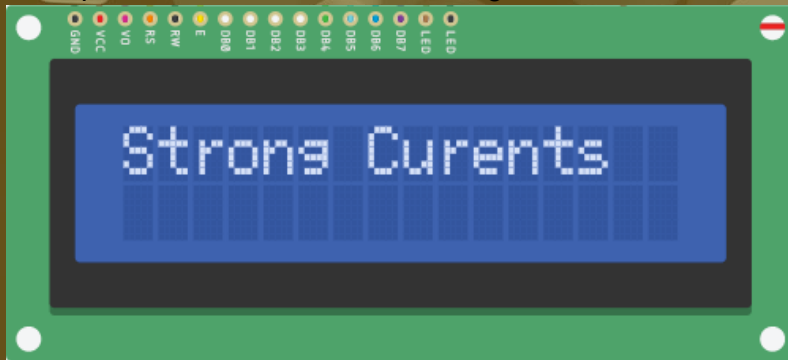
How does it work? You should start the simulation ("Start simulation" on top right)

▶ Start Simulation



After starting the simulation, push the button. Every time you press it a new event is chosen.

Example: The chosen event is “Strong Currents”



Note: Check what the events' effects are in the rulebook section “Special Events”