

Ascidiae

Pere J Cano

1 to 4 players

A marine logistics game

20 minutes per player

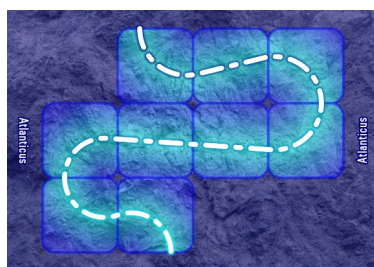
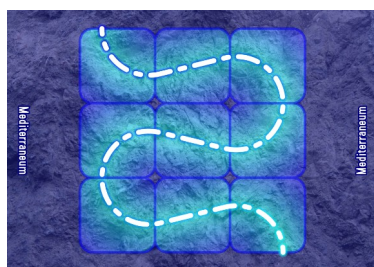
In Ascidiae you control a thriving colony of ascidians, tiny marine immobile animals, and race to establish new colonies on neighbouring rocks.

In this assembly-line puzzle, players use their ascidians to spawn tadpoles, and their tadpoles to create new tadpoles and ascidians through metamorphosis. Get the right group of tadpoles to establish a new colony, and claim to colonies to win the game!

Card ascidians are placed on a grid in each player's board, mostly immobile, and activate following the zig-zagging aquatic currents. Wooden tadpoles are placed on the cards and change and travel according to each ascidian abilities.



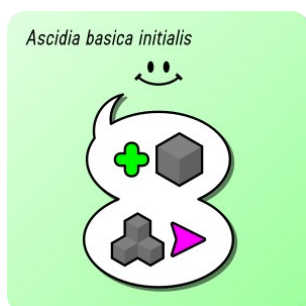
Contenido



4 double-sided currents



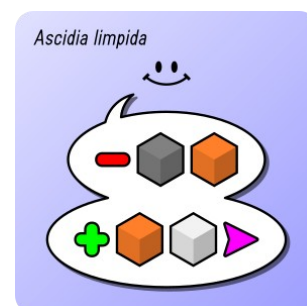
Central board



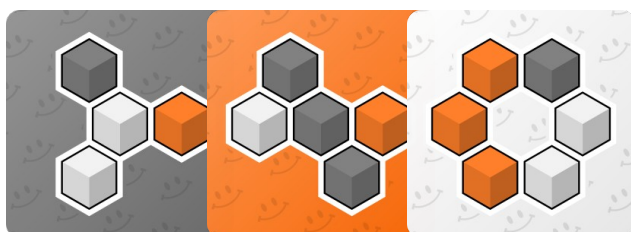
2×4 **initial ascidiae**



4×8 **common ascidiae**



25×8 **special ascidiae**



10×3 colonies in three difficulties



80 tadpole tokens



10 block tokens

All components, except tadpoles, are limited. Use tokens or coins.

Setup

Place the central board and 2 of each **common ascidia** per player in piles on its red zones.

Choose 6 **special ascidia** and place 2 cards per player of each in piles on the blue zones. You'll find recommended groups of **special ascidia** at the end of this manual.

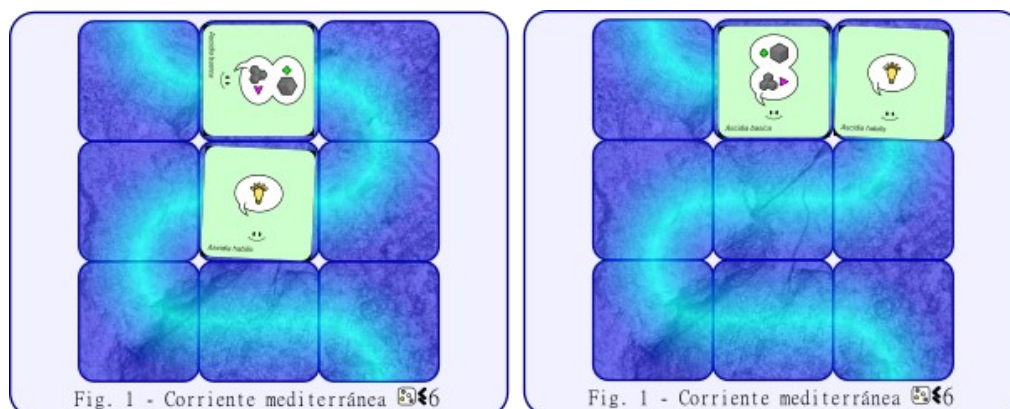
Choose a difficulty for **Colonies**, black colonies with 4 tadpoles are more relaxed, orange ones with 5 tadpoles are standard, and white with 6 tadpoles are maddening.

Choose at random 1 Colony card per player, plus an additional one, and place them face-up on the green side of the board. Add another Colony card per player for a longer game.



Give each player a current board, an *Ascidia basica* and an *Ascidia habilis*. Choose a current (board face) for all players.

Each player places their two **initial ascidia** on their current, in any position and orientation. Let new players reorganize their **initial ascidia** in their first few turns, until they find a configuration they're comfy with.



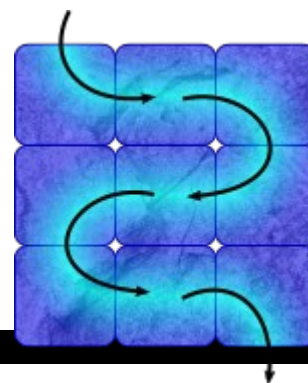
The player who has most recently scuba dived goes first.

Play

Each player, in turns, manipulates and grows their ascidia colony, trying to establish new colonies with their tadpoles.



Following the flow order, each Ascidia activates and tries to do its abilities. Empty spaces are simply ignored. When the current reaches the end of a player's board, their turn ends.

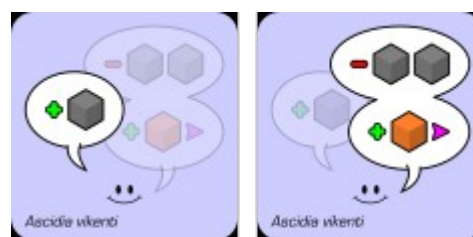
When a player claims their second colony card (third in long games), they win and the game ends.



Activating ascidiae

When an Ascidia activates, it does its ability, or one of them. An ability can be made up of several ordered actions.

 **Consume** or
 **Cooperate** action can only be done if the Ascidia has enough tadpoles for it.



Esta ascidia tiene 2 habilidades,
la segunda solo se puede realizar
si tiene al menos 2 renacuajos negros

If an ascidia has more than one ability, choose one that can be done. If, and only if, none can be done, it doesn't do anything.

Some ascidia have their abilities' tails outwards, these are borrowed abilities. They can't use it themselves, but adjacent ascidia borrow them, following the orientation of the printed ability.

Purge

When an ascidia activates, if too many tadpoles are on it, it will purge. Maximum capacity of an ascidia is 6 tadpoles, if, on activation, there are more, return them all to the supply, and this ascidia doesn't do any ability, follow the current.

This only happens on activation! Otherwise, even during its actions and abilities, tehre's no limit to tadpole number.

Icons



a tadpole of this color



a tadpole of any of these colors



all tadpoles of this color



all tadpoles of each of these colors

Tadpole actions



Spawn – Get these tadpoles from the supply and place them here.



Consume – Remove exactly these tadpoles from the ascidia and return them to the supply. If there aren't enough tadpoles, the action can't be done, don't remove any nor continue with the ability.



Push – Move exactly these tadpoles from here to the next space in this direction. If the space is empty or outside the colony, the tadpoles get lost, return them to the supply. If there aren't enough tadpoles, don't move any. The ability continues even if the tadpoles didn't move or got lost.



Cooperate – If there are enough tadpoles on the ascidia, continue the ability, else, this action can't be done, don't continue with the ability. Anyway, the tadpoles remain on the card.



Catch – Move exactly these tadpoles from the next space in this direction to here. If there aren't enough tadpoles don't move any. If the space is empty or out of the colony there's no movement. Continue with the ability even if no tadpoles have been caught.

Central board actions



Think – Do any action on the central board (green, blue, red or yellow)



Colonize – green – Return from this ascidia the combination of tadpoles marked on any available colony card to claim it. Once you've claimed it, other players can't claim it.



Take root – blue / red – Choose one available common or special ascidia. Return the tadpoles indicated on its central board space to the supply and place that ascidia on any space on your board, in any orientation. If that space was occupied, everything there is lost (return the tadpoles to the supply, and the ascidia to the box, it isn't available any more).

If the ascidia is locked, return the tadpoles to unlock it and remove the token, but don't get the card.



Order – yellow – Do any yellow action on the board



Displace – yellow – return a tadpole from this ascidia to move any one of your ascidia on space in any direction (no diagonals) it can't move out of the colony.

If it's moved to an occupied space, everything there is lost (return the tadpoles to the supply, and the ascidia to the box, it isn't available any more).



Spin – yellow – return a tadpole from this ascidia to rotate any one of your ascidia to any orientation. It can stay on the same orientation.



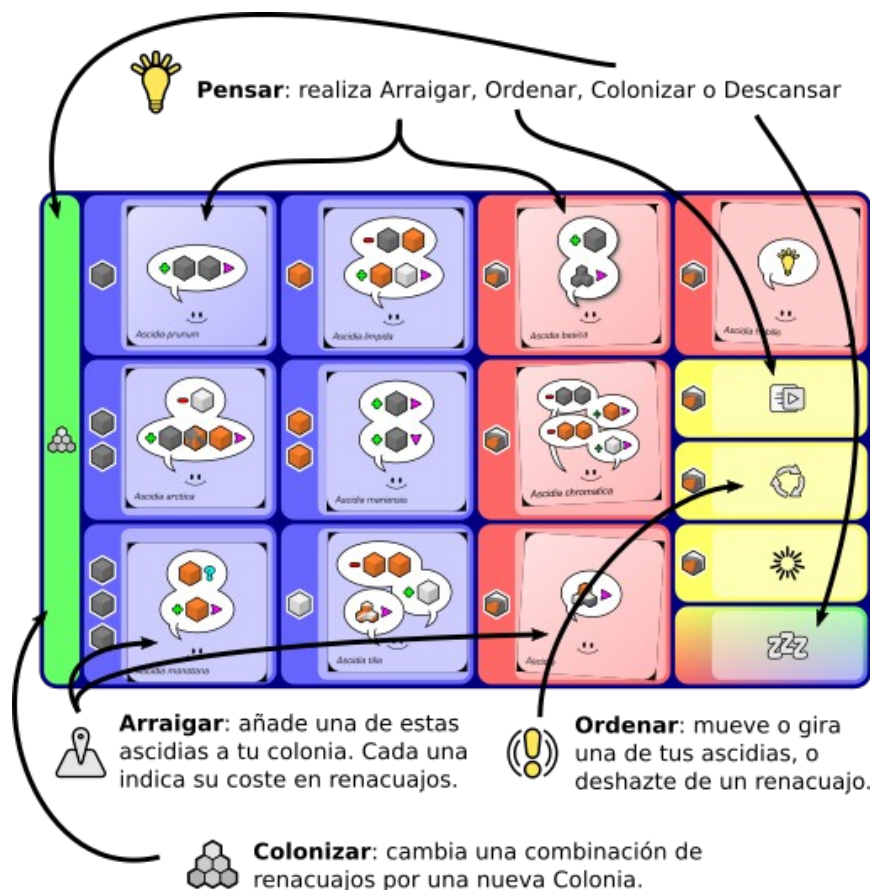
Block – yellow – return the tadpoles indicated on an ascidia space on the main board to place a block token on them. Ascidia with a lock token can't be locked.



Puff – yellow – return one tadpole from here to the supply.



Rest – green / blue / red / yellow – The ascidia can rest and not do anything. Follow the flow.



Characteristics

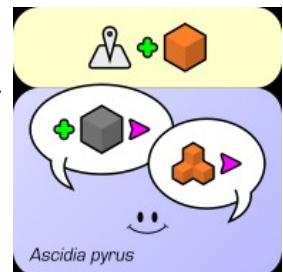
Some ascidia have a yellow block with a number of characteristics:



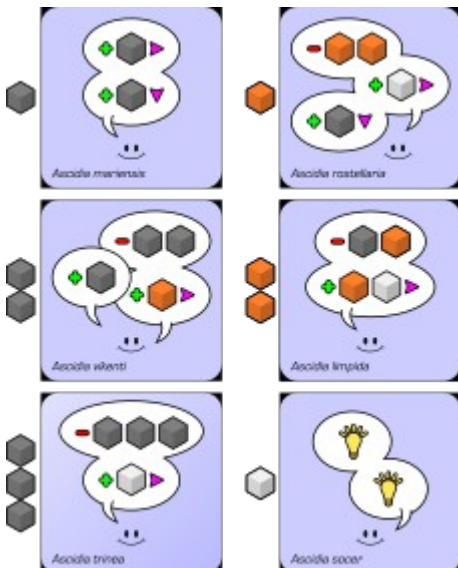
Take root – When this ascidia is place, do this action (usually spawn tadpoles). This doesn't trigger on a move.



Capacity – Changes maximum tadpole capacity before purging.



Recommended ascidia for the first game



■ *Ascidia mariensis*

■ ■ *Ascidia vikenti*

■ ■ ■ *Ascidia trinea*

■ *Ascidia rostellaria*

■ ■ *Ascidia limpida*

□ *Ascidia socer*

Introduces spawn, push and consume actions; with ascidia which push tadpoles in several directions or with more than one ability.

Of note, *Ascidia sverk* has the ability to think twice, it could be your key to victory.

After this first game, we recommend keeping the same ascidia, but change their positions, and their cost, on the central board at random. The strategy changes, but you already know how each one works.

Other recommended groups

Positions (costs) are not indicated, place them at random.

Second game:

Ascidia arctica, *Ascidia collectiva*, *Ascidia cordata*, *Ascidia iota*, *Ascidia retinens* y *Ascidia turbida*.

Introduces multicolor icons. Asc collectiva needs at least 3 black tadpoles at the same time or will consume them all; Asc cordata y Asc retinens have abilities that spawn tadpoles but don't push them.

Third game:

Ascidia arlechi, *Ascidia monotona*, *Ascidia scalena*, *Ascidia serrata*, *Ascidia stator* y *Ascidia xerocephala*.

Introduces cooperation action, which needs tadpoles but doesn't consume them. Asc stator can choose any of its outcomes once it has a white tadpole; Asc scalena does consume tadpoles, but slowly; Asc xerocephala spawns a white tadpole and pushes them all, no matter their color.

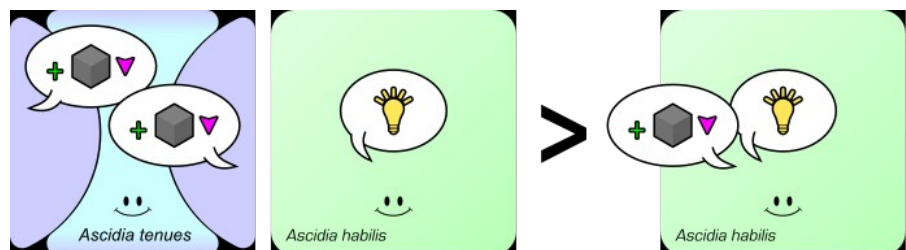
Fourth game:

Ascidia caudalata, *Ascidia gemmata*, *Ascidia louisianea*, *Ascidia mater*, *Ascidia prunum* y *Ascidia stereo*.

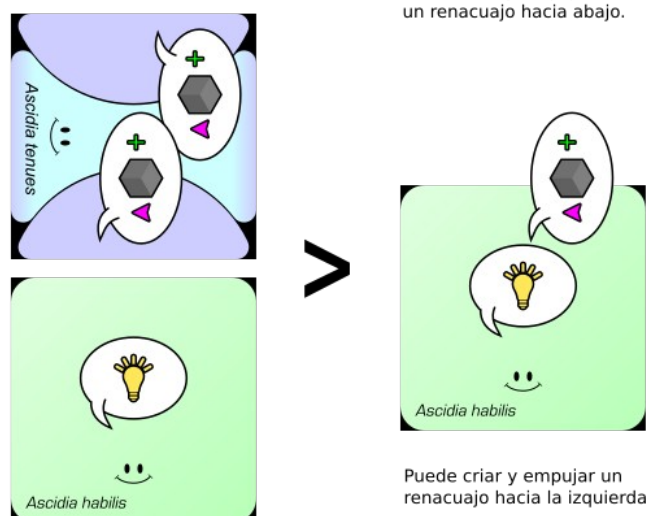
Introduces characteristic blocks and borrowed abilities. Asc louisianea starts with two black tadpoles, spawns a third and pushes them all, it's got a strong first turn. Asc gemmata will push a tadpole of each color during three turns, after that its ability is a bit weak; Asc mater is purge resistant.

Asc stereo y Asc caudalata are a bit different: they can't use their own abilities, but lend these to ascidia around them.

These abilities must respect the orientation of their original ascidia.



Puede criar y empujar un renacuajo hacia abajo.



Puede criar y empujar un renacuajo hacia la izquierda.

Solo mode

Setup the game as usual (remember, 2 copies of each ascidia), but choose 3 colonies at random.

You must claim 2 colonies on the same turn for a minor victory, or all 3 for a major victory.