Ascidiae

Control a thriving colony of *ascidiae*, tiny marine animals, and race to establish colonies on neighbouring rocks.

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

Components

| 1-2 players	1-4 players
175 cards	295 cards
3 A4 boards	5 A4 boards
50 tokens	90 tokens

Información mecánica

Assembly-line logistics
Tile laying
Spatial thinking
Chain actions
Easy to play, hard to master
Solo mode
3 intensity levels
Different actions, grids and
    objectives each game
Low randomness
No attack interactions
Language independent (except
    for the rules)
A brain-burner disguised in soft colors and shapes :)

Marine currents will activate each of your cards in order, but you must move and orient them so their abilities feed each other. Some spawn tadpoles, other move or change tadpoles, and a few can think – that is, use tads to create new *ascidiae*, move or reorient existing cards and claim colonies.
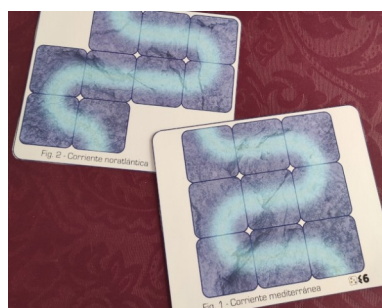
Efficiency is key! Too slow and other players get ahead, too fast and your colony won't handle that many tadpoles.

Player interactivity is linked to limited resource sharing, and resource locking; no attacks nor trades.

Different grids, multiple objectives, and 6 ascidiae chosen from a pool of 25 make the possibilities truly endless* [in the order of *trillions*!]

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Visit https://ascidiae.github.io/beta/ to download rules, PNP and play a demo