



Antics!

Disclaimer: Fragor Games will not be held responsible for any head shaking incurred due to the terrible puns included in this rule book. We are totally unrepent-ant.


The Game


Each player controls an ant colony. Prey and leaves abound nearby, if only those other ants would not take what is rightfully yours. Players attempt to have their ants bring back prey and leaves to their anthill. Only the best ant colony will survive and the winner proclaimed The Ant Queen.


A. Cont‘ants’


1 game board and 1 bag
(if you need pictures to find these - you do not have them)


18 prey      
(3 of each type of prey)


48 wooden ants  (from now on referred to simply as ‘ants’)


3 anteater tiles (double sided) 

12 action markers (3 of each colour) 

 6 ‘prey exhausted’ tokens


4 player ant-hill bases 


4 magnificANTs 
(1 for each player)

 60 ant-hill tiles
(including 4 starting ant-hill tiles)


1 pedant 

12 leaves  
(6 green, 6 brown - 1 extra of each)

3 player aids 

 1 anteater guide

B. Set up (“Fetch the table we use for Snow Tails...”)

- Put the board in the middle of the table. You don’t have to measure it or anything, just use your best guess. Left a bit...yeah, just there.
- Remove the four starting ant-hill tiles (these tiles are a lighter colour than the other tiles). Put the remaining ant-hill tiles into the bag.
- Each player takes the following (if 3 players, put the extra pieces for the 4th player back into the box):
 - An ant-hill base,
 - A starting ant-hill tile forming the player’s initial tile supply (these are a lighter colour than the other tiles, and have the actions ‘hatch’ and ‘scout’), 
 - All ants, action markers and magnificANT of their colour (the ants form the players’ ant supply),
 - If playing with four players, the three worst players each take a player aid, while the fourth player may complain about how mean Scottish game designers are.
- Place the 6 ‘prey exhausted’ tokens in a row, to the side of the board.
- Place the prey onto the corresponding spaces on the board (marked with an identical picture). If playing with four players place 3 of each type prey. If playing with three players, place 2 of each type of prey (the remaining prey goes back into the box).
- Place 5 of each type of leaf onto the board. The corresponding space is marked with their picture.
- Each player places one of their ants onto the large ant-hill on the board.
- Now you can set up the scout fields..

Setting up the scout fields (see example on following page)

Six ‘scout fields’ extend three tiles wide, beyond the top edge of the board onto the table.

- Randomly choose 3 ant eaters (the tiles are double sided) and place them on field 6.
- Draw ant-hill tiles out the bag one at a time.
- There are three tiles to each field.
- The tiles are placed above their scout field number. Tiles are usually placed from the lowest numbered field available (1, then 2, then 3, etc).
- However**, if an ant-hill tile with fungus is drawn, it is placed in the highest field available (5 then 4, etc).
- Once the scout fields are complete, place the anteater guide (3 or 4 players) to the left of the tiles.



Draw the tiles one at a time to form the scout fields



Place the antecater guide here on either the 3 or 4 player side

Keep drawing tiles until the scout fields are complete



C. Play (it's OK - the last 10 pages are the German rules!)

The player who has carried the heaviest item today is the starting player (stomachs do not count) and takes the first turn. Play continues clockwise. In the first round, the starting player takes 1 action and the second player takes 2 actions. **From then on all players take 3 actions on their turn.**

On their turn, a player takes their actions one at a time. They place their action marker onto their ant-hill, on the action space they wish to use. They then carry out the action. This is repeated until the player has taken all three of their actions (remember the first round exception for the first two players). After taking their third action, the player puts their three action markers back to one side, ready for the next turn.

A player may only use one action space per turn (they cannot place two action markers on the same space). However, it is possible to take the same action twice, (or even three times) as long as the player has enough action spaces, with that action, available to play his markers onto. A player may pass, if he does not want to place an action marker (or win the game).



Actions as your ant-hill gets bigger

As your ant-hill expands upwards, you will be able to use actions that are more powerful. You can even use action spaces on tiles that were built earlier on your turn. The higher up the ant-hill the action is, the more powerful your action is. An action on the lowest level is a level 1 action, an action on level two is a level 2 action, and so on. The effects are described in 'the actions' section.



D. The Actions (hold your breath in ‘ant’icipation)

(i) Scout (take tiles):

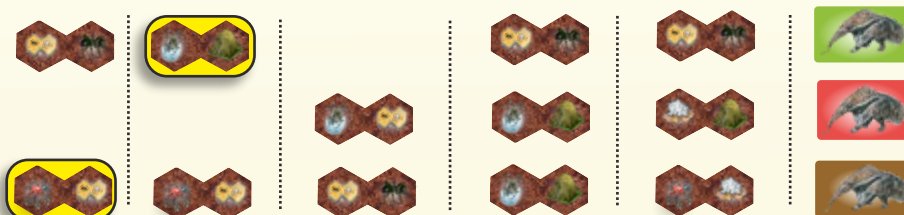


Scouts travel far and wide to bring back materials for their ant-hill.

- The player takes a number of tiles from the scout fields, depending on the level of the action taken. The tiles taken are kept close to their personal ant-hill as a supply.
- With a level one action the player takes 1 tile from field 1. With a level two action the player takes one tile from field 1 and one from field 2, and so on.
- The player **must** take all the tiles he is able to (he cannot downgrade the level of action used).
- Anteaters will restrict choice as they move down the fields (anteater movement is discussed later). If all anteaters are in one field, the player does not get any tile from this field.
- A player retains a maximum of 3 (unbuilt) tiles at the end of their turn.



Daniel takes a level 3 ‘scout’ action. He takes one tile from field 1, one from field 2 and one from field 3. The tiles he chooses are highlighted in yellow.



Daniel still has an action left and has available a level 2 ‘scout action’, which he then takes. His choice is now reduced, as he has already taken tiles this turn. He takes the tiles highlighted in yellow.

(ii) Build (tiles onto ant-hill):



The player increases the size of his player ant-hill by building tiles onto it:

- The player places tiles from their supply onto their ant-hill.
- The number of tiles they build depends on the level of the action used (1 tile for level 1, 2 tiles for level 2, and so on).
- The player **must** build all the tiles they are able to (they can only build less tiles than the level used if they do not have enough tiles in their supply).
- Tiles may be built on top of, or beside, the player’s existing ant-hill (when a tile is built, it immediately becomes part of the ant-hill).
- You cannot build on top of action spaces that have action markers on them.
- You cannot build on top of prey tokens (see *end of turn*).
- A built tile must:
 - be touching another tile (along the side or built on top),
 - not overhang,
 - if building on top of other tiles, the tile must be built on top of two tiles (it cannot be built **directly** on top of another tile).

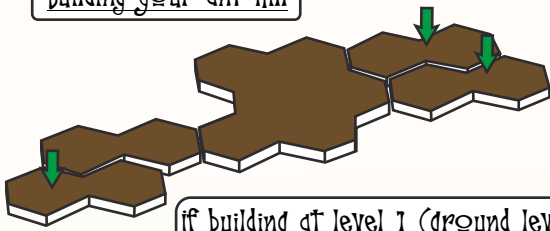
Note: The player ant-hill base is made up of three separate tiles, shown by the dotted lines. These are treated as three separate tiles for building purposes.



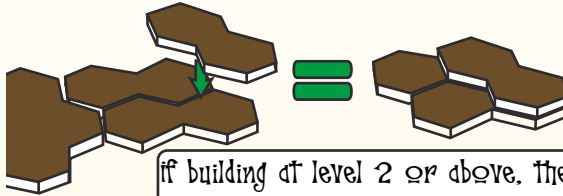
This space cannot be built on this turn as it already has an action marker on it

- **You may NEVER build higher than level 5 on your ant-hill, but there is no restriction to how wide your ant-hill can be.**

Building your ant-hill



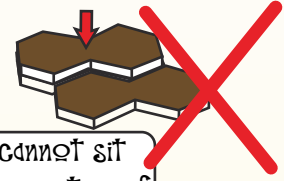
if building at level 1 (ground level) the tiles must touch at least one edge of the existing ant-hill.



if building at level 2 or above, the tile must sit on top of two other tiles.



NO overhang allowed!



Tile cannot sit directly on top of a single tile!



(iii) Hatch (ants from the supply to the hatching area)

Ants are hatched in the hatching areas. There are six hatching areas at the bottom of the board. The area will show what type of ant is hatched.

- Ants are placed from the players' supply onto the hatching areas.
- The number of ants depends upon the level of the action (up to 1 for level 1, up to 2 for level 2, and so on).
- **If placing 2 or more ants on the same action, the first two ants are placed in the same hatching area (read this again!).** Otherwise, the player has a free choice which area to put each ant onto.



Daniel takes a level 4 hatch action. He may place up to four ants from his supply onto the hatching areas. He places his first ant onto the water area. He must now place his second ant on the same area. He has a free choice for his final two ants and places one each onto the grass and soldier hatching areas.



(iv) ANTS! (Ants from hatching areas onto trails / ants from the board back into supply)

Players send out hatched ants onto trails over the board. Players can also use this action to pick up ants from the board (trails or hatching areas) and place them back into their supply:

- Players move ants from the hatching area onto trails. This represents thousands of ants moving throughout the board.
- With a level 1 action, a player can send out **or** pick up 1 ant, with a level 2 action 2 ants, and so on.
- A player can send out and pick up ants during the same action.
- A player can send out / pick up less ants than the level if they so wish.
- Ants are placed onto the corresponding trail on the board (an ant from the grass hatching area can only be placed onto a trail passing through grassland).
- Each new ant must link with a player's existing ant or with the large ant-hill on the board.
- An ant must always be able to trace a line back to the large ant-hill on the board (this may affect which ants you are able to pick up).
- Ants may share trails with other players' ants.
- Soldier ants (the red hatching area) are different, and explained later in this section.



Soldier ants

Ants from the red hatching area are soldier ants. They are different from the other 5 colours.

Soldier ants can do either of the following **when used with the 'ANTS!' action**:



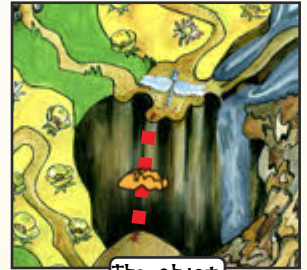
The red hatching area

1. Safeguard a trail:

A soldier ant is moved from the red hatching area onto a trail already containing one of the player's ants. As long as the soldier ant remains, any food being carried on that trail cannot be stolen by another player (see 3. below). **Only one soldier ant is allowed for each trail** (you cannot place a soldier ant where another player already has one).

2. Build a bridge over the chasm (at least a level 3 'ANTS!' action required):

Three soldier ants can be used to build an ant bridge over the chasm - a handy shortcut! This bridges the gap between the two small red ants on the board. From the red hatching area, place 2 ants back into the player's supply and the third ant onto the chasm. This ant now acts like a normal ant in the chain when it comes to heaving food (see *heave*). Each player may have their own bridge over the chasm.



The chasm

ALSO

3. Soldier ants can steal prey or leaves **at any time during the player's turn - no action is required!**:

If a player has an ant on the same trail as another ant which is carrying prey or a leaf, they may use a soldier ant from the red hatching area to steal it. The soldier ant is returned to the supply. The player moves the prey or leaf from their opponents ant onto their own ant.

Daniel takes a level 5 'ANTS!' Action.

The five parts of his action are as follows:

- 1 Water ant onto a water trail (connected to large ant-hill)

This means Daniel can now extend further away from the ant-hill. (Remember, ants need to be placed next to the ant-hill or another of the player's ants)

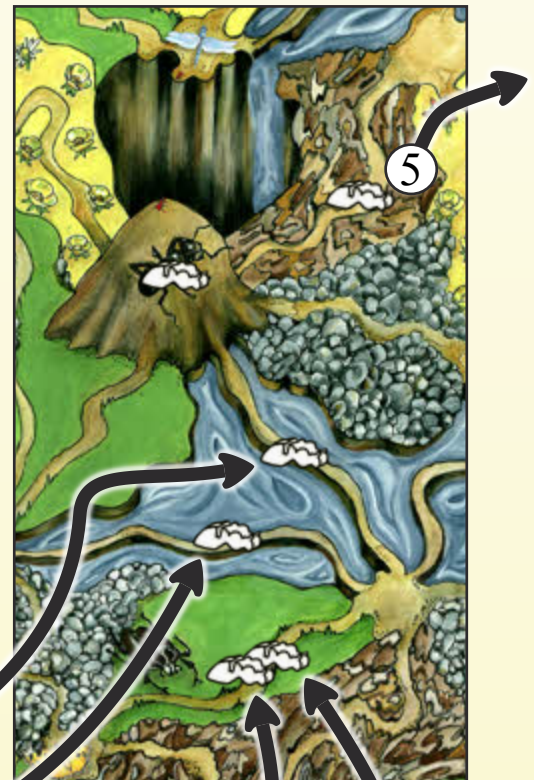
- 2 Grass ant onto grass trail (connected to water ant from 1)

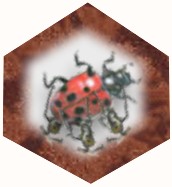
- 3 Water ant onto a water trail

- 4 Soldier ant placed onto a trail - this trail is now protected

Daniel has one part of his action left. If he wanted he could move his rock ant onto the board, however...

- 5 Daniel picks up an ant he feels is no longer useful. He returns it to his supply





(v) Heave (move prey or leaves along the trails)

The ants heave leaves and prey back to the ant-hill:

- An ant can use a heave to pick up a food from an adjoining clearing.
- A heave can also move prey or a leaf to the next ant.
- When the prey or leaf reaches the large ant-hill it is taken off the board and put beside the player's ant-hill (the one built with tiles).
- The number of heaves depends on the level of the action taken (1 heave for level 1, 2 heaves for level 2, and so on).
- Heaves can be split between different items (you do not have to use all your heaves on the same food /prey).
- **You cannot pick up a type of prey that you already have** (either carrying or on your ant-hill)
- **An ant may only ever carry one item at one time** (food/prey cannot pass through an ant already carrying food).
- Other players' ants do not effect you when heaving.
- **Soldier ants cannot heave or carry.**

When the last token of a type of prey is picked up, place a 'prey exhausted' token on this clearing. This token is for reference only and cannot be picked up.



Daniel takes a level 4 'Heave' action. He uses three of his heaves to get the brown leaf back to his ant-hill. He then uses his remaining heave to pick up a butterfly prey (he does not yet have this type of prey). This will be safe from being stolen as he also has a soldier ant on this trail.



When food/prey finishes with an ant, the ant carries it. The prey or leaf slots onto the ant (presuming that all those expensive cutting tools worked..!)



(vi) Fungus (is this another farming game?)

Some ants cultivate fungus and use it for food (we don't make this stuff up you know). Fungus is not used as an action during play and is only used for scoring points at the end of the game. Even if the mood takes you, you cannot take it as an action.

Fungus will score points if you help it grow by putting a leaf on it at the end of the game (see *scoring*).



(vii) The magnificent

Every colony has a hero, and that hero is your magnificent!

Once per turn, instead of playing their action marker onto their ant-hill, a player may place an action marker onto their magnificent. This allows them to take any action at level 1.

E. End of turn - clean up

At the end of every turn you have to perform a few clean up actions **in the following order**.

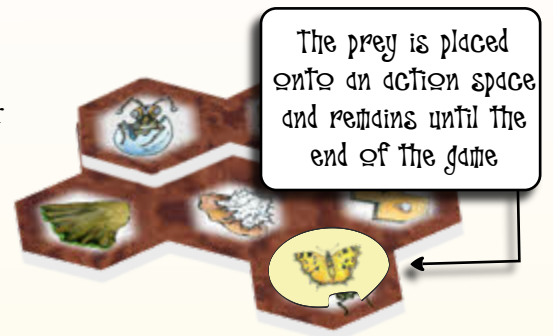
(i) Remove action markers

Pick up your three action markers and place them beside you.

(ii) Put prey onto your ant-hill (if any)

Any prey tokens brought back this turn now have to be stored on your personal ant-hill.

- Place the token on top of an empty action space. This action cannot be used, or built on for the rest of the game.
- Leaves are easier to store and do not take up any room. They are kept beside the ant-hill until the end of the game (see *scoring*).



(iii) Reduce tiles to a hand size of 3

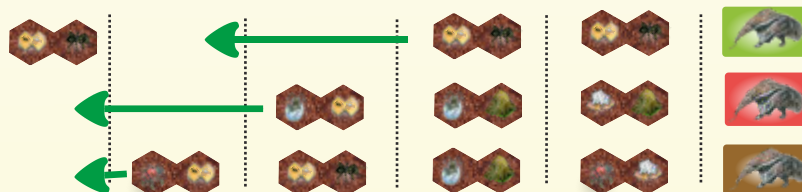
A player may hold on to a maximum of 3 unbuilt tiles at the end of their turn. If a player has more than 3 tiles, the excess is put back into the bag.

(iv) Fill up the scout fields

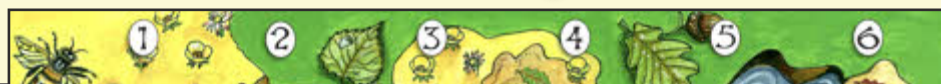
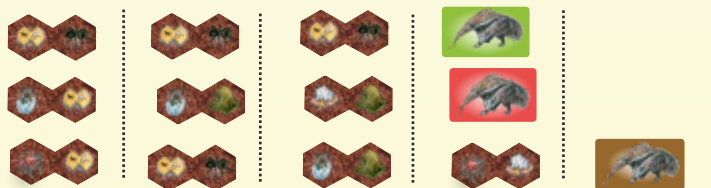
As players send out their scouts, the activity attracts anteaters into the area.

If a player has taken tiles from the scout fields during their turn they will have to refill it from the bag:

- The remaining tiles and the anteaters are slid down towards field one so there are no gaps left (**if all of the anteaters have reached field 1, move on to the 'anteater attacks' section now**)
- Tiles are then drawn randomly from the bag to fill up the empty spaces.



At the end of Daniel's turn there are gaps left in the scout fields. The tiles are slid down towards field one.



After moving the tiles and eaters, the spaces are refilled using tiles drawn from the bag.



The scout fields are now ready for the next player's turn.

(v) Anteater attacks

At the end of a turn, if an anteater has reached field one, it will look for food on the board (the anteater tile remains on the scout field).

Some anteaters will pick up any old scraps, but others are much more persist‘ant’ (see what we did there?). The anteaters eat different things, depending on the order they reach field one.

If two or more anteaters reach field one on the same turn, the player who just finished their turn decides in which order they arrived.

		No. of players	
		3	4
Order in which the anteater reaches field one	1st	Prey	Prey
	2nd	Prey	Prey
	3rd	Ants	Prey & ants

The anteater guide

The red anteater reaches field one

a. Prey: The anteater eats a prey from the board. It eats a prey of the corresponding colour e.g. the red anteater would eat a ladybird from the board.

The eaten prey token is removed from the game.

It only eats prey that is still on a clearing (it does not eat prey that is being carried or is on player’s personal ant-hills). If there is none of the corresponding prey left on the board, the anteater does not eat any prey.

If the anteater eats the last prey of that type, remember to place the corresponding ‘prey exhausted’ token onto the board.



b. Ants: The determined anteater searches out the hatching areas for ants to eat. The anteater first tries to eat from the hatching area that matches its colour e.g. The green anteater would try and eat ants from the grass hatching area first.

If there are no ants in the first area, the anteater moves from right to left to the next area (in the direction the anteater is facing) and tries there. If it reaches the flower area (far left) without eating any ants, it continues searching from the red hatching area on the far right of the board (and so on). Once the anteater reaches a hatching area with ants on it, it eats all those ants. The ants are returned to the players’ supplies. The anteater does not eat any other ants at this time.

If there are no ants in any of the hatching areas then the anteater does not eat any ants.



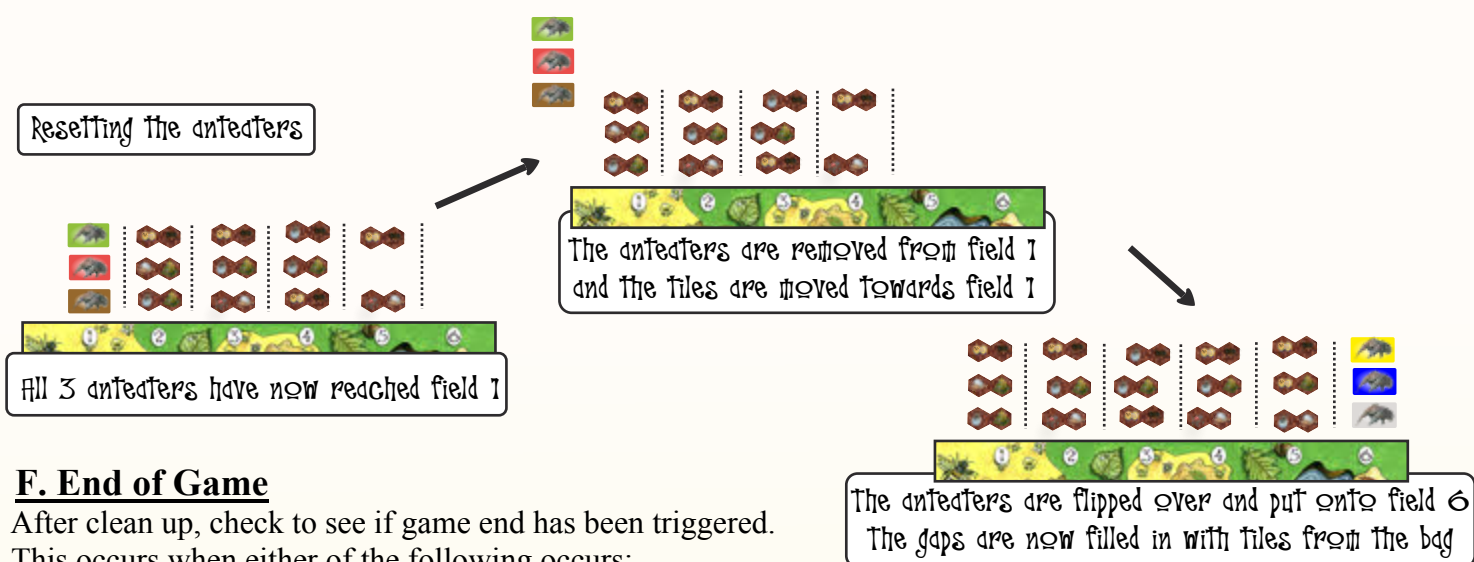
The green anteater reaches field 1 last and will eat ants from the hatching areas. There are no ants on the matching grass area, so it moves to the flower area. There are no ants here either so it moves round to the red area (no ants), before finding ants in the stone area. The three ants on the stone area are returned to their respective players, who put them back into their supply.

c. Prey & Ants: The anteater eats both a prey (appetiser) and ants from the hatchery (main course). The effects are the same as described above.

Clean up after the three anteaters have reached field 1

When all three anteaters have reached field one they are reset:

- Remove the anteaters from the field one.
- Slide the tiles on the scout fields towards field 1, leaving no gaps.
- Flip the anteaters over and place them on field 6.
- Now refill any gaps in the fields by drawing from the bag.



F. End of Game

After clean up, check to see if game end has been triggered. This occurs when either of the following occurs:

1. There are not enough tiles to refill the ‘scout fields’,
or
2. There is only one (or none) ‘prey exhausted’ token left at the side of the board. This will correspond with only one (or no) type of prey remaining on the clearing that was its starting space.

If either of these conditions have occurred, the game is coming to an end. **The players all have one more turn each (including the player who triggered the game end) before counting the scores.**

G. Scoring (“if you hadn’t played so poorly, I would have won”)

Players score points in two ways, prey and fungus:

(i) Prey:

Each prey is worth the same as the number of prey you brought back and put on your ant-hill. So if you brought back 2 prey they would both be worth 2 points (4 points in total). If you brought back 3 prey, they would each be worth 3 points (9 points in total), etc.

Remember, you can only ever have 1 of each type of prey.



(ii) The Fungal countdown:

The leaves are mashed and used to help grow a tasty fungus.

You score points for each uncovered fungus **that you are able to put a leaf onto (you need a leaf for each fungus you want to score)**. Fungus or leaves do not score points by themselves, only when they are combined.



You score points for the level of the fungus (a fungus on level 4 would get you 4 points, one on level 3 would get you 3 points and so on). **When you use a green leaf you also get a bonus of 2 points**, they are nice and fresh. If you do not have enough leaves for your fungi, you can choose which ones to put the leaves onto (of course, you should choose the ones on the highest levels first).

The player with the highest score wins the game and is declared the Ant Queen. If there is a tie, it is decided in favour of the player with the highest ant-hill (check number of level five tiles, if still a tie, move on to level 4, and so on).

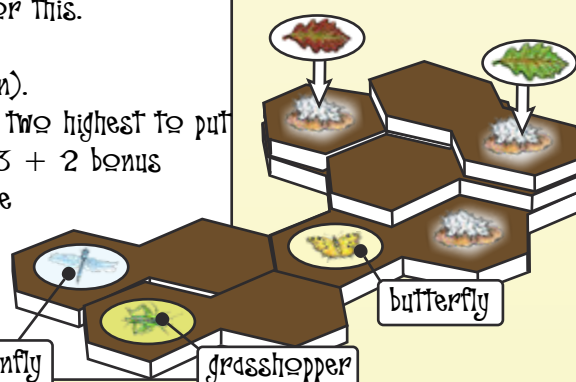
Daniel counts his score:

He brought back 3 types of prey so scores (3×3) 9 points for this.

He also finished the game with 2 leaves (one green and one brown).

He has three fungus showing on his ant-hill, so must choose his two highest to put the leaves onto. He puts his green leaf onto his level 3 fungus $(3 + 2$ bonus points) and the brown leaf onto the level 2 fungus (2 points). He does not have another leaf to place.

So in total, he scores 9 points for prey and 7 points for fungus, giving a grand total of 16 points.



The Pedant

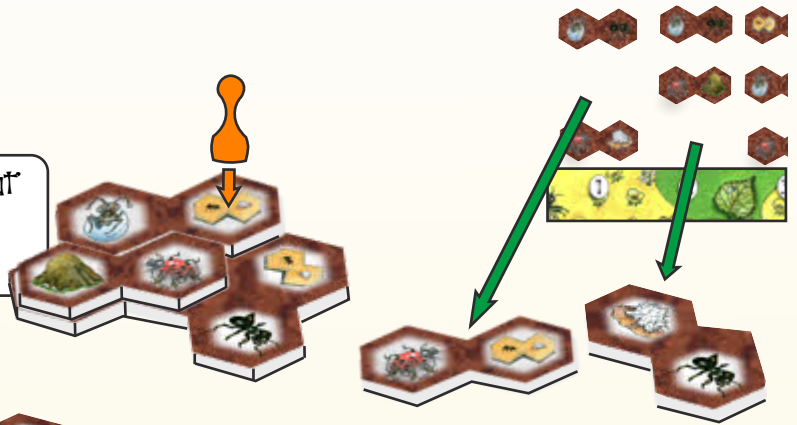


We know that you, as a purchaser of our game, are highly intelligent. We know that *you* would be well aware that anteaters actually eat all sorts of insects. However, others are not so fortunate. If any other player questions what anteaters eat, hand them over the pedant token with a grin and the phrase “Best wishes from the Lamont Brothers”. The tile has no effect... ☺

An example turn of play

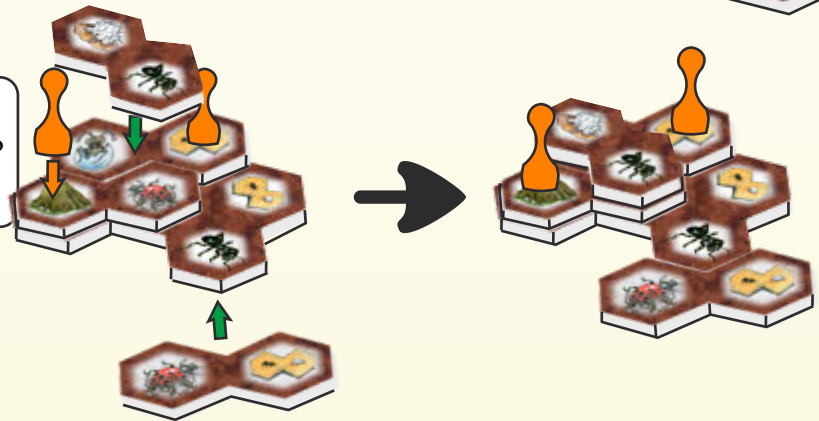
1

Daniel uses his first action on his level 2 ‘scout’ action (take tiles). He takes two tiles from the scout fields.



2

He places his second action onto his level 2 ‘build’ action. This allows him to build two tiles onto his anthill.



3

He uses his last action on his newly built level 3 ‘ANTS!’ Action. This allows him to move three of his ants from the hatching areas onto trails.

He is able to link up with ants that he already has on the trails.



Have fun!

Best wishes from the Lamont Brothers.

With enormous thanks to (deep breath):

Team Fragor (Judi, Tabby, Sheena, Iona, Glenn and introducing Ruaridh!) – a special mention to Glenn for beating his Dad 3 times in a row with the very first prototype! Daniel Danzer. Henning Kröpke, Emanuele Ornella, Bruce Allen, Martin Wehnert, Nicole Lehmann and everyone at Marburg! Joy and Sandy Forsyth. Mark Higgins for his tireless patience in putting up with playing our designs. Peter Rose, Steven (with a “v”) Gladstone and Ellis Simpson. Brian Robson, Gery McLaughlin, Grant Whitton and Gareth Hunt. eMotionLab, Jon Sykes, Brian McDonald, Nick DeBusk, Kendra DeBusk, Romana Khan and Craig Stevenson. Ralph Hayes, Andrew Emerick, John Perkins and Stephen Rugh. Christian Frank, Frank Möller, Ricardo Rodrigues, Jonas Ladwig, Martin Gönninger, Andrea Zimmermann, Andreas Kopfmann and Thomas Schwendemann. Steve Kurzban (K-Ban), Dave Denton, Herb Levy and Kevin Maroney.



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