

BRILLIANTS

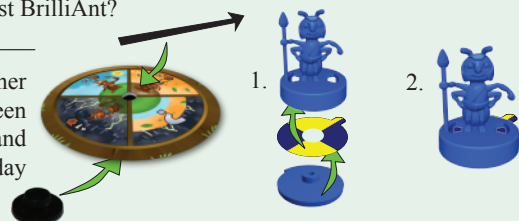
MAXIME TARDIF



BRILLIANTS GOAL

It's the end of the season and the ant Queens try to establish their colony in a quiet forest where food is abundant. In BrilliAnts, you take control over an ant colony working day and night to help it prepare for the coming winter. But beware, not every species has the same needs. You must gather the resources you need to survive the winter by fulfilling headquarters' objectives while expanding your territory and influence over the forest. Keep an eye on the weather and dreaded predators as you plan your next move to lead your colony to victory. Will you be the most BrilliAnt?

First, assemble the weather spinner (weather mat in-between the 2 clipping black parts) and clip all the 90 ants with the day and night tiles and their bases.



SETUP

The initial setup for an Antermediate game of two players is depicted here. For the setups for different player counts, refer to pages 5 and 6.



CONTENT INSIDE THE BOX

- 1 game board (1)
- 78 objective cards (2)
- 60 special cards (3)
- 3 bonus point cards (4)
- 6 individual player boards (night for right-handed, day for left-handed) (5)
- 6 species cards (6)
- 4 big hexagonal tiles (7)
- 3 miniatures for the predators (8)
- 90 ant miniatures with 90 rotating tiles and bases (9)
- 108 pheromone tiles } (10)
- 90 digged tiles (beige) } (11)
- 24 nest holes tiles } (12)
- 18 inside nest holes tiles } (12)
- 142 resource tiles } (12)
- 47 empty ground tiles } (13)
- 7 predator hexagonal tiles (13)
- 8 lay down tiles (14)
- 1 starting player day/night tile (15)
- 1 weather spinner (16)
- 6 cube point markers (17)
- 1 rulebook with childrAnts, apprAntice, Antermediate, experiAntced and solo rules
- 8 plastic bags

CHILDRENTS GAME RULES

Predator tiles, giving birth tiles, nests tiles marked 2, 3, and 4, special and species cards are not used in the childrAnts version of the game. This version is intended for families with children. 4+ objective cards are only for a game with 4 players or more

--- Initial setup ---

The starting player will be the last who has eaten fruits. He flips the day/night tile and keeps it in front of him. This determines if the first round is a day or a night. **Draw 7 objective cards** of the combination you want. Keep those cards in hands without showing them to other people. Place your nest tile marked 1 over the brown nest hole that's closest to you on the main board.

Choose 5 starting ants and place their day/night indicator to fit with the day/night tile. It can be of any combination you want. Place those ants on the tile indicated by the nest hole marked 1 on your nest. It is considered to be the same tile as the hole marked 1 that you have placed on the main board. Your ants will be able to go out from your nest by this hole. Set aside the other ants, they will not be used in the game.

--- Starting the game ---

Your goal will be to gather resources in order to accomplish the objective cards that you have in hands to score victory points (represented by leaves). When a player has accomplished **7 objectives**, the game ends.

To gather resources, you move your ants. Ants are allowed to move up to 3 tiles. It doesn't take a movement for them to go in the nest and out of it since the tiles indicated by the number 1 are considered as the same one. On the board, they can move in any direction they want. Ants in the nest can only move through the tunnels indicated on the board, so left, right, up or down, not diagonally.

They only gather the resource tile they end up on if it's the type of product the ant can collect. Hunters only gather insects, farmers only gather fruits or mushrooms, and diggers only gather soils from inside the nest. All ants can still walk over or end up their movement on any insects, fruits or mushroom tile. Ants cannot walk over or end their movement on another player's pheromone or a nest hole or on the water tile in the center of the main board. Ants cannot enter the nest of another player.

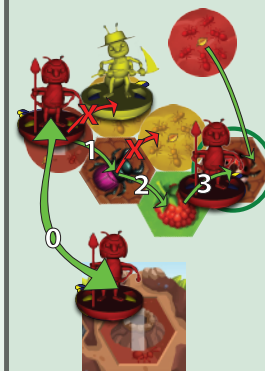
Only diggers may advance the digging in the nest, hunters and farmers cannot cross or end up on a soil tile. Diggers can also move up to 3 tiles, but they must end up their movement as soon as they encounter a soil. They have to gather the first soil they encounter.

Example: A hunter can walk over insects or fruits without collecting them, it will only collect the resource if it ends up its movement on an insect tile. It cannot end up or pass by a tile where there is still an uncollected soil. A digger cannot cross a soil tile to collect the one that's behind if there are no eligible paths yet. It must first collect the soils that are blocking the way.

Draw 7 objectives, it can be any combination.



The day/night tile fell on the day side, choose 5 ants and place their indicator on day.



Move an ant up to 3 tiles, change its indicator, and only pick up the resource where it stops if it's the ant's associated type. Hunters gather insects, farmers plants and diggers soils.

When you gather a resource, take the matching harvest from the reserve. If it's an insect, fruit or mushroom, place a pheromone on the main board to cover the tile. At the end of the game, you will score 1 victory point per pheromone placed on the main board. If it's a soil, place an empty nest tile (beige) instead over the gathered tile. Those tiles don't score victory points at the end of the game.

To reveal an objective, place it face up in front of you and discard the associated resource(s) in the bank. You cannot use the same resource tokens to accomplish different objectives. Advance your marker on the track around the main board. You can reveal objectives anytime during a round as long as you have the associated resources. It doesn't take you any action to do so, so many objectives can be revealed at the same time. You can even reveal objectives during another player's turn!

When you don't have any pheromones left, you can still gather the resource by placing an empty ground (brown) tile over the gathered resource instead of a pheromone. Empty ground tiles don't give points at the end of the game.

--- Turn and round differences ---

The game is separated in turns and rounds. A **turn** consists of a player moving an ant. A **round** will be over when all players have moved all their ants once, so it's made of multiple turns.

Every turn, players will alternately move one of their ants and switch its day/night indicator. This ant will not be able to move again during this round. The **round ends** when all players have moved all their ants once. Flip the day/night tile to its other side and give it to the player at the left, he will be the new starting player. A new round begins!

Example in a 2 player game: It's the first turn of a night round. Move one of your ants and switch its indicator to see yellow (day) through its base hole. This ant will not be able to move again during the night round, since it has now done its action for the night. It will be able to move again during the next round, when the day/night tile will be flipped to its day side. Then, the other player moves one ant, switch its indicator to day and then it's your turn again. You can move any of your ants, except the one you moved last turn since its indicator is now on day mode. You choose another ant, move it, switch its indicator to day, and so on. **The round will end** when all players have moved all their ants once during the night and that all indicators are on day mode. At that point, you flip the day/night tile to day and give it to the other player and another round can start.

--- Game end ---

When a player has revealed **7 objectives**, count the points on the cards in the leaf symbols. Players also score one point per pheromones placed on the board. The player who has the most victory points wins! If there is a tie, both players win.

Will you end up the game with the colony that has built the most fAntastic nest?

Possible movements for diggers, only harvest the soil where it ends its movement.



To accomplish an objective, put back the resources used in the reserve pool.



Keep the revealed objective in front of you, advance your cube point marker.

A round ends when players have moved all of their ants once.

The game ends when someone has revealed 7 objectives.

APPRANTICE GAME RULES

All rules from childrAnts level apply to apprAntice, except for the following modifications. Special and species cards are not used in the apprAntice version of the game. This version is intended for families or your first game. 4+ objective cards are only for a game with 4 players or more

--- Initial setup ---

Place all ants on their respective rows on your nest board. All players choose 3 ants to start their colonies and place them over the tile marked 1 on their nests.

Draw 3 objective cards corresponding to the type of ants you have chosen. Keep those cards in hands without showing them to other players.

Example: If you have 3 hunters, draw 3 hunter objective cards. If you have 1 ant of every type, draw 1 objective of every type. If you have 2 diggers and 1 farmer, draw 2 diggers and 1 farmer objectives.

The ants in the rows on your board represent the maximum you can have in a game, which is 5 of every type. Thus, other players can see how many active ants of each type you have.

Choose your 3 starting ants wisely; they will form the base of your new colony!

--- Starting the game --

It's the beginning of the first round! The player with the day/night tile spins the weather wind rose on the big board. It will determine the weather for the upcoming night or day. This player will also be the first to take an action during the round. The weather will give an advantage of +1 movement for the round to one of the three types of ants. If the wind rose indicates "?", the player with the day/night tile chooses the weather for the round.

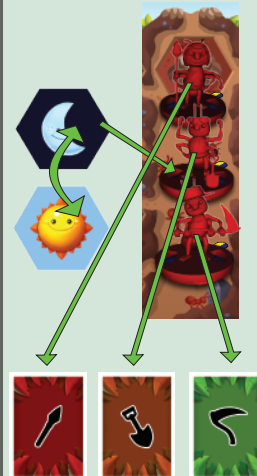
A clear sky gives the bonus to the farmers as they work without impairment and the plants grow better. Rain advantages diggers since the ground is soft and they don't mind the rain as they work inside, and a windy day serves the hunters since the wind carries the smell of their prey!

Every player will alternatively do one of these actions, **in any order**:

1. Give birth to a new ant
2. Move one ant up to 3 tiles
3. Move a predator

A round (the day or night) will end when all players have given birth, have moved a predator, and have moved all of their active ants once. You cannot move the same ant, give birth, or move a predator twice in the same round. When a round is over, flip the day/night tile on its other side and pass it to the player to your left.

The day/night tile fell on the night side, choose 3 ants and place their indicator to night.



Draw the objective cards associated with the 3 chosen ants.

The last player who has eaten fruits will be the first player to play.

Spin the wind rose at the beginning of every round.



A round will end when players will have moved all their ants once, given birth once, and moved a predator once.

--- Giving birth to a new ant ---

Take one of the remaining birth tiles on the main board and put it on your board over the queen's room. It will stay there until the end of the round, so no other player will be able to pick it on the current round.

Then, take the corresponding ant in your reserve and place it over the birth tile, it is now considered as being in the queen's room. Place the indicator of the ant corresponding to the face of the day/night tile. If the tile is on the day side, place the indicator of the ant on day (yellow). You will have to move this ant in the round it is born, but during another turn.

Moving from the queen's room to the tile marked 1 in your nest costs 1 movement to the new ant. Since this ant just came to life, it is a little less efficient than the other colony members! When a round is over, all players place back their birth tiles on the main board.

--- Moving an ant up to 3 tiles ---

The rules of ChildrAnts level for moving the ants apply here.

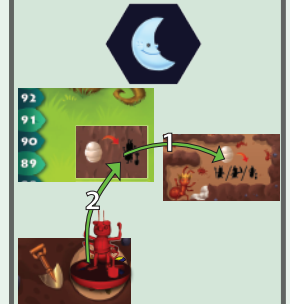
When a digger digs one of the upper 3 tiles with numbers in your nest, you gather the soil and you add the corresponding inside rectangle nest hole tile over the resource. Then, add the corresponding nest hole (with the same number) on the main board in a range of 3 outside tiles to any one of your previous nest holes. The chosen main board tile must be either empty or have one of your pheromones or ants on it. If there was one of your pheromones on the tile, place your nest hole over it. It will now count for two points at the end of the game. An empty ground tile can be placed by the action of a predator on a previous turn.

You cannot place your nest hole on a tile where there is a resource, a predator, water or another player's pheromone, ant or nest hole tile. If no tile on the board meets the nest hole placement conditions, you cannot dig an upper left soil tile. The nest holes on the big board are connected with the nest holes of the same number from inside the nest. They are considered as the same tile. The ants don't need to use one of their movements to go inside or outside of the nest. If an ant leaves the nest from the rectangle nest hole tile marked 2, it will go out on the main board on the hole marked 2. Once the nest holes are digged and placed, they cannot be changed or moved for the remaining of the game.

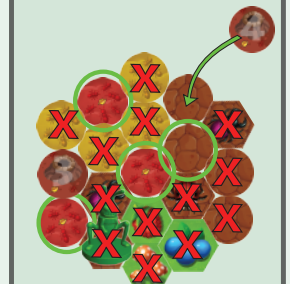
Tip: the diggers can dig a new nest hole in a region past the water or the pheromones of another player, as long as it's within 3 tiles of another of your nest hole.

The Library: The ants can learn their colony's needs by going in the library room shown by three books on the individual player boards. It represents the ant colony hive mind. You must draw 2 cards from the objective type corresponding to the ant doing the research, keep one of those in your hands and place the other one under the pile. Any number of ants can go in the library during the same round.

Place the birth tile over the queen's room and the corresponding ant over it.



Digging a new nest hole, the player gathers the associated dirt and adds the nest hole tiles.



Chosen tile for the outside nest hole and in green circles all the possible choices



Hunter's movement using the nest holes, starting outside and finishing outside to gather a beetle.

APPRENTICE GAME RULES

Example: To draw a farmer's objective, you must send a farmer to the library, then draw 2 farmer objectives, keep one of those and put the other one under the farmer's objective card pile.

The ants that go in this room end up their round there, since they have to stay there to study the colony's plans and future needs. You now have a new mission! Turn the indicator of the ant to show its action is done for the round.

Tip: An ant can stay in the library turn after turn without moving to study in order to get new objectives.

A **maximum of 4 objective cards** can be held at any time in your hands. If you already have 4 objective cards in hand, you must reveal an objective before drawing a new one. If you cannot reveal an objective, you cannot draw a new objective. When you reveal an objective, you advance your point marker by the appropriate number, as indicated by the golden leaf on the objective cards.

Resources must be placed so that other players can see what you have gathered at any time. Try to be aware of what other players are gathering, you'll be able to compete better if you have an idea of their colony's plans. Be the most intelligAnt!

--- Moving a predator ---

To move a predator, turn over your predator tile on your individual player board to the face with the red circle. Choose which predator you want to move, you can only choose one each round. The predator cannot move on a tile with a pheromone, a nest hole, an ant, another predator or the water spot in the center. You can move a predator another player has previously moved in the same round, meaning it is possible that only one predator moves multiple times during the same round.

Grasshopper: it can jump really high and fly, so it can reach any tile located on the main board. If it goes on a tile with a plant or a mushroom, it eats it. Place an empty ground tile on the resource.

Spider: it moves really fast, so it can go on any tile located on the main board. If it goes on a tile with an insect, it eats it. Place an empty ground tile on the resource.

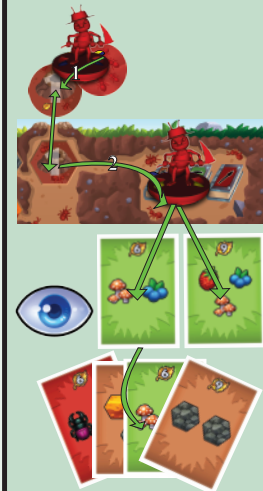
Worm: it is really unpredictable, so it can move on any tile located on individual player boards except the three upper left tiles marked by numbers, as the worm is scared of the surface! If it goes on a soil tile, remove it by placing an empty nest (beige) tile over it.

Once a predator has removed any type of resource, players cannot gather it for the rest of the game.

If your ants walk by or end up their movement on an empty ground tile, place one of your pheromones over it. It will only count as one point at the end of the game.

Plan your move wisely, the predators can be your worst enemies or your most powerful allies!

Farmer using the learning action, starting outside, it ends up its turn even if only 2 moves were used.



Look at 2 cards, keep only 1, max 4 cards in hand.

When you use the predator action, flip the tile to its unusable side for the rest of the round.



The grasshopper eats plant tiles. Place an empty ground tile over the resource.



The worm removes soil tiles. Place an empty nest tile over the removed soil.



--- End of a round ---

Turn over the predator's tile of every player on its usable side. Put back the birth tiles on the main board.

Flip over the day/night tile and pass it to the next player in a clockwise order. This player will be the new starting player for the next round.

His first task will be to spin the weather for the new round.

He can then proceed to play his first action. Once he has moved an ant, he has to switch its indicator to show that it has moved for the round, and the new round continues.

Example: If you switched from day to night between the first and second rounds, you switch from night to day between the second and third rounds, from day to night between the third and the fourth, and so on.

Let the new day or night begin!

--- Game end ---

The game ends at the end of a round when any player has completed **8 objectives**.

When this happens, players have to finish all the actions of the current round before the game ends. They must move the ants that haven't moved yet, use the predator and/or give birth if they haven't done it yet in the round. Players can then finish to complete objectives and reveal the ones for which they had already accumulated all the resources.

If you are the last player of the round and you reveal an objective that would end up the game as your last action, the other players can reveal their objectives if they had already gathered the right resources.

To determine the winner, count the points for the accumulated objectives plus 1 point per pheromone and nest hole placed on the main board. The tiles where you have a pheromone and a nest hole count as two points (one for the pheromone and one for the nest hole).

Then, give the hunter, farmer and digger bonus 3 point cards to the player who has accomplished the most objectives in each corresponding category. If there is a tie, the player whose objectives account for more points wins the 3 point bonus card. If there is still a tie, players involved in the tie all get the 3 bonus points.

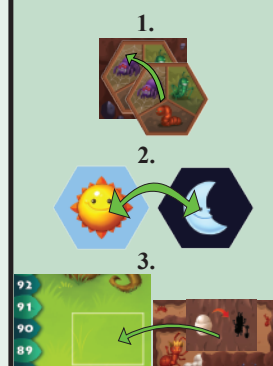
The player who has the most victory points wins the game! He has developed the best colony and is ready for the coming winter! In case of a tie, the player with the most pheromones on the main board wins the game. If the equality persists, both players win.

At the end of the round:

1. Put back the predator's tile on its usable side;

2. Flip over the day and night tile and give it to the player to the left;

3. Put back the birth tiles on the main board.



Tiles indicated with 4th, 5th and 6th are only used in a 4 to 6 player game. Tiles with empty backs are used in all games.



3 point bonus cards are given to the player who has accomplished the most objectives per category.



ANTERMEDATE GAME RULES

All the apprAntice game rules apply to Antermediate game rules, except for the following modifications. If the effect of a card or species contradicts the rules, the card or species always prevails and overlaps the rules. The effects of all the species and the cards are explained on the last page of this rulebook

At the beginning of the game, all players choose a species card. You can give them randomly or choose them, as you prefer. Shuffle the special cards and give **6 of them to every player**. Those cards can be played at any moment during the active player's turn. Unlike the objective cards, you cannot play a special card on the turn of another player. They are not considered as your action for the turn, you can thus play multiple special cards on the same turn.

Players can now proceed to the selection of their 3 starting ants as normal and play the game as in apprAntice, but with species and special cards!

EXPERIANTCED GAME RULES

All the Antermediate game rules apply to experiAntced game rules, except for the following modifications. Those modifications have been made to simulate better the cutthroat world of insects and add an extra layer of competition.

During the game, the rules to draw objective cards are modified. Instead of making 3 separate piles for the objectives, randomly shuffle the 3 types together. Then, depending on the number of players, a certain number of those objectives are going to be revealed to all players on the side of the board:

- 2 players: 5 objectives
- 3 players: 6 objectives
- 4 players: 7 objectives
- 5 players: 8 objectives
- 6 players: 9 objectives

Players will then compete with each other to complete these objectives. In order to pick one of the revealed objectives, you must send the type of ant associated with this objective in the library of your nest and stop its movement and turn there. You first need to have the matching resources in your possession, discard them and claim the objective right away. If you don't have the resources, you cannot claim this objective. So, as in the apprAntice rules, you give back the resources in the common pool, score the points and keep the card revealed in front of you. Reveal another objective on the table in order to always have the right number considering the number of players.

--- Drafting special cards ---

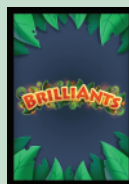
After revealing the objectives, all players choose a species card, starting by the first player in a clockwise order. After that, **deal all players 8 special cards**. Players will then proceed to a draft with those cards:

At the same time, everyone chooses secretly one card, keeps it in his hands and passes the rest to the player located on his left. Of those 7 received cards, every player keeps one in his hands and passes the 6 remaining to the left. Of those 6 received cards, every player keeps one in his hands and passes the 5 remaining to the left. Continue keeping and passing cards until each player has 6 cards in hands. Every player then discards the last two cards instead of passing them.

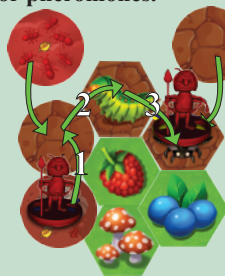
All players now have a hand of 6 cards.

Starting by the first player again in a clockwise order, everyone will pick their starting ants one by one and show their choice to other players. Player 1 takes its first ant, the other players do the same, then player 1 takes its second ant and so on until everyone has 3 starting ants.

Back of the special cards, shuffle them and give 6 to each player.



Only add pheromones to empty ground tiles and tiles where you gather a resource that's adjacent to one of your nest holes or pheromones.



Adding pheromones explained in 2 moves:
First move;



Second move



--- Placing pheromones ---

The rules to place pheromones on the main board are also modified. When a hunter or a farmer gathers a resource, you don't systematically add a pheromone over the resource. Add a pheromone only if this resource is adjacent to one of your pheromones or nest holes tiles. If it's not the case, add an empty ground instead of a pheromone.

If, later in the game, your ant walks over or ends up its movement on an empty ground tile that's adjacent to one of your pheromones or nest hole, add one of your pheromones over it.

If you add a pheromone or a nest hole adjacent to empty ground tiles, you don't systematically add your pheromones over them. You only add a pheromone if one of your ants is already located on the empty ground tile or if one of your ants later walks on those empty tiles (which are now adjacent to your pheromones or nest holes). Ants cannot walk over or end up their movement on a tile where there is another player's ant, even if it is located on an empty ground tile.

--- Game end ---

As in the other formats, when someone has accomplished **8 objectives**, the game ends and the player with the most victory points wins. If there is a tie between players, the player who has placed the most pheromones wins. If the tie persists, the player who has completed the most 3 resources objectives wins. If the tie still persists, the player who has the most nest holes wins. If the tie persists again, the player who has the most digged soils in his nest wins. If, again, the tie persists, the one with the most gathered unused resources wins. In the almost impossible case of a tie at that point, the player who has the worm in his nest wins! Let the best colony win in glory!

GAME SETUP FOR 3 TO 4 PLAYERS

3 players: Put the main board on the 2 to 3 players side. Hide 3 exterior sections of the board with the big hexagonal tiles.



4 players: Put the main board on the 4 to 6 players side. Hide 2 exterior sections of the board with the big hexagonal tiles. Put the 4th birth tile on the active side and add the 4+ objective cards.



GAME SETUP FOR 5 TO 6 PLAYERS

5 players: Put the main board on the 4 to 6 players side. Hide 1 exterior section of the board. Reveal the 4th and 5th birth tiles. Add the 4+ objective cards.

6 players: Put the main board on the 4 to 6 players side. Don't hide any exterior section of the board. Reveal the 6th birth tiles. Add the 4+ objective cards.



RULES FOR A SOLO GAME

Use all the rules of the experiAntced game, except the following ones.

You don't take a species card. Use the 4 to 6 players side of the board and place your nest hole marked 1 over the tile with the water. You'll only be allowed to collect the resources from the big central hexagon. Reveal 5 objective cards. Instead of drafting, you can take **6 special cards** that you want from the deck. Put 1 of each resource in the opaque bag. For each of the **3 ants** you choose at the beginning of the game, add the 3 corresponding resources in the bag. When you give birth to a new ant, add the 3 corresponding resources in the bag. You don't use the predator action in the solo mode.

When one of your ants gathers a resource, draw a tile in the bag, look at it, and put it back in the bag. Move the corresponding predator to eat a tile of this type of resource in the big central hexagon. It eats the one that's closer to any one of your ants. If two or more tiles qualify for the closest, you choose which tile the predator will eat. If you draw a tile and there are no more of this resource left on the board, the predator must eat one of the two other resources it is allowed to eat. If there are no more eligible resources for it to eat, move it on any tile. Keep resources eaten by predators in a stack. When they have accumulated all the resources needed to complete any objective, they immediately complete it, even if the objective has been revealed because you've just accomplished one. You will not be able to complete it later in the game. Play 6 rounds like that and count your score, see if you can achieve the MagnificAnt level!

Over 100 points IntelligAnts level		Over 120 points FAntastic level	
Over 110 points BrilliAnts level		Over 130 points MagnificAnts level	

ANTS FACTS

According to Wikipedia, as of today, more than 12 500 species of ants are known to exist, most of which are omnivorous. Scientists actually believe that a total of 22 000 species may exist on Earth! Most of them are red, black, brown or yellow and some of them are green or metallic blue. Ant colonies are usually separated in multiple castes, ranging from soldiers to workers or other groups that specialize in specific tasks, for example diggers of the nest! Just one ant can lift approximately 20 times its body weight, which makes them a really efficient race when comes the time to gather food or fight enemies. Many scientists describe ant colonies as being super organisms since they all operate as a unified entity. They all work to accomplish different objectives that will help develop the colony! Ants have colonized almost all landmasses on Earth, except for some islands and Antarctica. Altogether, they represent 15 – 25% of the animal terrestrial biomass. Finally, their division of labour, their communication between individuals, and their ability to solve complex problems make them a race that seems to behave a little like humans. Those facts have led to the development of BrilliAnts. Let's try to be a hive mind for a short time, we hope you'll like the experience and have fun!

FREQUENTLY ASKED QUESTIONS

Is it possible to dig a hole under a line of pheromones of another player?

If there is an empty tile that is located at 3 outside tiles or less of another of your nest holes, yes you can. The hole cannot be digged under a tile containing the pheromone of another player.

If an ant gets stuck between other player's pheromones, may I move it over those pheromones?

No, you can never cross other player's pheromones, holes or tiles with other ants. When you'll have to play this ant, you'll have to change its day and night indicator without moving it. However, if you dig a nest hole under this ant, it will be able to move again later during another one of your turn.

If I have 4 objectives in hand and I can't complete any of them, may I draw a new objective?

No, you can have a maximum of 4 objective cards in hand at any time.

As my first action every round, do I always have to do the giving birth action?

No, you can, for any of your actions, choose between giving birth, moving a predator and moving an ant. There is no specific order in which you should do these actions, as long as all your actions are completed once per round. Thus, all players have the same number of actions to perform every round.

For the ExperiAntced game, may I use diggers to go out of the nest to add pheromones?

Yes, diggers are allowed to move as the other ants and are subjected to the same rules. They cannot gather any resources on the main board.

Can I combine the weather and special power cards together to give a +3 bonus movement to one of my ants during a round?

Yes, you can combine any special cards with another one or the weather effect as they can be played any time and don't require an action.

If I have an engineer with a movement boost, can I dig a hole further on the main board as well?

No, but there is a special card that allows you to dig a hole at a +2 distance, making it possible to dig a hole at a distance of 5 from another hole or even +6 if you have the architect.

If an opponent has moved the spider during the round, may I move it on my turn as well?

Yes, the same predator can be moved multiple times by different players during the same round.

When I reveal a special card with 2 points for gathering a resource, do I lose my resource doing so?

No, for the special cards you don't need to discard the resource to gain the points.

May I send multiple ants in the library during the same round?

Yes, you are allowed to send as many ants as you want in the library in the same round, as long as the library is within reach for them!

CREDITS

Designer: Maxime Tardif

Co Designers: Simon Bélanger and Simon Touzel

Illustrator: Gong Studios

Graphic design: Gong Studios, Maxime Tardif and Simon Bélanger

3D design & kickstarter video animation: Claudie Côté-Bergeron, Alexandre Néashit and Panda GM

Editor: Sphere Games

Kickstarter advisor: Greg Bastin

English rules: Maxime Tardif, Maxime Germain and Isabelle Touchette

Sphere Games developer: Maxime Tardif, Simon Bélanger and Simon Touzel

Website www.spheredgames.ca : Maxime Germain

Reviewers: Jean-Philippe Doyon, Tyler Anderson, Ricky Royal, Nick Meenachan, PlayingBoardGame

channel

Manufacturer: Panda Games, <http://pandagm.com/>, Made In China

Reference for Ants Facts: <https://en.wikipedia.org/wiki/Ant>, <http://www.pestworldforkids.org/pest-guide/ants/>

(c) 2015 Sphere Games

Thanks to the play testers who allowed this game to come to life. Special thanks to: Greg Bastin, Joel Lim, Étienne Dusablon, Isabelle Touchette, Vincent Séguin-Larouche, Simon Lalancette-Boivin, Maxime Gerin, Guillaume Gélinas-Rémillard, Francis Bergeron, Francois-Xavier Bélanger, Gabriel Dion, Pascal Hamel, Florence Tardif, Gilbert Tardif, Hélène Cayer, Vincent Tardif, Kamila Tarczon, Edgard De Smet, Inge Lindemann.

Special thanks to our 953 kickstarter backers, you're awesome!



The card can only be played during a day round.



The card can only be played during a night round



Victory points, if there are no numbers, it counts as 1 victory point



4 victory points if you have 5 hunters at the end of the game



4 victory points if you have 5 farmers at the end of the game



4 victory points if you have 5 diggers at the end of the game



2 victory points if you play this card when you gather a blueberry, keep the resource



2 victory points if you play this card when you gather a mushroom, keep the resource



2 victory points if you play this card when you gather a raspberry, keep the resource



2 victory points if you play this card when you gather an orange soil, keep the resource



2 victory points if you play this card when you gather a gray soil, keep the resource



2 victory points if you play this card when you gather a brown soil, keep the resource



2 victory points if you play this card when you gather a ladybug, keep the resource



2 victory points if you play this card when you gather a caterpillar, keep the resource



2 victory points if you play this card when you gather a beetle, keep the resource



Draw a hunter objective card. In ExperiAntced mode, complete a hunter's objective without using the library



Draw a farmer objective card. In ExperiAntced mode, complete a farmer's objective without using the library

Draw a digger objective card. In ExperiAntced mode, complete a digger's objective without using the library



+2 movement to one hunter for 1 turn



+2 movement to one farmer for 1 turn



+2 movement to one digger for 1 turn



Look at two more cards when you search a digger's objective or the next 2 cards in ExperiAntced mode



Look at two more cards when you search a farmer's objective or the next 2 cards in ExperiAntced mode



Look at two more cards when you search a hunter's objective or the next 2 cards in ExperiAntced mode



Move the worm, you can still use your predator action



Move the spider, you can still use your predator action



Move the grasshopper, you can still use your predator action



Give birth to a digger



Give birth to a hunter



Give birth to a farmer



Give birth to the type of ant you want



Playing a card with this symbol uses your birth action for the round and counts as an action



Dig a nest hole 2 tiles further



Replace a pheromone of the main board by an empty ground tile



Add one of your pheromones over an empty ground tile without an enemy ant or a predator



One of your ants can cross enemy pheromones, nest holes or ants without ending its movement there



2 points if you play this card when you dig a new nest hole



One of your digger ants can skip a non-numbered soil tile and dig the one behind.



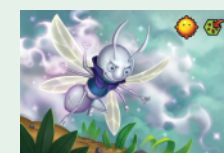
3 points if you have 4 digged nest holes at the end of the game



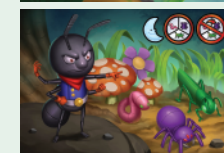
3 points if you have 18 pheromones on the main board



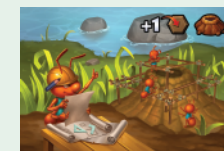
4 points if you have 2 of every type of ant in play



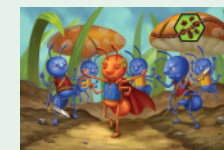
Flyer: Once every day round you can place one of your pheromones over an empty ground tile without an enemy ant or a predator. Flip over your player power until the next day



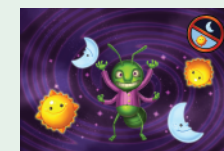
Predator: Once every night round you can move a predator that you haven't and will not move in this round. Flip over your player power until the next night



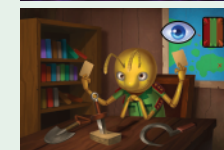
Architect: You can always dig your holes one tile further, usually in a range of 4 instead of 3



Diplomat: Your ants can always cross other player's pheromones, holes or ants on empty tiles. They cannot end their movement or add a pheromone on such tiles



Insomniac: The insomniac never sleeps! You can play the day or night special cards at any time, regardless of if it's day or night



Strategist: Every time you draw objective cards, look at one more card. In ExperiAntced mode, you can look at the next objective card at the beginning of your turn