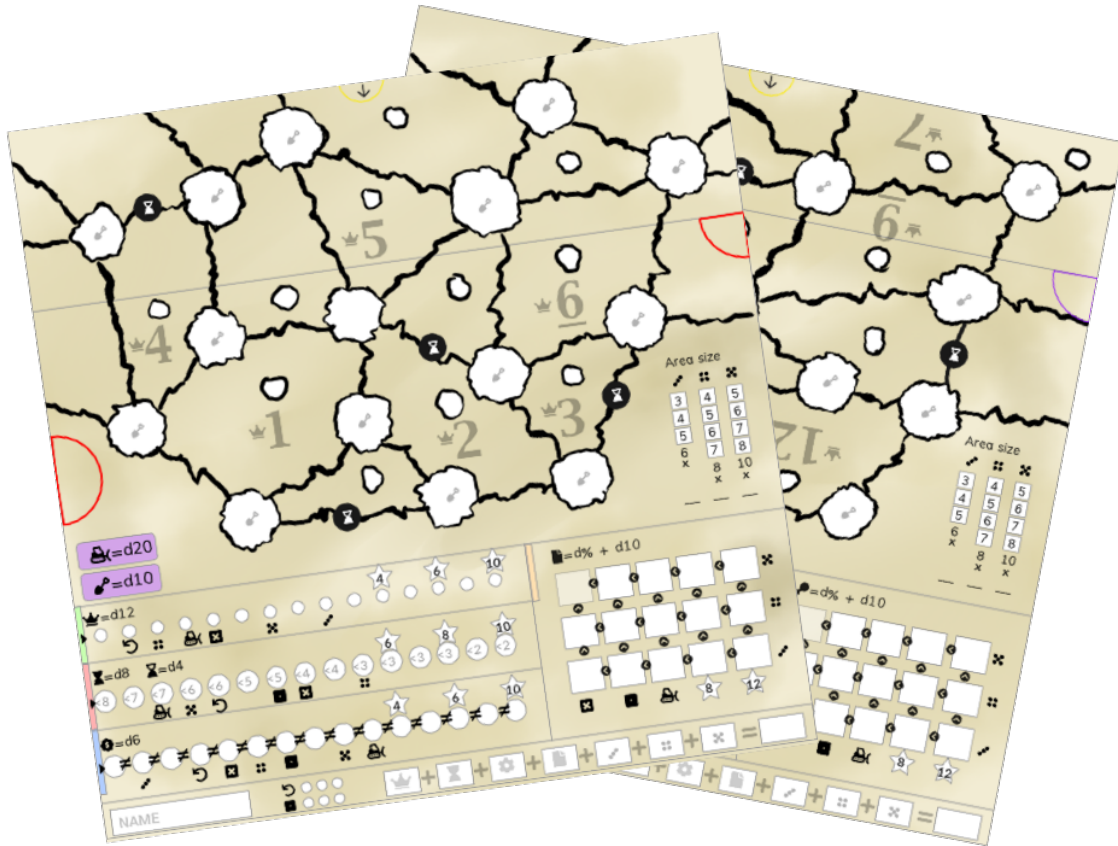


# Ant Syndicate



## Overview

1-4 players

You know how all Ants work together as a single unit no matter what? Well, not in this ant colony. Here, ants have their own syndicates and they want their rights!

Each player is the leader of one of the Ant syndicates who fights for the rights of his workers. He does that by gathering the queen's favor and by achieving better working conditions.

The game ends once there are no available fields in the shared area. The winner is the player with most victory points.

## Components

Double-sided player sheet (A/B)

Polyhedral dice set

Different marker color for each player

## Setup

The play area is created based on the number of players.

2 players - Sheet A and B are combined

3 players - Sheet A, B, and additional A/B sheet

4 players - 2x sheet A and B

Each player takes a different colored marker

The starting player is the last player who has seen an ant queen.

## Gameplay

The active player rolls the following dice d6, d8, d10, d12, d%. d4 and d20 dices are set aside. They are used when bonuses are unlocked.

### Ant Queen - d12

The ant queen is visiting and supporting her workers.

The active player places Ant Queen (d12 die) on the corresponding number in the shared area.

In 3 and 4 player game, only the number on the top two sheets are used (check the black arrow in the middle to see the correct direction).

After this, the active player picks two dice. Each dice corresponds to certain action:

### Claim Room - d10

Write the die result in any available field in the shared area. If this was the last field of the area, the player with the highest sum claims that area.

### Break - d8

Die result must be smaller than the number indicated in the first empty space.

### Wages - d6

Each number must be different than the last one

### Food - d% + d10

Start from the top right field. If you pick this action, combine the result of d% and d10 to get the result. Each following numbers must be bigger than the ones in adjacent fields. You must add it next to an existing number.

## Queens' favor Track

To fill the field on the queen's favor track, you must do the Claim Room action near Queens' current position. Once you have written Claim Room die result in the field near the queen, then cross the first available field on the queens' favor track.

If the queen visits area which is already claimed, the player that controls it gets to cross one field on queens favor track.

## Bonuses

There are two types of bonuses, instant and delayed.

### Instant

Used straight away when unlocked :

#### Additional brake - d4

This bonus can be found between two rooms. Once both rooms connected to the bonus are claimed, the player who claimed the second room gets the bonus. Roll d4 die and use it on the Break track.

#### Use excavator - d20

Roll d20 and use it with Claim Room action.

#### Paperwork

Fill one of the fields in the personal area (Queen's favor, Break, Wages or Food).

#### Perks

Cross the smallest number on the corresponding row, on the area size track.

### Delayed

Can be used anytime during your turn:

#### Energy boost - [.]

Use one more action on your turn

#### Reroll - <

Reroll one or more dice on your turn

When the active player finishes with his two actions, other players can choose one action from the two remaining dice.

After everyone used their actions, the player on the left becomes the active player and rolls the dice.

The game ends once there are no available fields in the shared area. The winner is the player with most victory points.

## Scoring

Sum all unlocked points on queens track

Sum all unlocked points on the break track

Sum all unlocked points on the wages track

Sum all unlocked points on the food track

Multiply area size bonus with the number of claimed areas (do this for 3/4/5 sized areas)

Sum all of the above for final score



