

ANTY ESTABLISHMENT: A ROLL-ANT-WRITE GAME BY TOM SHEEN

A Formicidaeble dice game for 1 to ∞ players. Why not augment your experience with the 'Antz' OST or by sitting in a garden?

You will need: Two six sided dice for everyone to collectively use

A copy of this sheet per player

A writing implement per player

Objective: It's flant day! Build the finest ant colony you can over 20 Turns, to encourage the Queen to choose your nest!

Instructions:

The game takes place over 20 turns. Each turn, roll both dice once for all players. Each player selects one to add a section of tunnel to their ant colony by filling in a grid square (see die face to tunnel shape conversion on the right). You may use the tunnel section in any orientation, however it must connect directly to an existing unfinished tunnel. You may only use each grid square once, and **cannot** excavate rocks (🪨).

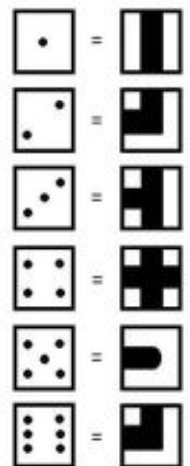
You begin each game with five 🪨, which you can use to affect your game. Mark each 🪨 box off as you use it - you can earn more during the game by extending your tunnel network over a 🪨 symbol. When you do, fill in the dashed lines of a 🪨 box to gain it. You can either:

Use one 🪨 to use **both** dice in a single turn (i.e. filling in two tunnel sections) **OR** to turn a rolled double result into a **Chamber** (👤); or

Use two 🪨 to entirely ignore a roll result and instead use a single die face of your choosing; or

Use three 🪨 to entirely ignore a roll result and instead place a single Chamber (👤).

You will lose points for each unfinished tunnel section, i.e. any tunnel terminating at the edge of a grid square - even at the edge of the play area. The only exception to this is the Main Entrance. Thants for playing!



- End of game scoring:
- ☐ Score 1 point per space for the longest non-overlapping pathway you can describe through your tunnel network starting at the arrow at the Main Entrance (hint: you can cross over your path using crossroad spaces).
 - ☐ Score 3 points if you have connected both 🪨 symbols (i.e. both are covered by your tunnels).
 - ☐ Score 1 point per 🌟 symbol covered by your tunnel network.
 - ☐ Score 2 points per Chamber in your network.
 - ☐ Score 4 points per 👤 symbol **inside** a Chamber. You gain nothing for covering them otherwise.
 - ☐ Lose 1 point per unfinished tunnel section (not counting Main Entrance).

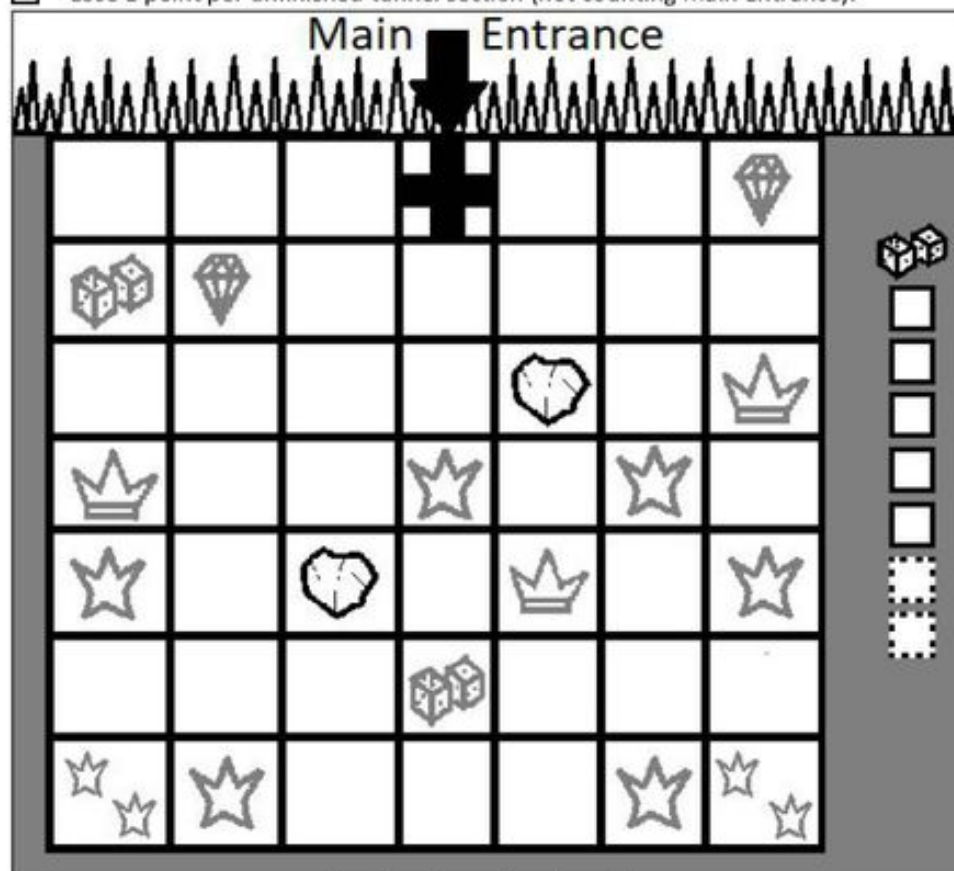
~~🪨~~ = Use both rolled dice

~~🪨~~ + ~~🪨~~ = ANY #

Chamber requirements:

~~🪨~~ + ~~🪨~~ = 👤

~~🪨~~ + ~~🪨~~ = 👤



Turn Tracker(cross off as Completed)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

How did you do?

0-15 points: Pavement Ant

16-27 points: Electric Ant

28-32 points: Yellow Crazy Ant

33-37 points: Fire Ant

38+ points: Pharaoh Ant