

1. GAME SUMMARY

Name: A NEST FOR THE QUEEN: Flip & Draw
Number of players: 2- 4
Play time: 20 - 40 min
Age: 9+

Objective: To have the most developed colony by the end of the game (nest coverage + royal chamber). The end of the game is triggered when a player completes their nest (covering the entire grid). The nest is developed by obtaining and drawing blocks onto the nest grid.

Intention (growth cycle): (i) execute action and ability cards to obtain blocks → (ii) draw blocks → (iii) claim eggs → (i) execute action and ability cards to obtain blocks.

Steps of a round:

Step 1: Determine the first turn.

Step 2: Execute action and ability cards to obtain blocks.

Step 3: Draw blocks according to the nest's development rules.

Step 4: Claim eggs from advancements in nest development.

The game ends at step 6 of round X if a player completes their nest development.

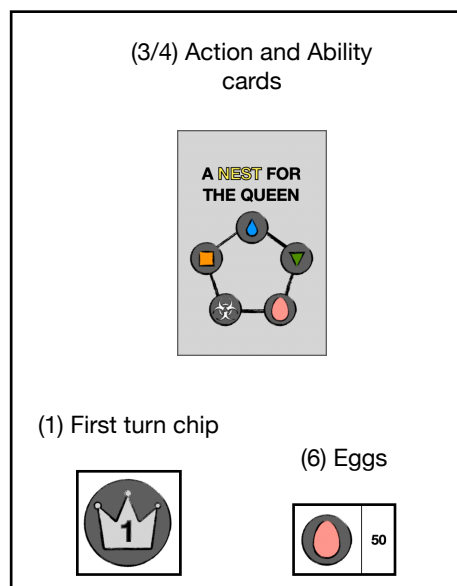
2. GAME COMPONENTS

Step 1: (1) 36 mm first-turn chip

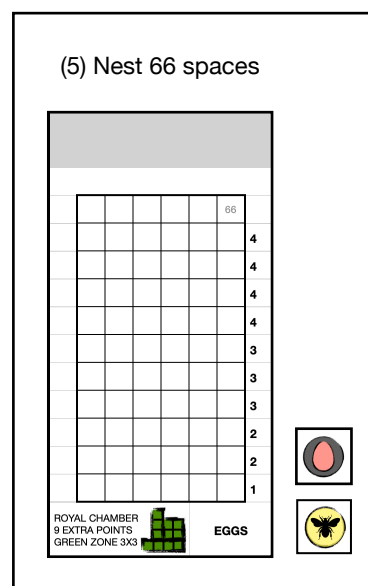
Step 2: 3 Six-sided numeric dice (green), **(2) 8** markers (22 mm, 2 per colony), **(3) 16** Ability cards, and **(4) 28** Action cards.

Step 3: (5) 100 Nest sheets size 66, and 12 Colored pencils (4 sets of 3 colors: yellow, brown and green).

Step 4: (6) 50 egg chips with a value of 1 (22 mm)



The table



The players

3. SET UP INSTRUCTIONS

Step 1: Place the first-player chip on the table.

Step 2: (i) Place the numeric dice and colony markers on the table, (ii) Shuffle the ability and action cards, and place them face-down on the table.

Step 3: Give each player a nest sheet (Component 5) and a set of colored pencils.

Step 4: Place egg chips on the table.

4. HOW TO PLAY

Step 1: Round 1

Starting player selection: Everyone plays the dice game (Dice1). Give the first-player chip to the winner. Turn order then proceeds clockwise.

Dice1: Each player rolls a six-sided numeric die. The player with the lowest number wins. In case of a tie, the tied players roll again until a winner is determined.

Colony selection: The first player selects 1 colony (insect/color). The first player takes: 2 colony markers and 3 eggs. Following turn order, the remaining players do the same.

Step 1: Rounds 2 to X

The first-player chip is passed to the player to the left and turn order proceeds clockwise.

Step 2: Rounds 1 to X

I. Action: The first player draws an action/ability card from the draw deck. Action cards are executed immediately by placing them on the table. The player chooses when to execute ability cards. **Players can hold a maximum of 3 ability cards.** If a player reaches this limit, the fourth ability card passes to the player on their right. If that player has also reached the limit, it passes to the next player. If no player can receive the card, it is discarded.

II. Dice: When required by the action type, players must play and win a dice game (Dice2) to execute the action card (the **die** ability card can improve your chances of winning). If the player loses the dice game, the action card is discarded.

Dice2: 2 six-sided dice are used. The goal is to roll a total of 9 or higher to win. Players may spend egg chips to increase their final dice value at a rate of 1 chip per unit. A player can roll up to 3 times, but only the value of the final roll counts. Once a player finishes rolling, they can choose whether to increase the final value or not.

III. Ability cards: The first player can play other ability cards from their hand. **Players can use these cards as eggs (1 card = 1 chip) to execute/pay other ability cards.** However, a player must first draw a card from the deck to start their turn before any ability card can be played.

IV. The next player does the same, and so on, one action card at a time, until all players have stopped. A player stops when:

- (i) They draw a card with the same value as one they already have (V1 to V7). If this happens, the player loses all executed action and ability cards.
- (ii) An opponent executes an **Inhibit** ability card on them. The affected player keeps their executed action and ability cards, but cannot draw any more cards during the round.
- (iii) they decide not to draw any more cards from the deck.

Step 3: Rondas 1 to X

- I. Every player returns their used egg chips to the bank.
- II. Players draw their blocks according to the nest's development rules.
- III. Players discard the action and ability cards executed during the round. When the draw pile is empty, the discard pile is shuffled to form a new draw pile.

Nest's development rules:

- Level 1 blocks (yellow) cannot touch each other.
- Level 2 blocks (brown) cannot touch each other.
- Level 3 blocks (green) can touch each other.
- Nest development starts at the bottom of the nest (first row)
- Blocks must be supported by previously drawn blocks (with at least 1 support square).
- A size x block occupies x grid spaces. Every square in a block is 1 space in the grid.
- The nest development level is the highest completed row.
- To complete the nest's development, the last row cannot have any empty space. Other rows can have a maximum of 1 empty space.
- Each empty space is 1 negative unit for egg collection and 0 points for the end score.
- A complete nest awards 66 points (which requires 0 free spaces).

Step 4: Rounds 1 to X

The nest development level indicates how many eggs can be collected. This quantity varies between 1 (first row completed) and 4 (penultimate row completed). Eggs are collected according to the scale on the right side of the nest (Component 5).

5. END-GAME RULES AND CONDITIONS

- I. The game ends after executing step 6 of round X if a player completes their nest development (i.e. the last row is completely covered). All players then draw the blocks from the executed action cards, following the nest development rules, to maximize their grid coverage and extra points.
- II. A player's final score includes their nest coverage plus extra points. A royal chamber gives 9 extra points (there can only be one per nest). **A royal chamber is a zone created with level 3 blocks (green) that can contain a 3x3 block.** The player with the highest score wins.
- III. A colony's final score = Nest size (66) - (free spaces) + extra points.
- IV. In case of a tie, the player with more egg chips wins.

6. ABILITY CARDS

Inhibit (3 units): Allows a player to stop an opponent. The affected player cannot draw any more cards during the round. Playing this card costs 2 eggs.

Mimic (2 units): Allows a player to exploit the workforce of other colonies by copying action cards played during a round. It can be played during step 4 and costs 3 eggs. Players use their colony markers to identify the copied card.

Die (5 units): Allows a player to use 1 extra die during a dice game. It can be played during step 4 and costs 1 egg.

Extra (3 units): Allows a player to obtain 1 extra size-3 green block. It can be played during step 4 and costs 1 egg.

Repeat (3 units): Allows a player to repeat an action card executed by their colony during the round. It can be played during step 4 and costs 2 eggs.