

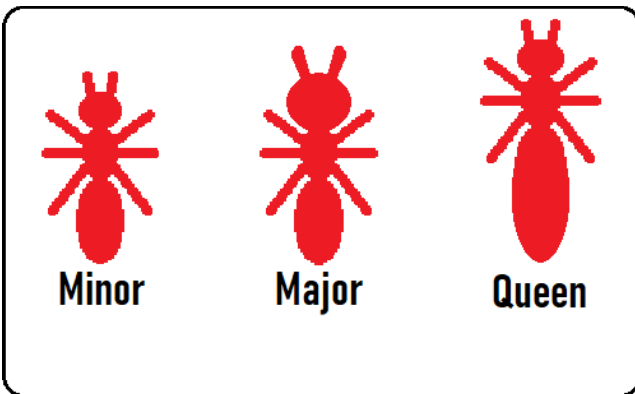
WHAT IS ANT WARS?

Ant Wars is a board game for 2 to 6 players in which you will lead a colony of ants towards survival.

Choose from six different ant species, each with a unique play style. Fight for the resources of the foraging area, proliferate, expand your anthill, protect your queen and destroy rival colonies to win.

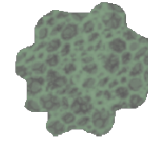
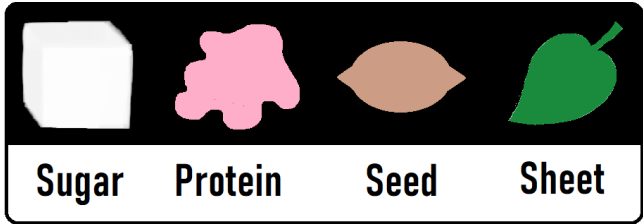
GAME CONTENT CONTENT: 6 anthill boards · 3 foraging board · 6 colony panels · 6 color colonies · 24 Protein pieces · 24 Sugar pieces · 24 Seed pieces · 24 Sheet pieces · 24 Mushroom pieces · 6 Gloomys · 3 Spiders · 6 Anthill Entrance tiles · 144 Gallery tiles · 36 Pantry tiles · 30 Pupae Minor tiles · 36 Pupa Major tiles · 6 Mushroom tiles · 8 standard dices · 4 Ant Wars dices

TYPES OF ANT



Type	Attack	Life Points
Minor	1 dice	4
Major	2 dices	8
Queen	3 dices	20

RESOURCES



Mushroom

SPYDERS



The Spider always attacks first in attack phases.

Attack: 3 dice

Hit Points: 12

Eliminate: Place 8 Proteins in the area.

GLOOMYS



If survives the attack phases; move the Gloomie to an adjacent unthreatened area. If it is not possible; return the Gloomie to the supply.

Hit Points: 6

Eliminate: Place 4 Proteins in the area.

PUPAE MINOR



Place Pupae Minor pieces to produce Minor ants. The Queen can produce up to 3 Pupae Minor by area.

Hit Points: 2

Eliminate: Place 1 Proteins in the area.

PUPA MAJOR



Place Pupa Major pieces to produce Major ants. The Queen can produce 1 Pupa Major by area.

Hit Points: 4

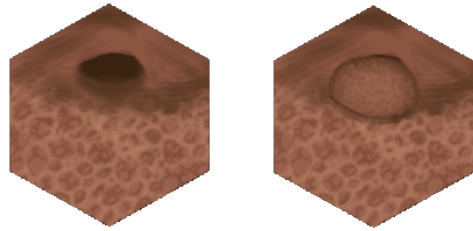
Eliminate: Place 2 Proteins in the area.

ANT WARS DICES



When you move to an area that was empty; Roll the Ant Wars dices to search for resources. Choose a type of resource from those obtained in the roll, then place the obtained amount of that resource in the area. Place double this amount if it's an area of the foraging board. If you roll 2 Gloomys or more; place 1 Gloomy in the area. If you get 3 Spiders or more in the roll; place 1 Spider in the area.

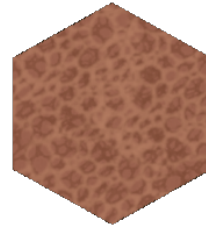
ENTRANCE TO THE ANTHILL



Open Entrance Gated Entrance

The Anthill Entrance tile connects your colony's anthill to the foraging area through the nearest Anthill Exit. Place the Entrance Open to allow passage, place the Entrance Closed to prevent it.

GALLERY



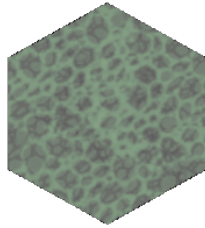
Place Gallery tiles on your anthill board to expand your anthill.

PANTRY



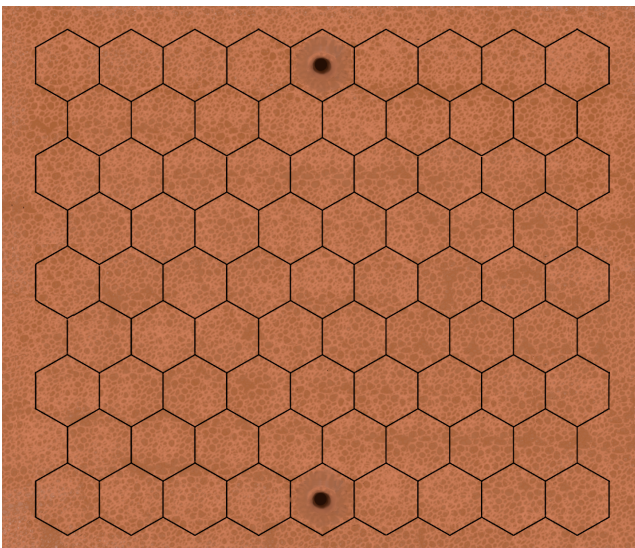
Place Pantry tiles to store resources, up to a maximum of 10 resources per Pantry. You can consume the resources of your pantries to improve your anthill.

MUSHROOM

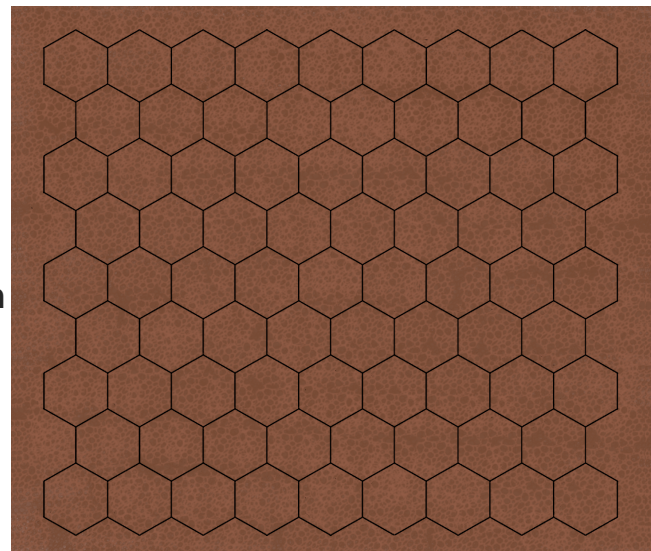


Mushroom Harvesters can place Mushroom tiles. Place leaves on the Mushroom tile to produce Mushroom. At the beginning of the mushroom harvesters shift; Remove a leaf from the Mushroom tile and place 3 Mushrooms on it. If at the start of the Mushroom Harvesters turn there are no leaves left on the Mushroom tile; replace it with a Gallery tile.

THE GAME BOARD

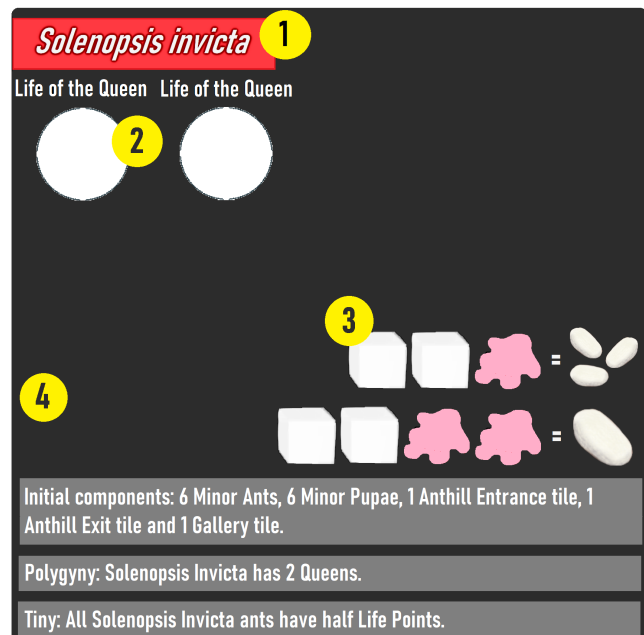


Foraging board



Anthill board

COLONY PANEL



Solenopsis invicta 1

Life of the Queen Life of the Queen

2

3

4

Initial components: 6 Minor Ants, 6 Minor Pupae, 1 Anthill Entrance tile, 1 Anthill Exit tile and 1 Gallery tile.

Polygyny: *Solenopsis Invicta* has 2 Queens.

Tiny: All *Solenopsis Invicta* ants have half Life Points.

The colony panel displays information unique to your ant colony.

1 · The species of your ant colony.

2 · Indicates the life points of your Queen. If the Life of the Queen of your colony reaches 0 or less; is removed. If your colony has no Queen and you use the Hatch action; replace the Pupa tile in the area where you produce ants with a Gallery tile.

3 · Indicate the costs per unit of your ants

and Pupa tiles.

- 4 · Indicate the special characteristics of your colony of ants.

OBJECTIVE OF THE GAME

The game ends when there is only one left. Queen alive at the end of a round. Keep your Queen alive at the end of the game to win.

MATCH PREPARATION

- 1 · The players roll the dice to determine who will be the first to choose a colony and start the game. Whoever gets the highest number is the first to start their turn. The turn order continues clockwise.
- 2 · Now the players place their colonies on the board. Starting with the first player and going clockwise, each player will go through all the steps for placing their colony before the next player places theirs.

STEPS FOR THE PLACEMENT OF THE COLONY

- 1 · Choose one of the four colored colonies and take the corresponding colony panel, and 1 Anthill Entrance tile. Be sure to also take the components that your colony panel indicates.
- 2 · Place in the indicated area on your anthill board the Anthill Entrance tile with the Entrance Closed side facing up.
- 3 · Place the Pupae tile on any area of your anthill board and place your Queen and your nurses on it.

HOW TO PLAY

Each player can perform a maximum of 2 actions during their turn. It is possible to perform two different actions or the same action twice. The actions that can be performed are the following:

Dig: Place a new Gallery tile on an anthill board, in an area adjacent to a gallery with ants from your colony. You cannot place a new Gallery tile if the number of ants in your colony is less than the number of tiles in your anthill. The Anthill Entrance tile does not count towards the sum of your anthill tiles.

Demolish: Remove an empty tile (Gallery, Pantry, Pupae Minor or Pupa Major) adjacent to a gallery with ants in your colony.

Transform: Select a tile from your anthill with ants from your colony. Replaces the selected tile with another available tile type or flips the tile over if it is an Entrance to the Anthill.

Hatch: Select an area with pupae of your colony. Place one Minor ant for each Pupa Minor in the area and one Major ant for each Pupa Major in the area.

Exploration: Select an area of your colony's territory. Move as many ants as you want from the selected area to an adjacent area that is not in your colony's territory. If the explored area does not contain threats, resources or pheromones; roll the Ant Wars dice. If after moving ants to a new area there are no ants left in the source area; Place a pheromone marker of your color over the source area. Remove the pheromone marker when the area is once

again occupied by ants.

phase:

Mobilization: Select an area of your colony's territory. move so many ants as you like from the selected area to another area with ants in your colony. Ants you move must move through areas with ants in your colony and must stop moving if they enter an area with threats, resources, or pupae.

1st – Queens

2nd – Majors

3rd – Minors

The attack phases are repeated until there are no threats in the area.

Foraging: Place any number of resources on the ants in your colony, up to a maximum of 1 resource per Minor and 2 resources of the same type per Major or Queen. To forage for resources they must be in the same area as your ants.

Each die rolled can target a threat, reducing its hit points by the amount rolled on the die.

When a threat's hit points is 0 or less; is removed.

After all players have performed their actions; Threats in areas where there are threats must be resolved.

Minors, Majors, Gloomys, and Spiders if they survive the attack phases; they recover all their life points.

The round ends when all players have taken their actions and all threats have been resolved. If at the end of a round only one player has his Queen alive; the game ends and that player wins. Otherwise; a new round begins.

RESOLUTION OF THREATS

Threats

When in an area with ants of one color there are also ants of another color, tenebrios or a spider; it is considered that there are threats in the area. Which will lead to a battle at the end of the round.

Battle

Players attack by rolling standard dice for each of their different types of ants in the area where there are threats. The players involved in the battle always roll the dice at the same time and for the same attack