



When owning an ant farm, people get a front row seat to watch these master engineers build a network of tunnels to create a habitat from start to finish. Their natural instincts of skill, craft and teamwork exceeds that of modern day engineering. However, the careless ant farm owner can create dangerous and unhealthy habitat by putting too much sand in the ant farm.

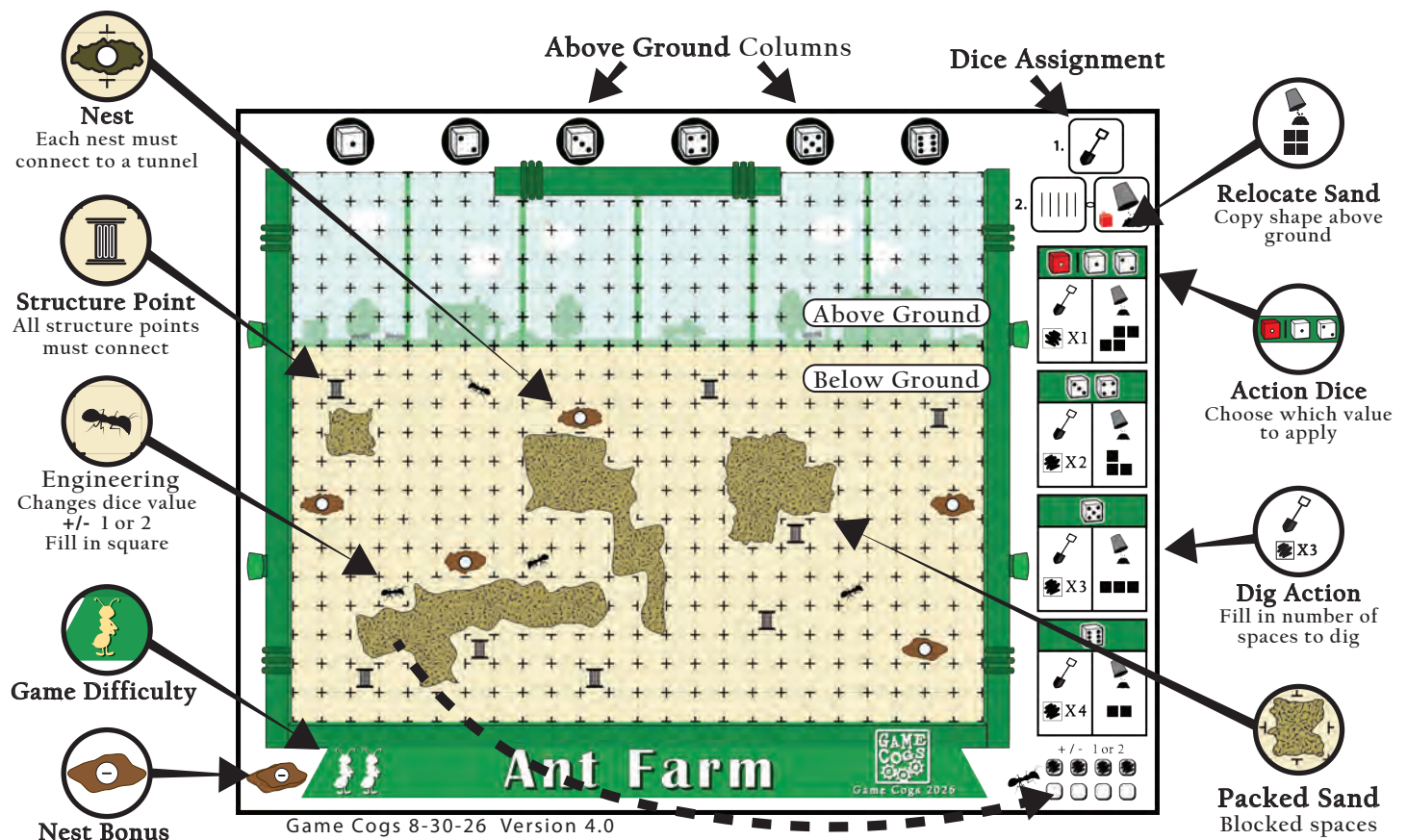
It is up to the ants to dig their way through the sand and relocate the waste above ground so as to maintain their viability. If the sand gets too much above ground, the ants will not be able to function and will die off.

Ant Farm is a dice allocation, solo roll and write game where a player is trying to create a sustaining habitat for the ants. Each turn a player will roll three dice and chooses which one they want to use for digging, how much sand to relocate and where to place the relocated sand. There is also the need to build and dig in the most structurally sound areas of the sand. As the sand builds up, a player will have to balance the need to dig quickly or relocate the sand in the best position.

If any one column above ground get filled up, that player loses the game. If a player connects to all of the nests and passes through all of the structure points before a column gets filled, that player wins!

Players: Solo **Ages:** 8+ **Time:** 15 Minutes

Components: Game Sheet, 2 white dice and 1 dice of a different color.

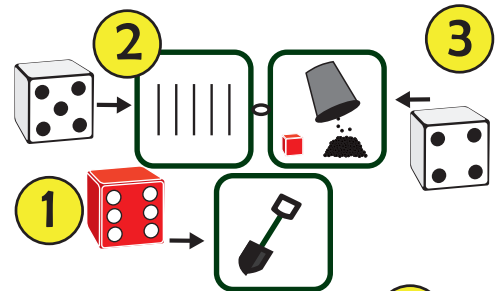


● **Player's Goal:** To connect all of the nests and structure points via tunnels without filling up any one column above ground, the game is won. If any one column above ground get filled up and a player cannot fill in any more squares, that player loses the game.

● **Game Set Up:** Roll one die to determine which column your tunnel will start. Upon a player's first turn, the first dig action will start below ground on one of the four squares of that column (see red rectangle in example). Due to packed sand, some squares may not be available.

● **Game Flow:** Each turn a player will roll all three dice. That player will then decide to assign the dice to:

- 1) Dig a preset amount of spaces below ground associated with that die (this step must be done first).
- 2) Assign a column above ground to apply the relocate sand action (Step 3)
- 3) Relocate the sand above ground by copying the shape associated with that die.

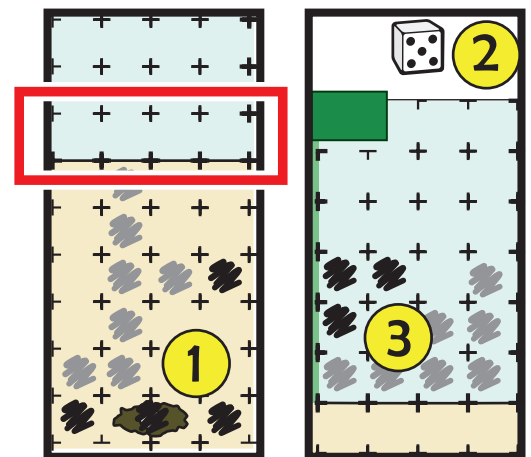


In the example to the right, Giampiero rolls a four, five and six. He decides to apply the six (1) die to the dig action. This allows him to dig four spaces below ground. He then proceeds to mark off four squares. One of these is a nest, necessary for winning the game.

Next, he Giampiero uses the five die (2) for the column to apply the relocating sand action.

He then chooses to use the four die (3) for the relocating sand action. In conjunction with the column die (below) he will mark off three squares in a right angle.

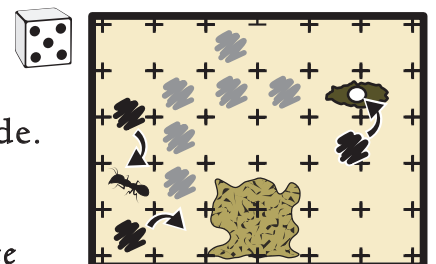
This is how the game is played each turn. A player chooses to allocate the dice to a particular action and then applies the actions.



● **Dig Action in Detail:** The goal of digging is to dig tunnels to connect all of the nests and structure points. The number beside the X tells a player how many squares they may fill in that round (see (1) in example above). A player must fill in a square that is adjacent to an already filled in square. The squares filled in this step do not have to be adjacent to each other. This means that a player can work on several different tunnels in one turn.

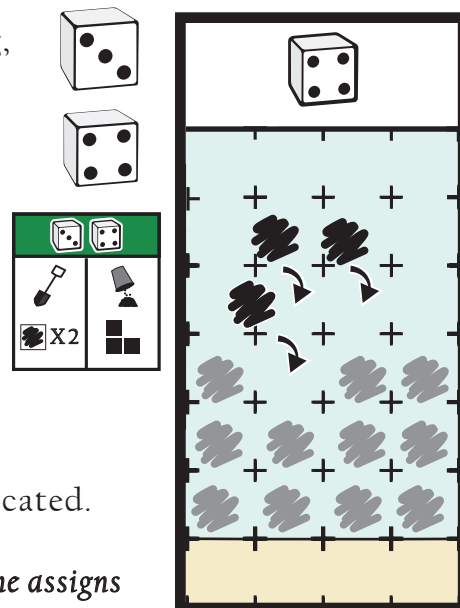
- A nest takes up two spaces, but acts as one space. Fill in the circle to indicate that the nest has been dug.
- Players can only enter/exit a nest from the left or right side.
- Filling in squares diagonally is prohibited.
- Players cannot dig in packed sand.

In the example to the right, Luke chooses a five to dig. He fills in three squares at different locations of the tunnel.



● **Relocate Sand in Detail:** When a player has completed digging, the relocating sand step begins. This is a two step process with taking the remaining two dice and allocating 1) one of the six columns and 2) draw a shape above ground. Once the column is chosen, draw the shape in that column.

- The shape assigned to the die may be flipped or rotated.
- Start filling the shapes from a bottom square.
- After the first shape is drawn, all subsequent shapes must touch at least one other filled in square.
- A player may be forced to draw a shape that leaves a unfilled square. *This usually occurs with the zig-zag shape.* ■■■
- There are no squares where the green top of the ant farm is located.



In the example to the top right, Rachel has a three and a four remaining. She assigns the four for the column and the three for the shape.

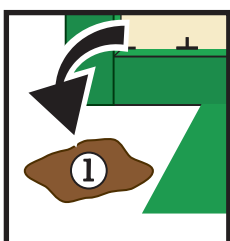
● **The Red Die:** If the red die matches the value of the red die icon in the square, that die value is locked in for that **shape** in the relocate sand action. If the red die has a different value, it functions as normal.

In the example to the middle right, Joem rolls a red one ①. Since this matches the red icon ②, he will place the one die on the relocate sand action square. He will have to draw this shape ③ This cannot be used for the dig action or column.

● **Engineering Action** (🐜): Engineering allows a player to increase or decrease a die by 1 or 2 after all of the dice are rolled. The game starts with four already available, with four more chances during the game. There are four ant icons spaced around the game board. Once a player digs a tunnel and lands on one of these ant icons, fill in the square with the ant icon in the ant farm and fill in one of the squares in the bottom right corner of the game sheet.

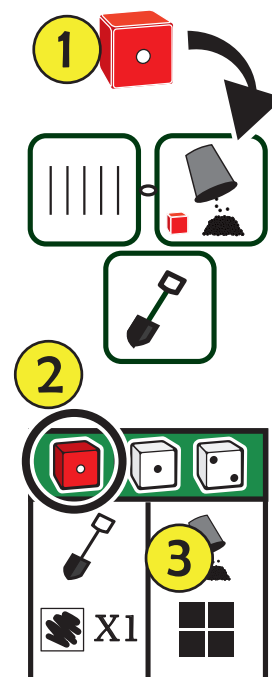
Each time a player applies an engineering die, cross out a square and then that player will alter a die's value by 1 or 2.

- Die value will not go below one or above six.
- Players can apply an engineer die twice to the same die.
- This can be used immediately.
- This cannot be applied to a red die. *This can be optional for an easier game.*

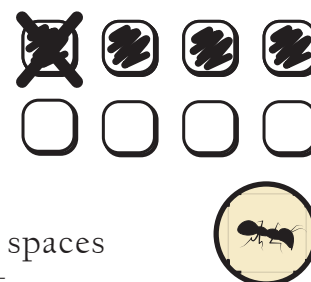


● **Nest Bonus:** When a player fills in a nest icon on the player sheet, that player gets an extra digging bonus (except for the easiest level). Dig the amount of spaces indicated by the number on the bottom left of the sheet.

This can be used immediately.



+ / - 1 or 2



- Ant Farm spaces:

Nests and Structure Points

Players must create a network of tunnels that touches every nest and structure point on the game board. Mark off the square(s) to indicate this.



Packed Sand

Any square that contains a portion of the packed sand is off blocked.

- Winning the game:

If a player can create a tunnel network that touches every nests and structure point, the game is won! If an above ground column requires a player to add a shape and cannot due to not enough spaces to accommodate the shape, the game is lost.

* In the case of a player finishing the tunnels but cannot add a shape to the above column, the game is lost.

- Variants: For an easier game, a player can alter the red die with the engineering action.

- Rating a player's skill:

If a player fills in all structure points, nests and no columns filled - An expert ant.

1-2 Structure points or nests left over and a column filled - An average ant.

3 or more structure points or nests left over and a column filled - A helpless ant.

Note: The background farm scene has no function for the game play.

Thanks to Harry Metcalf for making a how to play video and Zach Lonneman for making a digital version.



*Special thanks to
Birgit Röscheisen!*

Game Cogs

Formerly Wildcard Six Game Design
(Frank)

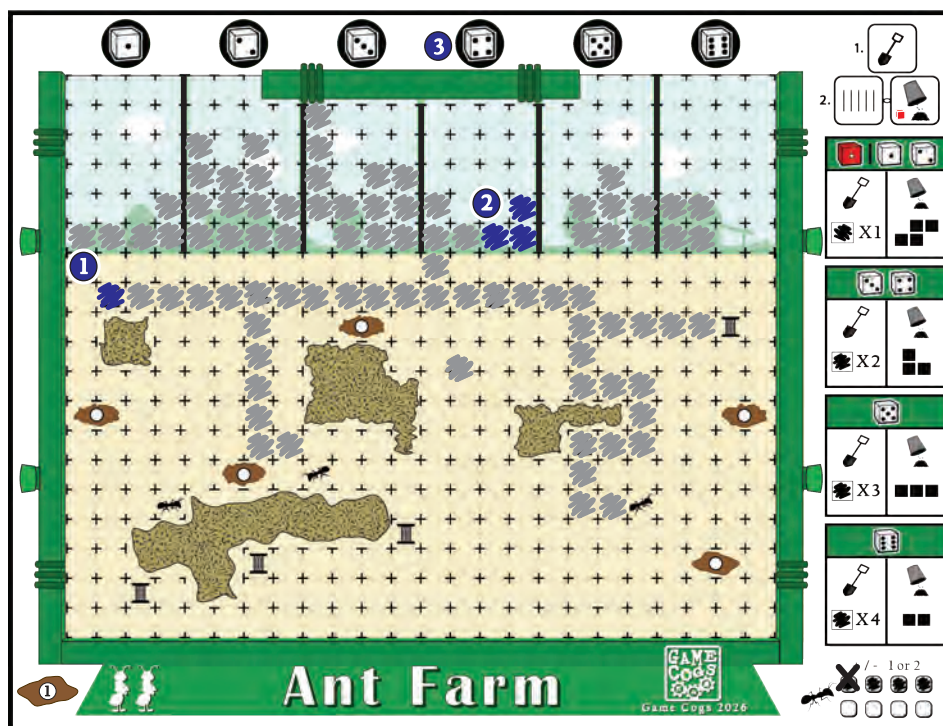
Game Design & Game Board

Now Dream Images & Comics
(Amanda)
Cover Art



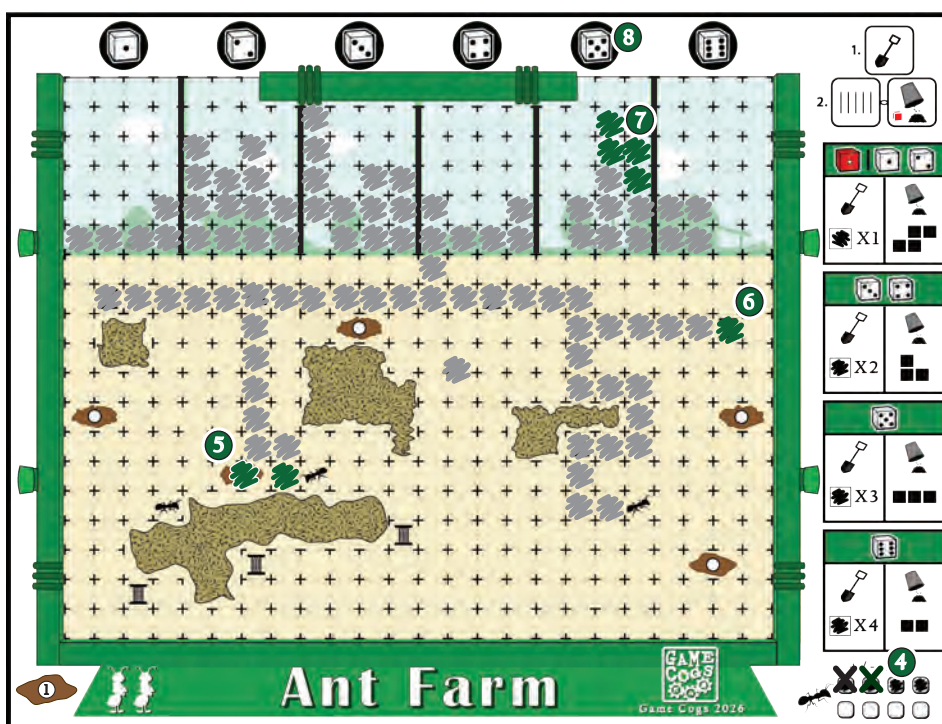
Sample Turns

Turn One - Jordan rolls   . She digs and fills in a structure point **1** with the  and relocates three spaces (L-shape)  **2** in the fourth  column **3**.



Turn Two - Next she rolls a   . Jordan decides to use the engineering action **4** and changes one of the  to a .

She will dig two  below ground, digs a nest **5** and gains a bonus dig **6**. **(5)**. *Note: Since a player is not allowed to enter the nest vertically, Jordan had to use one space moving down, then left.* Since the red die is a , she must fill in a Z-shape **7** and will do this in the fifth  column **8**.



Turn Three - One her third turn, Jordan rolls a 🎲 🎲 🎲. At this point she has used two of her engineering actions. She really want the max dig and smallest relocate sand action this turn. Jordan knows that her third column is getting filled up pretty fast. She decides to change the 🎲 to a 🎲 thinking this would be her best option for her column **8**.

She digs in three different places, with four dig actions 🎲 **9** and gains two engineering ants and a nest. She fills in two engineering tracker at the bottom of the right of the page **10** and moves one extra space from filling in the nest **11**.

Jordan then relocates two sand 🎲 **12** in column 4 🎲 **13**.

