





## Arthropods: The Bees

Arthropods take centre stage in this board game. The game rules are largely based on how these cold-blooded, invertebrate creatures live in nature. So, if you pay attention, you might just learn something new!

Arthropods consists of 4 games: 2 with ants (The Ants) and 2 with bees (The Bees). Both the ants and the bees have their own base game, as well as an expansion. These are the rules for the base game of the bees: Happy Honey Beez. If you're playing with the bees for the first time, it's recommended to start with this one.

Although each game has different rules, the focus is always on strategically building your colony. You do this by tactically connecting hexagon tiles to the board. As a player, you also have different types of game pieces that are necessary for building your ant nest or beehive but are also crucial for thwarting your opponents.



### Winning Happy Honey Beez

You win the game by earning the most points. Points are scored by completing beehives and producing honey. In addition, it is essential to collect pollen to improve your chances of winning. The game ends when the tile supply runs out.

#### Short summary

The game begins with a single starting tile featuring a large bee. This serves as the starting point for each player at the table. From this tile, you will build a beehive by connecting a new tile each turn. The goal is to complete your beehive, as this will earn you points. Your queen is essential in this process; she sits in a hive and indicates that it belongs to you. The number of points you score depends on the size of your hive. The bigger, the better—but make sure your hive is finished before the game ends!

Don't forget about your worker bees—they are the busy bees collecting pollen. They do this by flying to a flower field, where they receive a green pollen token on their back. In the next round, the worker flies to the queen to deliver the pollen. You then receive this pollen in your hand. With pollen, you can connect extra tiles, making it easier to quickly finish your hive!

The worker can also convert the collected pollen into honey. This happens in a honey chamber, where the green pollen token is exchanged for a yellow honey token. In a subsequent turn, the worker can fly to the queen to deliver the honey. This honey token then goes into your hand. Honey in your hand is worth points, which can be crucial for winning!

But watch out—keep a close eye on your opponents! They might block your routes to the fertile meadow with their bees, or suddenly connect a tile to your hive, forcing you to add five more tiles to finish it. Even worse, they could isolate one of your bees, making it unusable. You may remove that bee from the board, but this will cost you a point.

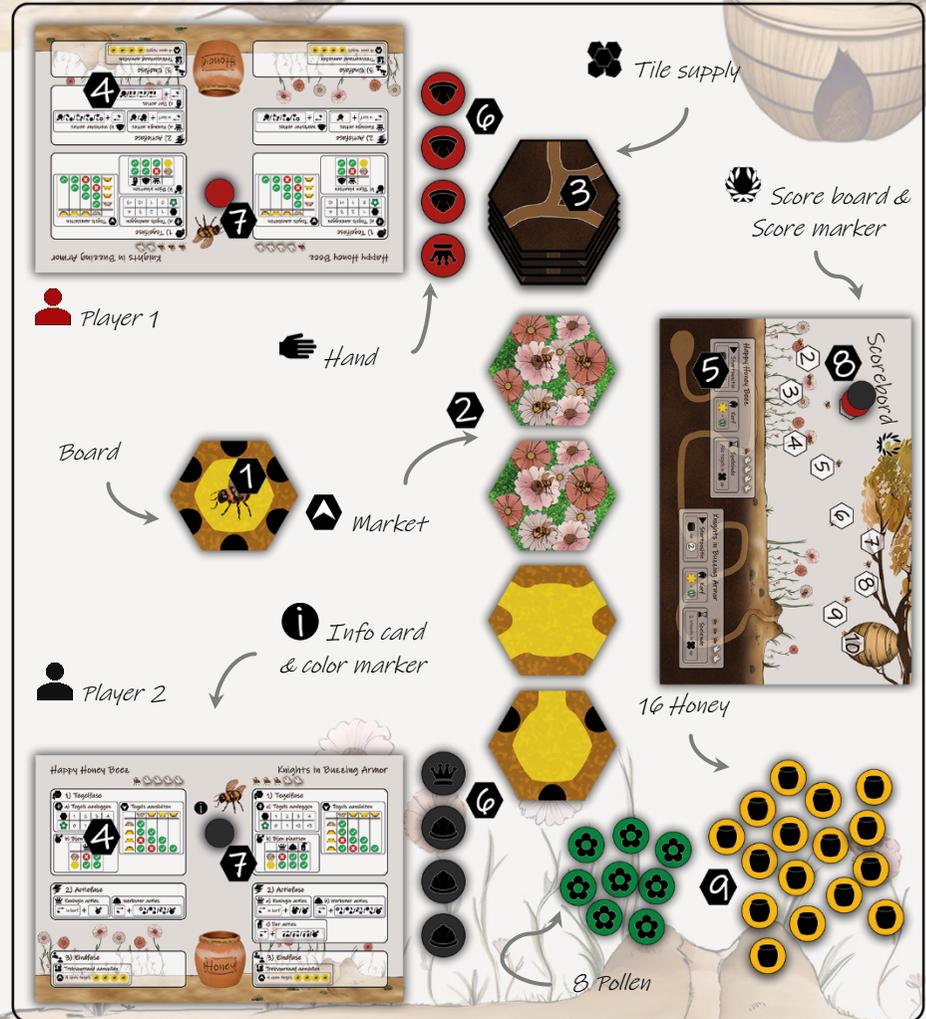
The following pages explain in more detail how to set up Happy Honey Beez, what you can do during your turn, and how the scoring works. Have fun!

## Set up

- 1 Place the starting tile in the centre of the table.
- 2 Use the specified quantities of tiles and place 2 meadow tiles and 2 hive tiles face up in the draw supply.
 

Spelers	Meadow	Hive	Breeding-room	Honey room
	6	12	0	6
	9	18	0	9
	12	24	0	12
- 3 Shuffle the remaining tiles to form the tile supply and create one or more stacks.
- 4 Each player takes an info card and places it in front of them.
- 5 Also place the score board on the table.
- 6 Each player chooses a colour and takes a queen and 3 worker bees into their hand supply.\*
- 7 Each player places the colour marker of their chosen colour on their info card.
- 8 Each player places their score marker (stacked) on the 0 on the score board.
- 9 Finally, place 4 pollen tokens per player and all honey tokens in the game supply.

\* When playing the first time, first put the stickers on the large wooden game pieces.



# Game phases

Happy Honey Beez is played in rounds. The player who most recently hugged a bee goes first. Other players follow in clockwise order. During your turn, you go through 3 phases with corresponding (optional) actions: the tile phase, action phase, and end phase. These phases, including the actions or special rules, are also shown on the info card.

**1) Tegelfase**

**a) Tegels aanleggen**

1	2	3	4
0	1	+1	+2

**b) Bijen plaatsen**


**Tegels aansluiten**


**2) Actiefase**

**Koningin acties**

in korf +

**Werkster acties**

+ / / /

**3) Eindfase**

**Trekvoorraad aanvullen**

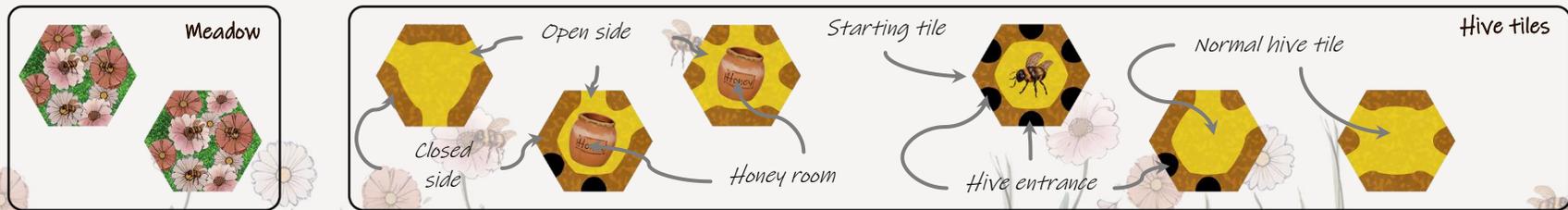
4 open tegels

## 1) Tile phase: Placing tiles & bees

During this phase you will place tiles and bees on the game board.

### Tile placement

There's 2 types of tiles you can place.



When you connect one or more tiles during your turn, each tile must be placed so that all its sides align correctly with the board.

- ❖ A side with open or closed brood may border either itself or each other.
- ❖ A flight hole may only border another flight hole, open brood, or a meadow tile.\*
- ❖ Meadow tiles may border themselves, a flight hole, or closed brood.

### Example: placing tiles



\* For added difficulty, you can play with the rule that a flight hole may only connect to a meadow tile. In this situation, the last two examples mentioned above are not allowed.

### Action: 1a) Connecting a tile

You start your turn by connecting one (free) tile from the draw pile to the board. If the exceptional situation arises where none of the tiles from the draw pile can be connected, then all four tiles are refreshed from the tile supply. If you want to place more tiles, you may do so by paying pollen from your hand supply. If you wish to place a second or third tile, you pay one pollen per tile. Placing a fourth tile costs 2 pollen. This means you will have paid a total of 4 pollen to connect all 4 available tiles.

### Optional action: 1b) Placing a bee

Each time you connect a tile, you may place a bee on that tile, which can perform actions during the action phase. The following rules apply:

- ❖ The queen may only be placed on a hive tile;
- ❖ However, you may not place the queen if you are connecting a tile to a hive that already contains another queen;
- ❖ The worker may be placed on both hive and meadow tiles.

### 2) Action phase: Actions

Now that your bees are on the board, it's time to put them into action. Each bee has its own role to play. The queen  is the most important piece for collecting points. Workers  are essential for gathering pollen and honey.

There are two types of actions a bee can perform, and each bee may do both actions in one turn:

- ❖ Flight action: Each bee may move once per turn;
- ❖ Special action: Each bee may complete one special action per turn. These actions are (mostly) different for the queen and the worker.

It doesn't matter whether you move your bee first and then perform a special action like making honey, or make honey first and then move.



### Flying: Moving bees

One of the two actions that all bees can perform is flying. This means you move them across the game board so they can perform a special action or block your opponents. The following rules apply:

- ❖ Whether you fly to an adjacent tile or to the other side of the board, as long as you are not blocked, distance does not matter.
- ❖ However, the tiles must be connected (your bee cannot fly through closed brood).
- ❖ For the queen, there is an additional rule: she cannot leave her hive (so she cannot fly through flight holes and only moves within the hive she is in).
- ❖ Your flight path can be blocked by other players, as bees of different colors cannot pass each other within a hive. In the meadow, this is allowed.
- ❖ Bees of the same color may pass each other.
- ❖ However, you cannot land just anywhere, as only one bee is allowed per tile. The only exception is that one worker and one queen of the same color are allowed on a single tile.



### Special action: Abandoning a hive

All bees may perform this action as well. When it becomes impossible to score more points with the hive you are building, or if a worker can no longer move (because she is surrounded by other bees or her tiles have become isolated from the rest of the board), it may be wise to remove your bee from the board. When your bee leaves the hive, you take the piece back into your hand supply. A bee taken out of the game in this way may be reintroduced during the tile phase of your next turn.

For extra variety, you can play with the following rule, which also applies in Knights in Buzzing Armor: Returning a bee from the board to your hand costs one point. Move your score marker down one point on the score track. You can never have less than 0 points.



### Special action: Collecting pollen

Workers are busy bees, constantly collecting pollen. They fly across the board looking for meadow tiles to collect it. If a worker is on such a tile, place a green pollen token from the game supply on the worker. Each worker may carry a maximum of one token (honey or pollen). If there is no pollen left in the game supply, unfortunately the flowers do not produce pollen at that moment and it cannot be collected.



### Special action: Producing honey

Besides collecting pollen, a worker can of course also produce delicious honey. To do this, she must have a pollen token on her back. Fly your worker to a honey chamber and exchange the green pollen token for a yellow honey token. If you are already in a honey chamber, you can make honey first and then fly away. A worker can carry a maximum of one token (honey or pollen). If there is no honey left in the game supply, no honey can be made.



### Special action: Feeding the queen

Whether a worker has pollen or honey on her back, both can be given to the queen. To do this, the worker flies to the tile where the queen is located (or remains there from the previous turn). She then gives the pollen or honey she is carrying to the queen. If it is a pollen token, you may take it into your hand supply. Collect the honey in the honey pot on your info card. These are points at the end of the game that you cannot lose if you remove a bee from the board.

Example: actions

Dotted lines indicate possible bee movement

The orange worker can collect pollen but has nowhere to fly to

On each tile only 1 bee is allowed, with the exception of 1 worker and 1 queen of the same color

A queen can only move inside the hive

The red worker can produce honey using pollen

The orange worker can collect pollen and fly to her queen

The red worker on the starting tile blocks the way in and out for other players. The other red worker (on the meadow) is able to pass her

The black worker can fly to a honey room and produce honey using the pollen

The black worker can feed the queen the collected pollen

**3) End phase: Ending your turn**

With this phase, a player ends their turn and the next player takes their turn (clockwise).

**Action: Refill the supply**

Have all your bees finished what they needed to do? Then it's time to refill the draw supply, so that there are four tiles available for the next player. Refill this supply from the tile stock. If it happens that four flower tiles appear, a severe winter sets in. Remove these four tiles from the game and then draw four new ones.



## The winning colony

Happy Honey Beez ends when the last tile from the tile supply is used to refill the draw supply. After that, no other player takes a turn. The player with the most points at that moment wins. In the case of a tie, the player with the largest unfinished hive wins. If that is also tied, the winner is the one who scored the highest/first on the hives. To determine this, check the score track to see who is furthest ahead or on the bottom.

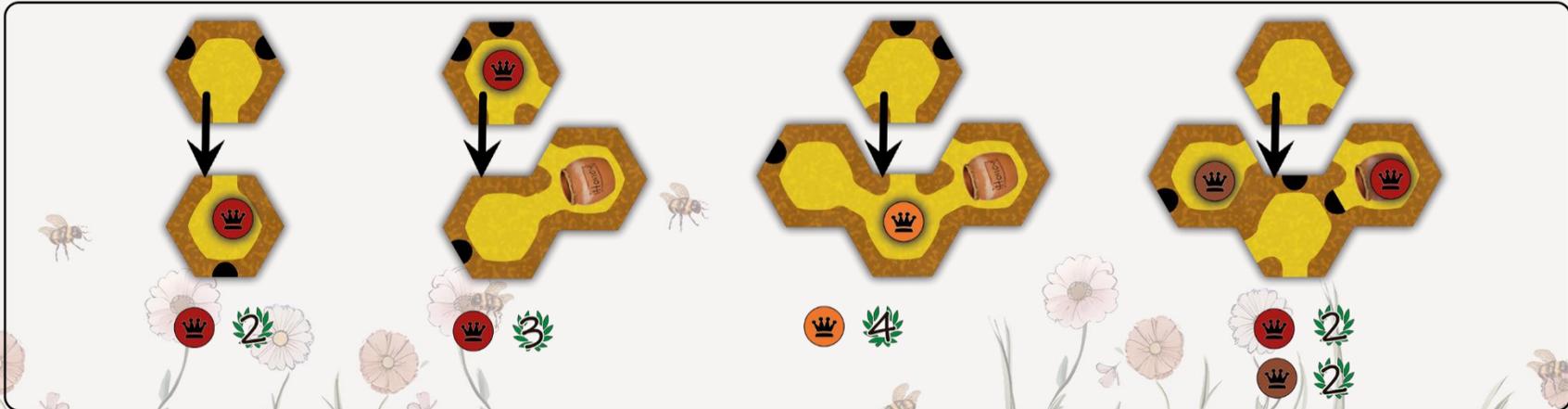


## Building a beehive

You earn points for a hive, made up of one or more tiles, in which your queen is placed and that is finished. A hive is considered finished when it is surrounded by closed brood (possibly with a flight hole). It does not matter whether your queen is already in the hive or if you add the last tile with a queen on it. Such a hive scores one point per hive tile, which is tracked on the scoreboard. If multiple markers end up on the same number of points, they are stacked on top of each other.

It can happen that a hive contains multiple queens because smaller hives are connected before they are finished. In that case, the points are evenly divided among the involved players (rounded up). When a hive is finished and the points are collected, all queens in that hive return to the players' hand supply. These may be placed back into the game in the same phase if desired. The hive can be used by the bees on the board, but no additional points can be scored with it.

*Example: scoring through bee hives*



## Honey production

Produced honey is collected in your honey jar (on the info card) and is worth one point each at the end of the game.





## Arthropods: The Bees

Arthropods take centre stage in this board game. The game rules are largely based on how these cold-blooded, invertebrate creatures live in nature. So, if you pay attention, you might just learn something new!

Arthropods consists of 4 games: 2 with ants (The Ants) and 2 with bees (The Bees). Both the ants and the bees have their own base game, as well as an expansion. These are the rules for the complete bee game: Knights in Buzzing Armor. Play this variant when you are familiar with Happy Honey Beez or if you are an experienced player. Explanations that are the same as in the base game have been minimized in these rules, and some examples have been omitted.

Although each game has different rules, the focus is always on strategically building your colony. You do this by tactically connecting hexagon tiles to the board. As a player, you also have different types of game pieces that are necessary for building your ant nest or beehive but are also crucial for thwarting your opponents.



### Winning Knights in Buzzing Armor

You win the game by earning the most points. Points are scored by completing beehives, through honey production, and the size of your bee colony. Collecting pollen and producing honey is essential for this. The game ends when two stacks from the tile supply are empty.

#### Short summary

The game starts with one starting tile showing a large bee. This is the starting point for each player at the table. From this tile, you will build a beehive by connecting a new tile each turn. The objective is to fully complete your beehive, as this will earn you points as a player. Your queen is essential for this. The number of points you score depends on the size of your hive. The bigger, the better, but make sure your hive is finished before the game ends!

The workers are the busy bees that tirelessly collect pollen. They do this by flying to a flower field, where they receive a green pollen token on their back, which they can then deliver to the queen. This allows you to connect extra tiles—handy for quickly finishing your hive!

A worker can also convert the collected pollen into honey and give it to the queen. Honey in your hand is worth points, but the worker can also feed the honey to an egg, allowing you to place more bees on the board. Both options can help you win, so keep those workers busy!

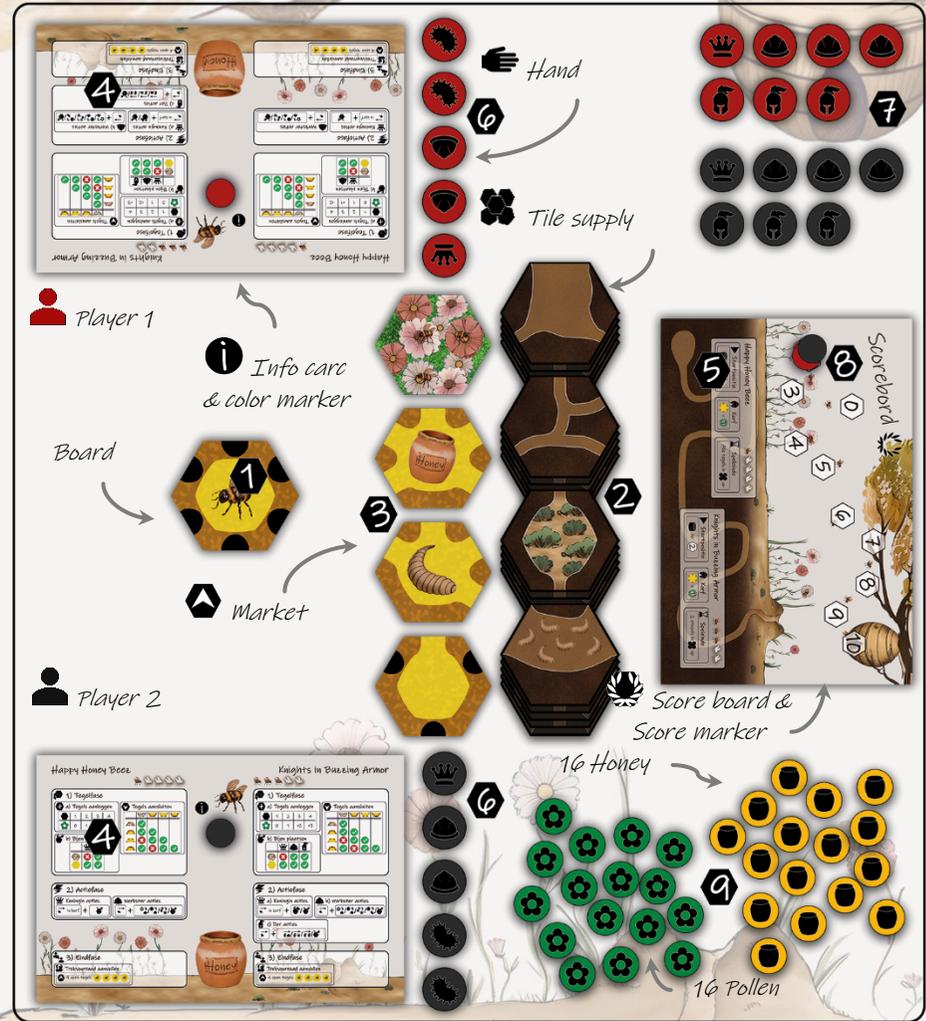
Drones are the black-and-yellow knights who ensure your workers stay loyal and can do their work undisturbed. They can persuade enemy workers to join your colony. Very handy, because the more bees you have on the board, the more points you'll score at the end of the game! Drones can also expel enemy queens from their hives so that you can claim the points. But make sure your own bee colony is safe, even if it means sacrificing another drone!

The following pages explain in more detail how to set up Knights in Buzzing Armor, what you can do on your turn, and how scoring works. Have fun!

## Set up

- 1 Place the starting tile in the center of the table.
  - 2 Use the quantities of tiles indicated below and make 4 stacks to form the tile supply (ant side up).
- | Spelers   | Meadow | Hive | Breeding-room | Honey room |
|---|--------|------|---------------|------------|
|  | 8      | 24   | 8             | 8          |
|  | 12     | 36   | 12            | 12         |
|  | 15     | 46   | 17            | 17         |
- 3 Place one tile from each stack face-up so that the draw supply consists of a meadow, a regular honeycomb tile, a brood cell, and a honey chamber.
  - 4 Each player takes an info card with a color marker and places it in front of them.
  - 5 Also place the scoreboard on the table.
  - 6 Each player chooses a color and takes a queen, 2 workers, and 2 eggs into their hand supply.\*
  - 7 All remaining bees go into the general supply.
  - 8 Each player places their score marker (stacked) on 2 on the scoreboard.
  - 9 Finally, place all pollen and honey tokens into the general supply.

\* When playing the first time, first put the stickers on the large wooden game pieces.







If you want to connect more tiles, you may do so by paying pollen. Each extra tile you connect costs more than the previous one. To lay a second tile, pay one pollen from your hand supply. The third tile then costs 2 pollen, and the last one even 3 pollen. So, if you want to connect all 4 available tiles, it will cost 6 pollen.

### Optional action: 1b) Placing a bee

Each time you connect a tile, you may place a bee on that tile to perform actions during the action phase. The following rules apply:

- ❖ The queen may only be placed on a hive tile provided there is no other queen in the hive where she is placed; \*
- ❖ The worker or drone may be placed on any type of tile;
- ❖ An egg may not be placed on a tile.

*\* Flight Rule: When two hives with queens of the same color are connected (and possibly completed) by laying tiles, one of the queens flies out. This queen is immediately placed in an unoccupied hive. If this is not possible, return her to the hand supply. If hives are connected with different colored queens, this only affects point distribution.*

### 2) Action phase: Actions

Now that your bees are on the board, it's time to put them into action. Each bee has its own role. The queen  is the most important piece for collecting points and always acts first in the action phase. Workers  go next and are crucial for gathering pollen and honey. Last are the drones , who interact with other bee colonies and can conquer enemy hives. Eggs  are important for growing your bee colony but cannot perform actions.

There are 2 types of actions a bee can take, and each bee may perform both actions in a turn (order does not matter):

- ❖ Flying: Each bee may move once per turn;
- ❖ Special action: Each bee may complete one special action per turn. These actions differ mostly for the different bee types.

#### Flying: Moving bees

One of the actions that the queen, worker, and drone can all perform is flying. This means moving them across the board so they can perform a special action or hinder your opponents. The rules for this differ from Happy Honey Beez:

- ❖ Whether flying to an adjacent tile or the other side of the board, as long as you're not blocked, the distance doesn't matter;
- ❖ The tiles must be connected (your bee cannot fly through closed brood);
- ❖ The queen may not leave the hive (she cannot fly through flight holes and only moves within the hive where she is);
- ❖ Eggs cannot move and remain on the brood cell where they were placed;
- ❖ Multiple bees of the same color may share a tile and may always pass each other;
- ❖ Bees of different colors may not pass or stand on the same tile, except as outlined below;
  - In the meadow, bees of different colors may pass each other;
  - A tile with only an egg of a different color may be passed but not landed on;

- Drones may, via some special actions, move to a tile with bees of a different color.

### Special action: Abandoning a hive

Each queen, worker, or drone may perform this action. In some situations, you may want to remove your bee from the board, such as when it is completely isolated from your hive and the rest of your colony. When you remove your bee from the board, return the piece to your hand supply. A bee removed from play can be brought back into the game during the tile phase of your next turn.

Note: Taking a bee from the board back to your hand costs one point. Move your score marker down one point on the score track. You can never have less than 0 points.

### Special action: 2a) Laying an egg

The queen can lay an egg when she is on a brood cell. Place an egg from your hand supply on that tile. Only one egg may be on a breeding room.

### Special action: 2b) Collecting pollen

Workers are busy bees who collect pollen by flying over the board looking for meadow tiles. If a worker is on such a tile, place a green pollen token from the supply on the worker. Each worker may carry only one token (honey or pollen). If no pollen is left in the supply, flowers do not produce pollen and none can be collected.

### Special action: 2b) Producing honey

In addition to collecting pollen, workers can also produce delicious honey. To do this, the worker needs a pollen token on her back. Fly your worker to a honey chamber and exchange the green pollen token for a yellow honey token. A worker may carry only one token (honey or pollen). If honey is out of stock, no honey can be made.

### Special action: 2b) Feeding the queen

Whether a worker has pollen or honey, the queen enjoys both. To serve the queen, the worker flies to the tile with the queen and gives her the pollen or honey. If it's a pollen token, take it into your hand supply. Collect honey on the honey jar on your info card. These are points at the end of the game that you cannot lose if you remove a bee from the board.

### Special action: 2b) Hatching an egg

A worker can also feed honey to an egg so it can grow into a new bee. When on the same brood cell, pay the yellow honey token to the supply. The egg returns to your hand supply, and you may take a bee of your choice from the general supply and add it to your hand supply.

### Special action: 2c) Seduction

Male bees pull out all the stops to ensure your bee colony becomes the largest. A drone can charm a worker bee of another color, causing her to join your colony. Fly your drone to a tile with one opposing worker bee and exchange her for one of your own worker bees from your hand supply. The opposing worker bee returns to her owner's hand supply. If you don't have a worker bee in your hand supply, the worker bee is expelled (see special action 'Expel'). It is possible to use multiple drones at the same time to charm (and/or partially expel) multiple worker bees. Both the drones and the worker bees must be on the same tile at the start of your turn.

If there is an egg on the same tile as the charmed worker, the egg is expelled. Any honey or pollen tokens that the worker(s) are carrying go with them to the new colony and remain with the worker. If there is a queen on the same tile, first perform the 'Expel' action. If there is a drone present, the 'Sting' action must be performed first.

### 👑 Special action: 2c) Expelling

Your drones also play a key role in scoring points through the beehives. They can expel a queen from the board so you can claim a hive for yourself. You need at least 2 drones (on the same tile) to do this. Fly the drones to an opposing queen to expel her. The queen returns to her owner's hand supply, and she leaves her hive unguarded. However, this action costs the life of one drone—remove it from the board and return it to the general supply.

If there is also a worker bee on the same tile, you need 3 drones. In that case, the worker is charmed, and the queen is expelled. If there are multiple workers and a queen on the same tile, this action cannot be performed. If there are opposing drones on the same tile as the queen, these must first be eliminated using the 'Sting' action.

### 👑 Special action: 2c) Stinging

Drones are also the most chivalrous knights, willing to sacrifice their lives for your bee colony. To protect your colony, a drone can sting another drone, causing both drones to die. This action is combined with the flying action. Move one drone to a tile with at least one enemy drone, then return both drones to the general supply.

#### Example: actions

Three red drones can expel the brown queen and egg and seduce the worker

The brown worker has nowhere to change pollen into honey

The brown queen can fly to a breeding room and lay an egg

Every orange drone can sting a red drone

The red queen cannot be expelled

The orange drone can sting the brown drone

Two black drones can seduce two red workers

The black worker can collect pollen and fly to her queen

The black worker can use pollen to produce honey or feed her queen

The red worker can use the honey to feed her queen or fly to the egg and gain an extra bee

### 👤 3) End phase: Ending your turn

With this phase, a player ends their turn, and the next player takes their turn (clockwise).

 **Action: Refill the supply**

Have all your bees done what they needed to do? Then it's time to refill the draw supply until there are four tiles again for the next player. Replenishing is done from the tile supply. Flip the top tile of each stack face up again.

 **The winning colony**

Knights in Buzzing Armor ends immediately when the last tile from two of the tile supply stacks has been flipped. The player with the most points at that moment wins. In case of a tie, the player with the largest unfinished hive wins. If that's also tied, the player furthest ahead (or on the bottom) on the score track wins.

 **Building a beehive**

You earn points for a hive that contains your queen and is finished (and therefore surrounded by closed brood). Such a hive yields one point per hive tile, which is tracked on the scoreboard. If multiple markers land on the same number of points, they are stacked on top of each other.

It may happen that a hive contains multiple queens because smaller hives are connected before they are finished. In that case, the points are evenly divided among the players involved (rounded up). When a hive is finished, each player may choose to take their queen back into their hand supply.

 **Honey production**

Produced honey is collected in your honey jar (on the info card) and is worth one point each at the end of the game.

 **Bees in the colony**

Players	Points
	2-0
	3-1-0
	4-2-1-0

The player(s) with the most bees (queen, drone, and worker) on the board receive the points indicated next to this section. If there is a tie, both players receive the same number of points, and the next place(s) are skipped.



Spelregels

# Arthropods

## Antropolis



Strategie



2-4



Geluk



10+



Interactie



30-45

Moeilijkheid





## Arthropods: The Ants

Arthropods play the main role in this board game. The game rules are largely based on how these cold-blooded, invertebrate animals live in nature. So, if you pay close attention, you might even learn something!

Arthropods consists of four games: two with ants (The Ants) and two with bees (The Bees). Both the ants and the bees have their own base game and an expansion. These are the rules for the bees' base game: Antropolis. If you are playing with the ants for the first time, it is recommended to start with the base game.

Although each game has different rules, strategically building your colony is always central. You do this by tactically connecting hexagon tiles on the board. As a player, you also have various game pieces, which are needed to construct your ant nest or beehive, but are also crucial for blocking your opponents.



## Winning Antropolis

You win the game by earning the most points. Points are mainly scored by building tunnels and nests. In addition, collecting food is essential to increase your chances of winning. The game ends when a player has reached 9 points.

### Short summary

The game begins, depending on the number of players, with a starting setup of tiles. The number of ants on the starting tiles indicates which ones are needed for each player count. Each player then receives their own nest from which to build their colony. On each turn, you connect one or more tiles to try to score points. You can choose to build an ant nest or create a network of tunnels. Your queen is essential in this; she rules from the nest and allows you to score points with it. This can be done by connecting the nest to the food-rich forests via a tunnel. When an ant nest is completed, you earn points and take the queen back into your hand. For both ways of scoring points, the rule is: the more tiles, the more points. But make sure your nest or tunnel is complete before the game ends!

Don't forget about your workers—they are the well-oiled machine that provides the colony with food. They do this by collecting leaves above ground in the forest, which gives them a green food token on their back. In the next round, the worker brings the food to the queen. You then receive this token in your hand, allowing you to connect more tiles on your next turn. This is handy for building an extra-long tunnel or sabotaging your opponents!

Another task for the workers is maintaining the complex underground labyrinths. To score points for a tunnel, a worker must claim it.

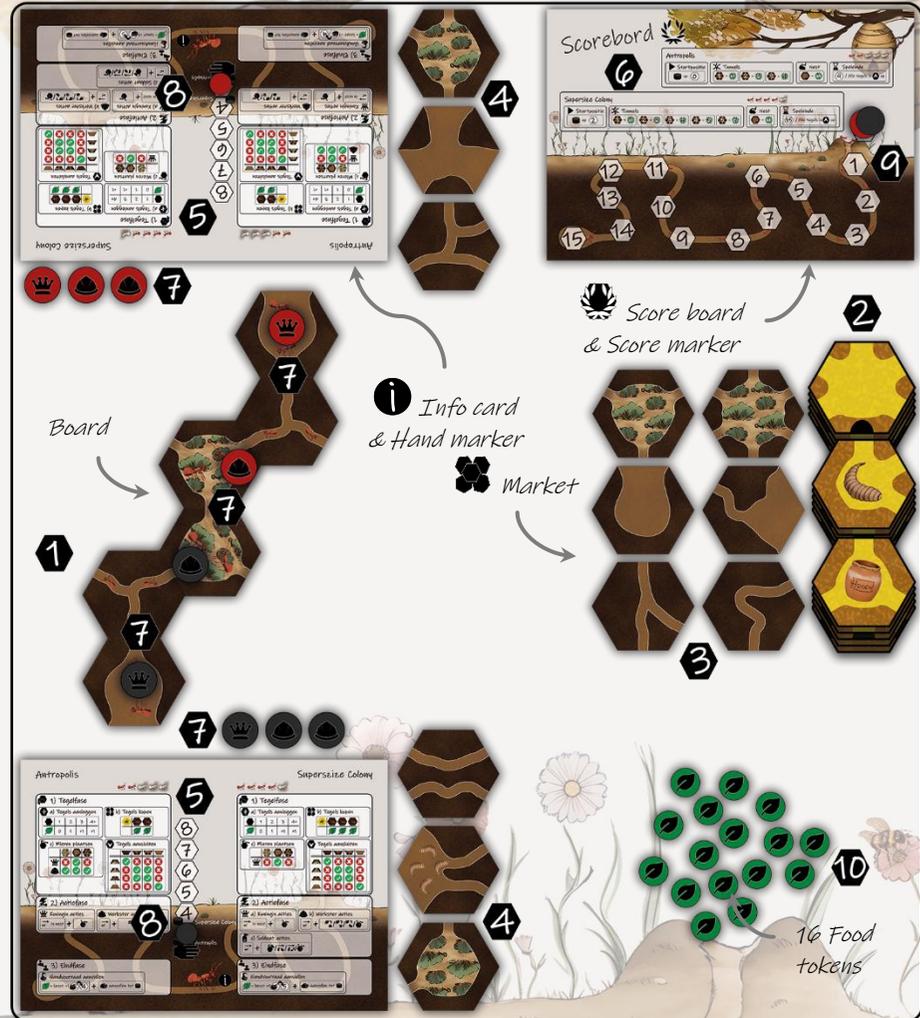
But be careful—your opponents can easily sabotage you by occupying the food-rich forest tiles with their ants. Or they might suddenly build a dead-end passage in one of your tunnels. Maybe they'll even try to take over your ant nest by placing their own queens in it. Or even worse, one of your workers could become so separated from her colony that you have no choice but to remove her from the board. This even costs you a point!

The following pages explain in more detail how to set up Antropolis, what you may do during your turn, and how the scoring works. Have fun!

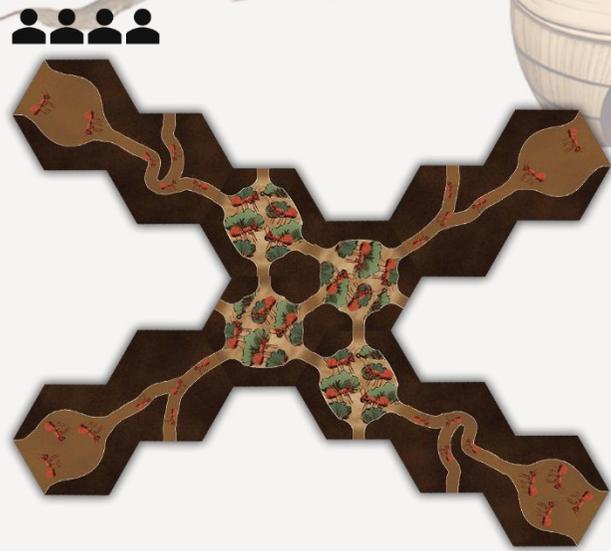
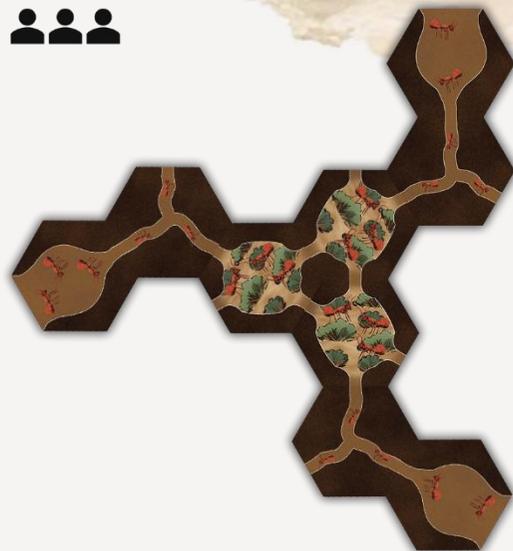
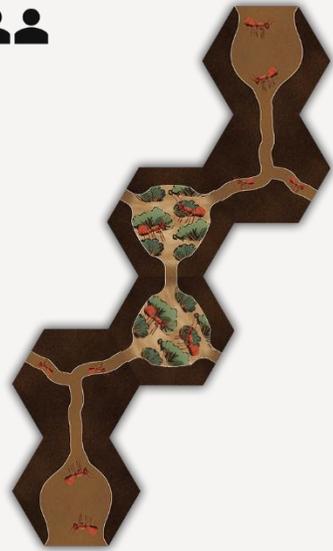
## Set up

- 1 Set up the starting layout according to the number of players.
- 2 Sort the remaining nest tiles, forest tiles, and tunnels into three separate stacks, with the bee-side facing up.
- 3 Flip over 2 tiles from each stack.
- 4 Each player draws a forest tile, a tunnel, and a nest tile from the three draw piles and places these tiles face up in front of them.
- 5 Each player takes an info card and places it in front of them.
- 6 Also place the scoreboard on the table.
- 7 Each player chooses a color and takes 2 queens and 3 workers from the box.\* One queen and one worker are placed on the board (on the nest and forest, respectively). The other ants go into the hand supply.
- 8 Each player places their own color hand marker on spot 3 of their info card (corresponding to the number of tiles taken in step 3).
- 9 Each player places their score marker (stacked) on zero on the scoreboard.
- 10 Finally, place all food tokens in the game supply.

\* If you are playing the game for the first time, first stick the stickers on the large tokens.



**1** Board setup



# Game phases

Antropolis is played in rounds. The player who most recently petted an ant goes first. Other players follow in clockwise order. During your turn, you go through three phases with three associated (optional) actions: the tile phase, action phase, and end phase. These phases, including the actions or special features, are also shown on the info card.

### 1) Tegelfase

#### a) Tegels aanleggen

	1	2	3	4+
	0	1	+1	+1

#### b) Tegels kopen


#### c) Mieren plaatsen


#### Tegels aansluiten


### 2) Actiefase

#### Koningin acties

in nest +

#### Werkster acties

+ / /

### 3) Eindfase

#### Handvoorraad aanvullen

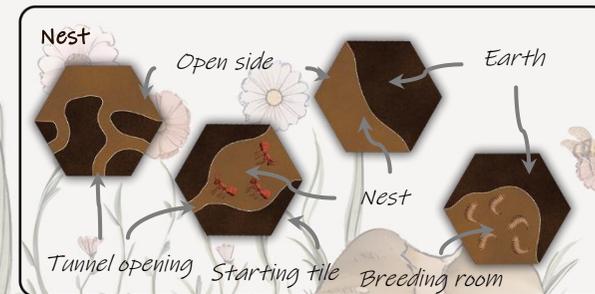
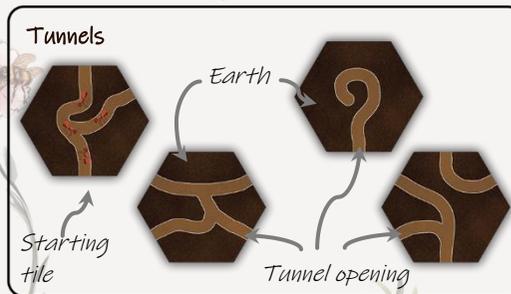
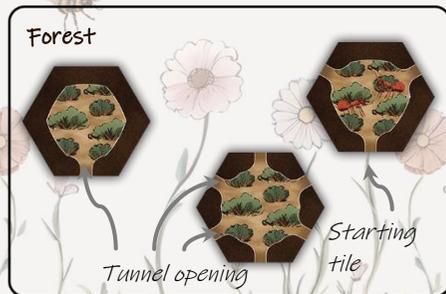
= limiet +1 + / + aanvullen tot

## 1) Tile phase: Placing tiles & ants

During this phase, a player may connect tiles to expand the game board. The player can also bring ants into play by placing them on the tiles just placed.

### Tile placement

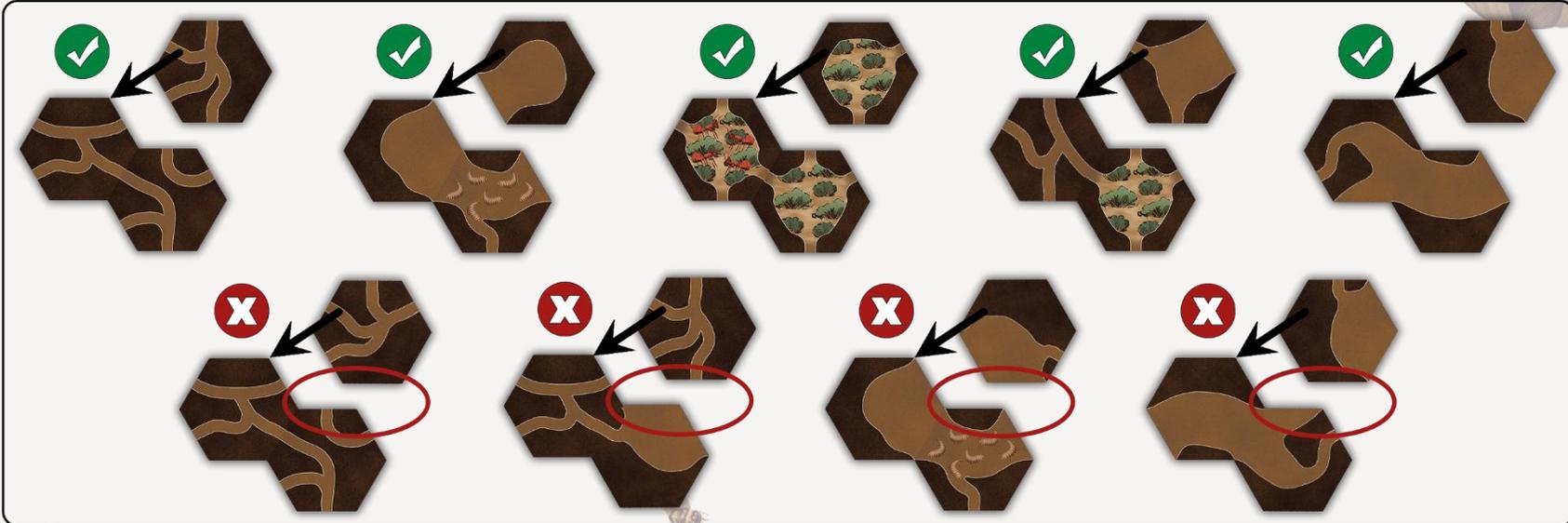
There are 3 types of tiles you can place during the game.



When you connect one or more tiles on your turn, each side of the tile must connect correctly to the board:

- ❖ A tunnel opening must connect to another tunnel opening;
- ❖ The open side of a nest must connect to the open side of another nest tile;
- ❖ A side with earth may only connect to another side with earth.\*

*Example: placing tiles*



\* For extra difficulty, you can play with the rule that at least one tunnel or nest must be connected when placing a tile. In this case, you cannot just connect an earth side as in the last green check mark in the example above.

#### Optional action: 1a) Placing a tile from your hand

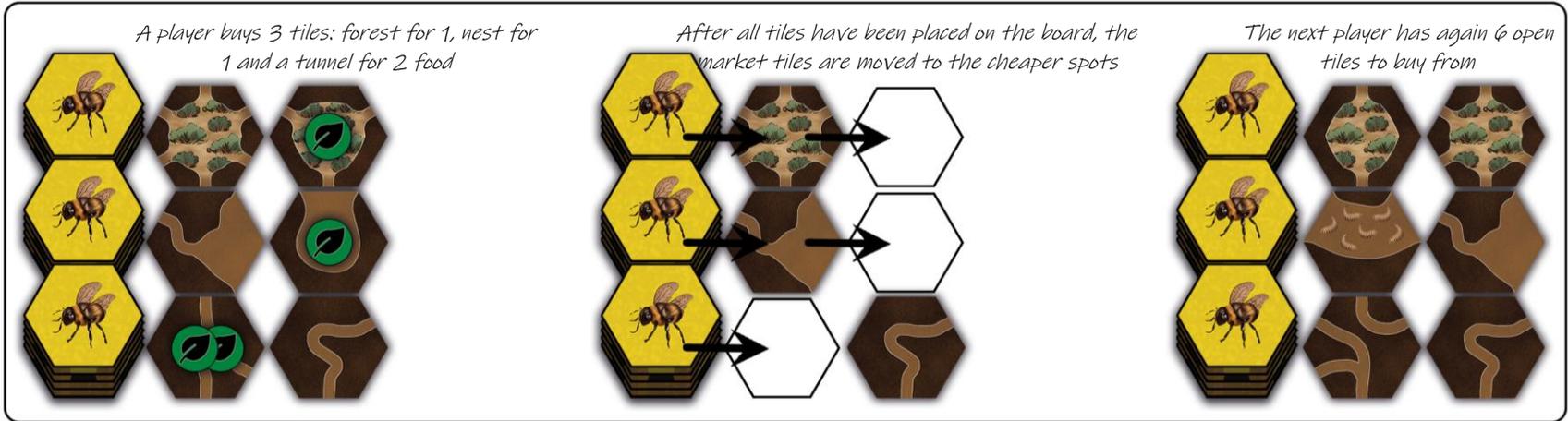
A player may connect one or more tiles from their hand supply to the board. This is not required, but it is the main way to score points, as building nests and tunnels earns points. The first tile placed is free. From the second tile onward, you pay one food per tile.

#### Optional action: 1b) Buying a tile from the market

After you have placed tiles from your hand, you may also buy one or more tiles from the market. For each type, the most recently added tile costs 2 food, and the one that has been there the longest costs 1 food. Pay this to the game supply and connect the tile according to the placement rules. The market is refilled before you proceed to the action phase. Tiles

slide forward to the open spots and become cheaper. The spot that costs 2 food is refilled from the draw pile. When a draw pile is empty, the market is not refilled from it, but you can still buy the open tiles.

*Example: buying tiles and refilling the market*



**Optional action: 1c) Placing ants**

On each newly placed tile, whether from your hand supply or the market, you may place an ant that may perform actions during the action phase. The rules are:

- ❖ The queen may only be placed on a nest tile (this is allowed even if another queen is already in the same nest);
- ❖ The worker may be placed on any type of tile.



## 2) Action phase: Actions

Now that your ants are in play, it's time to put them to work. Each ant has its own function with associated tasks in the colony. The queen  is the most important piece for collecting points. Workers  are important for gathering food and maintaining tunnels.

There are 2 types of actions an ant can take, and each ant may perform both actions in a turn:

- ❖ Walking action: each ant may be moved once during each turn;
- ❖ Special action: each ant may complete one special action per turn. These actions are (mostly) different for the queen and worker.

It doesn't matter whether your ant first moves to, for example, a forest tile to collect food, or collects first and then moves.



### walking: Moving ants

One of the two actions all ants may do is walk. This means you move them across the game board. This is done so they can perform special actions or maintain tunnels (score points), but also, for example, to hinder your opponents. The rules are:

- ❖ Whether you move to an adjacent tile or to the other side of the board, as long as you are not blocked, the distance does not matter;
- ❖ The tiles must be connected (you may not walk across earth);
- ❖ The queen may only move within the nest she occupies;
- ❖ Multiple ants of the same color may be on the same tile, but not of different colors;
- ❖ A queen cannot be passed by an ant of another color;
- ❖ Workers of different colors may pass each other but may not be on the same tile.



### Special action: Abandoning the colony

Any ant may be taken back, for example, if it is no longer possible to score points with a queen or a worker who is cut off from her colony. Take the piece from the board and put it back in your hand supply. An ant removed from the game can be brought into play again during the tile phase of your next turn.

Note: Taking an ant from the board back into your hand costs you one point. Move your score marker one point down on the score track. You can never have less than 0 points.



### Special action: Collecting food

Workers are always busy collecting leaves in the forests and walk in a long line back to the nest. When a worker is on a forest tile, you may place a green food token from the game supply on her back. Each worker may carry a maximum of one food token. If the food supply is empty, it is winter and nothing can be collected.



### Special action: Feeding the queen

To add the collected food to your colony's supply, the worker must bring it to the queen. The worker must be on a tile with a queen. Take the food from the worker and add it to your hand supply. Food is needed to lay/buy extra tiles or keep in your hand.





### 3) End phase: Ending your turn

This phase ends your turn, and the next player takes their turn (clockwise).



#### Action: Replenishing your hand

Have your ants worked hard and done everything they need to do? Then it's time to refill your hand supply. Each round, you have the option to increase your hand limit. This means you will start each subsequent turn with an extra tile in your hand. It costs one food, and when you pay this, move your hand marker up one number on your info card.

To end your turn, refill the tiles in your hand supply up to the number indicated on your info card. You may do this after increasing your hand size. Draw the missing tiles from the three draw piles by the market. You may choose from which pile(s) to draw.



### The winning colony

Antropolis ends when one player reaches 9 points by building tunnels and nests, which is tracked on the scoreboard. You collect the points you score for tunnels and nests before proceeding to the action phase. Update your score marker on the scoreboard at that moment. If multiple markers end up on the same number of points, stack them (the one who scored first is on the bottom). The other players each get one more turn after someone reaches 9 points.

If no player reaches the required points, the game ends when the draw piles are empty (there may still be tiles open on the market). The player who takes the last tile from the draw piles during the end phase gets one more turn afterward. Everyone then plays one more turn with the tiles from their hand supply (or market) and can no longer draw from the draw piles.

The winner is the player who, including the bonus points, has the most points. If this ends in a tie, the player who first reached 9 points and ended the game wins.



### Building a tunnel

The first way to score points is by building a continuous tunnel between a nest tile and a forest tile. To score points, the following requirements must be met:

- ❖ The nest being connected contains at least one queen of your color;
- ❖ The connection between the nest and the forest contains at least one tunnel tile;
- ❖ On each tunnel tile in the connection, there is a worker of your color.

It does not matter whether you build from the nest to the forest or vice versa, but points are scored during the tile phase when a connection is made. You cannot move ants later during the action phase to the correct spot. It also does not matter whether you place a forest tile, nest, or tunnel as the last tile, or place multiple tiles (with an ant on them) at once during your tile phase.

Longer tunnels provide more points:

Tunneltegel	1	2	3
Punten			

*Example: completing a tunnel*



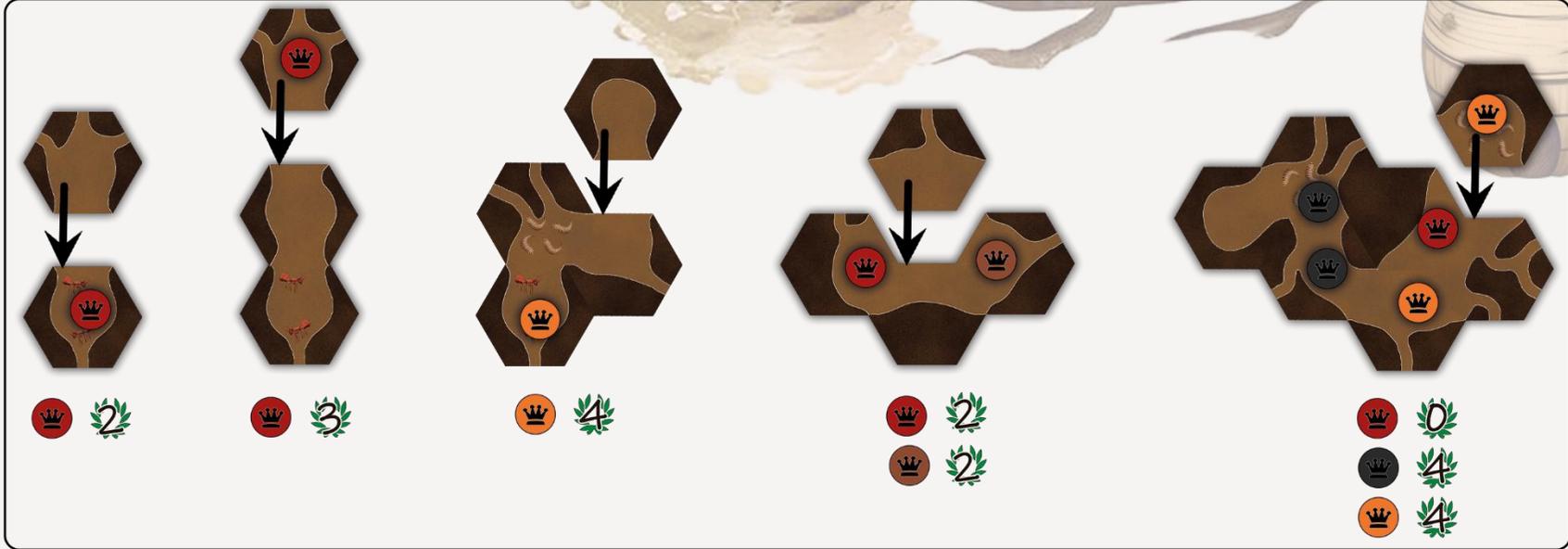
## Building a nest

Another way to score points is to (complete) a nest. You get points for a nest, consisting of two or more tiles, in which your queen is present and that is completely enclosed. A nest is complete when it is surrounded on all sides by earth (possibly with a tunnel opening). It does not matter whether your queen is already in the nest or you connect the last tile with a queen on it.

The player with the most queens in the nest receives one point per tile in that nest. If multiple players have the highest number of queens, points are divided equally (rounded up).

After a nest is completed and the scoreboard is updated, all queens in that nest are returned to your hand supply. These may be brought back into play during the same tile phase if desired. A completed nest can no longer score points (via tunnels or nest) because there is no queen in it anymore.

Example: completing a nest



 Bonus points

After the game ends, these bonus points are awarded:

- ❖ The player who first reaches 9 points gets 2 extra points;
- ❖ Points equal to the total number of food tokens in your hand supply divided by 2 and rounded up.



Spelregels

# Arthropods

## Supersize Colony



	Strategie	
2-4	Geluk	
12+	Interactie	
	Moeilijkheid	
60-90		



## Arthropods: The Ants

Arthropods play the starring role in this board game. The game rules are largely based on how these cold-blooded, invertebrate creatures live in nature. So, if you pay close attention, you can learn something as you play!

Arthropods consists of four games: two with ants (The Ants) and two with bees (The Bees). Both the ants and the bees have their own basic game, plus an expansion. These are the rules for the complete ant game: Supersize Colony. Play this variant if you are familiar with Antropolis or are an experienced player. Explanations that overlap with the basic game are minimized in these rules, and some examples have been left out.

Although each game has different rules, building your colony strategically is always the focus. You do this by tactically connecting hexagon tiles to the board. As a player, you also have different types of game pieces needed for building your ant nest or beehive, but they are also crucial for thwarting your opponents.



### Winning Supersize Colony

You win the game by scoring the most points. Points are mainly earned by building tunnels and nests. Additionally, you can use larvae to expand your ant colony, which also yields points. Collecting food is essential to increase your chances of winning. The game ends when a player reaches 15 points.

#### Short summary

Your colony starts, just like in the basic game, with an initial setup of tiles and a few ants on the board. From that point, you try to expand your colony and score as many points as possible. Each turn, you connect tiles to try to score points. Your queen is essential; she reigns from the nest and ensures you can score points with it. As in Antropolis, this can be through ant nests or tunnels. In both methods, the more tiles, the more points. But make sure you finish before the game ends!

Your workers are also present. In this version, they have even more mouths to feed and more actions to complete. They collect leaves in the forest, for which they receive a green food token on their back. They can then deliver this to the queen so you get the token in your hand supply. This allows you to connect more tiles on your next turn—handy for building an extra-long tunnel or thwarting your opponents! Workers also feed and care for larvae. The workers can give the food tokens to the larvae so they grow into the next generation of ants in your colony. Great for scoring bonus points at the end of the game or dominating the board. And, of course, your workers are also needed to score points on tunnels, up to five tiles long in this version. So, it might be worth finishing off your opponent's nest before it reaches that length...

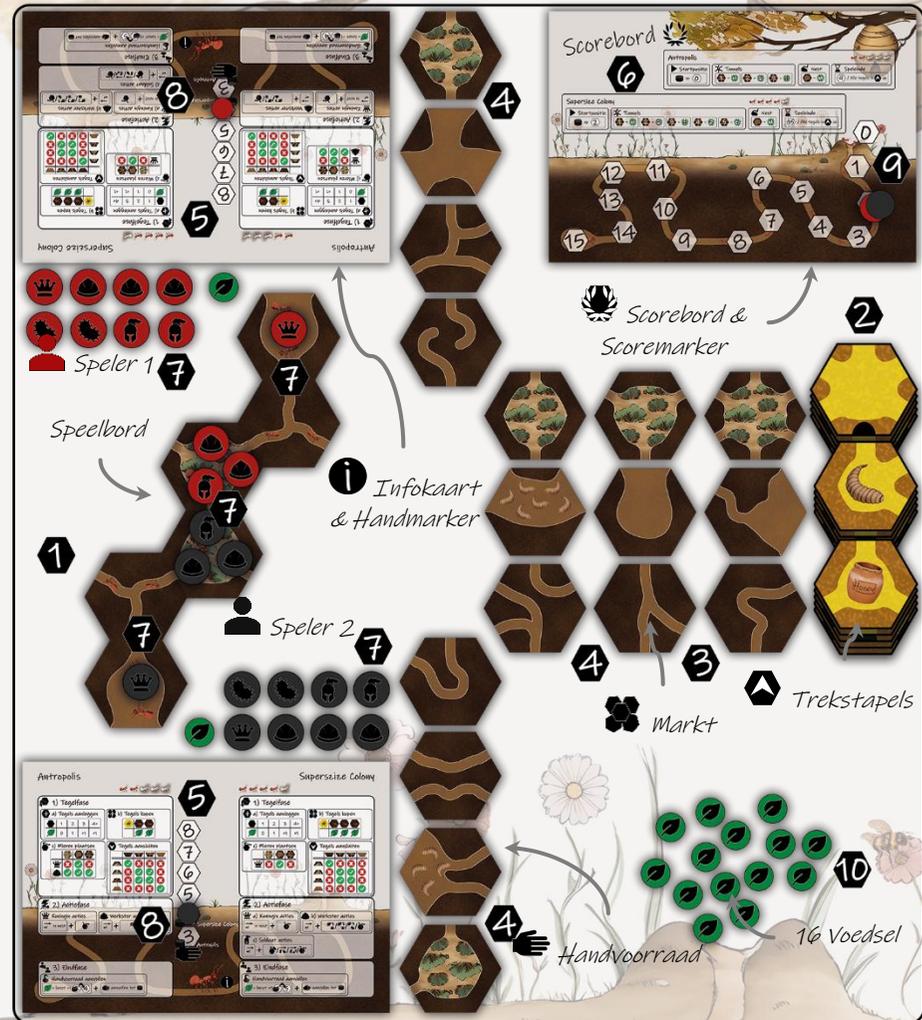
Then there are your soldiers, those loyal tough guys. Whether it's a romantic evening with your queen, stealing enemy larvae, or giving your enemy a hard time—nothing is too much for these burly ants. But beware! Enemy soldiers are also after your ants. So make sure your defenses are in order!

The following pages explain in more detail how to set up Supersize Colony, what you can do during your turn, and how scoring works. Have fun!

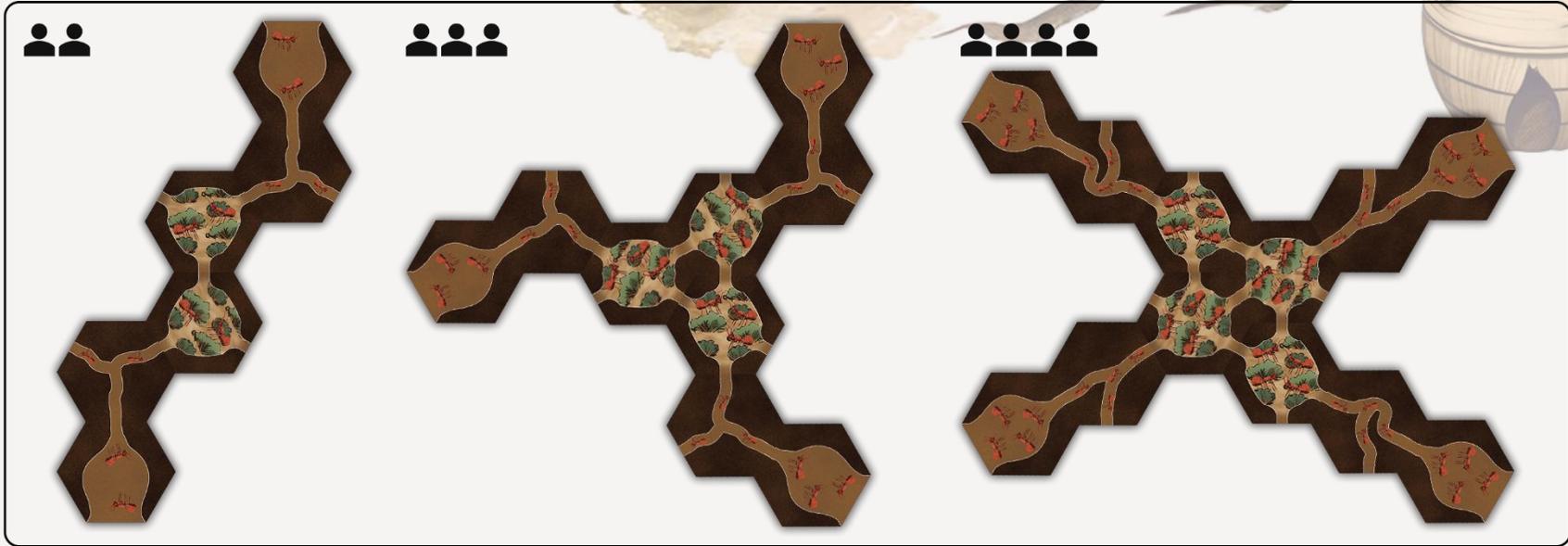
## Set up

- 1 Set up the starting layout according to the number of players.
- 2 Sort the remaining nest tiles, forest tiles, and tunnels into three separate stacks with the bee side facing up.
- 3 Flip two tiles from each stack face up.
- 4 Draft the starting hand according to the mechanism on the next page and replenish the third market tile with the leftover tile.
- 5 Each player takes an info card and places it in front of them.
- 6 Place the scoreboard on the table.
- 7 Each player chooses a color and takes all ants of that color from the box.\* Place one queen on the nest and two workers and one soldier in the forest. The remaining ants go into your hand supply.
- 8 Each player places their hand marker of their color on spot 4 on the info card (corresponding with the number of tiles obtained in step 4).
- 9 Each player places the score marker (stacked) on the 2 on the scoreboard.
- 10 Finally, place all food tokens in the general supply.

\* If you are playing for the first time, put the stickers on the large tokens before starting.



## 1 Board setup



## 4 Starthand

The starting hand is distributed as follows. First, choose a starting player. The player to the right of this player draws a number of tiles from the forest stack equal to the number of players plus one. From these tiles, the player chooses one and passes the rest to the right. The next player does the same, and this continues until the starting player finally chooses from two tiles. The leftover tile becomes the third (cheapest) tile for sale in the market by the forest stack. This process is repeated for the nest tiles. For tunnels, the same drafting concept is used, but the number is the number of players times two plus one. The starting player chooses two tiles first and passes the rest to the left. Eventually, each player has four tiles face up in front of them as part of their hand supply. The market now contains three stacks and nine face-up tiles.

## Game phases

Supersize Colony is played in rounds with the starting player going first. Other players follow clockwise. During your turn, you go through three phases with corresponding (optional) actions: the tile phase, the action phase, and the end phase. These phases, including actions or special features, are also shown on the info card.

### 1) Tegelfase

#### a) Tegels aanleggen

	1	2	3	4+
	0	1	+1	+1

#### b) Tegels kopen

#### c) Mieren plaatsen

#### Tegels aansluiten

### 2) Actiefase

#### a) Koningin acties

#### b) Werkster acties

#### c) Soldaat acties

### 3) Eindfase

#### Handvoorraad aanvullen

## 1) Tile phase: Placing tiles & ants

During this phase, a player may connect tiles to expand the board. You can also bring queens into play by placing them on the newly placed tile(s).

### Tile placement

There are three types of tiles: forest tiles, tunnels, and nest tiles. These make up the board. The tiles with ants on them are the ones you use to set up the board at the start of the game, but they also count as one of these three types.

When you connect one or more tiles in your turn, the tile must connect correctly on all sides:

- ❖ A tunnel opening must connect to another tunnel opening;
- ❖ The open side of a nest must connect to the open side of another nest tile;
- ❖ A side with earth may only connect to another side with earth.\*

\* For extra difficulty, you can play with the rule that at least one tunnel or nest must be connected when placing a tile. In this situation, you may not only connect the earth side.

### Optional action: 1a) Placing a tile from your hand

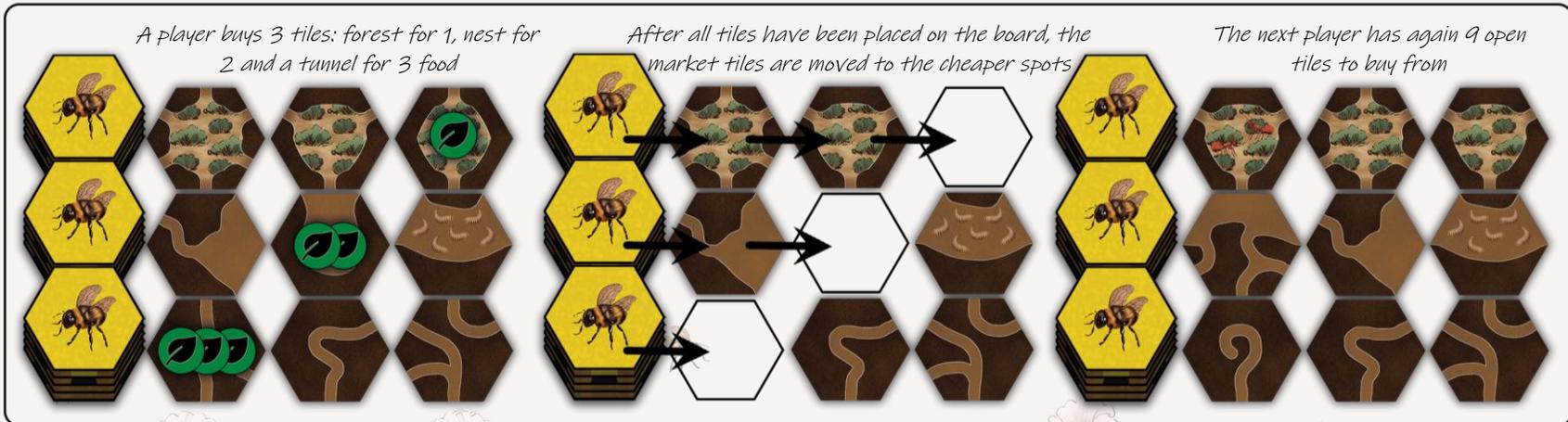
A player may connect one or more tiles from their hand supply to the board. This is not required, but it is the main way to score points, since you score points by building nests and tunnels. The first tile connected is free. Each additional tile costs one food per tile.

### Optional action: 1b) Buying a tile from the market

After connecting tiles from your hand, you may also buy one or more tiles from the market. The costs are 3, 2, and 1 food, respectively, for the tile closest to the draw pile, the middle tile, and the one furthest from it. Pay this to the general supply and connect the tile according to the rules.

Refill the market before you continue to the action phase. Tiles slide into the vacant positions and become cheaper. Replenishing tiles in the spot that costs 3 food is done from the draw pile. When a draw pile is empty, the market is no longer refilled, but the face-up tiles can still be bought.

#### Example: buying tiles and refilling the market



### Optional action: 1c) Placing ants

In Supersize Colony, only the queen can be placed on a newly placed nest tile, from your hand supply or the market. Other ants enter the board via larvae.

## 2) Action phase: Actions

Now that your ants are in play, it's time to put them to work. Each ant has its own function with corresponding tasks in the colony. The queen  is the most important piece for collecting points. She always acts first in the action phase. Workers  follow as the second group and are essential for collecting food and maintaining tunnels. Soldiers  go last. They defend and hinder other players. Larvae  help determine how many ants you can have on the board, but do not have actions they can perform.

There are two types of actions an ant can take, and each ant may perform both actions in a turn (order does not matter):

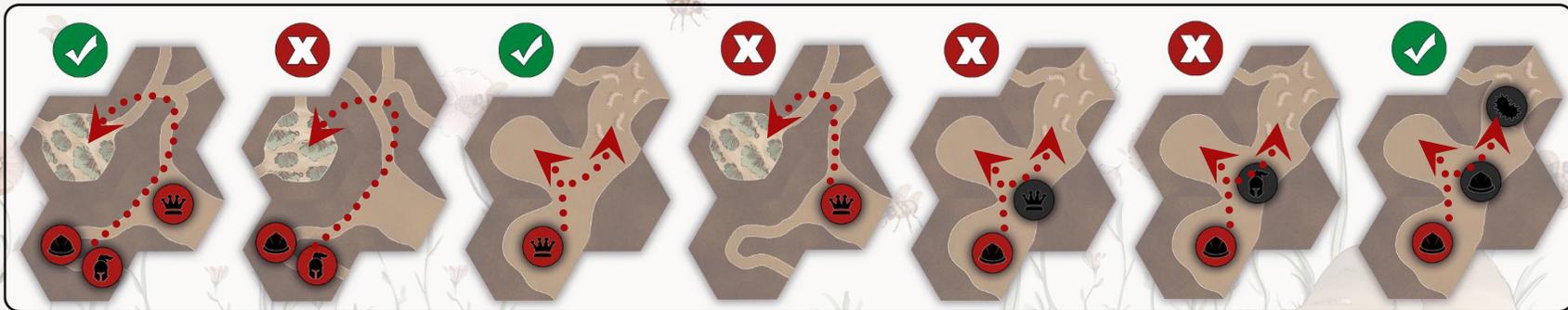
- ❖ Move action: each ant may move once per turn;
- ❖ Special action: each ant may complete one special action per turn. These actions are mostly different for queens, workers, and soldiers.

### Walking: Moving ants

One of the two actions all ants may perform is walking. This means moving them across the board. You do this so they can perform a special action or maintain tunnels (score points), but also to hinder your opponents. The following rules apply:

- ❖ As long as you are not blocked by another color and the tiles are connected by tunnels, nest, or forest (not earth), you may move as far as you like;
- ❖ The queen may only move within the nest she is in, and a larva cannot move;
- ❖ Multiple ants of the same color may stand on the same tile, and ants of the same color may always pass each other;
- ❖ Ants of different colors may not pass each other or stand on the same tile, except for the following rules:
  - A larva of a different color may always be passed or moved to;
  - Workers of different colors may pass each other, but not stand on the same tile;
  - Soldiers can use the special 'Attack' action to move to a tile with enemy ants in certain situations.

### *Example: walking*



 Special action: Abandoning the colony

Any queen, worker, or soldier may perform this action. For the queen, it is also the only special action she can perform.

In some situations, an ant on the board can no longer be used effectively because an opponent has completely isolated it from the rest of your colony. Then it might be wise to remove your ant from the board. When an ant leaves the nest, you take the piece back into your hand supply. An ant removed from play can be brought back into play during your next turn in the tile phase.

Note: Taking an ant from the board to your hand costs one point. Move your score marker down one spot on the score track. You can never have fewer than zero points.

 Special action: 2b) Collecting food

Workers are always busy collecting leaves in the forests and walk back to the nest in a long line. When a worker is on a forest tile, you can place a green food token from the general supply on her back. Each worker may carry only one food token. If the supply is empty, it is winter and no food can be collected.

 Special action: 2b) Feeding the queen

To add collected food to your colony's supply, the worker must bring it to the queen. To do this, the worker must be on a tile with a queen. Take the food from the worker and add it to your hand supply.

 Special action: 2b) Feeding a larva

The worker can also give collected food to a larva. This allows you to get more workers or soldiers on the board. When the worker is on a brood chamber tile with a larva, return the food from the worker to the general supply. Then exchange the larva for a worker or soldier from your hand supply. The new ant may not perform actions until the next round.

 Special action: 2c) Mating

A soldier can mate with a queen if both ants are on a brood chamber tile. Place a larva on this tile. Multiple larvae (of different colors) may be present in a brood chamber.

 Special action: 2c) Kidnapping

Additionally, a soldier can kidnap a larva from another player. This action is combined with the movement action, and a larva can only be kidnapped if there is no queen or soldier on the same tile. Move your soldier to a tile with an enemy larva and place the larva on your soldier. Immediately continue moving to a brood chamber in a nest with your own queen (this may be the same nest and even the same brood chamber). This larva can then be fed according to the usual rules. The soldier carrying the larva cannot perform any actions until the larva has been fed. Each soldier can only kidnap/carry one larva at a time.

*Example: actions with larvae*



→ **Special action: 2c) Attack**

The third action of a soldier is also combined with the movement action and cannot be combined with 'Kidnapping a larva'. To attack another worker or soldier, the following rules apply:

- ❖ You attack all ants on a specific tile;
- ❖ If there is an enemy queen on this tile, you may not attack;
- ❖ You may attack from different directions at the same time, as long as you have more soldiers than your opponent (the number of enemy workers does not matter);
- ❖ The opponent's workers and/or soldiers then flee one tile in any free direction;
- ❖ A free direction is an adjacent tile from which the attack did not come, that is connected (not blocked by earth), and on which there is no enemy worker, soldier, or queen;
- ❖ Defeated workers or soldiers who cannot flee are killed and returned to the general supply.
- ❖ Any food carried by a killed worker is lost and returned to the general supply;
- ❖ If a soldier carrying a kidnapped larva is killed, this larva is re-kidnapped and placed on an attacking soldier (who then cannot perform actions until the larva is fed);
- ❖ If a player's last worker or soldier is killed, it always makes a miraculous escape. The owner may immediately place this ant (excluding any kidnapped larva or collected food) back in a nest with their own queen on a tile of their choice. If there is no queen on the board, choose an empty nest; otherwise, choose a free tile.

Example: attacking



*Red: two soldiers attack a black soldier who can run*

*Black: the worker feeds the larva and takes another soldier*

*Red: three soldiers attack a black worker who cannot run*

*Black: two soldiers attack a red worker who can run*

*Red: three soldiers attack two black soldiers from multiple sides; one survives since it's the last black soldier*

 **3) End phase: Ending your turn**

This phase ends a player's turn, and the next player takes their turn (clockwise).

 **Action: Replenishing your hand**

Hebben jouw mieren hard gewerkt en alles gedaan wat ze moesten doen? Dan is het tijd om je hand met tegels weer aan te vullen. Elke ronde heb je de mogelijkheid om je handlimiet te verhogen. Dit betekent dat je elke volgende beurt met een extra tegel in je hand begint. Dit kost twee voedsel, en wanneer je hiervoor betaalt, verplaatst je de handmarker op je infokaart één positie omhoog.

Om je beurt te beëindigen, vul je je hand met tegels aan tot het aantal dat op je infokaart staat aangegeven. Dit mag je doen nadat je je handgrootte hebt verhoogd. Trek de ontbrekende tegels uit de drie trekstapels naast de markt. Je mag zelf kiezen uit welke stapel(s) je wilt trekken.



## The winning colony

Supersize Colony ends when a player reaches 15 points by building tunnels and nests, which is tracked on the scoreboard. You collect points for tunnels and nests before moving on to the action phase. At that moment, update your score marker on the scoreboard. If multiple markers land on the same number of points, they are stacked on top of each other (the first to score goes on the bottom). Once someone reaches 15 points, all other players get one final turn.

If no player reaches the required points, the game ends when the draw piles are empty (tiles may still be open in the market). The player who takes the last tile from the draw piles during the final phase gets one more turn afterwards. Everyone then has one last turn with tiles from their hand supply (or the market) and can no longer draw from the piles.

The winner is the player with the most points, including bonus points. If there is a tie, the winner is the one who first reached 15 points and ended the game.



## Building a tunnel

The first way to score points is by building a continuous tunnel between a nest tile and a forest tile. To score points, the following requirements must be met:

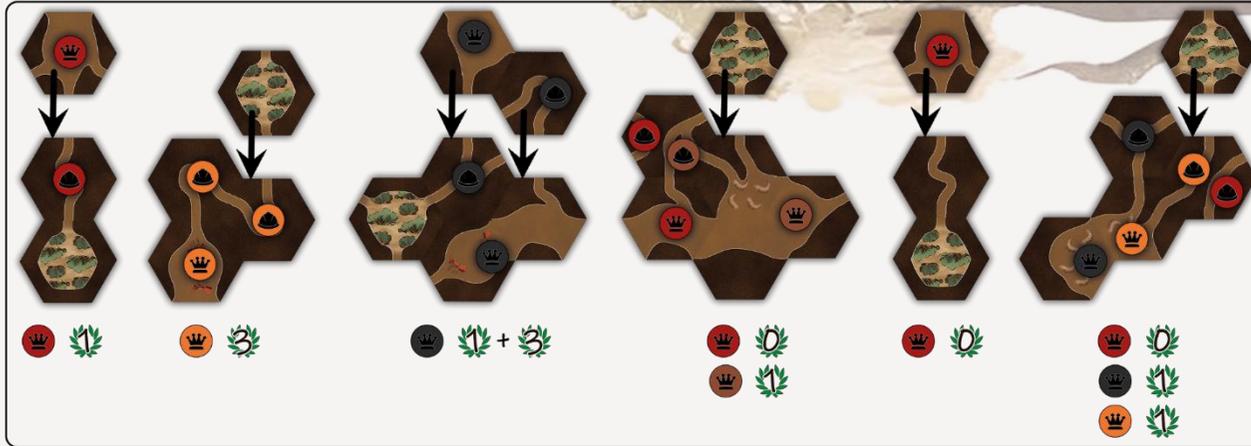
- ❖ The connected nest must contain at least one queen of your player color.
- ❖ The connection between the nest and the forest must consist of at least one tunnel tile.
- ❖ Each tunnel (tile) forming the connection must have a worker of your own color on it.

It does not matter whether you build from the nest to the forest or the other way around, but points are scored during the tile phase when a connection is established. You cannot move ants to the correct spot later during the action phase. However, it does not matter whether you place a forest tile, nest, or both last. You also do not have to be the one to complete the connection, and if multiple connections are made at once, all of them count.

The number of points a tunnel earns depends on its length:

Tunnel tiles	1	2	3	4	5
Points	1	3	4	5	7

### Example: finishing a tunnel



### Building a nest

Another way to score points is by constructing (or completing) a nest. You earn points for a nest, consisting of two or more tiles, in which your queen is located and that is finished. A nest is finished when it is surrounded by earth (possibly with a tunnel opening). It does not matter whether you already have the queen in the nest or connect the last tile with a queen on it.

The player who has the most queens in the nest earns one point per tile in that nest. If multiple players have the highest number of queens, the points are divided equally (rounded up).

Once a nest is finished, all queens in that nest are returned to the player's hand supply. These may be brought back into play during the same tile phase if desired. A finished nest can no longer score points (via tunnels or nest), because there is no queen left in it.

### Bonus points

After the game has ended, these bonus points are distributed:

- ❖ The player who first reaches 15 points receives 3 extra points;
- ❖ You receive points equal to the total number of food tokens in your hand supply divided by 3 and rounded up;
- ❖ Each worker or soldier on the board is worth one point.