



You and your friends found some potion bottles that said would shrink you. You all drank some potion just to try it out since it came with antidote. Nothing happened for 4 hours and with the 3 antidote potions in your pocket, you went home. You did not get very far until the potion finally kicked in... You passed out and landed in the sand. You woke up only ½" high and in ant territory. The antidote bottles you had in your pocket had also shrunk but on your way down, you must have dropped them so they are now spread out in the sand. All you have in your pockets are a lighter and a slingshot. Find the three bottles and drink them so you can be big again...

Game setup:

Each player take a "player card" and put following pawns on following first item icon: Red for berry, black for stones and yellow for torches. The icons after the start point icon will show how many of each supply you have 1-6. (6 is max you can hold). You will during the game move these pawns back and forward to show how many of each item you have. You will start with zero of everything. Mix all cards and place the 2 deck on the game board (marked spots) Place 3 mission cards on the spots marked "Mission" on the game board. (Faced up). Mix all the ant tokens up and have them face down on the table next to the board. (The side with the number shall be faced down)

The dice:

Put following stickers on following dice/dices
 White dice – 1 stickers of (Ant 2), 3 stickers of (Ant 3), 1 sticker of (Ant 4) and 1 sticker (smoke).
 Black dice – 2 stickers of (Torch), 2 stickers of (Ant 1) and 2 stickers of (Ant 2).
 Green dice – 3 stickers of "Grass", and 3 stickers of "Ant 1"

How you play:

The goal is to complete three missions. Each mission symbolizes you finding a potion. First one to do this wins the game...
 Read all three missions that's placed on the board and once you have what it takes to complete a mission, you go to the mission location. If you complete the mission your get the mission card and a new one is drawn and placed on the board. You have to complete all the requested things on the card to complete the mission so most of the times you have to get supplies from challenges first. (Challenges are places marked with an "?" on the board),
You can move 3 steps every time it's your turn, but your movement is over once you stop to do a challenge or a mission. If you move over an ant shard you have to turn that ant shard and kill that many ants before you get to move the rest of your steps. If you don't manage to kill the ants your movement is over and you get one in damage. In both cases the ant token is removed.

Ant tokens:

The area is full of ants... on every hex space you move from and over you have to place an ant token. Meaning, if you move three steps on the board there should be 3 ant tokens placed on these 3 steps (one on the spot you moved from and 1 on each spot you moved over). Next player that moves into one of these places has to turn the ant token and see how many ants he has to battle.

Player card:

Each player gets a player card and places it in front of him. You use this card to keep track of what you have of food, stones and sticks you can light (torches).



Food (berries):

You use berries to remove damage tokens from your player. Each time it's your turn you can use one berry and remove one damage token. (You have to have berries to be able to do this)

Stones (for the slingshot):

You use stones as ammunition to your slingshot. After you have rolled your fighting dices in a battle (Black dices), you can choose to use your slingshot one time if there are ants left.

You remove one stone from your player card by moving the pawn marker to the left and roll the white dice one time.

Torch:

Ants don't like fire. So if you light up a torch you can move over hex spots that have ant token without having to battle the ants (You don't turn the ant token you step over but you can't end your turn on a spot that have a token). When you light a torch you have used it after your move. You then move the torch pawn on your player card, one step down. When you are doing a challenge that request torch/torches you use the black battle dices. You can add torch/torches you have on your player board, but then you have to move the torch pawn one step to the left for each torch you use)

Dices:

White dice:

This is the slingshot dice. You can use this dice after you have roll your normal fighting dices (if you have stones). You will have a very good chance to kill many ants but have in mind...

If you roll the side with "smoke" the ants escape so the token is removed, but they bring reinforcements. Directly after you have rolled the "smoke" you have to place one ant token on all hex spots around the hex spot you are standing on. If there already are ant tokens on some of the spots, just place on top of it. The player that moves to this spot has to fight both ant tokens at same time.

Black dices:

You use theses dices in battle with ants. Read more under "Battle"

Green dice:

You get to use this dice together with your black dices, if you have a grasshopper following you. Read more under "Grasshopper"

Battle:

You use 4 black dices to battle. If you have found a grasshopper that follows you, you also get to use a green dice. You roll all the dices and sum up how many ants you get. The amount of ants you roll show how many ants you killed in the battle. If you have any ants left to kill you can choose to use the slingshot after rolling your battle dice (if you have any stones).

Example: You do a challenge that say you have to kill 4 ants. You don't have a grasshopper so you roll 4 black dices. You get 3 ants. This means that you have 1 ant left to kill to win the battle. You have 1 stone and can now choose if you want to use the stone with the slingshot and roll the white dice, or fail the challenge. You choose to use a stone, roll the white dice and gets "3 ants". The battle is over and since you won the battle you now get to take all the items you won in the challenge.

Note: If you lose a battle against an ant token you get 1 in damage, no matter how many ants you didn't kill. You receive 1 damage token for each damage you take in the game. If you have two damage tokens and lose a battle, you are dead and taken out of the game.

The grasshopper:

You can get a grasshopper that follow you around and help you in battle. There are two ways of getting a grasshopper...

- You get a grasshopper in a challenge.
- You go to one of the two spots on the board that has a grasshopper and give up one food.

If you have a grasshopper following you, you get to use the green dice in battles together with the black dices. You can only have one grasshopper following you. If you get a grasshopper you take a grasshopper shard and place it on your player card. If you lose a battle you can choose to give the damage to the grasshopper instead. This kills the grasshopper and you remove the grasshopper shard from your player card.



Challenges:

When you move to a spot with a question mark on it, you have to do a challenge. If you win the challenge you get items you will have use for in the game.

Draw a challenge card and do what the card tells you to do. The card will also tell you what you get if you win the challenge or lose the challenge.

You can go to a challenge you have been on before but you have to make one other move before you go back to a challenge you just been on. Once you leave a challenge spot you place an ant token on it as all other spots (except on mission spots)



On challenges you can lose:

- Items
- Items or get damage
- Nothing

When all cards are used you mix them up and use them again.

Missions:

You need to complete 3 missions to win the game. Once you have completed a mission you take the mission card and place it next to your player card. You then draw a new mission card and place that on the game board next to the other two.

On each mission card you can read what you have to do to succeed. If it's your first mission, you do the first mission on the card. If it's your second mission, you do the second mission on the card and if it's your third and final mission, you do the third mission on the card.

Example: You have completed a mission and choose a new mission of the three missions on the board. Since you have completed one mission you now have to do the second mission on the card you choose.

If you don't succeed doing a mission, you don't have to move and can try the mission your next turn. You never place an ant shard on a mission spot, even if you walk over it.

The game comes with double amount of dice stickers.

The winner of the game is the player that first manage to get 3 antidote potions (complete 3 missions)

Have fun!

