THE RULES OF THE GAME

GOAL OF THE GAME
To better prepare for winter, alternate between playing the Grasshopper and the Ant, and accumulate provisions that lead you to victory! But beware of thieves!

CONTENTS
- 48 round Path cards of 4 different types (eba).
- 12 Ant stickers (6 front and 6 back) to apply to the 6 Ant pawns (6).
- 2 Grasshopper stickers (1 front and 1 back) to apply to the Grasshopper pawn (6).
- 12 circular stickers (3 sets of ) to place on the 4 black Choice tokens and the 8 red Choice tokens.
- 1 gameboard representing the Pantry (Autumn mode).
- 20 cubes in 4 different colors (Autumn mode).
- 14 Provisions cards (Winter mode).
- 6 Power cards (Winter mode variant).

SET UP
There are two modes of play: the simpler Autumn mode, and Winter mode. Each mode has its own setup. Please refer to the two setup illustrations on the inside of the box cover. Figure 1 shows the setup for Autumn mode; Setup 2 shows the setup for Winter mode (for 4 players).

For both modes, shuffle the Path cards, and use them to form a 4×4 square of face-up cards. The rest of the cards will form a face-down draw deck.

AUTUMN MODE
In this mode of play, you win by having more victory points than your opponents at the end of the game. The game lasts several rounds, during which the Ant tries to collect food by following various paths. The Grasshopper’s task is to guess her intentions and steal her harvest. Each round, one player will be the Ant while another plays as the Grasshopper.
To start the game, the youngest player takes the 6 black Ant pawns and the 4 black Choice tokens. Her left neighbor takes the green pawn representing the Grasshopper. Finally, each player puts 5 cubes of her favorite color in front of herself.

**Playing a round**

Each round always plays in the following order:

1. Ant’s Choice
2. Grasshopper’s Choice
3. Reveal and Collect
4. End of the Round

1. Ant’s Choice

The Ant player begins by placing her 6 Ant pawns on the Path cards, at a rate of one pawn per card (see example at the bottom of the page). Each pawn placed must be orthogonally adjacent to at least one other Ant pawn and form an unbroken chain. Next, this same player secretly chooses, from among her 4 Choice tokens, which type of path she will harvest ( ). She places the token she selects face-down in front of herself.

*Note: This player must choose a type of Path card that has one of her Ant pawns on it.*

2. Grasshopper’s Choice

The Grasshopper player must then guess which type of path the Ant player is trying to harvest, so he can rob one or more Path cards. To do this, he places his Grasshopper pawn on one of the Path cards that has an Ant pawn on it (see example below).

Whoever collected Path cards advances along the Pantry shelf that matches the cards.

For Each Path card collected, the player advances his cube on that shelf one space to the right (the very first Path card you collect starts your cube on the leftmost space on that shelf).

Any Path cards that would advance a cube past the rightmost space go to waste. The cube stays on the space.

In the example opposite, the Grasshopper player (or the Ant player) collected 3 cards. She places one of her cubes on the third space of this shelf: The space.
To start the game, the youngest player takes the 6 black Ant pawns and the 4 black Choice tokens. Her left neighbor takes the green pawn representing the Grasshopper. Finally, each player puts 5 cubes of her favorite color in front of herself.

Playing a round

1. **Ant’s Choice**
   - The Ant player begins by placing her 6 Ant pawns on the Path cards, at a rate of one pawn per card (see example at the bottom of the page). Each pawn placed must be orthogonally adjacent to at least one other Ant pawn and form an unbroken chain.
   - Next, this same player secretly chooses, from among her 4 Choice tokens, which type of path she will harvest ( ). She places the token she selects face-down in front of herself.
   - Note: This player must choose a type of Path card that has one of her Ant pawns on it.

2. **Grasshopper’s Choice**
   - The Grasshopper player must then guess which type of path the Ant player is trying to harvest, so he can rob one or more Path cards. To do this, he places his Grasshopper pawn on one of the Path cards that has an Ant pawn on it (see example below).

3. **Reveal and Collect**
   - The Ant player reveals her choice by turning over her Choice token. There are two possible outcomes:
     - **The Grasshopper player correctly guessed the Ant player’s path** (see example opposite ). The Grasshopper player collects all the Path cards that both match the Ant player’s choice and have Ant pawns on them.
     - **The Grasshopper player did not guess the Ant player’s path** (see example opposite ). The Ant player collects all the Path cards that both match her choice and have Ant pawns on them.

Whoever collected Path cards advances along the Pantry shelf that matches the cards. **For Each Path card collected, the player advances his cube on that shelf one space to the right** (the very first Path card you collect starts your cube on the leftmost space on that shelf).

Each shelf of the Pantry corresponds to a different type of path ( ). Any Path cards that would advance a cube past the rightmost space go to waste. The cube stays on the space.

In the example opposite, the Grasshopper player (or the Ant player) collected 3 cards. have a cube on this shelf, she places one of her cubes on the third space of this shelf: The space.
Once the Pantry is updated, discard the Path cards collected during the round into the box, except for those depicting an insect (🍎 🍎 🍎 🍎 🍎 🍎 🍎 🍎). Whichever player ended up collecting them places these face-down in front of herself. She can look at them at any time during the game to check which types of insects she has.

4. End of the Round
If the game is not over, replace the Path cards collected from the layout with new cards from the deck to rebuild the 4×4 square.
In addition, the roles of the Ant and the Grasshopper will be given to new players, according to the following rules:
- **If the Ant player collected Path cards during the round**, she passes the role of the Ant to her left neighbor. That player takes the Ant pawns and the black Choice tokens.
- **If the Ant player did not collect Path cards during the round**, she keeps the role of the Ant for the next round. As you can see, the Ant player continues as the Ant until she has collected Path cards.
- **Regardless of whether he has collected Path cards, the Grasshopper player passes the role of the Grasshopper to his left neighbor**. That player takes the Grasshopper pawn.

Of course, the same player cannot be both the Ant and the Grasshopper. If the Grasshopper role would be given to the current Ant player (who didn’t collect any cards), it passes to the player to the left of the Ant player. In a 2-player game, if the role of Ant player does not change, the role of the Grasshopper either.
Now a new round can begin.

**End of the Game**
The game ends as soon as a player has her cubes on the fourth space of 2 different shelves OR when there are not enough Path cards left in the deck to rebuild the 4×4 square.

Each player uses one of her remaining cubes to count her score on the score track around the Pantry.
Each player earns points based on the positions of her cubes on the shelves of the Pantry: 0, 1, 3, 6, or 10 points.

![Points](1, 3, 6, 10)
Then, each player reveals the Path cards depicting insects, which she had collected during the game. Each type of insect earns her points based on the number of insects of that type she collected:

1× 🐞  2× 🐞  3× 🐞  4× 🐞

The player with the highest score after adding the points she earned on the shelves of the pantry + the points for insects wins the game.

In the case of a tie, the tied player who collected the most Path cards depicting insects is declared the winner. If it is still a tile, the winners share the victory.

Scoring example:

Total score:
10 + 0 + 1 + 10 + 3 = 24 points

Variant for Autumn mode
Place the collected Path cards face-up in front of the player who collected them.

**Winter mode**

In this mode, you win by being the first player to earn 4 victory points by gaining Provisions cards.

The game lasts several rounds like in Autumn mode.

Before starting, each player receives one Path card from the deck, and places it face-up in front of herself. This card may show an insect.

Winter mode uses the Provisions cards instead of the Pantry and the cubes. Draw three Provisions cards, and place them face-up.
In a 2-player game, return any Provisions cards depicting the numbers 3+ or 4 in the lower-right corner to the card. In a 3-player game, return any Provisions cards depicting the number 4 in the lower-right corner to the card. In a 4-player game, you will use all the Provisions cards.

To start the game, the youngest player takes the 6 black Ant pawns and the 4 black Choice tokens. Her left neighbor takes the green pawn representing the Grasshopper. Finally, if there are more than 2 players, each other player receives a set of 4 red Choice tokens. These represent Red Ants!

**Playing a Round**

Each round always plays in the following order:

1. Ants’ Choices (Red Ants’ Choice only in a 3- or 4-player game)
2. Grasshopper’s Choice
3. Reveal and Collect
4. Purchase one Provisions Card
5. End of the Round

**1. Ants’ Choices**

In a 2-player game, this phase plays out exactly the same way it does in Autumn mode. In a 3- or 4-player game, the players that are neither the Ant nor the Grasshopper will be the Red Ants.

*At the same time as the Ant player*, each Red Ant player, equipped with her set of red Choice tokens, will secretly choose one of her tokens in an attempt to guess the type of path the Ant will harvest.

**2. Grasshopper’s Choice**

This phase plays out exactly the same way it does in Autumn mode.

**3. Reveal and Collect**

This phase plays out exactly the same way it does in Autumn mode with the 3 following differences:

- **In a 3- or 4-player game**, the Red Ant players reveal their choices at the same time as the Ant. If the Ant was not intercepted by the Grasshopper, any Red Ant whose choice matches the Ant’s choice gains a card from the Path card deck, and places it face-up in front of herself.

- The cards collected are placed face-up in front of their owner (and not discarded after being collected like they are in Autumn mode) and form the player’s supply.

- **Insects**

In this mode of play, the Path cards depicting insects are used differently. Whenever the Ant is ready to collect the Path cards that she has earned, she can ask for aid from her insect comrades.

**Important!**

In the Purchase phase, you can use any 3 identical Path cards as a single wildcard, replacing any one Path card in the cost of the Provisions card.

**Example:** 3 cards can act as 1...
4. Purchase one Provisions Card
The player who collected Path cards (The Ant OR the Grasshopper) can choose to buy 1 and only one Provisions card from among the 3 available face-up Provisions cards. She must pay the price shown on the left of the card by spending the Path cards she has collected during the game.

Place the spent Path cards in a face-up discard pile. If the deck runs out, shuffle the discard pile to form a new deck.

Whenever the Ant player (and only the Ant) collects a Path card depicting an insect, she must choose between taking this card OR taking any other card of her choice (from the 4×4 square) that depicts the same insect. She does not need to have an Ant pawn on this card. On the other hand, Path cards without insects are collected normally, just like in Autumn mode.

4 for 1
Important! In the Purchase phase, you can use any 3 identical Path cards as a single wildcard, replacing any one Path card in the cost of the Provisions card. Example: 3 cards can act as 1 .

The player places the purchased Provisions card face-up in front of herself. Each Provisions card is worth 1 victory point ( ) to its owner.

There are two copies of each Provisions card. If a player manages to acquire both identical cards, the pair of cards are worth 3 points total, instead of 2 (2x1).

Exact Change!
Important! If you have no Path cards left after buying a Provisions card, you draw an additional Path card and place it face-up in front of yourself as a reward for good hand management!
5. End of the Round
If the game is not over yet, replace the Path cards collected from the layout with new cards from the deck to rebuild the 4×4 square.
In the same way, if a Provisions card has been bought, replace it with a new card from the deck.
Assign the roles of the Ant and the Grasshopper to new players, just like in Autumn mode.
Any player that is neither the Ant nor the Grasshopper becomes a Red Ant. Now a new round can begin.

End of the Game
The game ends as soon as a player gains 4 victory points. This player is declared the winner, and passes the winter peacefully by the fire.

Power to the Beetle!
(Expert variant for Winter mode)
In this variant, use the Power cards, each associated with a type of insect. At the start of the game, place 4 of these cards face-up where everyone can see them. Return the other 2 to the box.
Now, whenever the Ant player (and only the Ant player) collects Path cards, she can immediately discard one of the Path cards she collected that shows an insect. In return, she takes the Power card corresponding to the discarded insect, and places it face-up in front of herself.
Only one Power card can be acquired per round, and the Ant player is just as welcome to steal it from another player this way. The power goes into effect immediately, and is in effect at all times for that player, as long as she possesses the Power card. The power is the exception: It is single-use.

2 = 1
During your Purchase phase, you can use 2 identical Path cards as a wildcard when buying a Provisions card (instead of 3 for 1).

As long as you have this power, you have an additional victory point.

When you acquire this power, you draw the top card of the Path card deck, and keep it in front of you face-down (you may look at it). You can use it to purchase a Provisions card. If you do, immediately draw a new Path card to keep face-down. If this Power is stolen from you, discard your face-down Path card. The face-down Path card does not count for the “Exact change” rule, so if you have no more face-up cards in front of you, you still get to draw a new one.

If you have collected Path cards as the Ant or Grasshopper this round, you can swap one of your Provisions cards with an opponent's, or with one of the three that are available for purchase. This Power card is single-use. So after you use it, return it to the middle of the table, available to be acquired by anyone.