













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 (   .
- 12 **Ant** stickers (6 front and 6 back) to apply to the 6 **Ant** pawns .
- 2 **Grasshopper** stickers (1 front and 1 back) to apply to the **Grasshopper** pawn .
- 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).



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.

In the example opposite, the *Grasshopper* player collects the 3  cards with *Ant* Pawns on them.

OR


- 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.

In the example opposite, the *Grasshopper* player placed his pawn on , which was a wrong guess. The *Ant* player collects the 3  cards with *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.



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:



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 tie, the winners share the victory.

Scoring example:



10
+
0
+
1
+
10
+

Total score:

$10 + 0 + 1 + 10 + 3 = 24 \text{ points}$



$= 2 \times \text{insect} = 3$

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.



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.



OR





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.

3 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 wild-card 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 are the Grasshopper, before placing your pawn, you can look at one of the three *Choice* tokens the Ant did not choose.




0 ● ⇒ +1 ● At the end of your turn as the Ant or the Grasshopper, if you have not collected at least 1 *Path* card, you draw the top card of the *Path* card deck, and place it face-up in front of you.



 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.