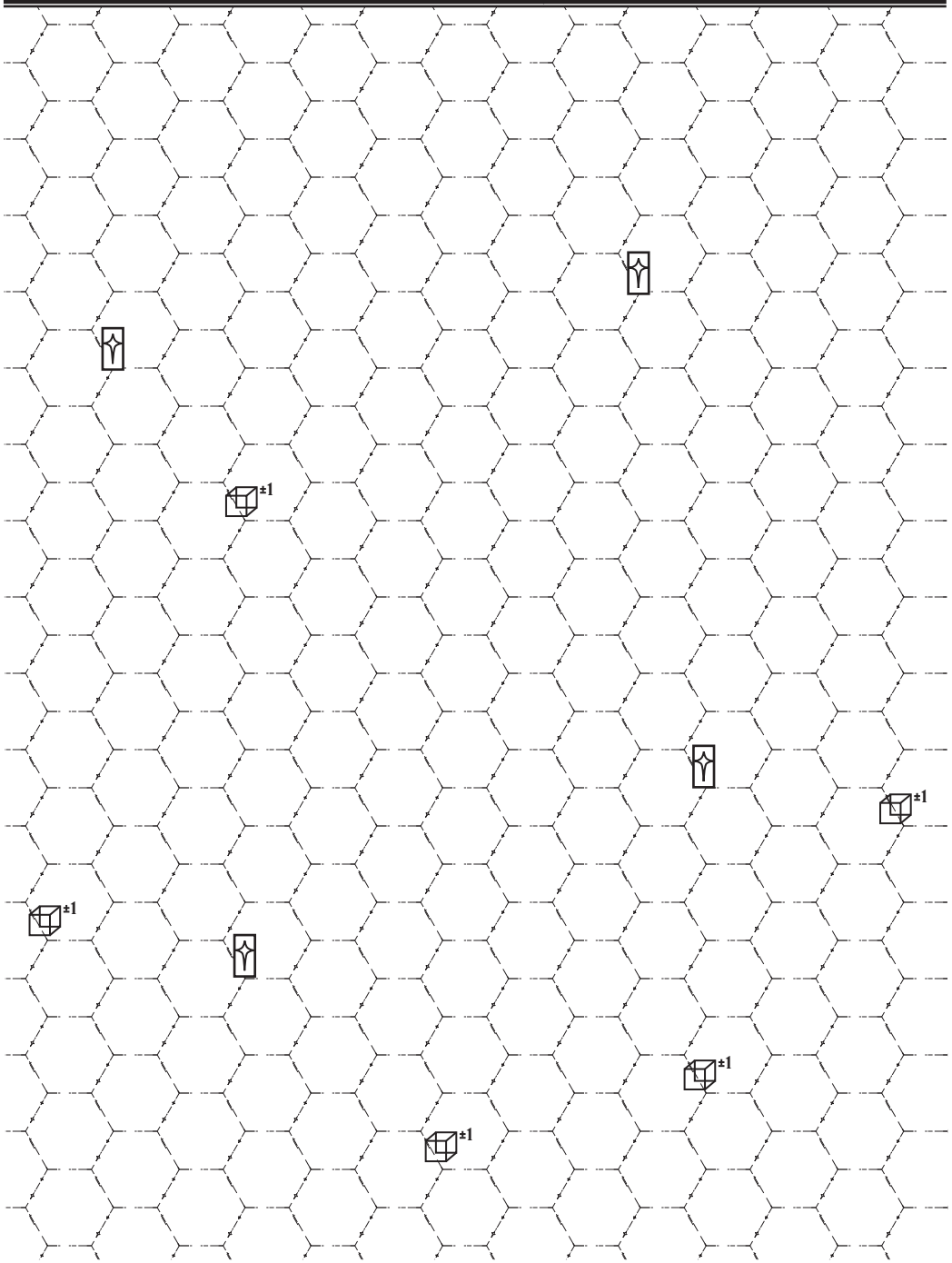
FORTUNANT



TURN ACTIONS

Used the shared dice pool for any action

ROOM
OR
Build a room (max 1/turn)

CORRIDOR
Build a corridor (more than one if you like)

BONUS TRACK
Add dice number to bonus tracks pips (max 1 die)

FOOD (4+ ONLY)
If face is 4+: Fill an empty room hex with food

DICE ADJUSTMENT

±1 ±1 ±1 ±1 ±1
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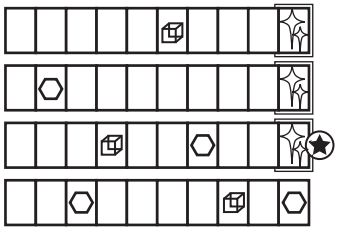
ROOM SHAPES

(Build Queen Room to unlock higher numbers)

1 2 3 4 5 6 7 8 9 10 11 12

BONUS TRACKS



Bonus room hex · Bonus dice adjustment · Unlock 1 bonus score option

OPTIONS

Roll one at game start, then fill up bonus tracks

1 ☐ Food is worth +1pt
2 ☐ 1 pt / room connected to graveyard
3 ☐ Have all 5 types of rooms: 4 pt
4 ☐ 1 pt / corridor length 4+
5 ☐ 2 pt / active room size 8+
6 ☐ 1 pt / unused Dice Adjustment

ENDGAME

3 OF:
- Gather 4 ±1 dice
- Fortune TellAnts Room
- Fill 3rd Bonus Track
- Build 3 Scout Rooms

SCORING

See room sheet for point values

Hexes with food = ___
Nursery room = ___
Scout scoring = ___
Graveyard(s) = ___
Queen room = ___
Endgame bonuses = ___

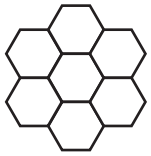
Total = ☐

HAZARDS

Doubles 1-3: Termite attack.
Termites attack the functioning room nearest to an entrance you choose. They may be fought off by using food to feed soldiers. Otherwise, the room is destroyed.
Face of third die = 1-3 : 1 Food required, 4-6 : 2 Food required.

Doubles 4-6: Flood. Water level rises up.
Face of the 3rd die = 1-3 : rises by 1 row, 4-6 : by 2 rows.

A game by Chris, Minami and Jonathan for KOIA Game Jam 2022

ROOM:	EMPTY	SCOUT ROOM	NURSERY	GRAVEYARD	FORTUNE TELLANTS ★	QUEEN
SIZE REQ.:	Any size	2+ hexes	3+ hexes	(+rotation)	7+ hexes	
DESC.:	Food may be placed here. Food = 1pt/hex	★ | # | 1 | 2 | 3 | 4 | 5 | | pt: | 1 | 3 | 6 | 10 | 15 | May only be build in spaces that don't share axes with other scout rooms.	2pt / connected room with food. 1pt / every 2 hex of room size.	2pt per Food consumed by Termites in adjacent room.	Write a die numner in the room. 1/turn, you may change one of the die faces to this number. Only affects yourself.	Unlocks second tier of room shapes. Worth 5pts. Max 1 active / player.

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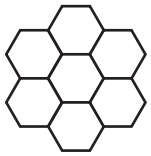
SIZE REQ.:	Any size	2+ hexes	3+ hexes	(+rotation)	7+ hexes	
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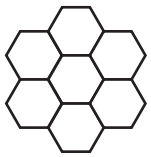
SIZE REQ.:	Any size	2+ hexes	3+ hexes	(+rotation)	7+ hexes	
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