FORTUNANT

Koia Game Jam 2022

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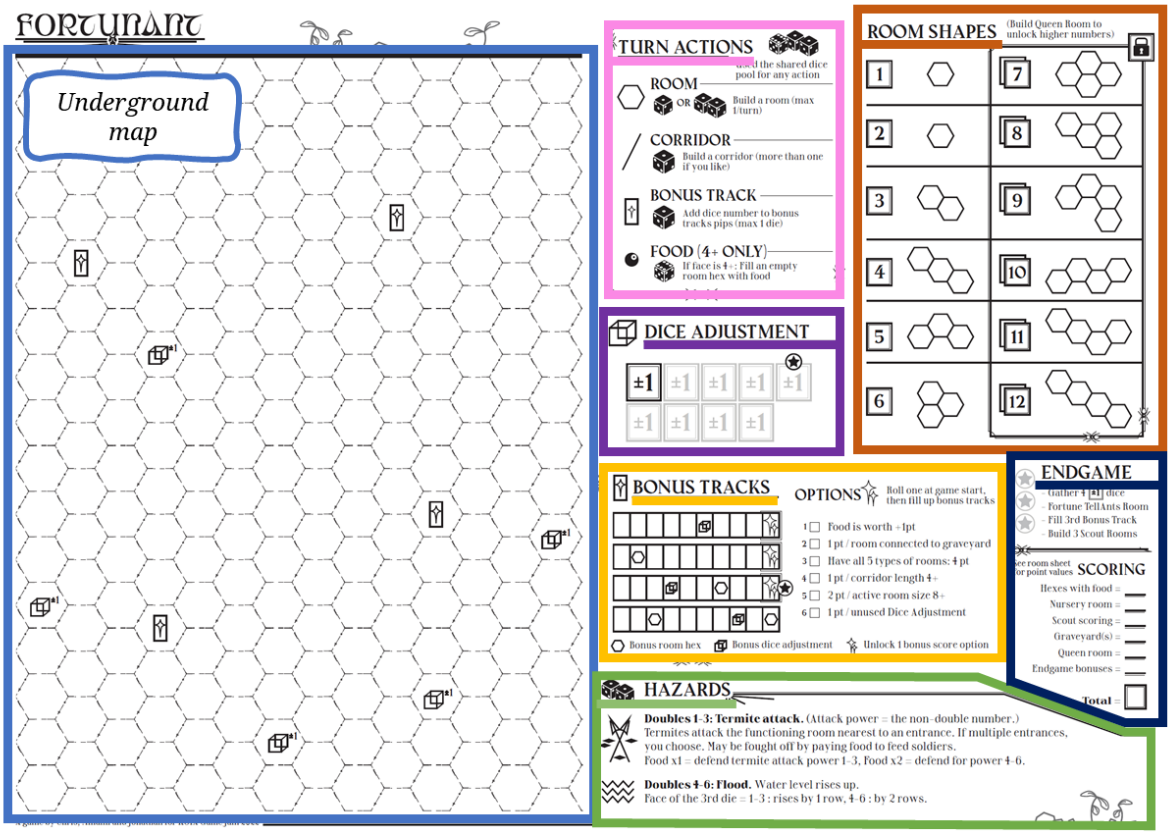
FortunANT is a roll and write, print and playable game best with 1 to 5 players (you can have more than 99 people simultaneously playing).
You play as an ant colony building and expanding at a fast pace, while also weathering hazards which fall upon the colony.

The goal of the game is to strategically use the same dice rolls all players share to build out your colony, and finish with the most points. The game ends when any players obtain at 3 stars through completing different goals. The round wraps up and scores are tallied. Which colony will come out on top?

Here is a quick overview of the different sections on the game-sheet:



Room type reference table example:

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.

Game setup:

Prepare 3 dice (either online or in person). Dice roll results are shared between everyone in the game, it's up to you how best to use them. To this end, they should be rolled where everyone can see them and when everyone is ready!

Each player will need:

- a **printout** of the game sheet,
- a **pen** or pencil, and
- **room type references table**.

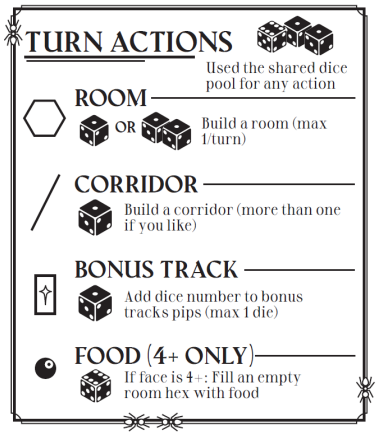
Initial goal:
At the beginning of the game, each player rolls a die and ticks the corresponding bonus track scoring option. This means each player will start the game with a scoring condition already activated.

> E.g. if 2 is rolled, that player will tick the "1 pt / rooms connected to graveyard" bonus track option.

You are ready to start the game!

Turn Structure:

1. Roll 3 dice
2. Resolve hazards (if doubles are rolled)
3. Choose any of the following to use up the 3 dice:
   - Build corridor(s) (using one die each;)
   - Build up to one room (using , or)
   - Draw one food into an empty hex in an empty room (only if = 4+)
   - Increase end-game scoring track (→)
4. (Optional) Assign one room



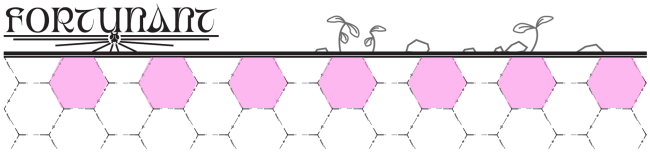
Building a corridor

During your turn you may consume a ⬢ to draw a corridor with length *equal or lower* to the die value. You may do this multiple times on your turn.

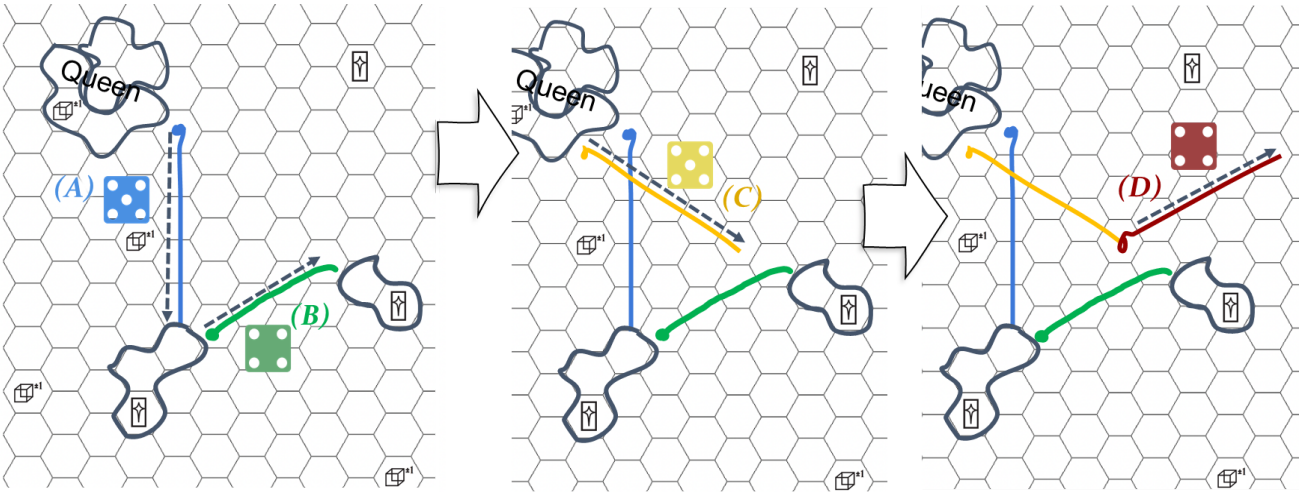
Corridor restrictions:

- You must start from an hexagon that is:
  - adjacent to an active room, or
  - from the surface (see below the pink highlighted hexagons), or
  - from the end of a dead-end corridor. You may extend this corridor in any direction.
- The corridor must be a straight line.

The pink highlighted hexagons are connected to the surface (surface hexagons):



Examples of valid corridor placements:

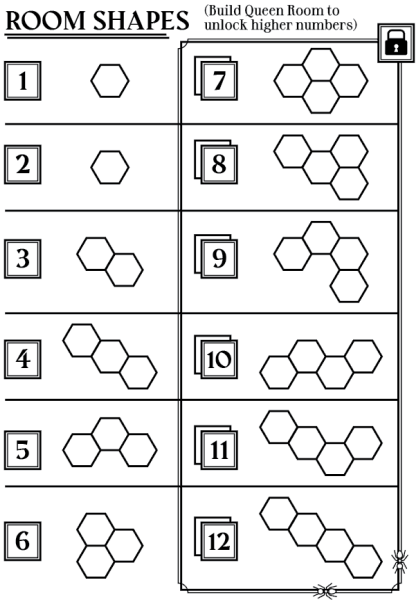


- Corridor (A): Starts from an adjacent tile to a room and travels in a straight line by exactly 5 tiles. There is a room in an adjacent tile to the end of the corridor so it connects to it.
- Corridor (B): Starts from an adjacent tile to a room and travels in a straight line by exactly 4 tiles. There is a room in an adjacent tile to the end of the corridor so it connects to it.
- Corridor (C): Starts from an adjacent tile to a room and travels in a straight line by exactly 4 tiles. It becomes a dead-end corridor as it does not have a room in an adjacent tile.
- Corridor (D): Starts from a dead-end corridor and it may extend the dead-end corridor by exactly 4 tiles, and it can do so by changing directions.

Building a room

You may only build a room once on your turn. You cannot build a room in a surface hexagon (*that would be a hole rather than a room!*)

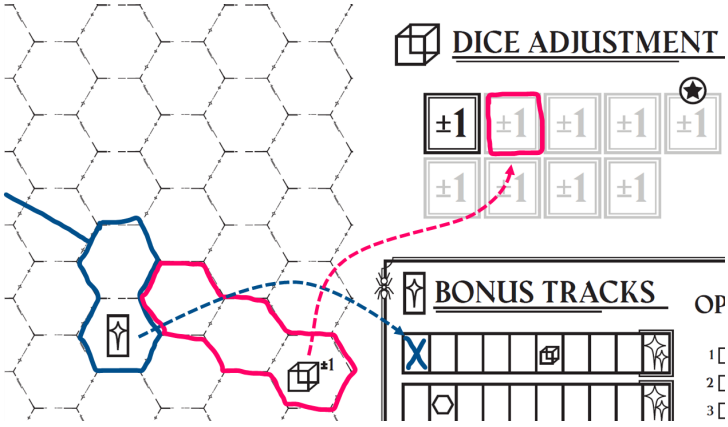
During your turn you may use or to draw a room shape according to the Room Shape Table.



You may choose to build a 2nd tier room (those in the locked frame) if you have built the Queen's room on your player board. This remains available even if the Queen's room is flooded or ravaged by termites, though the room's score is lost.

Encircling a bonus in a hexagon

You may have noticed there are icons in the hexagonal grid. When you build a room, you are able to encircle these icons for immediate rewards.



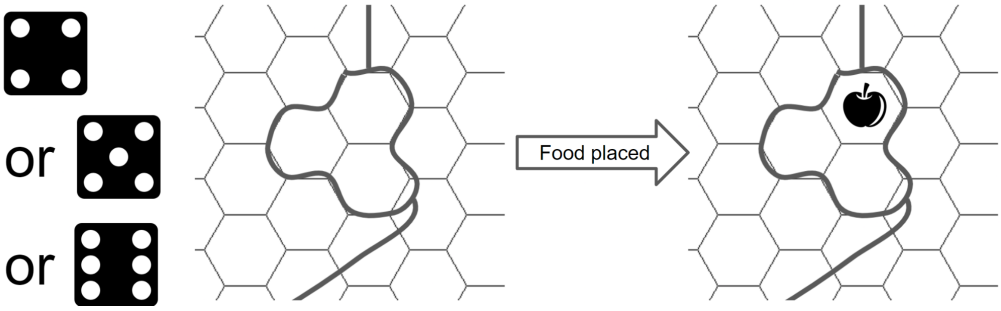
- When you encircle a icon, you fill one extra space in the Bonus Track. (Note: The Bonus Track is represented by the icon).
- When you encircle a icon, you claim one Dice Adjustment, and mark it on the tracker. This can be used from the next time the dice are rolled.

Placing food into an empty room

You may spend a dice ( ) to draw a symbol representing food into an empty hexagon. (it may be a juicy apple as we've shown here, or as simple as a circle.)
Restrictions for drawing food into a hex:

- The dice ( ) being used must be a value of 4+; and
- the hex must be empty; and
- the hex must be in an non-assigned room. (Note: Destroyed rooms are still assigned despite no longer functioning, so they may not be used as food stores.)

Example of placing a food:



Bonus track

During your turn you may consume a 's value to mark off an equal number of bonus track spaces. You are only allowed to take this action once per turn.

The bonus tracks are completed from left to right, and the row above must be complete before moving to the row below.

When a row (10 spaces) is marked off, the player can **claim an additional End-game Bonus scoring option.**

Gaining bonuses on the Bonus Track

When you mark spaces containing icons in the Bonus Track, you claim the corresponding bonus immediately.

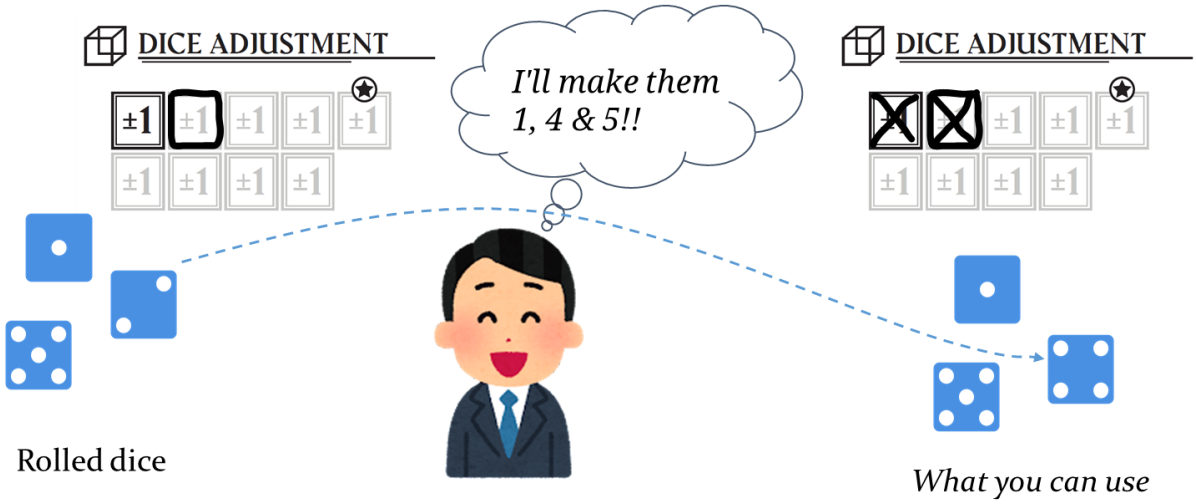
- When you cross off a icon, you claim a Dice Adjustment.

- When you mark a space with a icon, you may immediately draw a single room hex onto the hexagonal grid in a valid position (either expanding an existing room or attached to the end of a corridor line).

Dice Adjustment

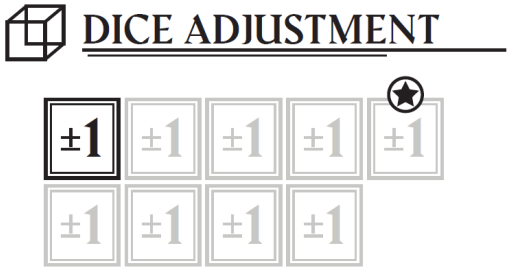
Dice Adjustments let you **adjust the result of one die by 1,** either up or down. The result of an adjusted die must still be between 1-6.

Tip: You may use multiple Dice Adjustments in one go, and on the same die!



Rules clarification: *You're only changing the outcome for yourself, other players still see & use the dice faces rolled originally! In the examples above, the other players still see & use 1, 2 & 5.*

The area on the sheet to mark your Dice Adjustment looks like this:



Solid outlines means it is available to be used. *Note: You start off with a freebie!*

symbols are available to collect throughout the game by either:

(1) encircling a symbol when building a room; or

(2) crossing out a symbol from the end-game scoring track.

When you do, fully outline one of the faded squares to indicate you have a newly available Dice Adjustment.

Note: This may only be used from the next time the dice are rolled, not to adjust numbers in the same turn it's acquired.

Assigning Rooms & Room Types

You may assign up to one room at the end of your turn. This involves permanently marking an empty room (one which has no food and has not already been assigned) to be used for a certain purpose, if it meets the requirements.

These are the different types of rooms:

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.

Empty Room

Rooms start Empty when you initially make them. Empty rooms can be used to store food, or assigned into other rooms if they hold none (including consumed food).

- **Utility:** Food can be placed in empty hexagons. Can be assigned into other *Functional Rooms*.
- **Reward:** 0, but you gain 1 point for each unused food at the end of the game.

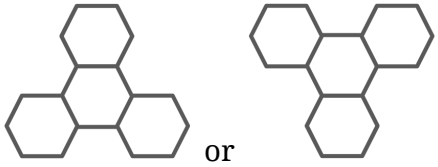
Note: Empty rooms are not destroyed by termites as they don't waste their time. They only destroy Functional Rooms, that is any assigned room or room containing food.

Nursery

- **Restrictions:** The room must be at least 3 hexagons big.
- **Reward:** 2 points for every connected room with food.
- **Reward:** 1 point for every 2 hexagons that make up this Nursery Room. *E.g. a 2 hex Nursery is worth 2 points; a 7 hex one is worth 3 points.*

Graveyard

- **Restrictions**: The room must be exactly in the following shapes:



- **Reward:** 2 points per joined room containing **consumed** food. *Note: Food is consumed during a Termite Attack.*

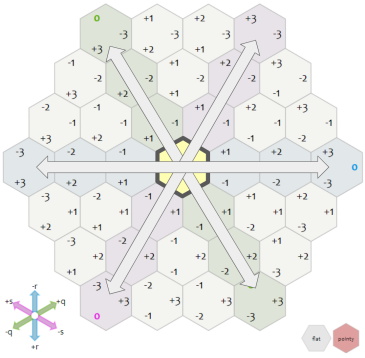
Scout Room

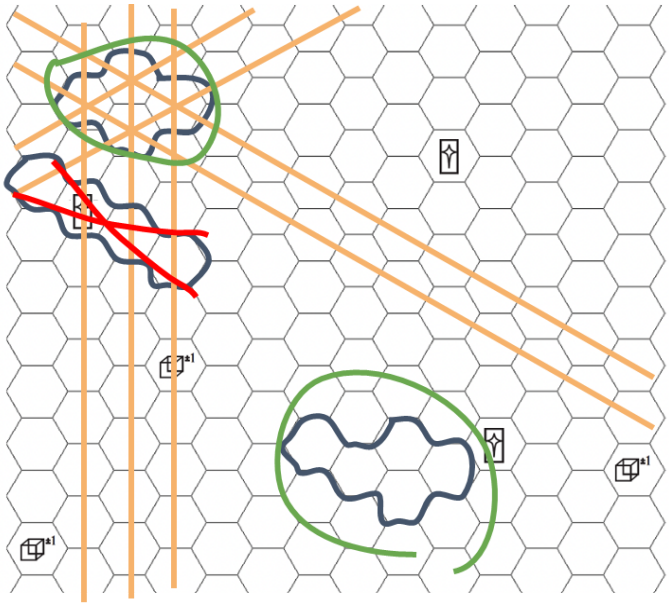
- Reward:

#of Scoring Scout Rooms	1	2	3 ★	4	5
Points (total)	**1**	**3**	**6**	**10**	**15**

- **Restrictions**: The room must be at least 2 hexagons big. The room only scores if it is NOT placed in the same axes as other Scout Rooms.
- **Reward:** When you build your 3rd Scout Room that can score, you also gain a star(★) to move towards triggering the end of the game.

What are hexagonal axes?
They are kind of like rows and columns in a square grid, but for a hexagonal grid instead so you have 3 axes!





In the example to the right: The top left Scout Room's axes are outlined in orange lines. Other scout rooms created that touch any of the orange lines will not count towards the scoring.
The 2 (green) circled scout rooms count towards end-game scoring. The one with the red X does not.

Fortune TellANTs Room

This room contains ants that are able to predict the future and influence Fate!

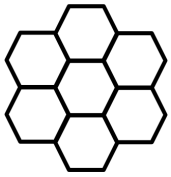
- **Restrictions:** must be at least 7 hexagons large.
- **Utility:** When this room is assigned, write a die number into the room. Once per turn, you may change one of the die faces to be this number (for yourself).
- **Reward:** 0 points, but, this room gives you a star (★) to move towards triggering the end of the game.

Rule clarification: Hazards trigger before you can change the die faces to take your actions.

Queen's Room

- **Restrictions:**

  The room must be exactly this shape, with no extra or missing spaces:



- **Utility:** Unlocks all 🔓 locked room shapes. You now have access to building Shapes in the 2nd column in the Room Shape Table.
- **Reward:** 5 points at the end of the game (if this room has not been destroyed).
- *Rule clarification: If your Queen room is destroyed by a Hazard, you will still have the second column of rooms unlocked, but it will no longer be worth points.*

HAZARDS

Hazards occur **whenever doubles are rolled** (any 2 dice of the same value) using the 3 dice rolled for everyone at the start of the turn. Hazards are always resolved before the players' actions. The hazard's strength is based on the 3rd die value that is not involved in the double. Hazards may cause rooms to be destroyed. Destroyed rooms no longer have their abilities nor do they score at the end of the game.

Note: Once the Queen room has been assigned, the 2nd tier Shapes are permanently unlocked for the player even if the Queen Room is destroyed. However, it does lose its scoring at the end of the game.

There are two types of hazards:

1. Termite Attack
2. Flooding

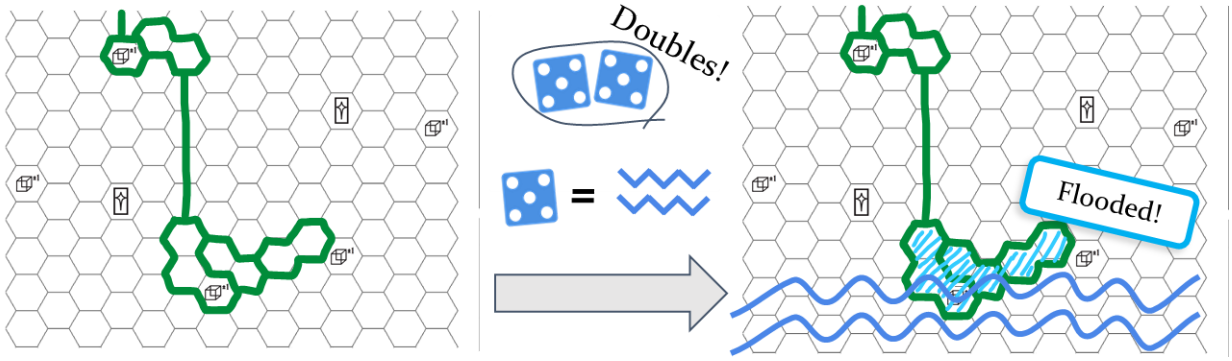
Flooding

- **Trigger:** Double 4's, or double 5's, or double 6's are rolled.
- Strength is based on the face of the 3rd die:
  - **1, 2, or 3** → The flood water rises by **1 hexagon**.
  - **4, 5, or 6** → The flood water rises by **2 hexagons**.

What happens if a room gets flooded?

If the flooding water contained at least one of the hexes of a room, the entire room is destroyed.

This example below shows the dice rolling triple 5's. There's a double 5 so Flooding is triggered. The 3rd remaining die shows a value of 5 → the flood water rises by 2 hexagons.



Termite attack

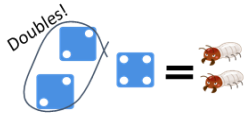
- **Trigger:** Double 1's, or double 2's, or double 3's are rolled.
- Strength is based on the face of the 3rd die:
  - **1, 2, or 3** → Requires **1 food** to defend.
  - **4, 5, or 6** → Requires **2 food**.

Protecting against termite attacks:

- You **must spend food if you can** to defend against a termite attack.
  Your warrior ants will need all the food they can get!
- If you cannot afford to fend off the termite, then a Functional Room (non-Empty Room) closest to your chosen surface entrance is ravaged due to the attack, and you no longer score this room at the end of the game.
- *Note: You must spend food to defend against the termite attack even if you cannot successfully defend against it.*

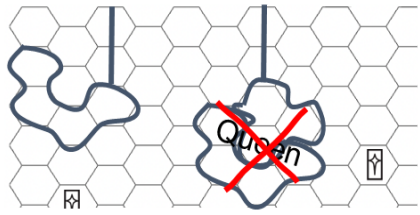
Scenario examples: If a roll is: 2, 2, 4. The termite attack is activated (double 2's) with a strength of 4 → 2 food is required to fend them off.

Rolled dice:



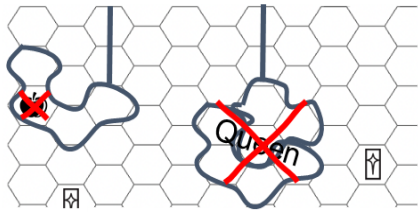
(a) This player has no food to spend and was unsuccessful in fending off this Termite Attack. The Termites destroy a Functional Room (*non-Empty Room*) closest to an entrance. *RIP Queen :(*

(a)



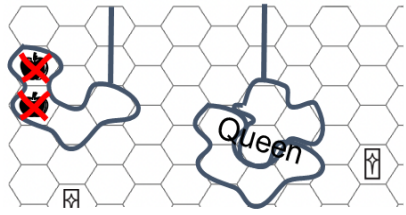
(b) This player has spent 1 food and was unsuccessful in fending off this Termite Attack. The Termites destroy a Functional Room closest to an entrance. They ignore the now-empty food room as it no longer contains anything they want.

(b)



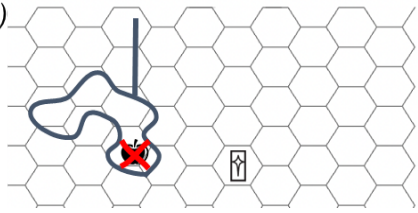
(c) This player has spent 2 food to successfully fend off this Termite Attack, saving their Queen.

(c)



(d) This player has 1 food to spend and is unsuccessful in fending off this Termite Attack. However, there are no Functional Rooms for the termites to destroy so nothing happens, and they go home disappointed.

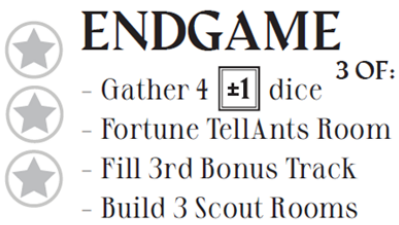
(d)



END-GAME STARS

The game ends when a player collects 3 stars out of a possible 4 present in the game. These stars can be obtained by:

- Reaching the 5th dice adjustment space (collect 4, plus the free one present at game start)
- Building a fortune tellANTs' room
- Reaching the last space on the third row of the Bonus Track.
- Building 3 Scout rooms.



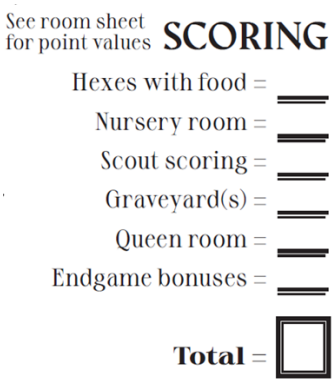
When 3 starts are collected, all players will finish the current turn and the scores shall be calculated.

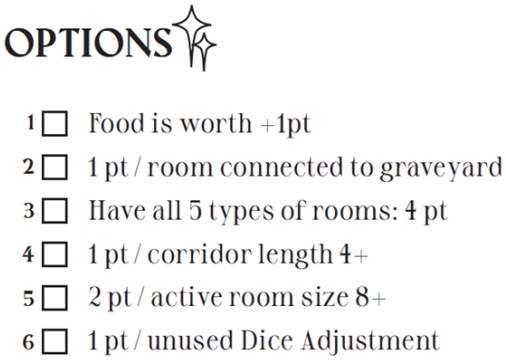
Tip: The greyed out stars are used to keep track of how many stars you currently have.

End-game scoring

Quick key for points:

- **Food:** 1 point per remaining uneaten Food.
- **Nursery room**:
  - 2 points per connected room containing uneaten food.
  - 1 point per 2 hex of the nursery's room size.
- **Scout Rooms**:
  - Only scored if scout rooms are not in the same axes as another scout room. Then, are scored according to this chart:



#	1	2	3	4	5
pt:	1	3	6	10	15

- **Graveyard**: 2 points per connected room containing consumed Food.
- **Queen Room**: 5 points
- **End-game bonuses**:
  - These only score if a player has claimed the corresponding end-game bonus option, either with their roll at the start of the game or by completing the Bonus Track rows.