

## **INTRODUCTION**

Hidden Empires is a game for 2 to 6 players where each player assumes the role of an ant colony. You will guide your colony as it attempts to grow and thrive in a hostile environment while competing for resources with neighboring colonies. Your colony will employ unique survival strategies based on those of real world ant species. To win the game, you must give your species the best chance of survival by producing more reproductive ants than your opponents.

## **BACKGROUND**

All ants exist as part of a larger society: their colony. The majority of ants, the workers, are sterile females who spend their lives supporting their colony without producing offspring of their own. All of the workers in a colony are daughters of a single or a few mother queens. When the colony matures, the mother queens produce reproductive male and female ants to pass on the colony's genes. In this way an ant colony functions like a "superorganism". Workers act as the organism's body cells, feeding the colony and protecting it from invasion, and reproductive ants act as the organism's sex cells, leaving the colony to mate and produce daughter colonies.

In most ant species, a colony is founded by a single, newly mated queen. The queen herself raises the first few workers. Each egg the queen lays hatches into a larva, which is the equivalent of a butterfly or moth caterpillar. But unlike caterpillars, ant larvae are helpless and must be cared for and fed by the queen, and later by the colony's workers.

An ant larva is a small eating machine that quickly grows in size. After it has grown, a

larva spins a cocoon around itself and enters the pupal stage. During this stage, the pupa metamorphs into an adult ant. Depending on its sex and how much food it was fed as a larva, an ant may emerge from its cocoon as a sterile female worker or as a reproductive male or female.

The life-cycle of an ant colony is similar to a single plant or animal. A young colony is vulnerable to predation and attacks by nearby, larger colonies. During this time the colony invests its resources in growth and defense by producing workers. These workers are able to secure an expanding territory and bring in more resources, leading to more growth.

When a colony is mature enough, some species produce a few larger workers. These workers often specialize in some task, like soldiers who help defend the colony, or millers who break up seeds to help feed the colony. The largest workers in a colony are called "majors", and the in-between, medium sized workers are called "medias". The smallest workers are called "minors", but we just refer to them as "workers" in the rules.

When a colony reaches the equivalent of adulthood, it produces winged reproductive males and females. These ants fly away to seek mates from other colonies of the same species. The males die shortly after mating but the females live on. Each mated queen will attempt to found a colony of her own and begin the cycle again.

## **ITALICS**

Throughout the rules and cards, you will see notes in *italics*. These notes will help you better understand ants, but they do not have a direct bearing on the game.

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## DEFINITIONS

### **Mother Queen:**

The foundress of your colony. Your mother queen's sole purpose is to lay eggs.



**Eggs:** Your mother queen may produce fertilized eggs, which hatch into female larvae, and unfertilized eggs, which hatch into male larvae.

*The production of females from fertilized eggs and males from unfertilized eggs is called haplodiploidy. The ant family is a member of the Hymenoptera order of insects, and haplodiploidy is a characteristic of all Hymenoptera. The other Hymenoptera families are wasps and bees.*

**Larva:** An egg hatches into a grub-like larva which has a voracious appetite and grows quickly in size. Once it achieves its full size, a larva spins a cocoon around itself and enters the pupal stage.

**Pupa:** A pupa sleeps in hibernation while it metamorphs into an adult. Depending on how much food she was fed as a larva, a female pupa may emerge either as a worker, media, major, or virgin queen. A male pupa always emerges as a drone.

**Brood:** Your colony's total collection of eggs, larvae, and pupae is its brood.

**Nest:** Your nest houses and protects your mother queen and her brood.

*Ant colonies live in many different types of nests: in underground chambers they dig or find, beneath the bark of dead trees, in tree leaves curled into chambers and secured with larval silk, and even inside hollowed acorn shells.*

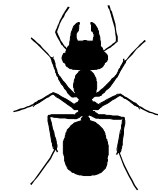
**Workers:** Workers are nonreproductive females and are the primary source of labor for your colony.



**Medias:** Medias are medium-sized, nonreproductive females. Your colony may have medias only if you play a Trait card that allows you to have them. The function of your medias will be described on the card. See Trait Cards on page 9.



**Majors:** Majors are the largest nonreproductive females. Your colony may have majors only if you play a Trait card that allows you to have them. The function of your majors will be described on the card. See Trait Cards on page 9.



**Virgin Queen:** Some female pupae may emerge as reproductive, winged adults called virgin queens. During a nuptial flight, these ants leave their colony to seek mates and attempt to found new colonies of their own.

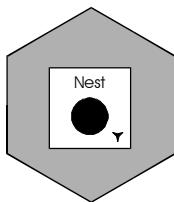
**Drones:** Male pupae emerge as reproductive, winged adults called drones. During a nuptial flight, drones leave their colony to mate with virgin queens of the same species. Drones are short lived and die a few hours after mating.

**Reproductives:** A colony's virgin queens and drones are collectively called its reproductives.

**Nuptial Flight:** During the mating season, reproductives fly away from their home nest to mate with members of the same species. This is called the nuptial flight.

**Area:** The hexagons on the map are called areas.

**Nest Area:** An area that contains a nest is called a nest area.



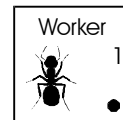
**Food Unit:** A food unit represents an abstract quantity of food produced by your foraging workers and consumed by your nest adults and larvae.

*The amount and type of food represented by 1 food unit depends on the species of the ants that forage and consume it. Ants eat many different things: dead insects, insects they hunt and kill, aphid honeydew, plant nectar and seeds, and even fungus. Some species specialize in 1 or a few types of food while others are more generalized.*

## EQUIPMENT

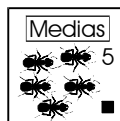
### Ant Counters

**Color:** There are 6 different colors of ants. Before the game begins, each player should choose which color he or she will use.



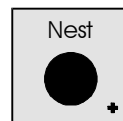
**Symbol:** The small symbol in the bottom, right hand corner of each ant counter is an aid for players who have difficulty distinguishing between the colors.

**Number:** Ant counters come in denominations of 1, 3, 5, and 10. During the game, you may freely exchange counters of the same type. For example, if you have 5 '1' worker counters in an area, you may replace them with a single '5' workers counter.



### Nest Markers

**Color:** The counters with a colored circle in the center represent ant nests. Take the Nest marker that is the same color as your ant counters.



**Nest Area:** When you set up the game, you will place your Nest marker in an area on the map. The rules refer to the area that contains your Nest marker as your nest area.



## Nest Sheet

Each player has a Nest Sheet to keep track of his or her brood and nest worker assignments.

**Chambers:** Your Nest Sheet has chambers for keeping track of your colony's brood and reproductives. You may assign your workers to various tasks by placing them in the Nurses, Builders, or Reserves chambers. You may use the Storage chamber only if you play a Trait card that allows you to use it. The function of your Storage chamber will be described on the card. See Trait Cards on page 9.

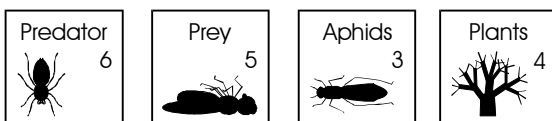
**Boxes:** Use the Nest Size box on your sheet to keep track of the size of your nest and use the Score box to keep track of your current game score. Notice that your nest size starts at 10. Your Nest Sheet also has a Food Available box for keeping track of the amount of food your workers forage and a Returning Ants box for ants that are returning to your nest.

## Dice

Use small, 6-sided dice on your Nest Sheet to keep track of your score, nest size, and the number and sex of the eggs, larvae, pupae, and reproductives in your nest. For example, 1 die with '5' showing in the Virgin Queens chamber of your Nest Sheet represents 5 virgin queens.

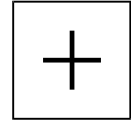
## Discovery Markers

The markers with a question mark (?) on their backs are discovery markers. At the beginning of the game, place discovery markers facedown on the map. When your scouts explore an area, you may turn a discovery marker faceup to find out what it is. Discovery markers may be Predators, Prey, Aphids, Plants, or blank.

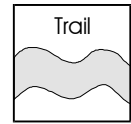


## Other Markers

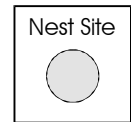
**+ and -:** These markers are used to modify the printed value on a Prey, Aphids, or Plants discovery marker. See Forage on page 14.



**Trail:** You may use Trail markers only if you play the Trail Making Trait card. The card describes how to use these markers.



**Nest Site:** You may use Nest Site markers only if you play the Super-colony Trait card. The card describes how to use these markers.



## The Map

The map consists of 41 hexagon shaped areas in 6 different colors. You place nest markers and discovery markers on the map when you set up the game.

*Ants may forage in the dirt, under the ground, in rotting logs, or on the leaves of trees. The map is an abstraction of the many different environments where ants may be found.*

**Blue Areas:** The blue areas on the map represent water. You may never place any marker or counter into a blue area.

*Ants can survive for many hours under water after a rainfall, but they cannot do anything while submerged. There are no aquatic ants.*

## Cards

There are 3 types of cards in the deck: Action, Trait, and Event. See the Draw a Card section on page 9.

## GETTING STARTED

To start a game of Hidden Empires, players must do the following:

1. Choose Colors
2. Place Nest Markers
3. Place Discovery Markers
4. Set up Nest Sheets
5. Take Trait Cards

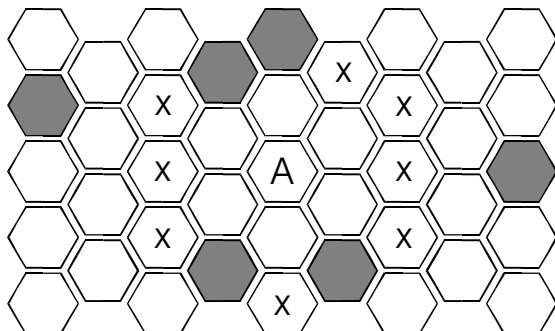
### Choose Colors

There are 6 different colors of Nest markers and ant counters. Players must choose which color they will use before beginning the game. Once you have chosen a color, take the Nest marker and ants of that color and set them on the table in front of you.

### Place Nest Markers

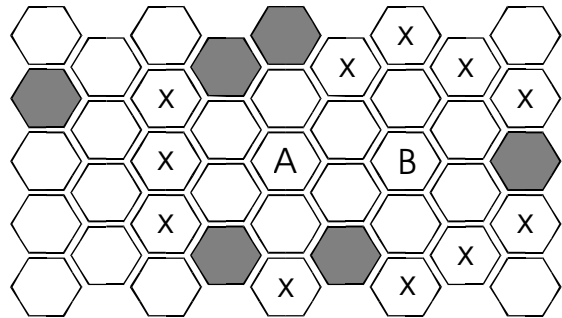
During this step, players must place their Nest markers on the map. First, put all of the Nest markers into an opaque container and draw 1 out. The player whose Nest marker is drawn first may place his marker into any area on the map. Then draw a second Nest marker. The second player must place her marker into an area that is exactly 2 areas away from the first player's Nest marker.

**Example:** For example, the first player placed his Nest marker into the area marked 'A'. The second player may place her Nest marker into any of the areas marked with an 'x'.



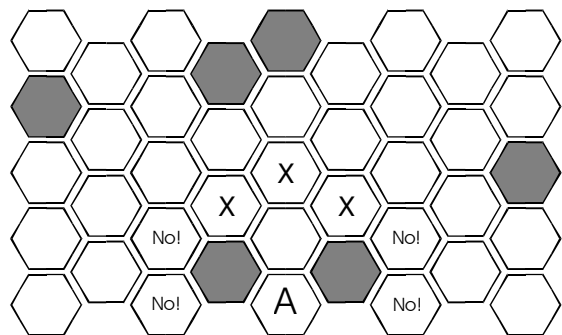
**Subsequent Players:** Continue drawing and placing Nest markers one at a time. Each subsequent player must place his or her Nest marker so that it is exactly 2 areas away from at least 1 other player's Nest marker and not adjacent to any other player's Nest marker.

**Example:** Continuing the previous example, the second player placed her Nest marker into area 'B'. The third player may place his Nest marker into any of the areas marked 'x'.



**Blue Areas:** You may not place your Nest marker into a blue area. When counting areas from one Nest to another, do not count through blue areas.

**Example:** If 'A' set up between the blue areas as shown below, 'B' would be limited to one of the 3 areas marked with an 'x'.



## Place Discovery Markers

**Place Facedown:** Mix up all of the discovery markers facedown on the table. Keeping them facedown, place a discovery marker into every area on the map that is 1 or 2 away from a Nest marker. However, do not place a discovery marker into an area that already contains another marker. Never place a discovery marker into an area 3 or more away from the nearest Nest marker, Nest Site, or Trail marker. Never place a discovery marker into a blue area.

**Turn Faceup:** Turn faceup all of the discovery markers that are adjacent to a nest.

## Setup Nest Sheets

**Nest Size:** Give each player a Nest Sheet. All nests begin the game with a size of 10, which is already marked in your Nest Size box. When your nest size grows, place dice in your Nest Size box to indicate how much your nest size has grown beyond 10. For example, if your nest size is 16, place 1 die with '6' up in your Nest Size box.

**Initial Workers:** Each player starts with 6 workers. Place 6 '1' Worker counters in your Reserves chamber.

**Initial Brood:** Each player starts with 1 female egg, 1 female larva, and 1 small female pupa. Place a die with '1' up in your female eggs chamber, a '1' in your female larvae chamber, and a '1' in the circle labeled "Small" in your female pupae chamber.

**Mother Queen:** All players start with 1 mother queen, represented by her picture at the bottom of each Nest Sheet.

## Take Trait Cards

**Deal Trait Cards:** Separate the cards into 2 different stacks. Place all Trait cards in one stack and all Action and Event cards in the other. Then deal 3 Trait cards to each player. When everyone has 3 Trait cards, shuffle the undealt Trait cards and the Action and Event cards back into a single deck.

**Play Cards:** Beginning with the first player and proceeding clockwise, each player may optionally play Trait cards. You may play 0, 1, 2, or 3 cards. Trait cards define a permanent characteristic of your ant species, so you must keep the cards you play faceup in front of you for the rest of the game.

**Trait Types:** There are 7 types of traits, and you may never have more than 1 of the same type of trait faceup in front of you. For example, if you have a Trait-4 card faceup in front of you, you may not play a second Trait-4 card. Furthermore, you may not play 2 Trait-4 cards simultaneously.

**Additional Traits:** Once the game has started, you may draw and play additional Trait cards. See the Draw a Card section on page 9.



## GAME PLAY

Hidden Empires is played in a series of game turns. Each game turn is divided into several player turns followed by the Nest Phase.

**First Player:** At the beginning of every game turn, place an ant counter from each player into an opaque container. Then draw 1 counter from the container to determine who takes the first player turn.

**Next Player:** At the end of your turn, draw another ant counter from the opaque container to determine who has the next player turn. If there are no more counters in the container, it is time for the Nest Phase.

## Player Turn

Each player turn is divided into the following steps:

1. Draw a Card
2. Assign Tasks and Check Capacities
3. Scout Areas (optional)
4. Perform Tasks
5. Determine Who Moves Next

## Nest Phase

After everyone has completed their player turns, all players simultaneously conduct their nest business during the Nest Phase. The Nest Phase is divided into the following steps:

1. Move Returning Ants to Reserves
2. Feed Nest Adults
3. Pupae Emerge
4. Feed Larvae
5. Eggs Hatch
6. Lay New Eggs (optional)
7. Discard Food
8. Nuptial Flight (optional)

## Winning the Game

**Scoring:** You score points when your reproductives leave your nest during a nuptial flight. You score 6 points for each pair of virgin queens and drones that leave. In addition, you score 2 points for each unpaired virgin queen and 1 point for each unpaired drone that leaves.

**Winning:** At the end of every game turn check each player's score. If 1 or more players has a score of 36 or higher, the game ends and the player with the highest score wins the game. If 2 or more players have the same score of 36 or higher, the game ends in a tie.





## DRAW A CARD

To begin your turn, draw 1 card from the deck. If there are no more cards, shuffle the discards and draw the top card.

## Hand Limit

The total number of Trait cards faceup in front of you may not exceed 4. The total number of cards in your hand plus the number of cards faceup in front of you may not exceed 6. After drawing a card, if you have more than 6 cards you must discard or play cards until you have 6 or fewer left. However, you may *not* discard a Trait card that is faceup in front of you.

## Trading Cards

You may not trade cards with or give cards to another player.

## Card Types

There are 3 different types of cards and each type is played differently. The type is noted in parenthesis in the upper, right hand corner of each card. Trait cards also have a number, which is explained later in this section.

### Card Types:

- Event
- Action
- Trait

## Event Cards

When you draw an Event card, you *must* play it immediately. Read the card aloud and take the action stated on the card. Events affect all players or have an affect on the map. After you play an event card, place it with the discards.

## Action Cards

You may play an action card to bestow a benefit on your colony or cause some unhappy fate to befall an opponent's colony. If an Action card does not state when it may be played, you may play that card any time during your player turn. After you play an Action card, place it with the discards.

## Trait Cards

Trait cards define the abilities and attributes that make your ant species unique. You may play a Trait card any time, even during another player's turn.

**Faceup:** When you play a Trait card, place it faceup in front of you. Once you play a Trait card, it is permanent and cannot be removed later.

**Hand Limit:** Faceup Trait cards count against your hand limit of 6 cards. In addition, you may never have more than 4 Trait cards faceup in front of you.

**Trait Types:** There are 7 types of traits, and you may never have more than 1 of the same type faceup in front of you. For example, if you have a Trait-4 card faceup in front of you, you may not play a second Trait-4 card. Furthermore, you may not play 2 Trait-4 cards simultaneously.

## ASSIGN TASKS

During this step, you *must* assign tasks to *all* your workers. Your workers are very versatile and may perform any of the following tasks:

| Tasks:    |
|-----------|
| • forage  |
| • patrol  |
| • attack  |
| • scout   |
| • nurse   |
| • build   |
| • reserve |

If you have medias and/or majors, you may assign them the tasks stated on their Trait cards. Reproductives may not perform any task.

## Move Workers

You assign tasks by moving your workers into chambers on your Nest Sheet and into areas on the map. For movement purposes, your colony divides the world into 3 types of areas; safe, dangerous, and forbidden.

**Safe:** Your Nest Sheet, nest area, and any area that contained your ants at the beginning of your turn is safe. In addition, an area adjacent to a safe area is also safe if it is empty or it contains only a faceup aphids, plants, or prey discovery marker. You may freely move as many ants into or out of safe areas as you wish.

**Dangerous:** An area adjacent to a safe area that contains opposing patrollers or a facedown discovery marker is dangerous. You may move only 1 ant into a dangerous area to scout. However, you may move any number of ants *through* a dangerous area.

**Forbidden:** Areas that are not adjacent to a safe area are too far away to move into. Blue areas and areas that contain a faceup predator discovery marker are also forbidden. You may not move your ants into or through a forbidden area.

**Distance:** You may move ants without regard to distance; there is no “movement allowance” as in some games.

**Opposing Ants:** Ignore opposing ants unless they are patrolling, in which case the area is dangerous.

## To Your Nest

You may move workers from any area on the map into the Builders, Reserves, or Nurses chambers on your Nest Sheet. You may also freely move workers between chambers.

**Storage:** You may move workers into your Storage chamber only if you have a faceup Trait card that allows you to.

**Returning Ants:** You may not move workers into or out of your Returning Ants box at this time.

**Example:** You want to increase your nest size, so you move 2 workers from a map area into your Builders chamber.

## To Safe Areas

You may move any number of workers into a safe area. The workers may come from your Nest Sheet or from any other area.

**Example:** Last turn one of your workers scouted an area and discovered plants. The worker is still there, and you decide to move 3 more workers from several other areas to the area with the plants.

## To Dangerous Areas

You may move 1 worker into a dangerous area. The worker may come from your Nest Sheet or from any other area.

**Example:** There is a facedown discovery marker in an area adjacent to your nest and you want to see what it is. So you move 1 worker into the area and hope for the best.

## Movement Example

The illustration below shows how many workers you can move into several types of areas. The number of workers you can move into each area is indicated by a number in a circle. The infinity symbol means you can move as many workers as you like into the area.

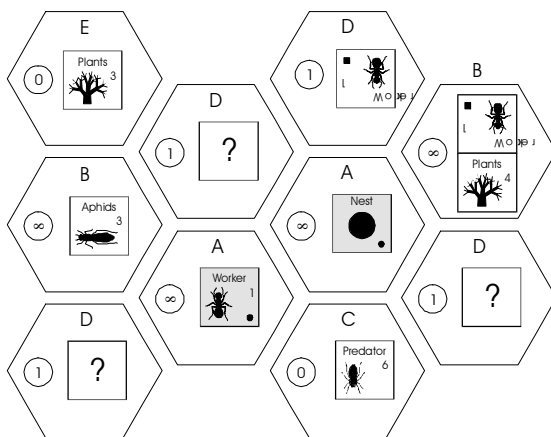
**A - Safe:** Your Nest marker and your worker (looking up) are located on the map at the beginning of your turn as shown. You may move any number of workers into these areas.

**B - Safe:** The faceup Aphids and Plants markers are adjacent to safe areas. You may move any number of your workers into these areas. The opposing worker in the Plants hex is foraging and not patrolling, so she does not affect your movement.

**C - Forbidden:** You may not move workers into or through an area with a faceup Predators marker.

**D - Dangerous:** You may move only 1 worker into an area that has a facedown discovery marker or opposing patrollers.

**E - Forbidden:** The plants marker is not adjacent to a safe area, so you cannot move in any workers.

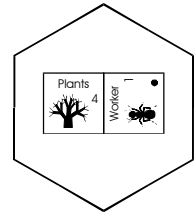


## Assign Scouts

**Dangerous Area:** You may place 1 worker into a dangerous area to scout. An area is dangerous if it contains a facedown discovery marker or opposing patrollers.

## Assign Foragers

**Discovery Markers:** You may forage faceup Prey, Aphids, or Plants discovery markers to produce food for your colony. To forage, place worker counters in the area so that they touch the discovery marker.

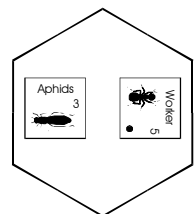


**Opposing Ants:** You may not forage an area that contains opposing patrollers. However, you may forage if all opposing ants are also foraging. Tell your opponent that your workers are foraging, not attacking, and place them so they touch the discovery marker.

**Sharing:** Your foragers may share a discovery marker with opposing foragers. While you might share a discovery marker with opposing foragers on one turn, there is nothing to stop you or your opponent from reassigning ants to attack on a later turn.

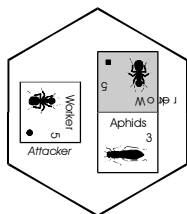
## Assign Patrollers

In order to intercept intruding scouts, you may assign workers to patrol. Place worker counters in an area so they do *not* touch the discovery marker, if any. The area must not contain any opposing ants.



### Assign Attackers

To attack, place workers in an area that contains opposing ants and/or an opposing Nest marker. Place your workers so they do *not* touch the discovery marker, if any.



The area must not contain any opposing patrollers.

### Assign Nurses

You must keep some of your workers in your nest to tend the brood. Place any number of workers in the Nurses chamber on your Nest Sheet. However, you must assign at least 1 nurse for every 10 brood members.

### Assign Builders

You may expand your nest by assigning workers to build. Place any number of workers in the Builders chamber on your Nest Sheet. Builders do not count against your Nest Size.

### Assign Reserves

You may place any number of workers in reserve by placing them in the Reserves chamber on your Nest Sheet. Reserves may be called out during your Scout Areas step. Reserves may also be called out to reinforce patrollers or they may be left in the nest to help defend it. Reserves are dormant and do not consume food during the Nest Phase.

### Check Nest Size

**Nest Size:** At the end of your Assign Tasks step, you must make sure you have not exceeded your Nest Size. The total number of nurses, reserves, virgin queens, drones, and brood members must be less than or equal to your nest size.

|   |
|---|
| <p><b>Nest Size</b> &gt;=</p> <p>nurses +</p> <p>reserves +</p> <p>virgin queens +</p> <p>drones +</p> <p>brood members</p> |
|---|

Do not count builders or mother queens into the total. If you exceed your Nest Size, reassign workers or eliminate brood members until the total is less than or equal to your Nest Size. You may *not* convert brood members to food at this time.

### Check Brood Size

You must make sure you have at least 1 nurse assigned for every 10 brood members.

|                                       |
|---------------------------------------|
| <p>1 Nurse for 10 Brood, round up</p> |
|---------------------------------------|

If you do not have enough nurses assigned, you must assign more or eliminate brood members until there is at least 1 nurse for every 10 brood members. You may *not* convert brood members to food at this time.

## SCOUT AREAS

**Scout:** A scout is a worker in an area that contains a facedown discovery marker or opposing patrollers.

**Procedure:** Scout 1 area at a time. You choose which area to scout first, second, third, and so on. Each time you scout an area, the following may occur:

1. Patrollers Search
2. Patrollers React
3. Turn Discovery Marker Faceup
4. Reinforce and Assign Tasks

### Patrollers Search

If your scout is in an area with opposing patrollers, she may be detected and perhaps killed. The patrolling player must roll a number of dice equal to the number of patrollers. If *any* result is an odd number, your scout is detected and the patrolling player may react. If *any* result is a '1', your scout is killed. If all of the numbers rolled are even, your scout remains undetected and the patrolling player may not react.

Roll Dice = Number of Patrollers  
 Any Odd - Scout Detected  
 Any '1' - Scout Killed

### Patrollers React

The patrolling player may react to a detected or killed scout by either reinforcing the scouted area or by retreating. The patrolling player may not initiate combat with your scout at this time.

**Reinforce:** The patrolling player may reinforce the scouted area by moving all, some, or none of the workers from her Reserves chamber to the scouted area. However, workers may not move through blue areas or through an area that contains a faceup Predators marker.

**Retreat:** The patrolling player may retreat from the scouted area by moving all, some, or none of her ants from the area to the Returning Ants box on her Nest Sheet.

### Turn Discovery Marker Faceup

You may turn over any facedown discovery marker in the scouted area.

**Blank:** Blank discovery markers indicate that there is nothing of interest (to an ant at least) in the area. When you turn a blank marker faceup, remove it from the map and place it facedown with the unused discovery markers.

**Predator:** If the discovery marker is Predators, your scout may be eaten. Roll a number of dice equal to the number on the Predator marker. If *any* result is a '1', your scout is eliminated. Otherwise, move your scout to the Returning Ants box on your Nest Sheet.

*Your scouts may discover areas inhabited by hunting birds, spiders, assassin bugs, or other animals that prey on ants.*

### Reinforce and Assign Tasks

**Reinforce:** If your scout is still alive and in the area, you may reinforce the area by moving all, some, or none of the workers from your Reserves chamber to the area.

**Assign Tasks:** You must now assign each of your workers in the scouted area, including your scout, one of the following tasks:

- forage
- patrol
- attack

You may assign patrollers only if there are no opposing ants in the area. You may assign attackers only if there are opposing ants.

## PERFORM TASKS

### Forage

Foraging workers produce food for your colony. As you forage, indicate the amount of food produced by placing dice in the Food Available box on your Nest Sheet. The number of food units you gain depends on the number of foragers and the type of discovery marker.

**Number of Foragers:** If you are foraging an area adjacent to your nest, 1 worker gives you 1 forager. If you are foraging 2 areas away from your nest, 2 workers gives you 1 forager. Drop all fractions. *The extra worker is not actually foraging but is busy shuttling the food back to your nest.*

**Distance:** When you count distance to your nest, you may count through an area that does not contain any of your ants or that does contain opposing ants or an opposing nest. You may *not* count through forbidden areas. Opposing ants in your nest area or in an area you count through have no effect on the amount of food you produce.

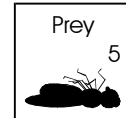
**Discovery Markers:** There are 3 types of discovery markers you may foraged for food: Prey, Aphids, and Plants. Each type produces food differently.

**+ and –:** These markers modify the printed value on a discovery marker. One + marker indicates that the value of a discovery marker should be treated as 1 higher than its printed value.

Similarly, 1 – marker indicates that the value of a discovery marker should be treated as 1 lower than its printed value.

A discovery marker may be modified by more than 1 + or – marker. However, + and – markers cancel each other out. So if there is a pair of + and – markers in an area, the pair should be removed.

### Forage Prey



Foragers in an area with a Prey discovery marker produce a number of food units equal to the number of foragers up to a maximum of 6.

**Reduce Prey:** A Prey discovery marker may be reduced by foraging. Roll a number of dice equal to the number of food units produced. For each result of ‘1’, add a – marker to the area. If the number of – markers equals or exceeds the number on the Prey marker, remove all – markers and the Prey marker from the area. This area may no longer be foraged.

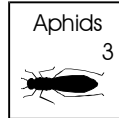
|  |
|--|
| <p>Food Units = Foragers up to 6<br/>                 Roll Dice = Food Units<br/>                 Add – for each result of ‘1’</p> |
|--|

**Example:** You assigned 8 workers to forage a Prey marker in an area adjacent to your nest area. During your Perform Tasks step, these foragers produce 6 food units, the maximum. Use dice to add this amount to the Food Available box on your Nest Sheet. Then you roll 6 dice and the results are ‘1’, ‘1’, ‘2’, ‘4’, ‘5’, ‘6’. Since you rolled 2 ‘1’s, you must place 2 – markers in the foraged area.

*Depending on the ant species, prey items may be seeds carried back to the nest, live insects hunted and killed, or dead animals or insects scavenged for food.*



## Forage Aphids



The amount of food produced is limited by the number printed on the Aphids marker plus or minus the number of + or – markers in the area. The number of food units produced is equal to the number of foragers or the modified number on the Aphids marker, whichever is lower.

**Increase Aphids:** Ants protect the aphids they tend from predators. Roll a number of dice equal to the number of foragers. If any result is a ‘1’, add a + marker to, or remove a – marker from, the area.

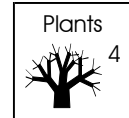
Food Units = lesser of foragers or modified Aphid value  
 Roll Dice = number of foragers  
 Add + if any result is a ‘1’

**Example:** You have 4 workers foraging aphids with a value of 1 in an area 2 away from your nest. You have 2 foragers, but the aphids value is only 1, so they produce 1 food unit. Then you roll 2 dice and the result is ‘1’ and ‘5’. Since you rolled a ‘1’, you must place a + marker in the area.

*Aphids consume plant sap and produce a sugary excrement called honeydew. Many species of ants augment their diet with honeydew and some species consume it almost exclusively.*

*Aphids belong to the Homoptera order of insects. Other Homoptera that provide honeydew to ants include mealy bugs and scale insects.*

## Forage Plants



The amount of food produced by foragers in an area with a Plants discovery marker is limited by the number printed on the Plants marker plus or minus the number of + or – markers in the area. The number of food units produced is equal to the number of foragers or the modified number on the Plants marker, whichever is lower. Plants are not depleted by foraging.

Food Units = lesser of foragers or modified Plant value

**Example:** You assign 5 workers to forage a plant 1 area away from you nest. The plants value is 3 and there is 1 + marker in the area, so you gain 4 food units.

*Some plant species provide food and shelter for ants in exchange for protection from plant-eating insects and neighboring plants.*

## Patrol

Workers on patrol perform no action during your turn. However, if an opposing player moves a scout into an area that contains your patrollers, you may be able to detect and kill the scout. See the Scout Areas section on page 13.

## Attack

Workers assigned to attack must attack opposing ants in the same area. See the Combat section on page 16.

## Scout

Scouts explore during the Scout Areas step and must be reassigned to forage, patrol, or attack before the Perform Tasks step. See the Scout Areas section on page 13.

## Nurse

Your nurses perform no action during your turn, but they do keep your brood alive. Your nurses may defend your nest if it is attacked by an opposing player.

## Build

Add 1 to the size of your nest for every worker assigned to build. Builders do not count against your nest size. Your builders may defend your nest if it is attacked by an opposing player.

## Reserve

Workers in your Reserves chamber perform no action during your Perform Tasks step. However, they will defend your nest if it is attacked by an opposing player.

**Reinforce:** Reserve workers may be called out by scouts during your Scout Areas step or by patrollers during another player's Scout Areas step. See the Scout Areas section on page 13.

**Dormant:** Workers in your Reserves chamber are dormant and do not consume food during the Nest Phase.

## COMBAT

Combat takes place when you assign workers to attack in an area that contains opposing ants and/or an opposing Nest marker. The player you are attacking is the defender.

**Nest Area:** If the area contains both defending ants and the defender's Nest marker, resolve combat between ants outside the nest first. If all defending ants in the nest area are eliminated, and attacking ants remain, you *must* attack the nest.

**Additional Players:** If you attack in an area that contains ants belonging to 2 or more other players, you may attack only 1 of them. You choose which player you are attacking in that area. The other player(s) ants are not affected.

**Steps:** Follow these steps to resolve combat:

1. Total Combat Points
2. Resolve Loses
3. Carry Off Dead Ants
4. Attack the Nest
5. Reassign Tasks

## Total Combat Points

Combat is resolved by comparing the number of combat points available on each side. In general, each worker contributes 1 combat point. This may be modified by Trait cards, and Trait cards may allow the attacker and/or defender to have medias and majors that contribute more combat points.

**Example:** The Soldier Trait card allows you to produce majors with a combat value of 4. If you use 4 workers and 1 major to attack an opponent, you will have 8 combat points.



## Resolve Loses

Total the number of combat points on each side. If both sides have an equal number of combat points, eliminate all ants on both sides. Otherwise, eliminate all ants on the side with the fewest combat points. Then the player with the most combat points must remove his or her ants until the combat points removed are equal to, or greater than, the combat points removed by the eliminated side. Leave any dead ant markers upside down in the area.

**Example:** You assign 2 workers with the Deadly Sting trait to attack 3 workers with no special combat characteristics. You have 4 combat points (2 for each “deadly” worker) and the defender has 3 combat points (1 for each “average” worker). The defender has fewer combat points and is eliminated. You must eliminate 3 or more combat points worth of your ants, so you remove both of your attacking workers. All ants on both sides are eliminated, even though you had more combat points.

## Carry Off Dead Opponents

If you have workers remaining after resolving loses, you may carry dead opponents back to your nest and exchange them for food.

**Food Units:** For each worker you move from the combat area to your Returning Ants box, remove 1 dead opponent from the area and add 1 food unit to your Food Available box. Do not divide the amount of food you carry back by the distance to your nest.

**Returning Ants:** You may move some, all, or none of your workers to your Returning Ants box. You may also return workers even if there are no more dead opponents to carry off.

**Remove Dead Ants:** After returning as many workers as you wish, remove all remaining dead ants from the area.

## Attack the Nest

If the area you are attacking contains the defender’s Nest marker, and you still have workers in that area, you *must* attack the nest. In this instance, you will attack twice in one area during a single turn; once to eliminate above ground defenders from the nest area, and once more to attack below ground defenders in the nest itself. Combat is resolved as before, but with the following changes.

**Defending Ants:** Defending ants can come from the nest’s Reserve, Nurses, or Builders chambers. Brood members, reproductives, and mother queens do not defend. Ants in the defender’s Returning Ants box do not defend.

**Resolve Loses:** Again, total combat points and resolve losses as described earlier. After losses have been resolved, if you still have attacking workers in the nest you may use them to:

1. Carry off brood members, reproductives, and/or dead ants
2. Attempt to find and kill 1 mother queen

## Carry Off Brood, Reproductives and/or Dead Defenders

If the attacker has workers remaining after resolving loses, he or she may carry brood, reproductives, and dead defenders back to his or her nest and exchange them for food.

**Food Units:** For each worker you move to your Returning Ants box, remove 1 brood member, reproductive, or dead defender from the area and add 1 food unit to your Food Available box. Do not divide the amount of food you carry back by the distance to your nest.

**Returning Ants:** You may move some, all, or none of your workers to your Returning Ants box. You may also return workers even if nothing else is left to carry off.

**Left Behind:** Any remaining dead attackers are automatically converted to food for the defender. The defender is not required to move ants to his or her Returning Ants box to do this. Remove any remaining dead defenders. Leave remaining brood members or reproductives where they are on their Nest Sheet.

## Kill the Queen

After returning as many attacking workers you wish, you may use any remaining workers in the nest to attempt to find and kill 1 of the defender's mother queens. Roll a number of dice equal to the number of your remaining ants. If any result is a '1', 1 mother queen is killed. You may not attempt to kill more than 1 mother queen per nest attack. Ignore combat points when hunting for the queen. You cannot carry the queen back for food.

## Reassign Tasks

Any attackers that remain in the area after combat has been resolved become patrollers. Return any workers that attacked the nest outside to the defender's nest area.

## NEST PHASE

All players simultaneously conduct their nest business during the Nest Phase. The Nest Phase is divided into the following steps:

1. Move Returning Ants to Reserves
2. Feed Nest Adults
3. Pupae Emerge
4. Feed Larvae
5. Eggs Hatch
6. Lay New Eggs (optional)
7. Discard Food
8. Nuptial Flight (optional)

Only the Lay New Eggs and Nuptial Flight steps are optional, all players must perform all other steps.

When first learning to play, it may be easier for all players to complete each step one at a time before moving on to the next step. In other words, all players should complete the Move Returning Ants step, then all players should complete the Feed Nest Adults step, and so on. After everyone knows the game well enough, each player may proceed at his or her own pace.

## Nest & Brood Sizes

You are not required to check your nest and brood sizes during the Nest Phase. It is OK to exceed your nest size and it is OK to have more brood members than your nurses can handle. The only time you must check your nest and brood sizes is during the Assign Tasks step of your player turn.

**Move Returning Ants to Reserves**

Move all of the ants from the Returning Ants box on your Nest Sheet to your Reserves chamber.

**Feed Nest Adults**

During this step, you must feed the adult ants that are inside of your nest. Ants outside your nest can find food enough for themselves, even if they are busy patrolling.

**Exceptions:** Do *not* feed reserves or your mother queen. Reserves are dormant and do not require any food. You will feed your queen during the Lay New Eggs step.

**Remove Food:** Remove from your Food Available box 1 food unit for each nurse, builder, virgin queen, and drone on your Nest Sheet.

|                          |
|--------------------------|
| <b>Feed Nest Adults:</b> |
| • nurses                 |
| • builders               |
| • virgin queens          |
| • drones                 |

**Food Shortage:** If you are short on food, you must eliminate adult ants, and/or consume your brood. For each food unit you are short, eliminate 1 nurse, builder, virgin queen, drone, pupa, larva, or egg. You decide how many and what type of brood or adults to eliminate. When you eliminate a pupa it does not matter how large it is; eliminating 1 pupa makes up for the shortfall of only 1 food unit.

**Pupae Emerge**

All pupae must emerge from their cocoons and become adult ants. The caste a pupa becomes depends on its sex and size:

| <b>Pupa Sex</b> | <b>Pupa Size</b> | <b>Adult Caste</b>    |
|-----------------|------------------|-----------------------|
| Male            | n/a              | Drone                 |
| Female          | Small            | Worker                |
| Female          | Medium           | Media                 |
| Female          | Large            | Major or Virgin Queen |

**Workers:** Remove all small female pupae and place an equal number of worker counters in your Reserves chamber.

**Medias:** Remove all medium female pupae and place an equal number of media counters in your Reserves chamber.

**Majors:** A large female pupa may become a virgin queen or, if you have a Trait card that allows it, a major. For each pupa that becomes a major, reduce the number of large female pupae by 1 and place a major counter in your Reserves chamber.

**Reproductives:** Use dice to represent reproductives. Move any remaining dice from the Female Pupae chamber to the Virgin Queens chamber. Move all dice from the Male Pupae chamber to the Drones chamber.

When you finish this step, there should be no dice in either of your Pupae chambers.

**Feed Larvae**

All larvae must eat and become pupae. You must feed each male larva 1 food unit. You must feed each female larva 1, 2, or 3 food units.

**Females:** The size of pupa a female larva becomes depends on the amount of food you feed her. For example, if you feed a female larva 2 food units, she becomes a medium pupa.

| Larva Sex | Food Units | Pupa Size |
|-----------|------------|-----------|
| Male      | 1          | n/a       |
| Female    | 1          | Small     |
| Female    | 2          | Medium    |
| Female    | 3          | Large     |

**Food Shortage:** If you are short on food, you must eliminate larvae and/or consume your eggs. For each food unit you are short, eliminate 1 larva or 1 egg. You decide how many and what sex of larvae and eggs to eliminate.

**Move Dice:** After feeding your larvae, move all dice from the Female Larvae chamber to the Female Pupae chamber and move all dice from the Male Larvae chamber to the Male Pupae chamber. Place dice representing female larvae that were fed 1 food unit into the circle labeled Small, 2 food units into the circle labeled Medium, and 3 food units into the circle labeled Large.

When you finish this step, there should be no dice in either of your Larvae chambers.

**Medias:** You may feed a female larvae 2 food units to produce a medium pupae *only* if you have a Trait card that allows you to produce medias.

**Eggs Hatch**

All eggs must hatch into larvae. Move all dice from your Female Eggs chamber to your Female Larvae chamber and move all dice from your Male Eggs chamber to your Male Larvae chamber. When you finish this step, there should be no dice in either of your egg chambers.

**Lay New Eggs**

A mother queen may lay up to 6 new eggs each Nest Phase. Place dice in the Female and/or Male eggs chambers. You may divide the eggs you lay between male and female any way you like. For each egg she lays, a queen must consume 1 food unit.

**Food Shortage:** If you lay more eggs than you have food units available, you must eliminate eggs, and/or consume your pupae and/or larvae. For each food unit you are short, eliminate 1 pupa, larva, or egg. You decide how many and what type to remove. When you eliminate a pupa it does not matter how large it is; eliminating 1 pupa makes up for the shortfall of only 1 food unit.

**No Queen:** If you do not have a mother queen, your nurses may lay *male* eggs. One nurse may lay 1 male egg per turn. Your nurses were fed during the Feed Nest Adults step and do not require additional food to lay eggs.

**Discard Food**

Most ant species lack the ability to store food. Discard *all* food units that remain in the Food Available box on your Nest Sheet. However, you may store food if you have a Trait card that allows you to. The card will describe how much food you may store.

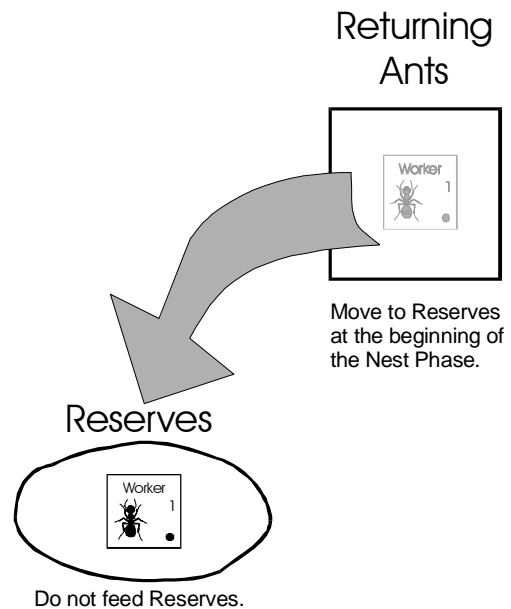
**Nuptial Flight**

You score points each time reproductives leave your nest during a nuptial flight. You may perform a nuptial flight by discarding 1 unplayed card from your hand. If you do not have a card to discard, you may not perform a nuptial flight.

During a nuptial flight, you must remove *all* the reproductives from your Nest Sheet. You score 6 points for each pair of virgin queens and drones you remove. In addition, you score 2 points for each unpaired virgin queen and 1 point for each unpaired drone you remove.

**Nest Phase Example**

**Move Returning Ants to Reserves:** During your Player Turn, one of your scouts found a Predators Discovery marker. She survived the encounter and you were forced to move her to your Returning Ants box. Now you must move your worker from your Returning Ants box to your Reserves chamber.

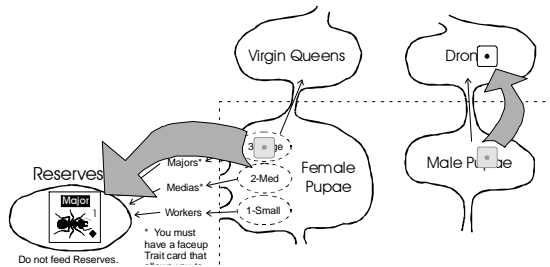


**Feed Nest Adults:** Your nest contains a builder, 2 reserves, a nurse, and 2 reproductives, along with your brood and mother queen. You must feed your builder, nurse, and reproductives, reducing the number of food units in your Food Available box by 4. Remember, reserves are dormant and do not require food.

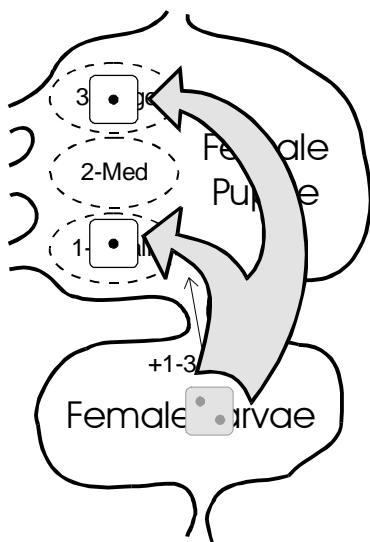
# HIDDEN EMPIRES

## A Game of Ants

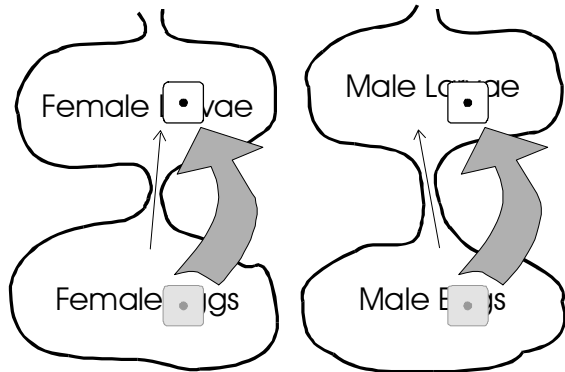
**Pupae Emerge:** You have 1 male pupa and 1 large, female pupa. Your male pupa must become a drone, so you move the die from you Male Pupae chamber to your Drones chamber. Since you have the Soldier trait card faceup in front of you, your large, female pupa may become either a virgin queen or a major. You choose to make her a major, so you remove the die from your Female Pupae chamber and place a major counter in your Reserves chamber.



**Feed Larvae:** You have 2 female larvae and no male larvae. You choose to feed 1 larva 1 food unit and the other 3 food units. You reduce the amount of food available by 4 and remove the '2' die from your Female Larvae chamber, replacing it with a '1' die in the "Small" circle and a '1' die in the "Large" circle of your Female Pupae chamber.



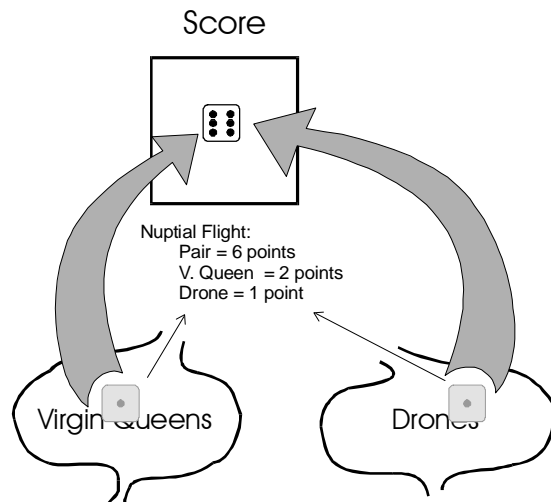
**Eggs Hatch:** You have 1 female egg and 1 male egg. You move the die from your Male Eggs chamber to your Male Larvae chamber and the die from your Female Eggs chamber to your Female Larvae chamber.



**Lay New Eggs:** You have only 2 food units left, so you decide to lay 2 female eggs. You remove the die from your Food Available box and place it in your Female Eggs chamber with the '2' side up.

**Discard Food:** You have wisely used up all of your food, so you have none to discard.

**Nuptial Flight:** You choose to have a nuptial flight, so you discard 1 card from your hand and remove all dice from your Virgin Queens and Drones chambers. You had 1 pair of reproductives, so you score 6 points.



## OPTIONAL RULES

### Alternate Setup

**Hex Tiles:** Make 8 hex tiles in each of the colors red, green, blue, yellow, brown, and gray for a total of 48 hexes. Cut the hexes out of 3mm EVA foam. You can use a hex from *Settlers of Catan* as a template or use the template found later in this PDF file. You will play *Hidden Empires* on these hexes instead of the map.

**Setup:** Choose setup order normally by drawing nest markers from a cup.

**First Player:** Choose a non-blue hex and set it in the center of the table. Then place your nest marker on the hex making it your home area. Finally, place 6 additional hexes to surround your home area. Choose the color of each hex keeping in mind the restrictions described below.

**Second Player:** Choose a non-blue hex and place it so it touches 2 hexes already on the table. Then place your nest marker on the hex making it your home area. Finally, place 4 additional hexes to surround your home area.

**Subsequent Players:** Choose a non-blue hex and place it so it touches 3 hexes already on the table. Then place your nest marker on the hex making it your home area. Finally, place 3 additional hexes to surround your home area.

**Remaining Hexes:** Take turns placing the remaining hexes. Each new hex must touch at least 2 hexes already on the table. You may not place a hex that would be 3 or more away from the any nest marker. If no legal placements are available, any remaining hexes will not be used this game.

**Discovery Markers:** Place discovery markers in every hex that does not contain a nest marker.

**Restrictions:** You choose the colors of the hexes you place. However, you may not place a hex if that would cause 3 contiguous hexes to all be the same color. In addition, you may never place a blue hex touching another blue hex.

**Migration, Trail, or Supercolony:** When you move your nest marker, place a trail marker, or place a supercolony nest marker, you may be able to add additional hex tiles to the map. If tiles can be placed within 1 or 2 hexes of your trail or nest marker, you may add them to the map. However, do not place discovery markers into the new hexes at this time.

### Restart

If all of your mother queens are killed, you may abandon your colony and start a new one somewhere else. Remove your Nest marker from the map and place it in a different area so that its exactly 2 away from at least 1 other player's nest and not adjacent to any player's nest. Set up your Nest Sheet according to the Set Up Nests Sheets rules on page 8. Discard all of your cards, including faceup Trait cards, and draw 3 new Trait cards according to the Take Trait Cards rules on page 9. Keep the score you had previously.

### Reduce Prey

At the end of every game turn, add a – marker to every area that contains a faceup Prey marker. If the number of – markers equals or exceeds the number on the Prey marker, remove the Prey marker and all – markers from the area.

# APPENDIX: FIRST TURN EXAMPLE

## Setup

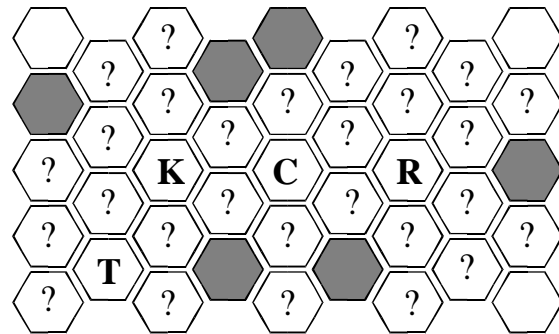
**Choose Colors:** Kevin chooses purple, so he takes the purple nest marker and places it into a cup along with the other player's nest markers.

**Place Nest Markers:** Carrie draws a nest marker from the cup and it is hers. She chooses to place it in the center of the map. Then Carrie draws the purple nest marker. Kevin places his marker 2 areas away from Carrie. Then Roger's marker is drawn and he places it 2 areas from Carrie opposite from Kevin. Finally, Thad places his nest marker 2 areas from Kevin.

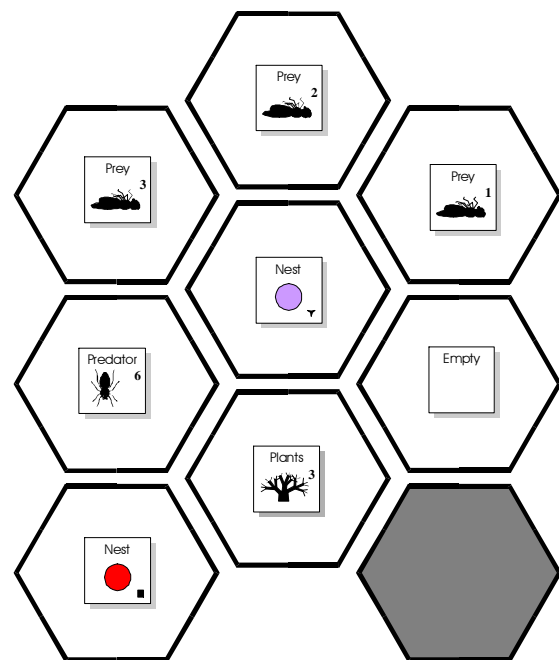
**Place Discovery Markers:** Roger places the Discovery Markers facedown on the table and mixes them up. Everyone helps place the markers facedown on the map in every area 1 or 2 areas from a nest marker. Then everyone turns faceup the markers adjacent to his or her nest. Kevin's nest is surrounded by a Plants-3, Predator-6, Prey-3, Prey-2, Prey-1, and an 'Empty' marker. Kevin removes the 'Empty' marker and places it facedown with the unused Discovery Markers.

**Setup Nest Sheet:** Kevin places 6 purple workers in the reserves chamber on his nest sheet. He places a die with the '1' side up in his female eggs chamber, a '1' die in his female larvae chamber, and a '1' die in the circle labeled 'small' in his female pupae chamber.

**Take Trait Cards:** Thad deals out 3 trait cards to each player. Kevin receives Harvesters (Trait-2), Soldiers (Trait-6), and Millers (Trait-6). He chooses to immediately play the Soldier card faceup so everyone will fear him. Now he cannot play the Millers trait because Soldier and Millers are both Trait-6. Kevin keeps the Millers and Harvesters cards hidden in his hand.



*Place Nest & Discovery Markers*



*Turn Adjacent Markers Faceup*

| Soldiers  | (Trait-6) |
|---|-----------|
| You may produce majors and assign them to any task.   |           |
| When you are attacking or defending, each of your majors contributes 4 combat points.   |           |
| For all other purposes, treat your majors exactly like workers.   |           |
| <i>Some ant species produce a large worker caste that specializes in combat. These majors have huge heads equipped with strong mandibles they use to chop up opposing ants.</i> |           |

*Trait Card*



**First Turn**

**Determine First Player:** Everyone puts one of his or her ant counters into the cup and Roger draws the first one: purple.

**Draw a Card:** Kevin draws an Environmental Change Event card and must read it aloud. The effect is to replace faceup discovery markers in green areas with randomly selected markers placed facedown. Kevin must replace the Prey-3 marker with one chosen at random.

**Assign Tasks:** Kevin assigns 1 worker to nurse by moving her from his reserves chamber to his nurses chamber. He assigns 1 worker to scout the area with the facedown Discovery Marker. He assigns 3 workers to forage the Prey-2 marker by placing them so they touch the marker. And he assigns 1 worker to patrol the Plants-3 area by placing her in the area so she *does not* touch the marker.

**Check Capacities:** Kevin has 3 brood members. A single nurse can take care of up to 10 brood members, so no problem. The total number of adults and brood members in Kevin's nest is 4. Everyone begins the game with a nest size of 10, so again no problem.

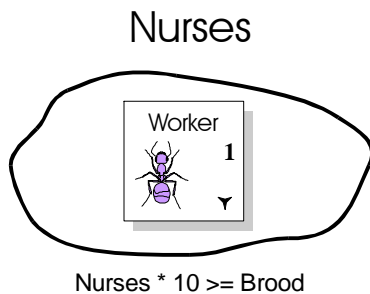
**Scout Areas:** Kevin turns the facedown Discovery Marker faceup and it is an Aphids-1. He reassigns his scout to forage the aphids by placing her so she touches the marker.

**Environmental Change (Event)**

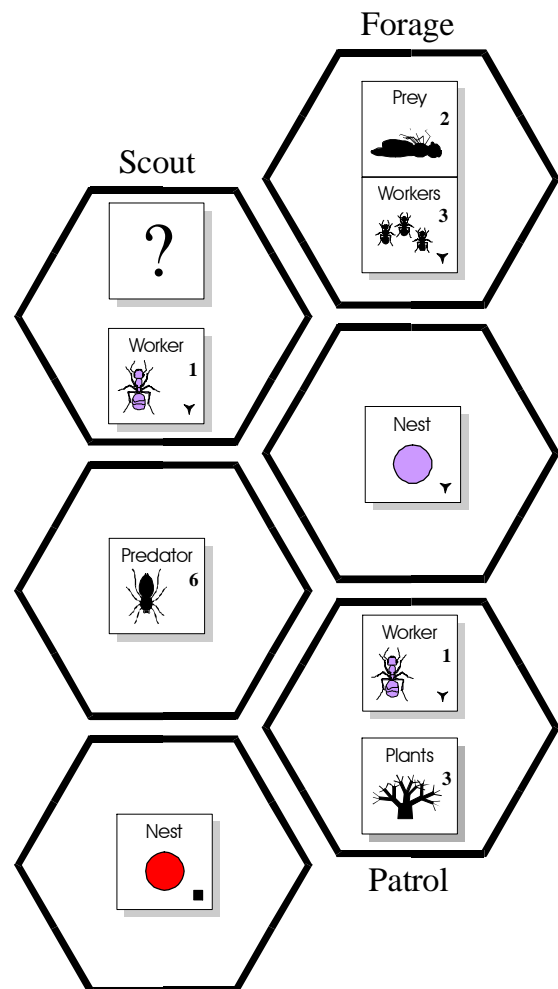
From every **green** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every brown area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their ReturningAnts box unharmed.

*Event Card*



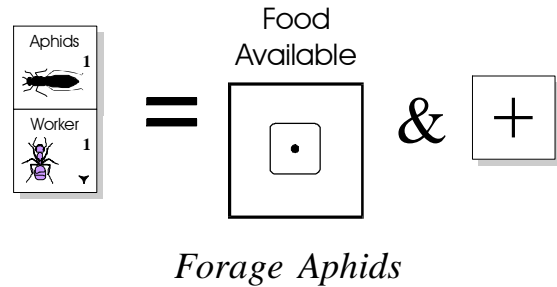
*Assign Tasks: Nurse*



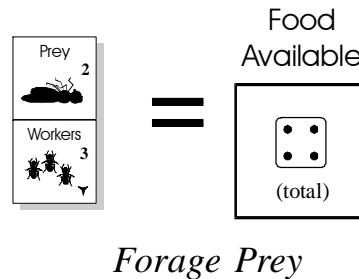
*Assign Tasks*

## Perform Tasks

**Forage Aphids:** The worker in the Aphids-1 area forages and produces 1 food unit. Kevin takes a die and places it '1' side up in his food available box. He also rolls 1 die and the result is '1', indicating the aphids have grown. Kevin places a '+' marker in the Aphids area. The aphids will be able to produce 2 food units next turn.



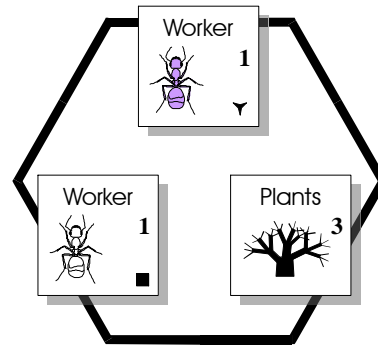
**Forage Prey:** The 3 workers in the Prey-2 area produce 3 food units. Kevin turns the die in his food available box to the '4' side. Then he rolls 3 dice: '3', '5', and '6'. The prey is not reduced by foraging.



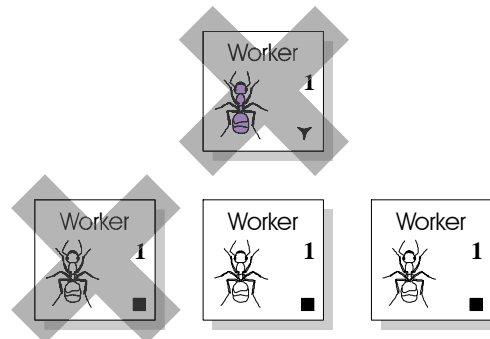
**Patrol:** The patroller in the plants area does nothing during Kevin's turn.

## Thad's Turn

**Scout Step:** During his turn, Thad sends a scout into the Plants area that Kevin is patrolling. Kevin rolls 1 die for his patroller and the result is '3'. Kevin discovers Thad's scout but does not manage to kill her outright. Thad now moves 2 additional workers from his reserves chamber into the plants area. Since he discovered Thad's scout, Kevin could move workers from his Reserves chamber if he had any there, but he does not.



**Combat:** Thad's 3 workers attack Kevin's single patroller. Neither player has any special combat ability, so Thad has 3 combat points and Kevin has 1. Kevin's patroller is eliminated, and Thad must eliminate 1 of his workers. After combat, Thad moves 1 of his workers to his returning ants box, carrying Kevin's dead worker back for 1 food point. Thad leaves the other worker in the plants area and assigns her to patrol.



**Nest Phase**

Once everyone's turn is over, it is time for everyone to do the Nest Phase.

**Feed Nest Adults:** Kevin must feed his nurse 1 food unit. He turns the die in his food available box from '4' to '3'.

**Pupae Emerge:** The small pupa on Kevin's nest sheet becomes a worker. Kevin removes the die from the female pupae chamber and places a worker counter into his reserves chamber.

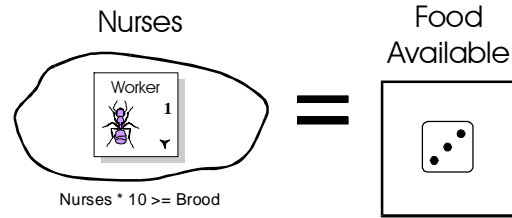
**Feed Larvae:** Next, the female larva must be fed. Since Kevin has the Soldiers trait, he thinks it would be a good idea to produce a soldier. So he feeds his larva 3 food units and moves the die from the larvae chamber into the 'Large' circle in his pupae chamber. This consumes Kevin's remaining food and he removes the die from his food available box.

**Eggs Hatch:** The female egg hatches and becomes a pupa. Kevin moves the '1' die from his female eggs chamber to his female pupae chamber.

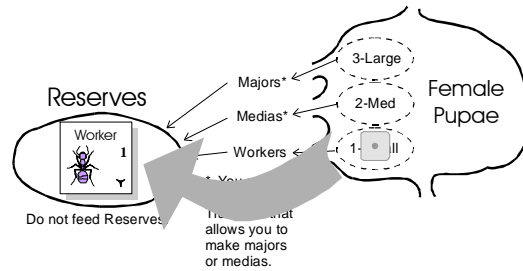
**Lay New Eggs:** Growing a large pupa used up all of Kevin's food, so he chooses not to lay any eggs. He could feed his pupa and larva to his queen and lay 2 eggs, but this would be stupid.

**Discard Food:** Kevin used all his food and has nothing to discard.

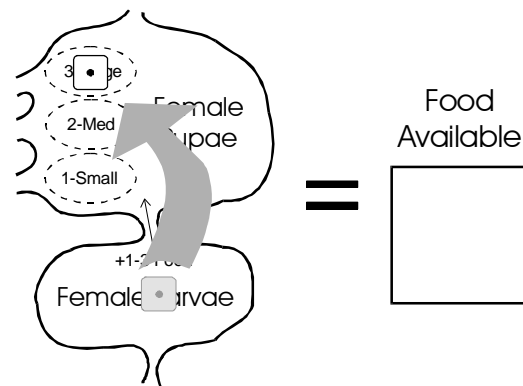
**Nuptial Flight:** Kevin has no virgin queens or drones in his nest and cannot perform a nuptial flight.



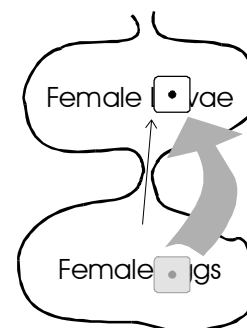
*Feed Nest Adults*



*Pupae Emerge*



*Feed Larvae*



*Eggs Hatch*

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### GETTING STARTED (page 6)

To start a game of Hidden Empires, players must:

1. Choose Colors
2. Place Nest Markers
3. Place Discovery Markers
4. Set up Nest Sheets
6. Take Trait Cards

### Player Turn (page 8)

Each player turn is divided into these steps:

1. Draw a Card
2. Assign Tasks and Check Capacities
3. Scout Areas (optional)
4. Perform Tasks
5. Determine Who Moves Next

### ASSIGN TASKS (page 10)

You assign tasks by moving workers between chambers on your Nest Sheet and map areas.

#### Tasks:

- forage
- patrol
- attack
- scout
- nurse
- build
- reserve

### Check Nest Size (page 12)

At the end of your Assign Tasks step, you must make sure you have not exceeded your Nest Size.

#### Nest Size >=

- nurses +
- reserves +
- virgin queens +
- drones +
- brood members

### Check Brood Size (page 12)

You must make sure you have at least 1 nurse for every 10 brood members.

1 Nurse for 10 Brood, round up

### SCOUT AREAS (page 13)

Each time you scout an area, the following may occur:

1. Patrollers Search
2. Patrollers React
3. Turn Discovery Marker Faceup
4. Reinforce and Assign Tasks

### Patrollers Search (page 13)

The patrolling player must roll a number of dice equal to the number of patrolling ants. If *any* result is an odd number, your scout is detected and the patrolling player may react. If *any* result is a “1”, your scout is killed. If all of the numbers rolled are even, your scout remains undetected and the patrolling player may not react.

|  |
|--|
| Roll Dice = Number of Patrollers<br>Any Odd - Scout Detected<br>Any “1” - Scout Killed |
|--|

### Patrollers React (page 13)

The patrolling player may react to a detected scout by either **reinforcing** the scouted area or by **retreating**. The patrolling player may **reinforce** the scouted area by moving all, some, or none of the workers from his or her Reserves chamber to the area. Or, the patrolling player may **retreat** from the scouted area by moving all, some, or none of his or her ants from the area to the Returning Ants box on his or her Nest Sheet.

### Predator (page 13)

Roll a number of dice equal to the number on the marker. If any result is a ‘1’ your scout is eliminated. Otherwise, move your scout to your Returning Ants box.

### Reinforce and Assign Tasks (page 13)

If your scout is still alive and in the area, you may move additional workers from your Reserves chamber to the scouted area. Each of your ants in the scouted area, including the scout, must be assigned to one of the following tasks:

- forage
- patrol
- attack

You may assign patrollers only if there are no opposing ants in the area. You may assign attackers only if there are opposing ants in the area.

### Forage (page 14)

**Number of Foragers:** If you are foraging an area adjacent to your nest, 1 worker gives you 1 forager. If you are foraging 2 areas away from your nest, 2 workers gives you 1 forager. Drop fractions.

### Forage Prey (page 14)

Food Units = Foragers up to 6  
 Roll Dice = Food Units  
 Add – for each result of “1”

### Forage Aphids (page 15)

Food Units = lesser of foragers or  
 modified Aphid value  
 Roll Dice = Number of foragers  
 Add + if any result is a “1”

### Forage Plants (page 15)

Food Units = lesser of foragers or  
 modified Plant value

## COMBAT (page 16)

Combat takes place when you assign workers to attack in an area that contains opposing ants and/or an opposing Nest marker. Follow these steps to resolve combat:

1. Total Combat Points
2. Resolve Loses
3. Carry Off Dead Ants
4. Attack the Nest
5. Reassign Tasks

## NEST PHASE (page 18)

All players simultaneously conduct their nest business during the Nest Phase. The Nest Phase is divided into these steps:

1. Move Returning Ants to Reserves
2. Feed Nest Adults
3. Pupae Emerge
4. Feed Larvae
5. Eggs Hatch
6. Lay New Eggs (up to 6 per mother queen)
7. Discard Food
8. Nuptial Flight (optional)

### Feed Nest Adults (page 19)

**Feed:**

- nurses
- builders
- virgin queens
- drones

### Pupae Emerge (page 19)

| Pupa Sex | Pupa Size | Adult Caste           |
|----------|-----------|-----------------------|
| Male     | n/a       | Drone                 |
| Female   | Small     | Worker                |
| Female   | Med.      | Media                 |
| Female   | Large     | Major or Virgin Queen |

### Feed Larvae (page 20)


| Larva Sex | Food Units | Pupa Size |
|-----------|------------|-----------|
| Male      | 1          | n/a       |
| Female    | 1          | Small     |
| Female    | 2          | Medium    |
| Female    | 3          | Large     |

### Nuptial Flight (page 21)

You may perform a nuptial flight by discarding 1 unplayed card from your hand.

During a nuptial flight, you must remove *all* the reproductives from your Nest Sheet. You score 6 points for each pair of virgin queens and drones you remove. You score 2 points for each individual virgin queen and 1 point for each individual drone you remove.

## Nest Size

Starting Size 

Nest Size  $\geq$  nurses + reserves + reproductives + brood

## Returning Ants

Move to Reserves at the beginning of the Nest Phase.

## Score

Nuptial Flight:  
 Pair = 6 points  
 V. Queen = 2 points  
 Drone = 1 point

## Food Available

## Builders

Add 1 to your nest size for each builder. Builders do not count against your nest size.

## Reserves

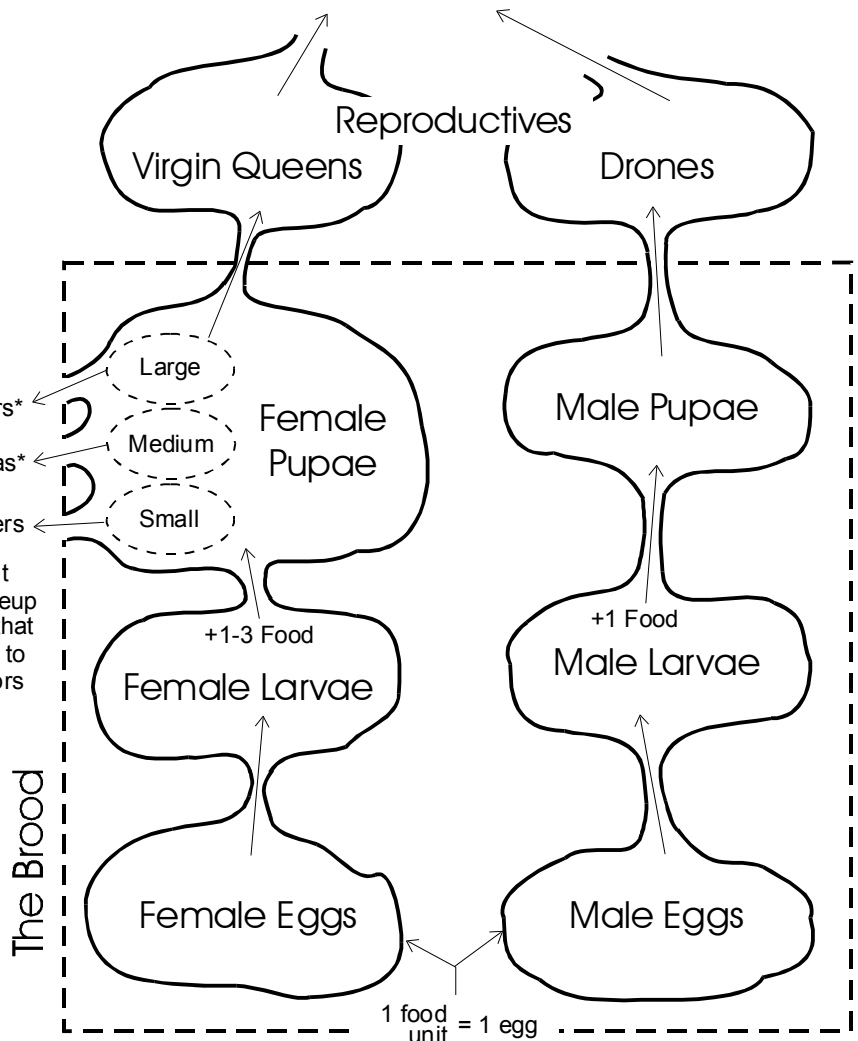
Do not feed Reserves.

## Nurses

1 Nurse for 10 Brood, round up

## Storage

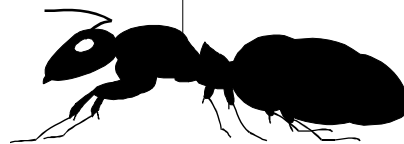
You must have a faceup Trait card that allows you to use Storage.



Majors\*  
 Medias\*  
 Workers

\* You must have a faceup Trait card that allows you to make majors or medias.

Each queen may lay up to 6 eggs per turn.



Mother Queen

Additional Queens

## Budding (Trait-1)

If you have fewer than 12 workers and no medias or majors, you may eliminate your brood and increase the number of workers you have to 12.

You may play this card only during the Draw a Card step of your turn.

**Nuptial Flight:** During all future nuptial flights, you must eliminate *exactly* 3 of your workers for each Virgin Queen you release. You score 1 additional point for each worker you eliminate.

*When European red wood ants found new colonies, they bud off some of the parent colony's workers to accompany each newly mated daughter queen.*

## Plant House (Trait-1)

You are no longer required to assign builders to increase the size of your nest. Your nest size is unlimited. However, you may never play a Migrate Action card.

You may play this card only during the Draw a Card step of your turn.

*Some plants provide ready-made shelters, called domatia, for ant colonies to occupy. Domatia take the form of hollow stems or thorns and have the effect of keeping the ants close by to ward off herbivorous insects and to prune back encroaching plants.*

## Supercolony (Trait-1)

During future nuptial flights, you may place a Nest Site marker in an area adjacent to your Nest or a Nest Site you placed earlier. The area must not contain a Nest marker. Remove any discovery or Trail marker from the area. Your super-colony has 1 mother queen per Nest and Nest Site marker. If a queen is killed, remove 1 Nest or Nest Site marker. When foraging, you may count the distance to your nearest Nest or Nest Site marker. Continue to use your original Nest Sheet but add 10 to your nest size after each nuptial flight.

*Formica yessensis of Hokkaido, Japan, freely share workers between multiple, closely related colonies. The total number of ants in one of these super-colonies may grow into the hundreds of millions.*

## Prolific Queen (Trait-1)

During the Lay New Eggs step of the Nest Phase, your mother queen may lay any number of eggs. Your queen must consume 1 food unit for each egg she lays.

*The queens of some ant species lay an enormous number of eggs over the course of their lifetimes. The number of workers in a colony of leaf cutter ants, all daughters of a single mother queen, can number in the millions.*

## Multiple Foundresses (Trait-1)

If you have fewer than 12 workers and no medias or majors, you may play this card to double your nest size and double your brood. You must double your brood on a 1 for 1 basis. For example, 1 female egg becomes 2 female eggs.

You also receive 1 additional queen.

You may play this card only during the Draw a Card step of your turn.

*In some species, 2 or more queens work together to establish a new colony. A colony with multiple foundresses grows faster and can out compete a new colony founded by a single queen.*

## Infiltrator Queen (Trait-1)

If you have fewer than 12 workers and no medias or majors, you may play this card to increase the number of workers you have to 12. If you have 2 or more queens, you must eliminate all but 1 of them. You must also discard any faceup Trait-2 through Trait-7 cards you played on previous turns. You may play this card only during the Draw a Card step of your turn.

*A newly mated Epimyrma stumperi queen infiltrates an established Leptothorax tuberum colony and uses the colonies' workers to raise her own brood. To gain acceptance into a colony, the E. stumperi queen first way-lays an L. tuberum worker and rubs the worker's scent on her body. Then she enters the colony, kills its queens, and becomes the new mother queen.*

## Destroyer Queen (Trait-1)

If you have fewer than 12 workers and no medias or majors, remove all of your workers and brood and add 12 small female pupae. Eliminate all but 1 of your queens. Discard any faceup Trait-2 through 7 cards you played on previous turns. You may play this card only during the Draw a Card step of your turn. Your brood does not require nurses on the turn you play this card.

*A newly mated Harpogoxenus sublaevis queen seeks out a Leptothorax acervorum colony that contains many pupae. She employs her superior size, saber-like mandibles, and chemical warfare to kill or drive off the colony's workers and queens. When the young L. acervorum workers emerge from their cocoons, they accept the new queen as their own.*

## Bivouac (Trait-1)

Your nest size is always equal to 10 times the number of workers assigned to your Builders chamber. If you do not have at least 1 builder at the end of your Assign Tasks step, your queen(s) and brood are eliminated.

**Migrate:** Before your Perform Tasks step, you may move your Nest marker into an adjacent area if the area does not contain a Nest or Nest Site marker. Remove any discovery or trail marker from the area. You may not lay eggs during the Nest Phase following your move.

*Army ants, and the aphid herding Dolichoderus ants, do not build or dig nests. Instead they create a living shelter using their own bodies. This allows the colony to migrate frequently.*



## Harvesters (Trait-2)

You may store food in your Storage chamber. The amount of food you may store is limited by your Nest Size. You must have at least 1 point of Nest Size available for every 10 food units stored. When you check your nest size during your Assign Tasks step, add 1/10th of the stored food units, rounded up, to the total number of brood members, reproductives, reserves, and nurses. If you exceed your nest size you may eliminate stored food to bring down the total.

*Go to the ant, thou sluggard; consider her ways, and be wise: Which having no guide, overseer, or ruler, Provideth her meat in the summer, and gathereth her food in the harvest. Proverbs 6:6-8 KJV*

## Slave-Maker (Trait-2)

After attacking an opposing player's nest, you may add to your own brood the small female pupae you carry off. These pupae must emerge as workers during the Pupae Emerge step of the following Nest Phase. Treat these workers as your own in every manner.

**Repletes:** You may carry off repletes and use them as your own. If the repletes you carry off contain food, you receive the food along with them. If food is not stored evenly among the repletes and you can not carry them all off, you may take the ones that contain the most food.

*European amazon ants are totally dependent on workers, stolen as pupae, from other ant species.*

## Trail Making (Trait-2)

You may attempt to create trails during your Assign Tasks step. Place a Trail marker in an area adjacent to your Nest or another trail. The area must not contain a Nest or Nest Site. Remove any discovery marker in the area. Place workers in the area so they touch the Trail marker. During your Perform Tasks step, roll a number of dice equal to the number of trail workers. If any result is even, the trail is completed successfully. Otherwise, remove the Trail marker. Trail workers may *not* forage or patrol during the same game turn.

**Forage:** To find the effective number of foragers (ENF) in an area, you may count the distance to the nearest Trail marker instead of the distance to your Nest marker. All other players must treat trail areas as empty.

## Repletes (Trait-2)

You may produce medias, called repletes, and place them in your Storage chamber. Each replete may store up to 10 food units. You may *not* move your repletes out of your Storage chamber.

You must count repletes when you check your nest size during your Assign Tasks step. However, you do not have to feed repletes during the Nest Phase

Repletes do not contribute to the defense of your nest.

*Several species of ants produce a specialized caste whose members store considerable amounts of liquid food in their swollen abdomens. During times of scarcity, these ants regurgitate the food for their sisters and the larvae.*

## Aphid Herders (Trait-2)

When an Environmental Change Event card calls for an Aphids discovery marker to be removed from an area that contains 1 or more of your ants, you may move the Aphids marker to your Nest Sheet instead. Discard any associated + or - markers. At the beginning of your next Assign Tasks phase, you must return to the map any Aphids markers that are on your Nest Sheet. Place each marker in any area that contains at least 1 of your ants and does not contain a Nest or Nest Site. Discard any discovery or trail marker in the area. Discard any Aphids you choose not to return to the map.

*Lasius neoniger ants protect aphids by over-wintering aphid eggs in the ant's nest.*

## Suicide Bombers (Trait-3)

Before comparing combat point totals, your *defending* workers may explode in order to eliminate opposing ants. You may roll any number dice up to the number of workers you have. For each result of 1, 2, or 3 your opponent must remove that number of his or her ants and you must remove 1 of your workers. No ants are removed on die results of 4, 5, or 6. After any ants have been removed, total and compare combat points normally. Suicide bombing takes place after the effects of Mace, Recruitment, or Repellent have been applied.

*Camponotus saundersi workers of Malasia possess huge mandibular glands that extend the length of their bodies. In combat, these ants may burst their bodies to shower sticky secretions over their opponents.*

## Deadly Sting (Trait-3)

When you are attacking or defending, each of your workers contributes 2 combat points instead 1. If you have Millers, each contributes 2 combat points instead of 1. Guards contribute 3 combat points and Soldiers contribute 4. If you have Blockers, each contributes 5 combat points normally.

*While most ant species have stings that allow them to inject or spray their enemies with toxins, Leptothorax duloticus workers have a huge poison gland relative to their body size.*

## Mace (Trait-3)

When you are *attacking*, your workers may attempt to drive off some of the defenders before comparing combat point totals. You may roll any number of dice up to the number of workers you have. Each result of 1, 2, 3, or 4 forces the defender to move 1 of his or her ants (defender's choice) to his or her Returning Ants box. After the defender has moved his or her ants, total and compare combat points normally.

*Several species of ants employ a "propaganda chemical" that mimics the alarm pheromones of their victims. This confuses their victims and drives them away.*

## Marking Territory (Trait-3)

When you are *defending*, each of your workers contributes 3 combat points. When you are attacking, each of your workers contributes 1 combat point normally.

*African weaver ants use their excrement to mark their territory. This appears to give the weavers an advantage when defending against ants from another colony.*

## Repellent (Trait-3)

**Forage:** For each forager you move into an area that contains opposing ants, your opponent must move 1 of his or her ants (their choice) to their Returning Ants box.

**Attack:** When *attacking*, your workers may attempt to drive off some of the defending ants before comparing combat point totals. You may roll any number of dice up to the number of workers you have. Each result of 1, 2, or 3 forces the defender to move 1 of his or her ants (defender's choice) to his or her Returning Ants box. After the defender has moved his or her ants, total and compare combat points normally.

*The tiny Forelius pruinosus ants of the Arizona desert use poisons to drive off much larger honeypot ants.*

## Recruitment (Trait-3)

When *attacking*, your workers may attempt to temporarily recruit some of the defenders before comparing combat point totals. You may roll any number of dice up to the number of workers you have. Each result of 1 or 2 forces the defender to loan you 1 of his or her ants (defender's choice.) After recruiting, total and compare combat points normally. You may choose to take losses from your ants or the recruits or both. If recruits remain in the area after combat, move them to their Returning Ants box.

*When attacking a nest of Leptothorax acervorum on a slave raid, Harpagoxenus sublaevis ants tag their victims with a chemical that causes them to attack one other.*

## Camouflage (Trait-4)

Your ants may ignore Predator discovery markers. For all purposes, treat an area that contains a Predator marker as if it were empty.

*Not only are Basiceros manni the world's dirtiest ants, they are also its slowest. These ants have special hairs covering their bodies that collect dirt from their surroundings, making them the same color as the ground they walk on. This, coupled with their slow, stealthy habits, makes B. manni very difficult to see on the floor of the Central and South American forests where they dwell.*

## Warning Coloration (Trait-4)

**Attrition:** Your ants may ignore Attrition events.

**Predators:** When one of your scouts finds a Predator discovery marker, return your scout to your Returning Ants box unharmed.

*Golden Polyhachis ants of Africa sport deadly spines. Their bright coloration serves as a warning to most would-be predators.*

## Specialist Foragers (Trait-5)

You may produce medias and assign them to any task. If you have 1 or more medias assigned to forage a Prey discovery marker, the prey will not be reduced when you forage it.

For all other purposes, treat your medias exactly like workers.

*South American leaf cutter ants have a middle-sized worker caste whose members use their larger mandibles to harvest leaves that are too big or too tough for their smaller sisters. Other ant species employ media workers to subdue and carry back larger prey items.*

## Porters (Trait-5)

You may produce medias and assign them to any task. If you have 1 or more medias assigned to forage a discovery marker 2 or more areas away from your Nest, Nest Site, or Trail marker, you may subtract 1 from the distance when calculating the effective number of foragers (EFN) in the area.

For all other purposes, treat your medias exactly like workers.

*Army ants have a middle-sized worker caste that specializes in moving captured prey from the front line of a swarm raid back to their nest. These medias have long legs and carry food faster and more efficiently than their smaller sisters.*

## Guards (Trait-5)

You may produce medias and assign them to any task.

**Attrition:** If you assign 1 or more medias to patrol an area, you may ignore Attrition events that affect that area.

**Combat:** When you are attacking or defending, each media contributes 3 combat points.

For all other purposes, treat your medias exactly like workers.

## Soldiers

(Trait-6)

You may produce majors and assign them to any task.

When you are attacking or defending, each of your majors contributes 4 combat points.

For all other purposes, treat your majors exactly like workers.

*Some ant species produce a large worker caste that specializes in combat. These majors have huge heads equipped with strong mandibles they use to chop up opposing ants.*

## Millers

(Trait-6)

You may produce majors and place them in your Storage chamber. Before the Feed Nest Adults step of the Nest Phase, each major may convert 1 food unit from your Food Available box into 3 food units.

You must count majors when you check your Nest Size. You do not have to feed your majors during the Feed Nest Adults step. Each of your majors contributes 1 combat point to the defense of your nest.

You may not move your majors out of Storage.

*Majors of native North American fire ants have huge heads with blunt mandibles they use to grind seeds into food edible by the rest of the colony.*

## Blockers

(Trait-6)

You may produce majors and place them only in your Reserves chamber.

When defending your nest, each of your majors contributes 6 combat points.

You may not move your majors out of your Reserves chamber.

*The majors of Camponotus ephippium and Zacryptocerus texanus have large, flattened heads that they use to block the entrances to their nest.*

## Aphid Cloning

(Action)

You may play this card during your Perform Tasks step. For this turn only, when your workers forage an Aphids discovery marker, the amount of food produced is equal to the effective number of foragers (ENF) *plus* the number printed on the Aphids marker, plus or minus any + or - counters in the area. There is no chance for adding a + or - marker to the area.

*Some ant-tended aphids produce genetically identical offspring by a process called parthenogenesis. These offspring provide the ants with a source of protein while protecting the mother aphids from being eaten themselves.*

## Highwayman Beetles

(Action)

Add a - marker to, or remove a + marker from, any 1 area of your choice that contains foraging ants and a faceup Prey, Aphids, or Plants discovery marker. You may play this card any time.

*European Amphotis marginata beetles lurk on the trails of foraging ants and steal food from those who pass by. A worker with a full crop will normally regurgitate a portion of food for a nest mate in response to antennae tapping on the worker's head and mouth. An A. marginata beetle mimics this behavior to induce a foraging worker to give it food. When the trick is found out, the beetle withdraws into its carapace and attaches itself to the ground, becoming invulnerable to attack.*

## Fat Reserves

(Action)

You may play this card during the Feed Nest Adults step of the Nest Phase. You do not have to feed any of your nest adults this turn.

*Like other animals, ants can store fat in their bodies to see them through lean times.*

## Additional Queen

(Action)

You may play this card any time during your turn to adopt an additional mother queen. Place a die in the Additional Queens box on your Nest Sheet to note the number of additional queens. Each of your queens may lay up to 6 eggs each Nest Phase.

*Australian meat ants sometimes adopt a closely related, newly mated queen into their colony.*

## Migrate

(Action)

You may play this card before your Perform Tasks step to move your Nest marker into an adjacent area. However, you may not move your Nest marker into an area that contains a Nest or Nest Site marker. Remove any discovery or Trail marker from the area.

You may take with you 10 brood members for each worker assigned to your Nurses chamber; any excess brood is lost. Your mother queen may not lay eggs during the Nest Phase of the same turn. Your new nest starts with a size of 10.

**Bivouac or Plant House:** You may *not* play this card if you have the Bivouac or Plant House trait.

## Food Eggs

## (Action)

You may play this card during the Feed Larvae step of the Nest Phase. For each worker in your Nurses chamber, add 2 food units to your Food Available box.

*Workers of some ant species lay non-viable eggs to feed to their larvae.*

## Male Eggs

## (Action)

You may play this card during the Lay New Eggs step of the Nest Phase. For each worker in your Nurses chamber, add 1 egg to your male Eggs chamber. Your nurses were fed during the Feed Nest Adults step and do not require additional food to lay eggs.

*Workers of many species lay male eggs in addition to or in competition with the eggs laid by the mother queen. Honeypot workers of the American southwestern desert lay all of the male eggs for the colony. The honeypot queens produce only females.*

## Rove Beetles

## (Action)

You may play this card any time during your turn against an opponent who has 2 or more larvae. Your opponent must eliminate  $1/2$ , rounded down, of his or her larvae. For example, if your opponent has 5 larvae, he or she must eliminate 2 of them ( $5/2 = 2.5$ , rounded down.) If both female and male larvae are present, your opponent chooses how many of each sex to eliminate.

*Some species of rove beetles use pheromones to fool ants into accepting them into the ant's nest. Once in the nest these beetles produce larvae who are accepted by the ants as if they were their own. Unfortunately for the ants, the diet of rove beetle larvae is ant larvae.*

## Guest Ants

## (Action)

You may play this card during the Nest Phase against any opponent who has 2 or more food units in his or her Food Available box. Your opponent must immediately eliminate  $1/2$ , rounded down, of the food units from his or her Food Available box. For example, if your opponent has 7 food units, he or she must eliminate 3 of them ( $7/2 = 3.5$ , rounded down.)

*The colonies of some ant species exist solely within the nests of larger host colonies. These parasitic ants solicit food directly from host workers or intercept food as it is passed between host workers.*

## Guest Queen

## (Action)

You may play this card during the Nest Phase against an opponent who has 2 or more reproductives. During his or her next Nuptial Flight (even if it takes place on a later turn,) your opponent must eliminate  $1/2$ , rounded down, of his or her reproductives before scoring. For example, if your opponent has 5 reproductives, he or she must eliminate 2 of them ( $5/2 = 2.5$ , rounded down.) Your opponent chooses how many of each sex to eliminate.

*A small Myrmica hirsuta queen infiltrates the nest of the closely related M. sabuleti and raises her own brood among them. This parasitic queen produces no workers of her own. She produces only reproductives who are fed and cared for by the host workers.*

## One Queen

## (Action)

You may play this card during your turn against any opponent who has 2 or more mother queens and 12 or more workers. Your opponent must eliminate all but one of his or her mother queens.

You may not play this card against an opponent who has the Supercolony Trait card. Your opponent may reveal the Supercolony Trait card immediately to ignore the effect of the One Queen Action card.

*Young colonies of some ant species adopt newly mated queens to help the colony grow during its early stages. However, once the colony has matured, all but one of the queens are executed or driven out.*

## Larval Food

## (Action)

You may play this card during the Feed Adults step of the Nest Phase. Add a number of food units to your Food Available box equal to the number of larvae in your nest.

*Workers bring food from the outside to feed larvae inside the nest. In some species, the larvae process the food by adding amino acids and other nutrients and then return part of the food to the workers. Pharaoh's ants depend on these larval secretions during lean times when no other food is available.*

## Mutate

## (Action)

You may play this card to discard a Trait card that is faceup in front of you and replace it with a Trait card from your hand. However, you may *not* use this card to add or remove a Trait-1 card.

You may play this card only at the beginning of your turn, before you draw a new card.

## **Predator Migration (Action)**

You may play this card to move any 1 faceup Predator discovery marker to an adjacent area. The area you move the predator into must not contain a Nest or Nest Site marker. Remove any other discovery or Trail marker from the area.

If there are ants in the area, roll a number of dice equal to the number on the Predator marker. For each result of "1", you may eliminate 1 ant of your choice. All other ants in the area must move immediately to the Returning Ants box on their Nest Sheet.

You may play this card only during the Draw a Card step of your turn.

## **Seal Nest Entrances (Action)**

You may play this card during another player's turn to stop that player from attacking your nest. The opposing player may attack your ants outside of your nest normally. Your nest is protected only until the end of the opposing player's turn.

*When honeypot ants of the American southwest detect that an invasion is imminent, they seal the entrances of their nest to prevent the attack.*

## **Plant Eating Insects (Event)**

Add a - marker to, or remove a + marker from, every area that contains a faceup Plants discovery marker but does not contain any ants. If the number of - markers is equal to or greater than the number printed on the Plants marker, remove all of the - markers and the Plants marker from the area.

*Plants that provide food and/or shelter for ants depend on those ants to protect them. When there are no ants nearby to ward off herbivorous insects, these plants fare poorly.*

## **Aphid Predation (Event)**

Remove faceup Aphids discovery markers, and their associated + or - markers, from every area that does not contain ants.

*Some species of ant-tended aphids are totally dependent on the ants for protection. When there are no ants in an area to ward off predators, these aphids quickly die out.*

## **Ant-Dispersed Seeds (Event)**

Add a + marker to, or remove a - marker from, all faceup Prey discovery markers.

*Some plants produce seeds that have a food appendage called an elaiosome. Ants gather these seeds in order to eat the elaiosomes, thereby helping the plants disperse their seeds over a wide area.*

## **Poor Growing Season (Event)**

Add a - marker to, or remove a + marker from, every area that contains a faceup Plants discovery marker. If the number of - markers is equal to or greater than the number printed on the Plants marker, remove the - markers and the Plants marker from the area.

**Reshuffle:** When you have finished, reshuffle the deck. Make sure you add Poor Growing Season back into the deck before you reshuffle.

## **Caterpillars (Event)**

Immediately place 6 additional food units in each player's Food Available box.

*The caterpillars of Lycaenid butterflies attract ants with sugary food they secrete from special organs. These caterpillars produce food for ants in exchange for protection from parasitic wasps and other predators.*

## **Competition (Event)**

Add a - marker to, or remove a + marker from, every area that contains a faceup Prey discovery marker. If the number of - markers is equal to or greater than the number printed on the Prey marker, remove the - markers and the Prey marker from the area.

### **Environmental Change (Event)**

From every **red** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **red** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Environmental Change (Event)**

From every **green** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **green** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Environmental Change (Event)**

From every **yellow** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **yellow** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Environmental Change (Event)**

From every **brown** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **brown** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Attrition (Event)**

From every **red** area on the map, remove 1 ant. If 2 or more players have ants in the same area, each player must remove 1 of his or her ants. Ants on your nest sheet are not affected.

*Life is hard, especially when you are near the bottom of the food chain. Except for mother queens, who are cared for and protected in the heart the colony, the life expectancy of a typical ant can be measured in a few days or weeks.*

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From every **red** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **red** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

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If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Environmental Change (Event)**

From every **gray** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **gray** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Good Growing Season (Event)**

Add a + marker to, or remove a - marker from, every area that contains a faceup Plants discovery marker.

Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

### **Environmental Change (Event)**

From every **green** area on the map, remove all faceup discovery markers except Plants. When you remove a discovery marker, also remove any + or - markers from the same area. Place together all of the discovery markers that are not on the map and mix them facedown on the table. Keeping them facedown, place a discovery marker in every **green** area that does not contain another marker and is 1 or 2 areas away from a Nest, Nest Site, or Trail marker.

If there are ants in an area where a new discovery marker is placed, place the marker faceup instead of facedown. If the marker is Predators, move all of the ants in the area to their Returning Ants box unharmed.

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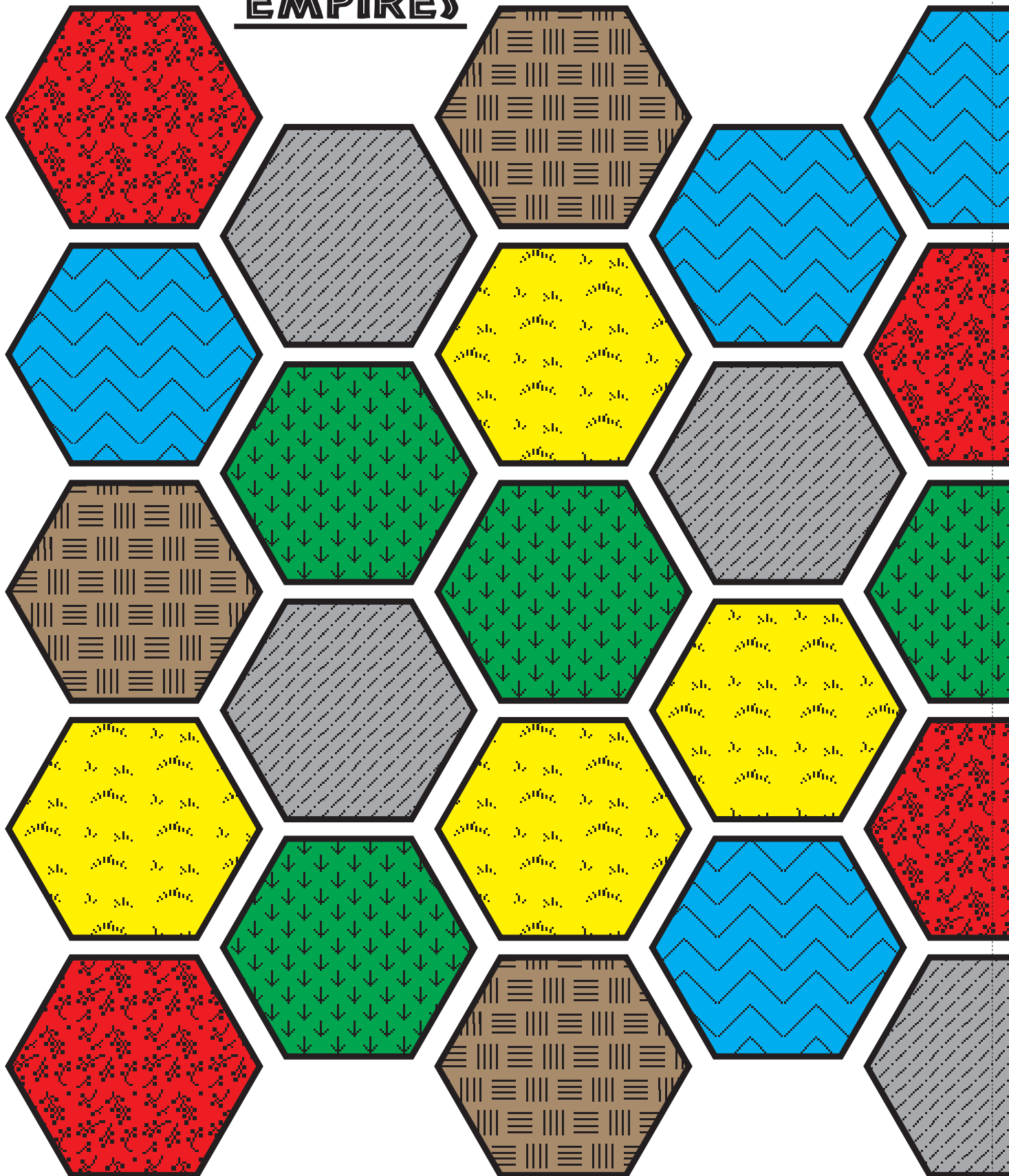
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# HIDDEN EMPIRES

Blue



Red

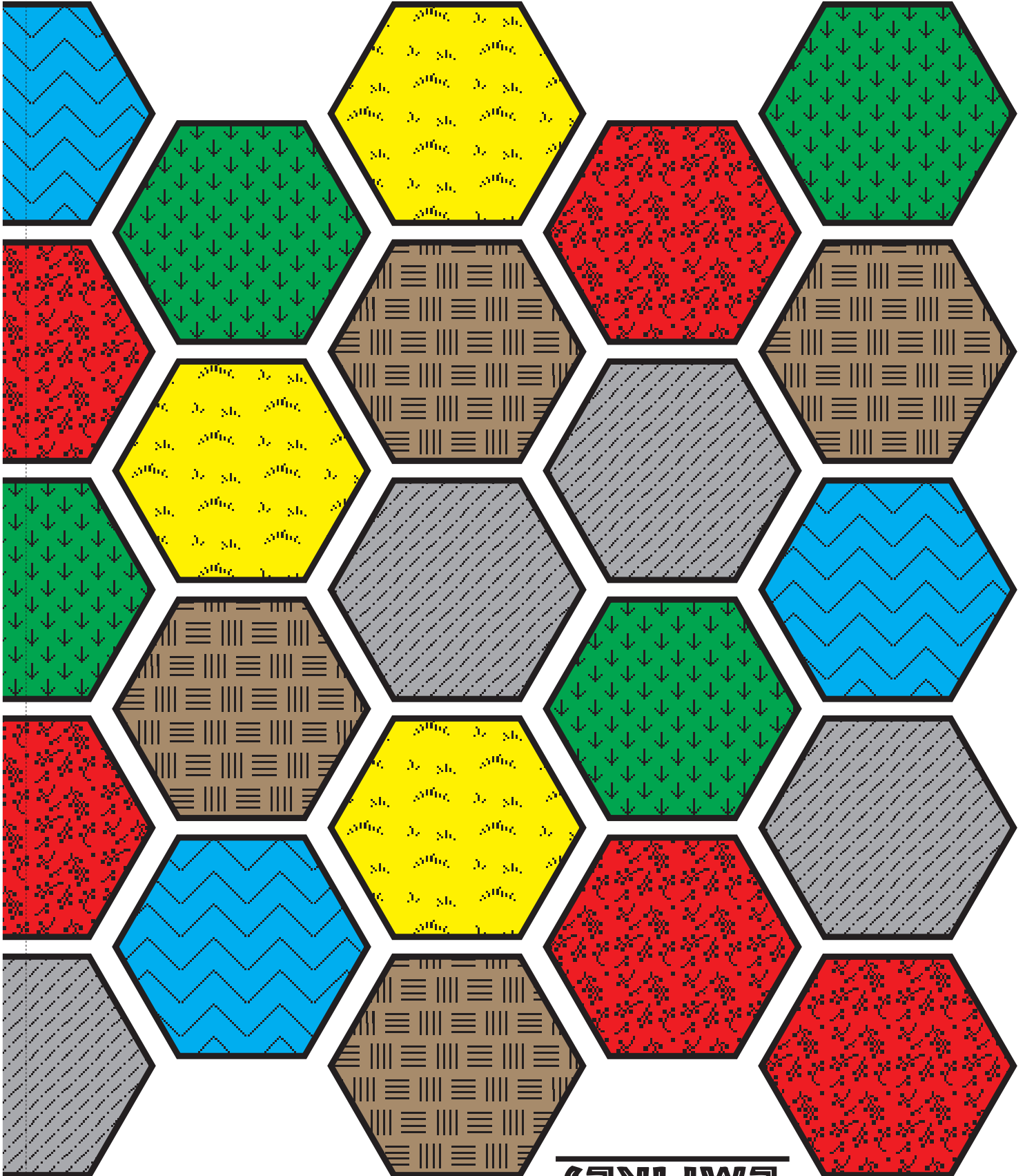
Brown

Gray

Blue

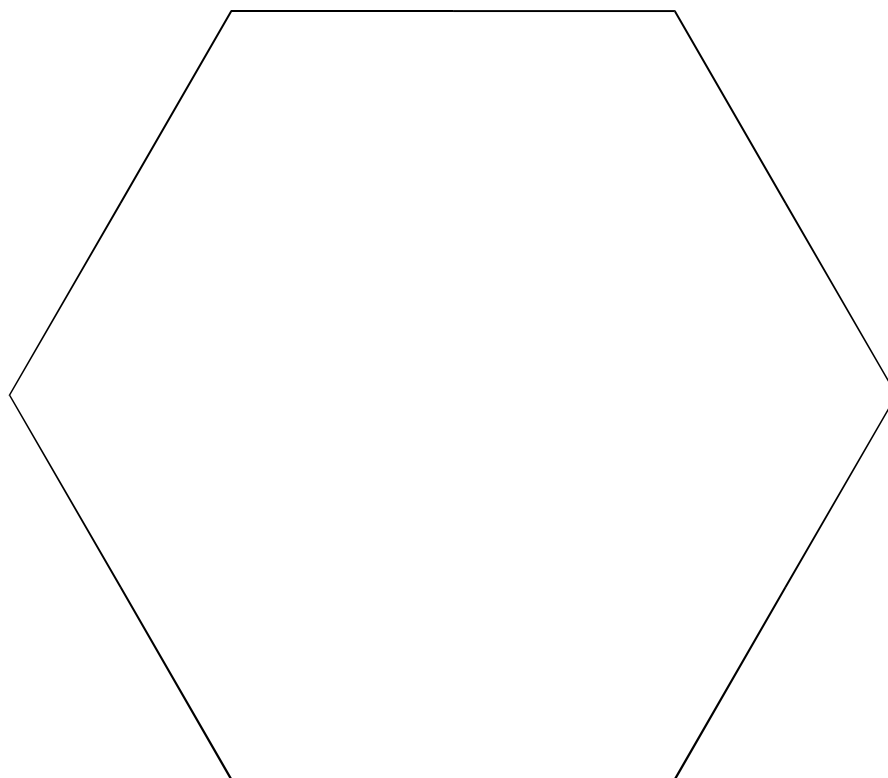
Yellow

















































Green



































































































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EMPIRES**
























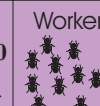





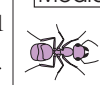











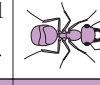






Grid







































































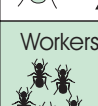
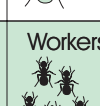
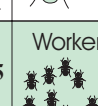
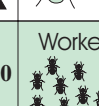
























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|--|--|--|--|---|---|
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| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Workers<br> 3 | Workers<br> 3 | Workers<br> 5 | Workers<br> 5 | Workers<br> 10 | Workers<br> 10 |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1    | Media<br> 1    |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Medias<br> 3  | Medias<br> 5   | Medias<br> 10  |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1    | Major<br> 1    |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Majors<br> 3  | Majors<br> 5   | Majors<br> 10  |

































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|--|---|--|--|---|---|
| Nest<br>      | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Workers<br> 3 | Workers<br> 3 | Workers<br> 5 | Workers<br> 5 | Workers<br> 10 | Workers<br> 10 |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1    | Media<br> 1    |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Medias<br> 3  | Medias<br> 5   | Medias<br> 10  |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1    | Major<br> 1    |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Majors<br> 3  | Majors<br> 5   | Majors<br> 10  |

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|--|--|--|--|---|---|
| Nest<br>      | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1  | Worker<br> 1   | Worker<br> 1   |
| Workers<br> 3 | Workers<br> 3 | Workers<br> 5 | Workers<br> 5 | Workers<br> 10 | Workers<br> 10 |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1   | Media<br> 1    | Media<br> 1    |
| Media<br> 1   | Media<br> 1   | Media<br> 1   | Medias<br> 3  | Medias<br> 5   | Medias<br> 10  |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1   | Major<br> 1    | Major<br> 1    |
| Major<br> 1   | Major<br> 1   | Major<br> 1   | Majors<br> 3  | Majors<br> 5   | Majors<br> 10  |

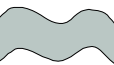
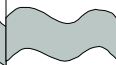
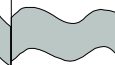
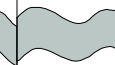
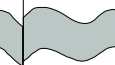







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|---|--|--|--|---|---|
| Nest<br>     | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Workers 3<br> | Workers 3<br> | Workers 5<br> | Workers 5<br> | Workers 10<br> | Workers 10<br> |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>    | Media 1<br>    |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Medias 3<br>  | Medias 5<br>   | Medias 10<br>  |
| Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>    | Major 1<br>    |
| Major 1<br>  | Major 1<br>  | Major 1<br>  | Majors 3<br> | Majors 5<br>  | Majors 10<br> |

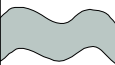
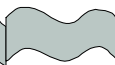
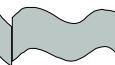

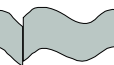
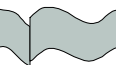






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| Nest<br>      | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Workers 3<br> | Workers 3<br> | Workers 5<br> | Workers 5<br> | Workers 10<br> | Workers 10<br> |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>    | Media 1<br>    |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Medias 3<br>  | Medias 5<br>   | Medias 10<br>  |
| Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>    | Major 1<br>    |
| Major 1<br>  | Major 1<br>  | Major 1<br>  | Majors 3<br> | Majors 5<br>  | Majors 10<br> |

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| Nest<br>      | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>  | Worker 1<br>   | Worker 1<br>   |
| Workers 3<br> | Workers 3<br> | Workers 5<br> | Workers 5<br> | Workers 10<br> | Workers 10<br> |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>   | Media 1<br>    | Media 1<br>    |
| Media 1<br>   | Media 1<br>   | Media 1<br>   | Medias 3<br>  | Medias 5<br>   | Medias 10<br>  |
| Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>   | Major 1<br>    | Major 1<br>    |
| Major 1<br>   | Major 1<br>   | Major 1<br>   | Majors 3<br>  | Majors 5<br>   | Majors 10<br>  |

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|---|--|--|--|--|--|
| Prey<br>1<br>     | Prey<br>2<br>   | Prey<br>3<br>   | Prey<br>4<br>   | Prey<br>5<br>   | Prey<br>6<br> |
| Prey<br>1<br>     | Prey<br>2<br>   | Prey<br>3<br>   | Prey<br>4<br>   | Prey<br>5<br>   | Prey<br>6<br> |
| Predator<br>3<br> | Plants<br>2<br> | Plants<br>2<br> | Plants<br>2<br> | Plants<br>2<br> | Empty  |
| Predator<br>4<br> | Plants<br>3<br> | Plants<br>3<br> | Plants<br>3<br> | Plants<br>3<br> | Empty  |
| Predator<br>5<br> | Aphids<br>1<br> | Aphids<br>1<br> | Aphids<br>1<br> | Aphids<br>1<br> | Empty  |
| Predator<br>6<br> | Aphids<br>2<br> | Aphids<br>2<br> | Aphids<br>2<br> | Aphids<br>2<br> | Empty  |

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| Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      |
| Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> |

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|---|--|---|---|---|---|
| Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      | Trail<br>      |
| Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> | Nest Site<br> |

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