

LieutenAnts:

In LieutenAnts, players take the role of leaders in the ant society, directing their cohorts to gather resources and fulfill the bidding of the queen. Using pheromones, they not only direct their own ants, but the ants under the command of other players, in an attempt to steal all the glory, and food, for themselves.

Setup:

Place the location board in the center of the table, within easy reach of all players. Shuffle all the location cards and place them to the side, then deal 1 location card per player onto the board, plus 1 additional location card.

Each player should take 1 player board and a screen of the matching color. Then hand 2 workers of your color to each other player, and keep 1 of that color for yourself.

Set all of the resource cubes off to the side, dividing them into piles so each player has easy access to them. Then each player takes 2 black resources and 2 white resources.

Load the companion app (<https://silverhammermba.github.io/10sec/>) on 1 or more devices and have them nearby for players to use.

Shuffle the LieutenAnt abilities and Secret Orders, then deal 1 of each of those to every player. The lieutenant ability should be face up--this is public information. The secret order is hidden and shouldn't be shown to anyone else.

Finally, shuffle all of the directive cards and place them in a stack to the side of the board. Deal 3 to each player, they will choose 2 to keep and discard the other before the start of the first turn.

Order of Play:

Each round of play consists of 4 major phases:

1. Signal
2. Gather
3. Fulfill
4. Scatter

Signal Phase:

During this phase, players are trying to direct the ant colony to best position themselves. You will have control of a number of ants across each player color, and need to assign them to invade various areas of the home. This is done simultaneously by all players, and your selections are hidden behind your screen.

You are free to discuss general ideas for where you would like to send workers for any player, but you may not specifically say which space you are placing workers on, or exactly how many of that color you are going to put on a location.

Example: Mike looks like he would not benefit from a few green resources, but Tina doesn't want everyone to put Mike's workers there because having the most workers on that space would give him a **lot** of greens. Tina tells the table that she thinks we should give Mike some green, but she can not say that she's putting 2 of Mike's workers on that space, to let others know that they should not place any more of his there.

Once each player has placed all of the workers in their possession behind their screen, they indicate that they are ready to proceed. Once all player have done so, remove your screens, place the workers on the locations matching what you marked, and proceed to the next phase.

Gather Phase:

Players then execute the actions on their location spaces, following the rules for acquired resources as listed on that location. Take any resource acquired from the pool or their respective deck.

Locations may be activated in any order the player chooses. This can be done independently of other players, so they don't have to follow along with all of your actions. Once you've finished activating a location, move those workers next to the card to indicate that you've completed them and are ready to proceed to the next phase.

Fulfill Phase:

Each player may then complete any directive cards they can afford the costs of. When doing so, immediately gain any resources listed alongside the arrow under the cost. Place the card in front of you, so it's visible to all players.

Any ongoing effects listed below the line are considered immediately available and may be used if the player meets the requirements.

Scatter Phase:

Each player collects a single worker of their color and 2 of each other other player's color. Any temporary pawns you placed on a location that round are returned to the pool.

Discard all locations from the cleanup zone of the board and deal out new ones from the deck. If you run out of locations, shuffle the location discard and build a new location deck from that.

Each player additionally activates any effects of cards that activate at end of turn. These effects are not optional and must be performed, though still in any order.

End of Game:

The game ends after 8 rounds. Players reveal their Secret Orders and total their victory points: 1 VP per completed directive, bonus points for unspent resources, additional victory points from their secret orders (these stack with VP from unspent resources), and any additional victory points from completed directives with VP rewards.

Glossary: