The Colony

A mancala-like game of antlike proportions for two players by Jeph Stahl

Players take the role of rival ant colonies (black and red) that discover a recently cut wood pile. Live eggs still linger in the cut logs. To restore and control The Colony, players both collect and protect eggs. Collected eggs are moved to a safe location in front of the player. Players can place ants on the board which will protect eggs on the wood pile. The colony that collects the most eggs at the end of the game is the winner.

COMPONENTS
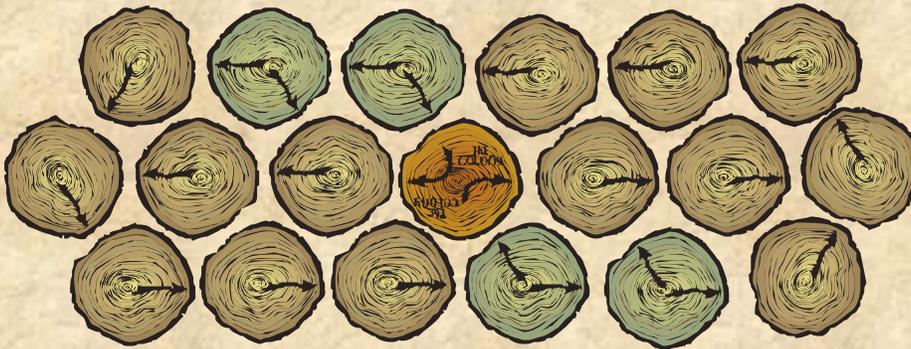
19 Logs (14 x 1 Arrow, 4 x 2 Arrow, 1 x Center Log)   *12 Ants (6 x Red, 6 x Black)*   *57 x Eggs (black)*

SETUP

Lay the log ends between the players as shown. Place three eggs on each log space. Each player takes one set of 6 ants, but does not place them on the logs (yet). Red player starts first.

PLAYING

A player's turn consists of the following phases.

1) **Select Log Space** – select a log space with at least one egg on it. No ants of either color can be protecting (occupying) the space chosen.
2) **Move Eggs** – pick up all the eggs on this space and distribute them one at a time onto the next log space in the direction of the arrows. Some logs give a player a choice of direction. When moving through the center log, there is no choice of direction and movement is made according to the arrow the player entered from. If a player picks up eggs from the center log, they may then choose which direction to move. Do not place the last egg on that log just yet. Instead, execute the Action phase according to the following table:

ANT	Number of eggs	Action to take
Yours	Any number	Collect that egg and stop moving eggs.
Opponent's	0 eggs	Stop moving eggs
	1 or more eggs	Pick up all eggs in this space and start distributing them again to the next log
No ant	0 eggs	Stop moving eggs
	3 eggs	Collect that egg and place an ant of your color on that space and stop moving eggs
	1, 2 or more than 3 eggs	Pick up all the eggs in this space and distribute them again.

3) Move Ant – move an ant of your color one space in any direction (ignoring arrows) to any space not already occupied by an ant. This action is *optional.* But once a player chooses to use this option, it becomes **mandatory** for all players that have ants on the board to move one each turn for the rest of the game.

Ending the Game

If a player cannot select a valid log space, or cannot move an ant after it becomes mandatory, the game ends.

Players count up all the eggs they have collected and add all the eggs on logs that their ants occupy.. The player with the most eggs wins. In the event of a tie for the number of eggs, the last player to successfully took their complete turn wins.

Credits: Design by Jeph Stahl.

Special thanks to Edith, Beau, Protospiel, Great Lakes Games, Steve Jones for the laser cutter and Scott Starkey for the art on the original limited edition run of 50 games.

Purveyors of fine Games, Dice Towers, Accessories, Prototypes & Custom Components since 2006

The Colony is published by Blue Panther LLC and is Copyright © 2010.

Made in USA. All rights reserved. BPN1012