

A wooden signpost stands in a lush, green forest. The sign is made of two horizontal wooden planks. The top plank has the words "TERMITE TOWERS" written in a white, stylized, hand-drawn font. The bottom plank has "BY MIKE NUDD" written in a smaller, yellow, sans-serif font. The signpost is supported by a single vertical wooden post. In the background, a large, golden-brown termite mound rises from the ground, featuring several tall, thin spires. The forest is dense with green foliage, and the lighting is bright and natural, suggesting a sunny day.

TERMITE TOWERS

BY MIKE NUDD

**A strategy dice game of termites
and mound-building for one to four players.**

Components



12 Action cards



30 Queen Termite cards



30 Blueprint cards



30 Wood Pile cards



60 Worker Termite dice
(15 dice in each of 4 player colours)



20 Soldier(*) Termite dice
(5 dice each of in 4 player colours)



144 Wood cubes (48 cubes in each of 3 colours)



16 Egg tokens



4 Player boards



32 Tunnels (8 in each of 4 player colours)



28 Bonus markers (7 in each of 4 player colours)



4 Reference cards with Autermite player aid



1 First Player card



24 Solo cards



8 Objective cards

Introduction

Each player takes on the role of a foreperson (or foretermite) in the same termite colony and must organise the worker and soldier termites under their control to build the wall on their side of the colony. The player who builds the best wall is declared the winner!

Setup

- 1 Find the 6 Action cards marked D. These are the main Wood Pile cards. Arrange these cards into a circle, face up, in the centre of the play area, so that the cards run 1-6 in a clockwise direction.

Place 6 Wood cubes of the matching colour on each main Wood Pile card. Shuffle the Wood Pile cards to form a face-down deck. Deal Wood Pile cards

below the main Wood Piles in the pattern shown to form 6 sections of Wood Piles.

- 2 Place the Action cards marked A, B, and C above the circle, and Action cards E, F, and G below the circle. The Action cards should run in alphabetical order A-G from top to bottom.
- 3 Each player chooses a player colour and takes a Player board, a Player Reference card, and all of the components of their chosen colour. Each player takes 6 Worker Termite dice and 1 Soldier Termite die to form their starting pool. Set all the other dice to one side to form a supply.
- 4 **In a 3 player game:** Take 5 dice of an unused colour from the supply. For each Action card A, C, D, E, G roll one of these dice and place it on the matching numbered action space. Each of the 5 dice must show a different number.

In a 2 player game: Follow the step for a 3 player game, then take an additional 5 dice of the remaining unused colour and repeat the step above so 2 action spaces are blocked on each Action card.

These spaces are blocked for the duration of the round, meaning no player may place a die on these action spaces.

Alternatively you may use the solo cards to block a space as explained on page 6. If you choose to do this, shuffle all 24 solo cards to form a face-down deck and place it next to the Action cards.

- 5 Shuffle all of the Blueprint cards and place them in a face-down deck next to Action card A. Draw the top 4 cards and place them face up next to the deck to form the display.
- 6 Place the Egg tokens in a pile next to Action card C.
- 7 Sort the Wood cubes by colour and place them in separate piles next to Action D.
- 8 Create the Queen Termite card deck by taking the 10 starting cards (marked with a ♡) and a number of random Queen Termite cards depending on the

number of players as shown in the table opposite. Shuffle these cards together to form a deck and place it face down next to Action card G. Return any unused Queen Termite cards to the box unseen.

No. of players	2	3	4
Additional cards	5	10	20

9 Shuffle the Objective cards and deal one face up between each player, so that each player has one on their left and on their right. In a 2-player game deal 2 face-up Objective cards in view of both players.

10 The player who last built something is the first player (or determine one at random). Give that player the First Player card, with the Day side face up.



Overview

Termite Towers is played over a number of rounds, until the end of the round in which the end game is triggered. You may choose to play a short game or a long game before starting play. In a short game, the end game is triggered when any player completes the 5th row in their wall. In a long game, the end game is triggered when any player completes the 7th row in their wall. Alternatively the game ends at the end of the round in which the Queen Termite deck runs out. After the final round is complete the player with the most points ★ is declared the winner.

You earn points at the end of the game from the Blueprint cards you have completed when building walls and by beating each of your neighbours to the Objectives placed either side of you. You will place your Termite dice to take actions, Collect Blueprints, Gather Wood, and Build Walls. You can also increase the number of Termite dice you have by Claiming and Hatching Eggs. Use the Queen Termite cards to break the rules and get the edge over your opponents.

Gameplay

Each round is divided into 2 phases; Day and Night. All players complete the **Day Phase** by each taking a turn placing 1 die in turn order, starting with the first player, until all dice have been placed. In the **Night Phase** Action cards are resolved in order from A to G, until all dice have been resolved. At the end of the Night Phase, if the end game has not been triggered, the First Player card is passed clockwise to the next player and a new round begins.

Day Phase

All players roll all the Termite dice in their pool for everyone to see. It is important to know what values of dice your opponents have rolled.

Starting with the First Player and moving clockwise around the table, each player must assign one of their Termite dice to one of the following actions:

- A:** Collect Blueprint cards
- B:** Hatch Eggs

C: Claim Eggs

D: Dig Tunnel / Gather Wood

E: Trade to Build

F: Move Wood / Build Wall

G: Draw a Queen Termite card

This continues until all players have placed all of their Termite dice. On your turn you must place exactly 1 die. If you have no dice remaining, play passes to the next player. You may not choose to not place a die if you have at least one remaining. If no alternatives remain, you must place a die on your Player board for no effect.

When assigning a die to **actions A, C, E, and G** it is placed on the numbered action space matching the number shown on the die. There is only one available action space for each die value. Once a numbered space has been covered by a Termite die it may not be selected again that round. If all six numbered spaces on an Action card have been filled, that Action card may not be selected again this round.

Example of dice placement on A, C, E, or G



Woody (yellow) wishes to take action A, he places a '3' as he can not use a '2' or '6' as Queenie (brown) has already placed dice on those spaces.

When assigning a die to **action D**, the Termite die is either placed on the main Wood Pile card of matching value, to gather wood from that pile or on the Dig space to dig a tunnel. There is no limit to the number of dice that may be placed on the same Wood Pile or Dig space.

Example of dice placement on D



Woody (yellow) and Queenie (brown) will collect Wood cubes and Costa (blue) will dig a tunnel during the Night Phase (see page 7).

When assigning a die to **actions B and F**, it is placed on your Player board, in the room you wish to use.

To hatch an egg, you must place two or three dice of the same value on a room with an egg.

To build a wall, you must place two dice of the same value in a room that does, or will, contain 4 Wood cubes, generally of the same colour (some Queen Termite cards allow you to build walls using different coloured Wood cubes).

To move Wood cubes you must place two dice of the same value, 1 on each of the two rooms you wish to move wood between. These dice may also be used for a Build Wall action in the same round.

REMEMBER: You assign exactly 1 die on your turn, so to take actions B or F you must place 2 dice on separate turns onto the same room.

Example of dice placement for B and F



Costa (blue) places a second '2' onto an Egg token, this egg will hatch in the Night phase.



Queenie (Brown) thinks she will have enough wood tokens to build a wall this round. She places a '4' on this Egg where she hopes to put 1 more black Wood cube. On her next turn she will place a second '4' so she has a pair.



Woody (yellow) places a '6' into a second Room, so that he can move wood between the two rooms with matching dice.

You only place Termite dice on an Action card or on your Player board. You may place dice in partially filled or empty rooms to anticipate the room being filled later in the round.



Soldier Termites

Soldier Termite dice have two special abilities:

Bump

You may place a Soldier Termite die on an action space on actions A, C, E, and G that is occupied by a Worker Termite die. The Worker Termite die must be moved immediately to a different action following the normal rules. A Soldier Termite die cannot bump another Soldier. A Soldier Termite die may be used to bump a Blocker die. The Blocker is moved to the next highest numbered space on the same action, with a 1 being considered higher than a 6. If all of the spaces are full the Blocker is removed.

Example of Soldier dice bumping a worker



Seta (orange) uses a Soldier die to bump Woody (yellow) from space 3 on the A card. Woody moves his 3 to the C card on the same value space.

Bully

A Soldier Termite die that has been placed on action D counts as being 2 dice when counting to see which players gather Wood cubes.

Example of Soldier dice on a Wood pile



Woody (yellow) and Queenie (brown) both tie for having 2 workers on this card, because Woody's Soldier die counts as 2 worker dice. Seta (orange) has 1 worker die.

Helper Dice

On your turn, before assigning a die, you may choose to use another Termite die as a “helper” to change the value of the die you are assigning, to any value. The helper die must be placed on your Player board and may not be assigned for the remainder of this round. The changed die must be placed immediately. You may not use your last remaining die as a helper as there is no other die remaining to affect.

Example of helper die



Costa (blue) really wants to place a die on action G, but doesn't have a number they can place there. They use their '3' as a helper, changing their '4' to a '5' so they can place on action G and get a Queen Termite card.

Using Solo cards as Blockers

As mentioned in setup, if playing with 2 or 3 players, you may choose to use the Solo cards to block action spaces instead of placing blocker dice at the start of each round. To do this, after each player has placed 1 die and play reaches the first player again, the first player reveals the top card from the solo deck. This card shows a dark grey die next to a die value (*i*) and an action priority (*ii*). Take a die of an unused colour and set it to the value shown on the card. Place this die on the action of the highest priority. If an action space is not available, move onto the next action shown on the card, move onto the next die value shown around the card and repeat the process. If the deck ever becomes empty, shuffle the discarded cards to form a new deck and draw as needed. More details on this process can be found in the solo rules on page 11.



Seta (orange) is first player and is about to take her second turn of the round. She reveals the next solo card. It shows a '5' Blocker die. It cannot be placed on action A as a die is already there so is placed on action C. She then takes her turn.

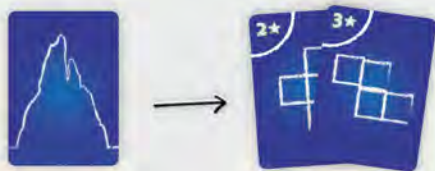
Once all dice have been placed proceed to the Night Phase.

Night Phase

You now resolve all of the assigned dice in order from Action card A through to G. For each action, resolve each die placed in ascending numerical order, starting with any die of value 1. After resolving a die, return that die to your pool. The details of each action are explained below. If any particular supply becomes empty, the acting Termites return home empty-handed.

A) Collect Blueprint Cards

Choose one Blueprint card and add it to your hand. You may choose one of the 4 face-up cards from the display or the top one from the deck. If you choose a face-up card, replace it using the top card from the deck. There is no limit to the number of Blueprints cards you may hold in your hand.



B) Hatch Eggs

For every room containing an egg and a set of Termite dice with the same value, return the Egg token to the supply, and take a new die of your colour from the supply. If you placed 2 matching dice, you gain a new Worker Termite die. If you placed 3 matching dice, you gain a Soldier Termite die. Place all the dice in your pool.

IMPORTANT: Eggs are hatched before new eggs are claimed, therefore an egg cannot normally be hatched in the same turn it is claimed.



C) Claim Eggs

Claim an Egg token from the supply and place it in an empty room on your Player board. If you do not have an empty room, you cannot claim an egg. You start the game with 3 available rooms. A further 2 may be unlocked by a Bonus marker (see page 9).



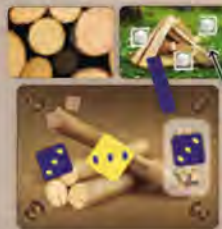
D) Dig Tunnel / Gather Wood

In this step, resolve all digging before gathering Wood.

For each die placed on a Dig space, that player may dig a tunnel. If more than one player has dice here, resolve them starting with the first player going clockwise.

To dig a tunnel, take a Tunnel from your supply and place it between a Wood Pile card you have access to and an adjacent Wood Pile card in the same section. You may not place a Tunnel between two different sections. Any number of players may dig tunnels to the same Wood Pile card. If you dig a Tunnel to a face-down Wood Pile card, flip it face up and add the number and colour of Wood cubes shown. These Wood cubes will not necessarily be the same colour as the starting Wood Pile card. Each Wood Pile card shows between 2 and 5 Wood cubes.

Example of digging a tunnel



Costa (blue) has a die placed on the Dig space of the 3 Wood pile. They place a Tunnel from their supply connecting to the face-down Wood Pile card and reveal the card face up. They add the 3 light Wood cubes shown.

After resolving any digging, for each numbered Wood Pile, count the number of Termite dice placed there. The player who placed the most Termite dice may gather two Wood cubes of the corresponding colour. The player

who placed the second most Termite dice may gather 1 Wood cube. Any remaining players do not gather any Wood.

REMEMBER: Soldier dice count as 2 dice for the purpose of determining this area majority.

When you gather wood you may take Wood cubes from any Wood Pile card in that section that you can reach by tunnels of your own colour. You may NOT use Tunnels of other player colours to Gather Wood. Every player may always Gather Wood from the main numbered action card, even when they have not yet built any tunnels.

- In the event of a tie for most Termite dice, each tied player gathers 1 Wood cube each.
- In the event of a tie for second, each player does not gather any Wood.

The player with the most dice always gathers Wood before second place. Tied players gather Wood cubes in player order, clockwise from the first player. If there are no available Wood cubes remaining on a Wood Pile card that the player can reach, no Wood can be gathered from that section.

Example of gathering wood



Woody (yellow) has the most dice at the 3 Wood pile, because the Soldier counts as 2. He takes 2 cubes from the starting Wood Pile card. Costa (blue) is second and although the starting Wood Pile card is now empty they may claim a Wood cube from the card they have just connected to with their Tunnel. If Woody also had a Tunnel to this card they may have chosen these cubes instead.

All the Wood cubes you gather during this step must be placed in rooms on your player board. Remember each room can store up to 4 Wood cubes, or 1 Egg token. You may store Wood cubes of any colour on each room

but it is beneficial to try and keep the wood grouped by colour. If you do not have enough room to store all the cubes you gather, you may choose which to keep. The remaining Wood cubes are returned to the supply. Once placed in a room you cannot freely discard wood to make space for new wood gathered.

E) Trade to Build

Trade any one of the following for 1 Wood cube, taken from the supply:

- 2 Wood cubes of any colour
- 1 Egg token
- 1 Queen Termite or Blueprint card

You may choose to trade any Wood cubes from anywhere in your colony. The gained Wood cube may be taken from any Wood Pile card and must be placed immediately on your wall.

Example of trading to build



Costa (blue) has placed a die on action E. They trade 1 Egg token for a black wood cube and place it onto the wall, completing a row.

F) Move Wood / Build Wall

To **move Wood** cubes between 2 rooms you must have 2 Termite dice of the same value on the 2 different rooms. You may move any number of Wood cubes between these 2 rooms, providing no room ever contains more than 4 Wood. The dice used for this may also be used for a Build Wall action this round.

Example of moving wood



Woody (yellow) can move wood cubes from the room on the left, to the room on the right so that he has 4 Wood cubes of the same colour in a room.

To **build wall** you must have a Blueprint card and a room with both of the following:

- 4 Wood cubes of the same colour
- 2 Termite dice of the same value

Place the Wood cubes onto the wall area of your Player board in the shape as shown on the Blueprint card you used. The shape must be built from the bottom up and must be supported by either the base of the wall or another Wood cube placed directly underneath it. The shape shown on the Blueprint card may be rotated in any direction but must not be flipped or inverted. You may leave gaps, but completed rows earn you a bonus and trigger the end of the game.

Example of moving wood to build wall



Woody (yellow) uses his pair of '6' die and a Blueprint card to build a section of wall, with his 4 cubes.

Designer's note: Termites do not actually build the towers of their nests out of wood. Instead, they collect and cultivate rotting wood to eat the cellulose it contains, and the waste they excrete is mixed with mud or sand and their saliva to create a suitable building material. It is our hope that any entomologists who play Termite Tower will not be too upset with our simplification of this process!

When you complete a row of 4 Wood cubes on your wall you claim a **Bonus** marker. Place the Bonus marker on any of the unoccupied Bonus spaces on your Player board to claim that bonus. Details on the different bonuses are explained at the back of this rulebook.

Once you have placed all 4 Wood cubes onto your wall, place the Blueprint card you used next to your Player board. It will show you a number of ★ which form the majority of your score at the end of the game.



Don't forget to check your Objectives as many of them relate to how you build your wall.

Wood is collected before walls are built, so it is possible to gather wood and build walls from that wood in the same turn.

G) Draw a Queen Termite Card

Draw the top Queen Termite card from the deck into your hand. There is no limit to the number of Queen Termite cards you may play or hold in your hand.

IMPORTANT: A Queen Termite card may contradict the rules as written in the rulebook. If it does, then the card takes precedence.

Each card clearly shows whether it is played in the Day Phase or the Night Phase. Details on all the cards can be found on page 16.

A Queen Termite card must be fully resolved and cannot be interrupted by any other action. If two players wish to play cards at the same time, they must be resolved in player order, starting with the First Player, moving clockwise.

If the last card of the Queen Termite deck is drawn, the end of the game is triggered. If no cards remain and you wish to draw one, you cannot and the action is lost.

End of a Round

Once all dice have been resolved, carry out the following steps:

- Check to see if the end of the game has been triggered, if so proceed directly to Ending the Game and ignore the rest of the steps below.
- Flip the First Player card to the day side and pass it clockwise to the next player.
- Remove all the Blocker dice from the Action cards.
- Repeat the setup step to place 1 die on each Action A, C, D, E, G. (This can be ignored if you are using the Solo cards to place Blockers.)
- Begin a new round starting with the new first player.

Ending the Game

The game end may be triggered in one of two ways:

- One or more players have completed the minimum number of rows of their wall (5 for a short game, 7 for a long game)
- The Queen Termite card deck is empty

In either case, at the end of the current round the game is over.

Each player scores ★ as follows:

- The total ★ shown on all of your completed Blueprint cards
- Check the Objective cards placed to your left and right. If you have beaten your opponent you score 2★. If it is a tie, each player scores 2★.

The player with the most ★ wins the game! Ties are broken in favour of the player who has completed the most rows, then the most Wood cubes in their wall, then the fewest Termite dice.

Example of a tie

Blueprint cards 9★ Most Uniform 0★ Tallest 0★ Total 9★		Blueprint cards 12★ Most Uniform 2★ Most Soldiers 2★ Total 16★		Blueprint cards 12★ Most Soldiers 2★ Most Tunnels 2★ Total 16★		Blueprint cards 11★ Most Tunnels 0★ Tallest 2★ Total 13★	

Queenie (brown) wins the tie by having the most completed rows in her wall.

Solo game

In the solo game of Termite Towers, you will play against an AI opponent called Autermite who will be competing against you to build the mound above the colony. As mentioned previously, the solo cards can also be used to add dice to action spaces each round to tighten the board instead of placing extra dice in setup, these will be referred to as Blockers.

Setup

Setup the game as per a 2-player game, except for the following changes:

- Place 1 die on each Action space A, C, E, and G as per a 3 player game.

Keep a third set of player dice to the side of the play area to act as Blockers.

- Deal only 3 cards into the Blueprint display



- Select 15 (short game) or 18 (long game) Queen Termite cards and shuffle them to form the Queen Termite deck.

- Shuffle all of Autermite's solo cards and place them in a face-down deck next to its dice. You start as the first player.

Gameplay

IMPORTANT: There is one key change to playing solo: In a normal solo game, when resolving Action D Gather Wood, second place does NOT gather 1 Wood cube. You must tie most dice to gather 1 Wood cube. To make the game easier, you may allow yourself to gather 1 Wood cube for being second, to make the game harder you may allow Autermite to gather 1 Wood cube for being second.

The game is played over a number of rounds, and like the multiplayer game, each round will be played in 2 phases. In the Day Phase you and Autermite will take alternating turns placing dice. Your turns are played as normal.

At the start of each Day Phase, roll all of Autermite's Termite dice as well as your own. These will be the dice values it uses this round. Arrange Autermite's Termite dice by number, grouping dice of the same value together as "pairs" where possible.

Autermite does not need to place Wood cubes or Egg tokens in rooms on its player board. We suggest you group Wood cubes by colour.

Day Phase

On Autermite's turn:

Reveal the top card from Autermite's solo deck. The card will show 1 or 2 of 3 possible action icons.



Place a die as shown by the action icons. If ever tied for which die value to choose, pick one using the chart in the centre of the card, starting at the top, moving clockwise until the tie is broken.



If it is ever impossible to place the chosen die on any action shown on the card, place it on the matching D Action card.

Pair



Place a pair of matching Termite dice on Action card F or B. Unlike a player, Autermite places 2 dice at once and places them on the Action card, rather than on its Player board.

Do the first option possible from the list below:

- 1 If Autermite has 4 or more wood of any colour place the pair on F, unless a pair is already placed on F.

- 2 If Autermite has an Egg and no dice are placed on B, place a pair on B.
- 3 If Autermite does not have an Egg or has a pair on B, place a pair on F if Autermite has at least 2 additional wood of any colour.
- 4 If none of the above are possible, check the 'Most of' or 'Least of' action icon on the solo card and follow the appropriate instructions. This may result in a pair of dice being split.

Most of



Place a die matching the number you have the most of in your pool, on the leftmost action shown at the top of this solo card. If it cannot be placed on this action, select the next action and so on.



Least of



Place a die matching the number you have the least of remaining in your pool, on action D.

At the end of Autermite's turn:

- A Blocker die of a 3rd colour will be placed on an Action card.
- Check the chart in the centre of the card for the die number with a dark grey Blocker icon, place a die of this value on the rightmost possible Action card shown at the bottom of this solo card. If this value of die cannot be placed on any of the actions shown, select the next die value shown on the card moving clockwise.

If Autermite has run out of dice, draw a fresh card after your turn to determine where a Blocker is placed until the round ends. If you are second player a Blocker is NOT placed after your last turn.



Night Phase

Resolving Autermite's dice:

- A** - Autermite discards 1 Blueprint card at random for each die placed here. Roll the Termite die that has been placed, if you roll a 1 or a 2, discard the left card, 3 or 4 the middle card, 5 or 6 the right card. The discarded card is replaced immediately as normal.
- B** - Return the Egg token to the supply and

Autermite gains 1 additional worker or soldier die. If you have more Soldier dice than Autermite, they take a Soldier die, if not they take a worker die.

- C** - Autermite takes 1 Egg token.
- D** - If a die is placed on the dig space, Autermite digs a tunnel. Autermite will tunnel to the same wood pile as you, if at least 4 cubes remain, if not they choose a hidden wood pile at random.

Autermite adds a number of wood to their supply as a player would, but does not need to place the wood into player board rooms.

- E** - Autermite takes no action.
- F** - For each pair of dice:
 - If Autermite has 4 or more Wood cubes of any colour, place 4 Wood as 1 complete row on the wall. If possible place Wood cubes of a single colour, if not place as many Wood cubes of a single colour as possible, any remaining Wood cubes of another colour should be placed choosing the colour of which Autermite has the least.
 - If Autermite has 3 Wood cubes and at least 1 Egg token, place the 3 Wood as 1 complete row on the wall, add a 4th cube of the same colour from the supply to complete the row. 1 Egg token is returned to the supply.
 - If Autermite has been unable to Build Walls, they instead take 1 Wood cube for each pair of dice placed on F from the supply. For each Wood cube gained in this way take the colour that allows Autermite to have a set of 4. For a harder game Autermite takes 1 cube PER die placed on F.

- G** - Discard the top card of the Queen Termite deck.

Blocker dice do not result in any actions being taken but DO count for majority at action D.

At the end of each Night Phase, discard the top card from the Queen Termite deck.

End of the Game

The game ends when either you or Autermite reaches the target number of wall rows or if the Queen Termite deck runs out. You score points for each completed Blueprint as normal. Autermite scores 3 ★ for each complete row that contains cubes of a single colour and 2 ★ for each complete row that contains cubes of more than 1 colour.

Check the objectives you drew in setup. Each shows either a target number, if you exceed the target you get 2 ★, if you match it you each get 1 ★, if you have fewer, Autermite gets 2 points.

If you have more points than Autermite you have won the game! If you have the same, use the normal tiebreakers.

Objective Scores

- Most Uniform - 12
- Most Harmonious - 2
- Most Contiguous - 9
- Most Patterned - 4
- Most Workers - 9
- Most Soldiers - 3
- Most Tunnels - 5
- Tallest - 6



Difficulty

There are 3 ways to adjust the difficulty:

Queen Termite cards: Start with more or fewer Queen cards in the deck for an easier or harder game respectively. This will increase or decrease the number of rounds you have to play the game.

Second places: Remember, as standard there is no second place award for Action D. For an easier game you get 1 Wood cube for being second, for a harder game Autermite gets 1 Wood cube for being second.

Failed F actions: As standard Autermite gets 1 Wood cube per pair of dice at Action F that fail to build a Wall row. To increase the difficulty, give Autermite 1 Wood cube per dice instead.

	Easier	Standard	Harder
Queen Cards	18/20	14/16	10/12
Action D 2nd place	Player gets 1	No cubes	Autermite gets 1
Action F failures	1 cube per pair	1 cube per pair	1 cube per die

Credits

Game Design: Mike Nudd

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Solo Mode: David Digby

Rulebook: David Digby

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Game Production: Mark Cooke

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Thanks to: Liam Kirkman & Matt Green

Bonus Space Effects



Unlock 1 additional room in your tower.



Draw a Blueprint card according to the normal rules.



Draw a Queen Termite card.



Place 1 Wood cube of any colour from the supply into one of your rooms.



Place 1 Egg token from the supply into one of your rooms.



Gain 1 Worker Termite die.



Upgrade a Worker Termite die to a Soldier Termite die.



Rearrange the contents of your rooms.



Dig a Tunnel according to the normal rules.

Round Sequence



Day Phase

All Players roll all of their Termite dice for everyone to see.

Then players place their Termite dice, one at a time, in turn order, until all dice have been placed or used.



Night Phase

Players resolve their dice, in order from A - G, until all dice have been resolved.

Resolved dice are returned to the players pool.

Round End

Check if the game end has been triggered.

Game end:



● One or more players have built the minimum number of complete rows in their wall (5 for a short game, 7 for a long game)

● The Queen Termite card deck is empty



If game end has not been triggered, pass the First Player card clockwise.



In a 1-3 player game, remove all Blocker dice. If not using the Solo cards, place new Blockers as explained in setup.

Queen Termite Card Reference



Overtime

Day: Play before you place a Termite die to change that die to any value.



Replenish

Day: Play at the beginning of Day to replenish a Wood Pile card. Place a number of cubes so that it contains the amount shown on the card



Scout

Day: Play at any time to look at up to two face-down Wood Pile cards.



Alchemy

Night: Play during the Build Wall (F) step to use any combination of wood colours for a single build.



Eager

Night: At the beginning of Night, immediately resolve one of your Termite dice on an Action card (A, C, E, or G) outside of the normal sequence.



Eureka

Night: Play before you take a Blueprint to discard and refresh the whole display of Blueprints.



Expertise

Night: Play during the Hatch Egg (B) or Build Wall (F) step to use any combination of Termite die values.



Soldier

Night: Play during the Hatch Egg (B) step to immediately upgrade a worker termite you have hatched this round to a soldier.



Windfall

Night: Play during the Gather Wood (D) step, after you have successfully gathered wood, to claim 1 additional Wood cube of any colour you can legally collect.



Rearrange

Night: Play during the Build Wall step (F) to move a single built Wood cube in your wall to any empty space orthogonally adjacent to another cube.

Action Card Reference



Collect Blueprint card



Hatch Eggs



Gather Eggs



Dig Tunnel / Gather Wood



Trade to build



Move Wood / Build Wall



Draw Queen Termite Card

