



PLAYERS: FROM 2 TO 4

(you can even play by yourself, if you have nothing better to do)

PLAYING TIME : 20' - 60'

CONTENT

1 picnic basket



12 *Frigùis*
(crumbs)



sing. *Frigùia*

16 *Furmiis*
(ants)



sing. *Furmia*
4 x color

4 *Usilùs*
(birds)



sing. *Usilùt*
1 x color

1 *Tovaia*
(tablecloth)

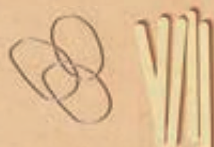


4 *Rains*
(spiders)






sing. *Rain*
1 x color

1 *Sparafurmiis*
(ant-launcher)



5 rubber bands
5 sticks

BUILD THE SPARAFURMIIS!

1.  Unite two sticks and wrap up one end with rubber bands.
2.  Unite three other sticks and wrap up both ends with rubber bands.
3.  Place the sticks at point 2 between the sticks at point 1, opening them out.

4.  Fix the *Sparafurmiis* with other rubber bands to keep everything together as in picture.
5.  The *Sparafurmiis* is ready!
To launch, put the *Bestie* on the higher point of the stick on top, then push down the stick and release.

HOW TO PLAY

GOAL

- Be the first to bring 3 *Frigùis* at your own anthill (the corner square on the *Tovaia* you have been assigned).

HOW TO REACH THE GOAL?

- By launching a *Furmia* directly into the basket: you take one *Frigùia* from basket and take back the *Furmia* that you just launched.
- By taking one *Frigùia* from the basket with one *Furmia* and by having that *Furmia* or other *Bestis* bring the *Frigùia* to the square at your corner: you keep the *Frigùia* and you can relaunch the *Bestie* that brought the *Frigùia*.

SETUP

- Build the *Sparafurmiis* following the instructions (see: "Build the Sparafurmiis").
- Each player chooses a color and receives 4 *Furmiis*, 1 *Rain* and 1 *Usilùt* of that color. The *Sparafurmiis* will be passed between players each time they need to launch a *Bestie*.
- Put the *Frigùis* into the basket and put the basket in the center of the *Tovaia*.
- Assign to each player one square at the corner of the *Tovaia*. The *Sparafurmiis* must be placed out of the square at the corner (see "Launch Area").

URNS ORDER

- Each player launches one *Furmia* on the *Tovaia*.
- If the *Furmia* falls between more squares, its owner can decide on which one of these squares to put it.
- If the *Furmia* falls out of the *Tovaia* or on the corner square assigned to another player, its owner takes back the *Furmia* and repeats the launch.
- If the *Furmia* falls into the basket, its owner takes one *Frigùia* and takes back the *Furmia* launched.
- After each player launched one *Furmia*, the first player to start the play turns will be the one with the farthest *Furmia* from the basket. In case of parity, the first player will be the one with the farthest *Furmia* from the basket. In case of additional parity, these players repeat the launch and the one with the farthest *Furmia* from the basket will be the first. ... Anyway, soon or later one player will have the farthest *Furmia* from the basket.
- Once the first player has been established, the launched *Bestis* are left on the *Tovaia* and the play turns start. The turns and the *Sparafurmiis* will be passed in clockwise order.

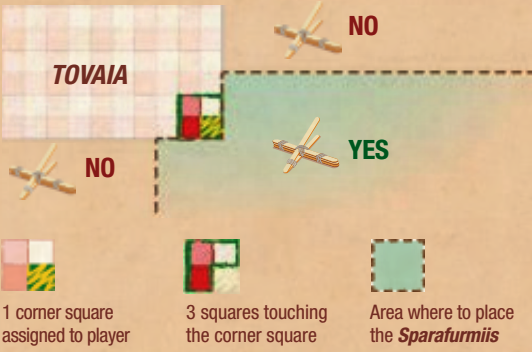
PLAY TURNS

- During his or her turn, each player can launch a **Bestie** (if he or she has available ones) on the **Tovaia** and then moves (see “How **Bestis** move”) each one of the other **Bestis** of the same color already on the **Tovaia**.

THE SPARAFURMIIS

- When a player needs to launch a **Bestie**, the **Sparafurmiis** needs to be outside of the **Tovaia** (it can’t touch it) but within 3 squares from the corner on each side (see picture beside).

LAUNCH AREA



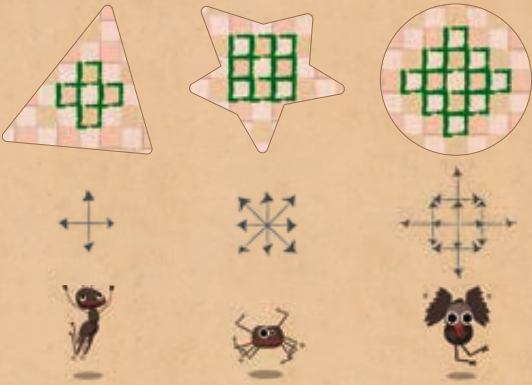
THE BESTIS

- To enter the game, the **Bestis** need to be launched on the **Tovaia**. If the **Bestie** falls between more squares, its owner decides on which of these square to put it and moves it accordingly.
- If the launched **Bestie** touches or lands on a square with a **Bestie** that it can eat (see “Who eats?”), then it eats it.
- If a launched **Bestie** lands on a square with another **Bestie** that it cannot eat already on that square (see “Who eats?”), the player who launched the **Bestie** moves it on one empty square touching that square (even diagonally), except the corner square assigned to another player.
- If the **Bestie** falls out of the **Tovaia** or on the corner square assigned to another player, it’s owner takes back the **Bestie** and immediately passes the turn (wasted turn!).

- If a **Furmia** lands directly into the basket, then its owner takes one **Frigùia** and takes back the **Bestie**.
- Instead, if an **Usilùt** falls directly into the basket, its owner takes it back and immediately passes the turn.
- Once entered the game, a **Furmia** can take a **Frigùia** from the basket by staying on a square that touches the basket. The **Frigùia** is placed on the **Furmia**.
- Furmiis** and **Rains** can carry at most one **Frigùia** at any time.

HOW BESTIS MOVE

- Furmiis**
1 square horizontally or vertically.
- Rains**
1 square horizontally, vertically or diagonally.
- Usilùs**
Up to 2 squares in total, horizontally or vertically, even for parts of the movement. They can also move through squares with other **Bestis** without eating them (they eat only the **Bestis** that are on the square at the end of their movement).



WHO EATS?

- Rains** can only eat **Furmiis** who carry a **Frigùia**.
- When a **Rain** eats a **Furmia**, the **Furmia** gets taken back by the owner and the **Frigùia** gets moved onto the **Rain**.
- Usilùs** can only eat **Rains** (even if they don’t carry any **Frigùia**).
- When an **Usilùt** eats a **Rain**, the **Rain** gets taken back by the owner and the **Frigùia** is put into the basket in the center of the **Tovaia**.

HOW BESTIS EAT?

- To eat, the **Rain** needs to end its movement on a square with a **Furmia** on it, and the **Usilùt** needs to end its movement on a square with a **Rain** on it.
- If the launched **Bestie** touches or lands on a square with a **Bestie** that it can eat (see “Who eats?”), then it eats it.



ADDITIONAL RULES

- In the case a player is not satisfied with his launch, if his or her corner square is free, he or she can take back the just launched **Bestie** and put it onto the corner square assigned to him or her, passing immediately the turn with no other actions available.
- Furmiis Chain** (this is a combo).
If a player has at least 2 **Furmiis** on touching squares (even diagonally) and one of them carries a **Frigùia**, it can pass the **Frigùia** to another **Furmia** that is not carrying any. This **Furmia**, in turn, can pass the **Frigùia** to another **Furmia**, and so on.

3 SQUARES TOUCHING THE CORNER SQUARE

- In the 3 squares touching the corner square of each player (see “Launch Area”), no **Bestie** of other players can enter unless it enters by eating another **Bestie** or by being launched. In any case, as soon as it can move out of those squares, it must do so.
- In the 3 squares touching the corner square of each player (see “Launch Area”), there cannot ever be more than one **Bestie** of another player. If a launch breaks this rule, the owner takes back the launched **Bestie** and repeats the launch.