

MINI BRILLIANTS

MAXIME TARDIE

The long, hot summer is coming to an end, and the ant colonies in the quiet forest glade are increasing their efforts to prepare for the coming winter. Queens are hatching ants to grow their colony's population, farmers and hunters are scouring the area to stockpile food, and diggers are excavating tunnels to extend their colony's territory. Will you be able to fulfill your colony's harvesting objectives? Will you be able to beat enemy ants to the glade's dwindling resources and avoid the dreaded predators? Will you lead your colony to victory and be the most Brilliant?

Mini BrillAnts is a 15-minute resource collection game for 2 to 4 players.

BOX CONTENT

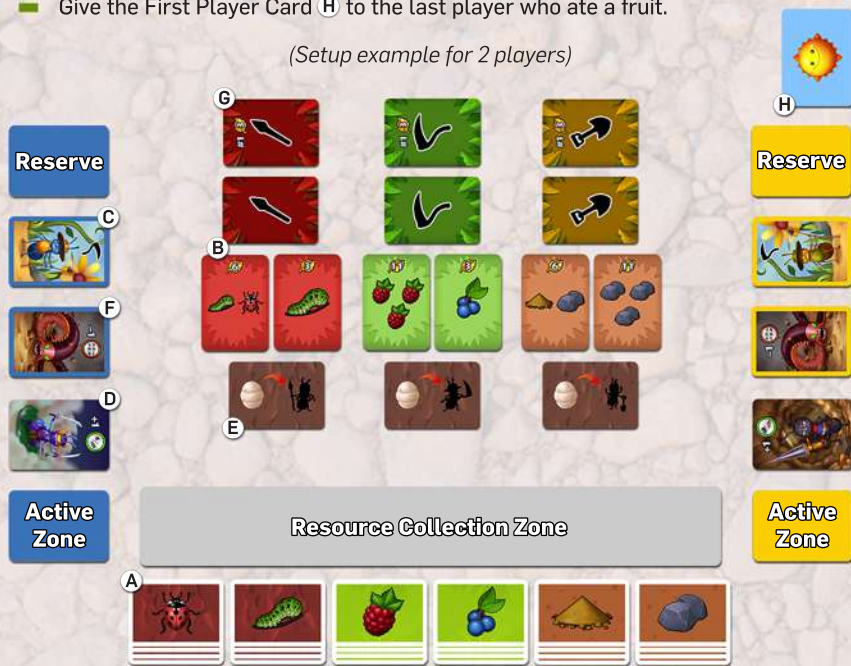
168 small cards

- 72 Resource Cards **A**
- 42 Objective Cards **B**
- 36 Ant Cards **C**
- 6 Role Cards **D**
- 4 Hatching Cards **E**
- 4 Predator Cards **F**
- 3 Bonus Points Cards **G**
- 1 First Player Card **H**

SETUP

- Sort the Resource Cards **A** by type and create a pile of each made up of **3 resources per player** (6 for 2 players, 9 for 3 and 12 for 4 players).
- Sort the Objective Cards **B** by type, create a pile of each, reveal the top 2 cards of each type (or 3 in a 4-player game) and place them next to each pile. Note: the 4+ objective cards are only used in a 4-player game.
- Each player takes the 9 Ant Cards **C** of their colour (3 of each type) that will form their ant supply.
- Shuffle the Role Cards **D** and give one to each player.
- Place the Hatching Cards **E** next to the Objective Cards. Note: the card showing the 3 types of ants is only used in a 4 player game.
- Each player takes the Predator Card **F** of their color.
- Place the Bonus Point Cards **G** close by.
- Give the First Player Card **H** to the last player who ate a fruit.

(Setup example for 2 players)



GAME OBJECTIVE

Gather the most Victory Points by completing Objective Cards.

The game ends at the end of a phase in which either a player completes their 6th Objective Card or if there are no more resources to collect.

GAMEPLAY

THE DRAFT

The game begins with players drafting their starting ants. One by one, starting with the First Player and moving clockwise, each player takes one ant from their supply and places it in their Active Zone. This is done until all players have 3 ants in their Active Zone. Ants in each player's Active Zones must always be visible to other players.

- The ant types and the resources they collect:



PHASES AND TURNS

The game is played in a succession of Phases, made up of each player taking Turns. On a player's turn, they must do **one** of the following actions:

1. Gather resources
2. Hatch an ant
3. Activate their predator

A player may also complete one or more Objective Cards at any time on their turn (before or after their action); doing so does not count as an action.

Once a player has performed their action, it is the next player's turn, moving clockwise. Players alternate turns in this fashion until they cannot play anymore, then the phase ends (End of Phase and Objective Cards covered in page 2).

ACTIONS

GATHER RESOURCES



Place an ant from your Active Zone next to the desired resource in the Resource Collection Zone (in grey below), collect this resource, and place it in your reserve.

There is no limit to the number of resources a player may have in their reserve.

All resources in players' reserves must always be visible to all players.

(Resource collection example for a blue Hunter ant)



HATCH AN ANT

This action can only be used once per phase.



Take a Hatching Card and place it in front of you. Next, take an ant from your supply that matches the type on the Hatching Card and place it into your Active Zone. The Joker Hatching Card (pictured above) gives birth to any type of ant. It is only used in a 4 player game.

This ant may now be used to collect resources on a later turn.

You can take a Hatching Card even if you have no ants of that type left. If you do, no new ant is born.



ACTIVATE A PREDATOR

This action can only be used once per phase.

Place your Predator card next to any resource in the Resource Collection Zone, then discard 1 resource from that pile. That resource is out of the game permanently.

COMPLETING OBJECTIVE CARDS

Discard the resources indicated on the revealed objective card you wish to accomplish, then pick the objective card and place it face up in front of you.

Resources discarded this way are removed from the game permanently (don't return them to their resource pile).

Reveal a new objective card to replace the one you completed.



END OF PHASE

When all players have completed all of their actions, the phase ends. Players must:

- Collect their ants from the Resource Collection Area, and place them in their Active Zone.
- Return their Hatching Card to the play area.
- Return their Predator Card to their player area.
- The First Player Token passes to the player on the left of the First Player.

END OF THE GAME

The game ends at the end of a phase in which a player completes their 6th objective or at the end of a phase in which there are no more resources to collect. All players complete their actions to finish the phase.

Once the final phase is finished, **Bonus Points Cards** are given to each player with the most completed Objective Cards in each category. If there is a tie, the player with the most points in that category gets the Bonus Card. If there is still a tie, both players receive 3 points.

Then players tally the points on their Objective Cards, along with points for Bonus Cards, if applicable, and **add one point per remaining resource in their reserve.**

The player with the most victory points is the winner! In the case of a tie, the player with the most unused resources is the winner. In the case of a tie again, all tied players share the victory!



Bonus Points Cards



This is worth 7 points

ROLE CARDS

These cards remain next to the player for the duration of the game.



Breeder

You may activate the Hatch an Ant action for free (doesn't count as your action for the turn).



Strategist

Once per turn, you may look at the top card of one Objective Card deck.



Predator

You may activate the Predator action for free (doesn't count as your action for the turn).



Hunter

Flip this card over permanently to give one of your Hunters extra strength. It will be able to gather 2 resources of the same type this turn.



Farmer

Flip this card over permanently to give one of your Farmers extra strength. It will be able to gather 2 resources of the same type this turn.



Digger

Flip this card over permanently to give one of your Diggers extra strength. It will be able to gather 2 resources of the same type this turn.

CREDITS

Designer: Maxime Tardif

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Website: spheregames.ca - Jason Simard

Manufacturer: Whatz Game, <http://www.whatzgames.com/>, Made in China

If you've enjoyed this game, follow us at Sphere Games on facebook or twitter!

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And last but not least, a word of appreciation to our 953 Kickstarter backers on the original campaign for the full BrilliAnts board game, this game also wouldn't have happened without you!