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Herkules Ameise

Hercules the Ant • La cité des fourmis • Wie helpt Hercules?
¡Todas a una, Hormigojuna! • Formicopoli



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Herkules the Ant

A co-operative collecting game for 1-4 strong ants ages 6-99.
Includes game variation for 2-4 ant friends.

Authors: Michael and Hermann Huber
Illustrations: Ina Hattenhauer
Length of the game: approx. 20 minutes

“Hurry up!” says ant Hercules as he urges his friends on, “the anthill has to be finished before Anthony the anteater comes by”. Then he rushes to carry two twigs at a time passing them on to the next ant. The stomping of Anthony the anteater however can already be heard and everybody knows that they will only finish in time if they all co-operate! Will you help to finish the anthill?

Contents

- Game board
- Anthony, the anteater
- 19 ants
(15 white, 1 red, 1 yellow, 1 green and 1 blue)
- 19 twigs
- 9 path cards
- 6 oval anthill cards (in six different sizes)
- 34 food tiles (showing one, two or three tasty morsels)
- a die
- Set of game instructions



aim: finish anthill before anteater arrives

game board in center of table, shuffle and place path cards, anteater and white ants on starting squares

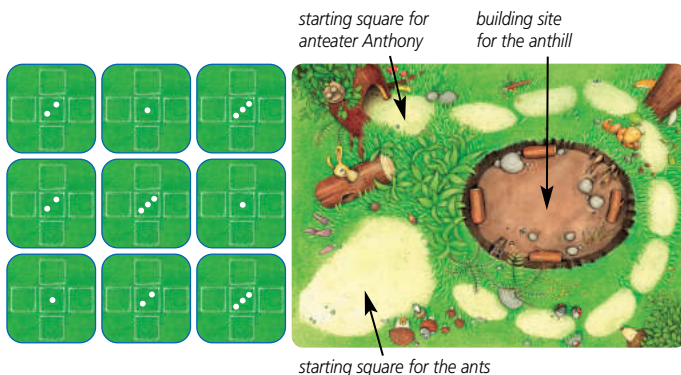
get twigs, die and anthill cards ready

Game idea

You are ants building an anthill. You have to be quick though, as Anthony the anteater is already on his way and only a finished anthill will keep you safe from his long trunk. The construction of the anthill, however, is not so easy, as first you have to locate the twigs on the back of the path cards by flipping them over. Then the twigs have to be collected and brought to the building site. This has to be done by teamwork, as the twigs can only be transported if a continuous line of ants leads up to them. What's more the twigs lie all scattered about, so the column of ants has to be re-grouped continuously to be able to reach the twigs. The aim of the game is to finish the anthill before Anthony the anteater reaches it.

Preparation of the Game

Place the game board in the center of the table. Shuffle the nine path cards and arrange them randomly in a square (3x3), with the dark green side showing up, next to the side of the game board with the starting square for the ants. Place Anthony the anteater and the 15 white ants on their respective starting squares.



Place the twigs, the anthill cards and the die next to the game board.

The four colored ants and the food tiles are returned to the game box. They will be needed for the competition variation.

How to Play

Play in a clockwise direction. The strongest player starts. If you can not agree, the oldest player starts and rolls the die.

On the die appears:

- **Anthony the anteater?**

Oh dear! Anthony follows the arrow and moves one square towards the starting square of the ants. You have to finish the anthill before Anthony reaches that square!

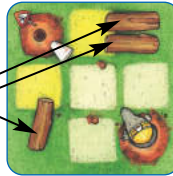


- **One, two or three dots?**

Now you have two options. You can:

- a) **investigate a path card:**

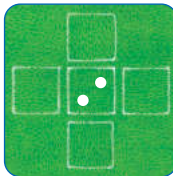
Turn around a path card with the same number of dots. On the back are squares and also often twigs. Place a wooden twig on each twig shown on the card.



If there is no path card left with the same number of dots as on the die you don't have any option but move ants.

- b) **moving ants:**

Take the corresponding number of ants (1 to 3) from the starting square and place them on free squares of the path cards. Bear in mind that the column of ants has to lead continuously from the starting square up to a square with one or two twigs (marked yellow). Later during the game you can move ants from the column in order to change the direction of the column. You don't have to place the total number of ants as dots on the die.



Both sides of the path cards show five squares where you can place ants.



The five plates of this card also count as squares.

Then it's the turn of the next player to roll the die.

roll die

anteater=move anteater

dots =

turn around path card,

place twigs or

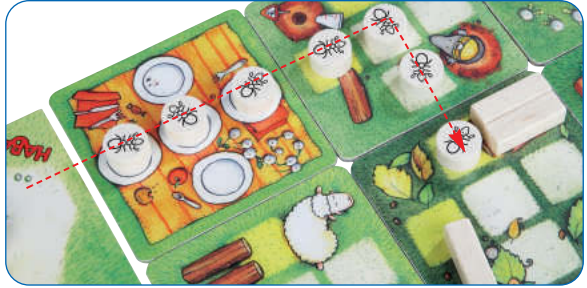
ants on empty squares

next player

*continuous
column of ants from start-
ing square to square
with twigs = collect twigs*

Collecting ants:

As soon as a continuous line of ants leads up to a yellow square with twigs, take the twig(s) there and place it on the game board.



As there is a continuous line of ants from the starting square to the yellow square, you can take both twigs.



As there is one ant missing and the line is therefore not continuous, the two twigs can not be taken.

*build anthill with col-
lected branches*

The anthill

The anthill consists of twigs and piled up anthill cards. Here is how it is constructed:

- Place the first four twigs on the corresponding illustrations of the game board.
- Then place the biggest anthill card on top of these twigs. The following four twigs you collect are then placed on this card.
- On top of those you place the second biggest anthill card, where you then place the new twigs you collect. This continues until the last and smallest anthill card has been placed.

The anthill is finished when no anthill card is left. Now you have built a six-story anthill. (You will need 17 of the 19 twigs).

End of the Game

The game ends as soon as ...

- you finished the anthill thus winning the game together,

or

- Anteater Anthony reaches the starting square of the ants before the anthill is finished. In this case you all lose.

Competition variation for 2 to 4 players

The rules of the basic game apply, except for the following changes:

Preparation of the Game

- Shuffle the 36 food tiles and place them face down next to the game board.
- Each player takes one of the colored ants and places them next to the other ants on the starting square for the ants.

How to Play

- When it comes to "moving ants" you can change the place of colored and/or white ants.
- You can also move the colored ants of the other players.
- When it comes to "collecting twigs" check to see if there are one or more colored ants in a continuous column from the starting square to the square with the twig(s), as the player(s) in question may take a food tile as a reward and place it face down in front of them.
- A player gets a maximum of one food tile even if there are two twigs on the square to where the column of ants leads.

End of the Game

If Anthony reaches the starting square of the ants before the anthill has been finished, all the players lose.

If the anthill has been finished in time, things get exciting:

All the players uncover the food tiles they have collected and count the tidbits. The player who counts the most has been the most diligent helper and wins the game. In the case of a draw, the player who collected the most tiles wins the game. If there is a draw again there are various winners.

end of the game:

anthill finished = game won,

or

anteater on starting square = game lost





The authors :

Hermann Huber, born 1953, is an actuary and since 1993 has invented games in his leisure time. More than a dozen have already been published. Hermann Huber lives with his wife Helga, daughter Hanna and son Michael in Vienna. *Hercules the Ant* is his third HABA game after *Sambesi* and *Suzy Spider* (in co-operation with Hanna Huber).

Michael Huber, born 1991 loves sports, juggling, computers and model aircraft. He lets his genuine inventive talents run wild - as far as school obligations allow! Together with his father he has invented the children's game *Hercules the Ant* during his holidays.



The illustrator:

Ina Hattenhauer born 1982 in Berlin, works as an illustrator in Weimar. While being older than an average ant and much bigger, she is not able to lift a weight ten times bigger than her bodyweight, although she would like to, so that she could carry a rhino or a bear around. However, as after a while it would be boring, she prefers to pick up her brush and pen and draw ants as strong as bears.

For my beloved ones who give me so much strength!

Erfinder für Kinder

Inventive Playthings for Inquisitive Minds

Uitvinders voor kinderen · Créateur pour enfants joueurs

Inventor para los niños · Inventori per bambini



Baby & Kleinkind

Infant Toys

Jouets premier âge

Baby & kleuter

Bebé y niño pequeño

Bebè & bambino piccolo



Geschenke

Gifts

Cadeaux

Geschenken

Regalos

Regali

Kinderschmuck

Children's jewelry

Bijoux d'enfants

Kindersieraden

Joyería infantil

Bigiotteria per bambini



Kinderzimmer

Children's room

Chambre d'enfant


Kinderkamers


Decoración habitación


Camera dei bambini


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HABA begleitet sie dabei mit Spielen und Spielzeug, das ihre Neugier weckt, mit fantasievollen Möbeln, Accessoires zum Wohlfühlen, Schmuck, Geschenken und vielem mehr. Denn kleine Entdecker brauchen große Ideen.

 **Children learn about the world through play.** HABA makes it easy for them with games and toys which arouse curiosity, with imaginative furniture, delightful accessories, jewelry, gifts and much more. HABA encourages big ideas for our diminutive explorers.

 **Les enfants apprennent à comprendre le monde en jouant.** HABA les accompagne sur ce chemin en leur offrant des jeux et des jouets qui éveillent leur curiosité, des meubles pleins d'imagination, des accessoires pour se sentir à l'aise, des bijoux, des cadeaux et bien plus encore. Car les petits explorateurs ont besoin de grandes idées!

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Habermaab GmbH · August-Grosch-Straße 28 - 38
96476 Bad Rodach, Germany · www.haba.de