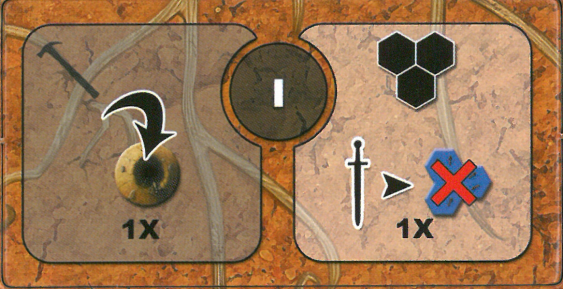
**Myrmes: Colony Tiles Expansion**

**Level I**

* Worker action: 1 food --1x--> 2 victory points
* Mushrooms are food when placing pheromone tile

**Level I**

* Worker action: place / replace one tunnel (without getting earth)
* 1 virtual warrior per turn to step on enemy pheromones only

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**Level II**

* Worker action: no discarding of excess cubes this turn
* 1 virtual warrior per turn to hunt prey only

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**Level III**

* Worker action: get 2 larvae
* Possibility to place 2 nurses on the objective atelier space