



2-4 Players – 20 Minutes

Lay out your perfect spread. Draft food tiles from a shared hamper, arrange them on your plate, and score points for tasty combinations. Cover your ants, chase your cakes, and pack it all away when you're done.

Components

- 60 double-sided food tiles (cakes, cheese, crackers, pickles, drinks)
- 4 plate boards
- 1 hamper (game box)

Setup

Lift the plates off the picnic hamper to reveal the four stacks of food tiles. Each player takes a plate and places it in front of them. Spare plates are set aside.

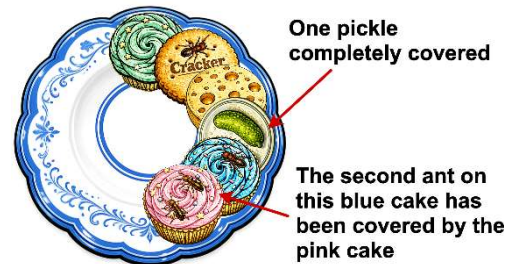


The last player to eat outdoors goes first.

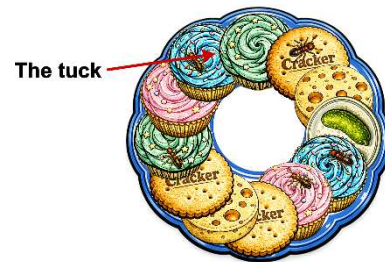
How to Play

Players take turns clockwise. On your turn, choose a food tile from the top of any pile in the hamper and place it on your plate. Once you have chosen a tile you cannot change your mind, however you may flip it over and place it with the reverse side showing.

Tiles must be placed on the plate going clockwise, each overlapping the previous tile. Place tiles so that any Pickles or Ants are either fully covered or fully visible.



The last tile placed is tucked under the first tile to complete the circle around the plate.



There are two exceptions to this rule:

- **Center space:** Once per game a player may place a tile in the center space of their plate. Tiles in the center count as touching all the other spaces.
- **Drinks:** If a player chooses a drink tile, it is placed beside the plate, not on it. There is no limit to how many drinks a player may choose during the game.



There are 12 spaces around the plate and a 13th in the center. When all 13 spaces on a player's plate have been filled, the game ends for them. Other players continue until all their spaces are filled. When all players have finished, count up the scores.

Scoring

Score each player's plate and drinks according to the following:

Cheese

Each Cheese scores:

- 1 point if touching a Cracker
- OR
- 3 points if touching 2+ Crackers

Crackers

Score 6 points for each set of 3 Crackers and 1 Drink.

Pickles

Each visible Pickle scores 1 point for each Cheese on your plate.

Cakes

Score each connected group of Cakes:

Group Size	2	3	4	5	6	7+
Points	1	3	5	7	10	15

Score for most Cakes:

- The player(s) with the most Blue Cakes scores 3 points
- The player(s) with the most Pink Cakes scores 3 points
- The player(s) with the most Green Cakes scores 3 points

Drinks

1 point per ice cube.

Ants

- The player(s) with the least visible Ants scores 3 points
- The player(s) with the most visible Ants loses 3 points

Scoring Example



Cheese: 2 Cheese. One touches a single Cracker (1 point), the other touches two Crackers (3 points). **4 points.**

Crackers: one set of 3 Crackers with a Drink. **6 points.**

Pickles: 3 Pickles. Each scores 1 point per Cheese, and this plate has 2 Cheese, so each is worth 2. **6 points.**

Cakes: one connected group of four (5 points) and one group of two (1 point). **6 points.**

Drinks: 2 Drinks, 4 ice cubes between them. **4 points.**

Base score: 26 points.

Cake colors and ants are settled by comparing plates. This player has 2 of each color Cake and 8 Ants, so those points are added or subtracted once everyone's plates are compared.

Winning

The player with the highest score wins. In the event of a tie, the tied player with the least ants wins. If this is still tied, play the game again.

Tips

- Always try to cover ants with the next tile you lay.
- Pickles will always have 1 pickle covered unless placed in the center space.
- Drinks do not take up space on your plate, but they carry a lot of ants that cannot be covered.
- The center space connects to all the other spaces, so it is great for joining your cakes into one big group or placing a cracker that touches all your cheeses.

Cleanup

Collect all tiles and distribute them back into the four sections of the hamper, then stack the plates on top.