Picnic

Lay out the perfect picnic spread



2 to 4 players

About 20 minutes

Designed by Kedric Winks and Tim Cooper

The picnic

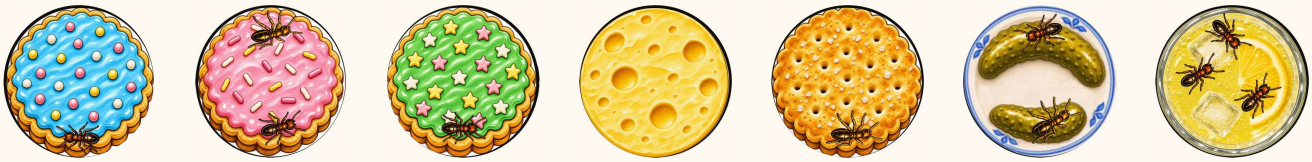
Everyone is laying out a picnic. Take food from the shared **hamper**, arrange it round your **plate**, and score for the tastiest combinations. Lay each tile so it hides an ant on the tile before, decide when to take a drink, and fill your plate before the ants take over.

Every game scores differently: at the start, one scoring card is chosen for each kind of food, so what makes a great plate changes from game to game.

What's in the box

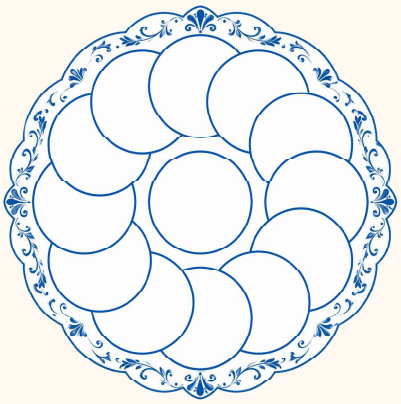
60 double-sided food tiles

Each side shows one food. Some sides also show **ants**, at the top edge, the bottom edge or in the middle. Drinks show **ice cubes** too.



Blue Cookie | Pink Cookie | Green Cookie | Cheese | Cracker | Pickles | Drink (2 ice)

Across all 120 sides: 14 of each Cookie colour, 27 Cheese, 27 Crackers, 14 Pickles and 10 Drinks. Eight tiles have a Drink on at least one side.



4 plates
12 spaces round the rim and 1 in the centre



24 scoring cards
4 for each kind of food (A to D)



10 goal cards
for the Goals expansion (page 10)

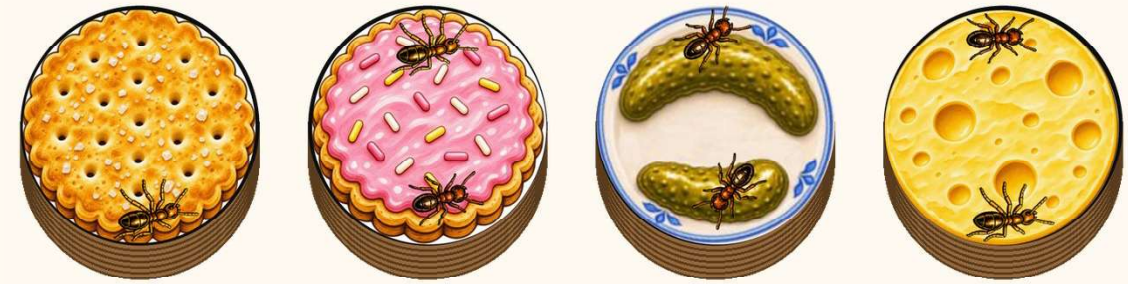
The **box** holds the tiles in 4 piles and is the hamper you play from.

> **The aim.** Score the most points when every plate is full. Points come from the six scoring cards in play (one each for Cookies, Crackers, Cheese, Pickles, Drinks and Ants) and, if you play with them, from goals.

Setting up

1. **Open the hamper.** The box is the hamper: put it in the middle of the table with its **4 piles of 15 tiles**, and play straight from the box. Only the top side of each pile can be seen.

   First game, or tiles put away in order? Tip them out, mix them well, and stack them back into the box as 4 piles of 15, each tile a random side up.



The hamper: four piles in the box, top sides showing.

2. **Choose the scoring.** Sort the scoring cards into their six kinds (the border of each card shows its food). Shuffle each kind and turn **one card of each** face up beside the hamper. These six cards are the scoring for this game. (You can also choose the cards, for example to try a favourite mix.)



Cookies C | Crackers A | Cheese B | Pickles D | Drinks A | Ants B

An example: one card for each kind of food.

3. **Take a plate each.** Put any spare plates aside.

4. **Goals (optional).** If you are playing with goals, shuffle the 10 goal cards and turn **one per player** face up beside the scoring cards. See page 10.

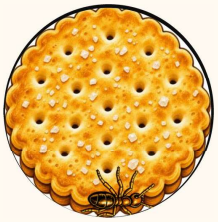
5. **Choose a first player:** whoever last ate outdoors. Play goes clockwise.

Your turn

1. **Take the top tile of any pile.** Lift it and show everyone both sides. Once you have lifted a tile you must keep it.



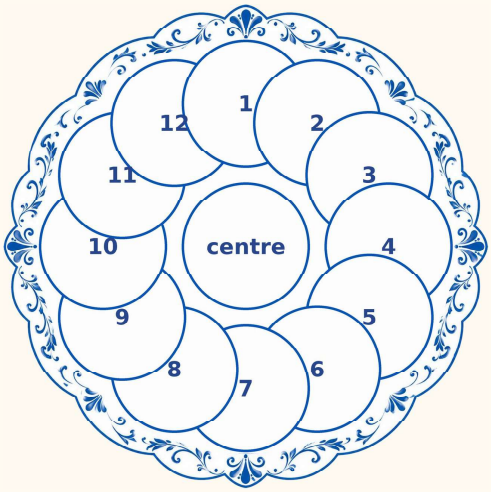
The side you saw



The other side

You may use **either side**. A Blue Cookie with three ants, or a Cracker with one? It's your choice.

2. **Place it.**
   - **Food** goes in the **next empty space** round your plate, starting at space 1 and going clockwise. Each tile overlaps the one before it.
   - **Once per game** you may put a food tile in the **centre** instead. The centre touches every space round the rim. You can't fill your plate without it.
   - The 12th tile is **tucked under** the first to close the circle.
   - A **Drink** goes **beside** your plate, not on it. It doesn't use a space, and you may take as many as you like.
   - When you place a tile round the rim, turn it so that its **edge with an ant** points to the **next empty space** (clockwise). The next tile will cover that ant. On a Pickle tile, point the **small pickle** at the next space.



Fill the rim in order, 1 to 12. The centre can be filled at any time.

3. **Lots of ants? Tidy up.** If the side you just laid shows **3 ants** (a food tile with ants at the top, middle and bottom, or a Drink with 3 ants), you may **discard** one of your other plate tiles, from the rim or the centre.
   - Turn it over and put it on **top of any pile** in the hamper (an empty pile too). You choose what the next player can take.
   - If it leaves a gap in your rim, slide the later tiles back one space to close it. Discarding your centre tile frees the centre again.
   - If your plate was full, it isn't any more: you carry on playing.



3 ants



3 ants

Either of these lets you discard.

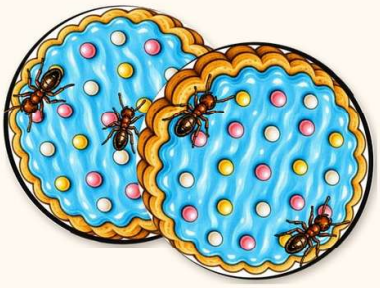
When is my picnic laid out? When all 13 spaces are full (12 round the rim and the centre), you take no more turns. The others carry on until every plate is full. The hamper never runs out.

Covering ants

Ants sit at a tile's **top edge**, its **bottom edge** or its **middle**, at most one in each place. Round the rim, each tile overlaps the one before it:



On its own: three ants show.

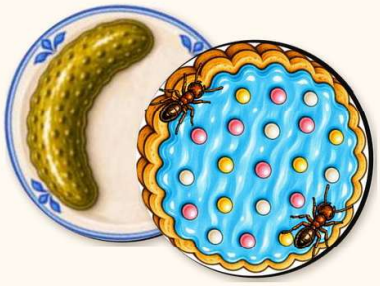


The next tile hides the edge ant. The top and middle ants still show.

- A tile loses the **ant on its covered edge**, if it has one.
- An ant in the **middle** is **never covered**.
- The 12th tile is covered by the tuck under the first, so once your rim is complete every rim tile has been covered.
- The **centre** tile and your **Drinks** are never covered: all their ants show.



A Pickle tile shows 2 pickles.



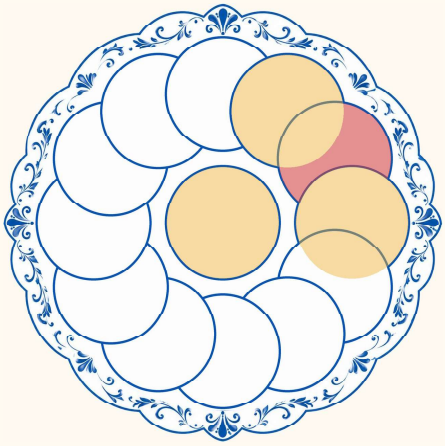
Covered, it loses the small pickle and the ant on it: 1 pickle shows.

Visible pickles and ants are the ones you can still see. They are what count for scoring.

Touching

Many cards score for foods that **touch** each other or form a **connected group**.

- Each rim space touches the spaces **either side** of it, and the **centre**. Space 12 touches space 1.
- The centre touches **every** rim space.
- A **connected group** is a set of tiles you can walk between, one touching step at a time.
- Drinks beside your plate don't touch anything.



Space 3 (red) touches spaces 2 and 4 and the centre (yellow).

End of the game

The game ends when every plate is full. Score each player against the six scoring cards in play (pages 7 and 8), add any goals, and add up.

Placings

Some cards reward the player with the **most** or **second most** of something.

- **Ties share the place**, and the next player down still takes the next place. For example, if two players tie for most, both score for most, and the next player scores for second.
- You need **at least 1** of the thing counted to be placed at all.
- "**Neighbours**" are the players sitting either side of you. In a 2-player game, your opponent is your one neighbour.

Winning

The highest score wins. If tied, the player with **fewer visible ants** wins. If that is tied too, you share the win.

Packing away

Scoop the tiles back into the four slots of the box in any order and either way up, so the hamper is ready for the next game. There is no need to shuffle every time; give the tiles a proper mix now and then.

Stealing (Drinks card C)



When **Drinks C** is in play, Drinks score nothing. Instead, each time you take a Drink you **may** steal a tile:

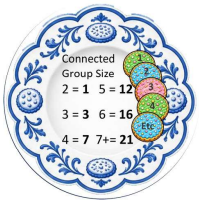
- Take the **top** tile (the last one placed round the rim) or the **centre** tile from another player's plate. You can't steal from a full plate.
- Place it on your own plate **straight away**, as a normal tile, food side up. You keep the Drink as well.
- The tile under the one you took is uncovered again, so its covered ant shows once more.
- If the Drink had 3 ants, decide on your discard first, then the steal.

Pickles B and ants. When Pickles B is in play, each of your visible Pickles cancels one of your visible Ants. Cancelled ants don't count for the Ant card or the tiebreak.

The scoring cards

One card of each kind is in play. Here is what each one means.

Cookies



A Cookie groups

Each connected group of Cookies, any colours: 2 = 1, 3 = 3, 4 = 7, 5 = 12, 6 = 16, 7+ = 21.



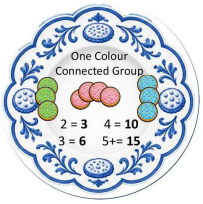
B Most of each colour

For each colour separately: most Cookies 7, second most 3.



C Cookie sets

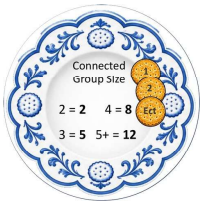
Each set of 1 Pink, 1 Blue and 1 Green Cookie scores 7. They don't need to touch.



D Same-colour groups

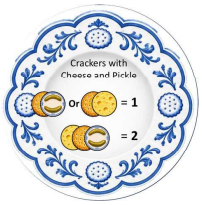
Only connected groups of one colour: 2 = 3, 3 = 6, 4 = 10, 5+ = 15.

Crackers



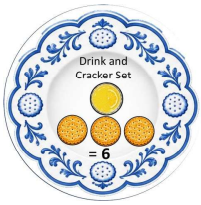
A Cracker groups

Each connected group of Crackers: 2 = 2, 3 = 5, 4 = 8, 5+ = 12.



B Cracker pairings

Each Cracker scores 1 if it touches a Cheese, and 1 more if it touches a Pickle.



C Crackers and a drink

Each set of 3 Crackers and 1 Drink scores 6.



D Beat your neighbours

More Crackers than one neighbour: 8. More than both: 12. At 2 players, more than your opponent: 8.

Cheese



A Cheese and crackers

Each Cheese scores 1 if it touches a Cracker, or 3 if it touches 2 or more.



B Cheese board

Each Cheese scores 1 per different food touching it: Blue, Pink or Green Cookie (each its own food), Cheese, Cracker, Pickle. Up to 6 in the centre, 3 on the rim.



C Lonely cheese

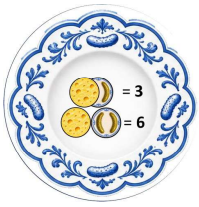
Each Cheese that touches no other Cheese scores 2.



D Most cheese

Most Cheese: 3 per Cheese. Second: 2 per Cheese. Third: 1 per Cheese.

Pickles



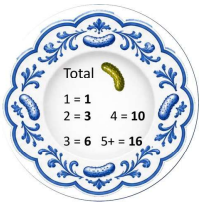
A Pickles and cheese

Each visible Pickle scores 3 if its tile touches a Cheese.



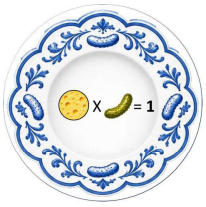
B Ant repellent

Each visible Pickle scores 2 and cancels 1 of your visible Ants.



C Pickle jar

Your visible Pickles: 1 = 1, 2 = 3, 3 = 6, 4 = 10, 5+ = 15.



D Pickles and cheese board

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

Drinks



A Ice cubes

1 point per ice cube on your Drinks.



B Most ice

Most ice cubes: 6. Second most: 3.



C Steal a tile

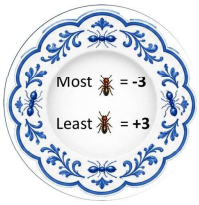
Drinks score nothing, but each one lets you steal a tile (page 6).



D More ice

+2 for each ice cube you have more than the player with the fewest.

Ants



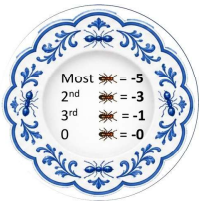
A Fewest and most

Fewest visible Ants: +3. Most visible Ants: -3. Ties share.



B Every ant counts

-1 for each visible Ant.



C Ant ranking

Most Ants: -5. Second: -3. Third: -1. With no ants you aren't placed.



D More ants

-2 for each Ant you have more than the player with the fewest.

Scoring example

Kim's plate is full. This game uses **Cookies A, Crackers A, Cheese B, Pickles C, Drinks A** and **Ants B**, none of which compare players, so Kim's score can be worked out on its own.



Kim's plate. Space 1 is at the top; the rim runs clockwise.



3 ice, 3 ants



1 ice, 1 ant

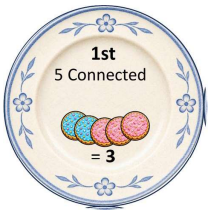
Kim's Drinks

Card	What Kim has	Points
Cookies A	One connected group of 6 Cookies: spaces 11, 12, 1, 2, 3 and 4 (space 12 touches space 1).	**16**
Crackers A	A group of 3 Crackers (spaces 5 to 7) scores 5. The lone Cracker in space 10 scores nothing.	**5**
Cheese B	The centre Cheese touches Blue, Pink and Green Cookies, Crackers, a Cheese and a Pickle: 6 different foods. The Cheese in space 8 touches a Cracker, a Pickle and the centre Cheese: 3.	**9**
Pickles C	The Pickle tile in space 9 is covered, so only 1 pickle shows.	**1**
Drinks A	3 + 1 ice cubes.	**4**
Ants B	Visible ants: 1 on space 3, 2 on space 4 (its top and middle ants), 1 on space 12, and 4 on the Drinks. 8 ants. All the others are covered.	**-8**
	Total	**27**

Goals expansion

Add goals for an extra race during the game.

- At setup, shuffle the 10 goal cards and turn **one per player** face up.
- At the **end of your turn** (after any discard or steal), take **every** face-up goal your plate meets. Each is worth **3 points**.
- You keep a goal even if your plate changes later. Goals taken are **not replaced**.
- Pickles and Ants mean **visible** ones. "Touching each other" means a **connected chain**: A touching B touching C counts.



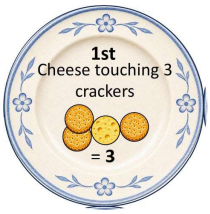
Cookie Stack

A connected group of 5 Cookies, any colours.



Pick and Mix

A connected group of Cookies with all three colours.



Cheese Course

A Cheese touching 3 Crackers.



Pickle Pot

5 visible Pickles.



Three Cheeses

3 Cheeses touching each other.



Full Spread

A Cookie, a Cheese, a Cracker and a Pickle on your plate, and 2 Drinks.



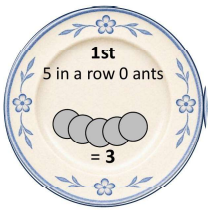
Ice Bucket

4 ice cubes across your Drinks.



Round of Drinks

3 Drinks.



Clean Plate

5 tiles in a row round the rim with no visible Ants.



Snack Pack

3 Crackers touching each other.

Quick reference

On your turn

1. **Take** the top tile of any pile. Everyone sees both sides.
2. **Place** it either way up: food in the next rim space (ant edge or small pickle towards the next space), or the centre once per game; Drinks beside your plate.
3. Laid **3 ants**? You may **discard** another plate tile onto any pile, turned over.
4. Drinks C: took a Drink? You may **steal** another player's top or centre tile and place it.
5. Goals: take every goal your plate meets.

Covering

- The next tile hides the ant on the covered edge.
- Middle ants: never covered.
- Pickle tiles lose the small pickle (and its ant).
- Centre and Drinks: never covered.

Touching

- Rim spaces touch the spaces either side and the centre.
- The centre touches every rim space.
- Drinks touch nothing.

Placings

- Ties share; the next player still takes the next place.
- You need at least 1 to be placed.

End and winning

- Ends when every plate is full.
- Most points wins. Tie: fewer visible ants. Still tied: share the win.
- Pack away: tiles back into the box, any order, either way up.

