

# PROBLEM PICNIC

## ATTACK OF THE ANTS



8+



2-4

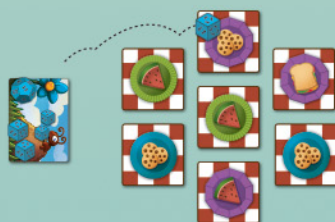


30min.

## THE GAME IN A NUTSHELL

To jump quickly into the game, do the **Setup** on pages 2 and 3, then come back here and read this next section to your players. It'll be enough to get you started... you can dig into the main rules for details as needed. **Have fun!**

In **Problem Picnic**, we are ant colonies trying to steal the best plates of food from a picnic. **The dice are our ants.** On your turn, toss one die from your *anthill* into the *picnic area*, trying to land on a card you want. (The different dice have unique features, check the back page for details.) Go around the table taking turns tossing dice until all players run out.



Bring all dice **not** on cards home, then check each card with dice on it; whoever has the **most** ants there wins that card! Winning dice (except *Soldiers*) are thirsty, so they go to the *Puddle* for a drink and will be stuck there next round; all other dice go home.

Use your collected plates to build your own *colony*; flip and place cards so that new *plate symbols* overlap old *ant symbols*. Try to arrange plates so that you will satisfy the *Scoring cards*, which are different in each game. You also get points for owning majorities of the different foods and plate colors!



Then refresh the picnic cards and start a new round. (The player with the fewest plates is the new start player, and gets a *Round card* which grants a cool power.) After six rounds, the game ends. Check majorities and the *Scoring cards* to see who wins!



## SETUP

- Shuffle the *picnic cards* into a face-up deck. Draw cards from the deck and place them face up in the middle of the table to create the *picnic area* as shown, based on the number of players. (Leave enough space between the picnic cards so that even the largest die could fit between them easily without touching either card.)



Then place the deck along with the *Puddle card* nearby where they won't get in the way of dice rolls.

- Each player picks a color. Take the *anthill card* in your color and place it in front of yourself. (The flower indicates the player color.)

Put all six *ant dice* in your color on your anthill.



- Place the *Majority card* away from the picnic area. Shuffle the other *Scoring cards* and deal some face up next to the Majority card: use **1 more than the number of players**. Return all others to the box.

Mix the *Reward tokens* face down, then randomly place one face up on each of the Scoring cards, and six on the Majority card. Return all leftover Reward tokens to the box.

The *Tie tokens* won't be needed until the end of the game; make a pile of them off to the side.



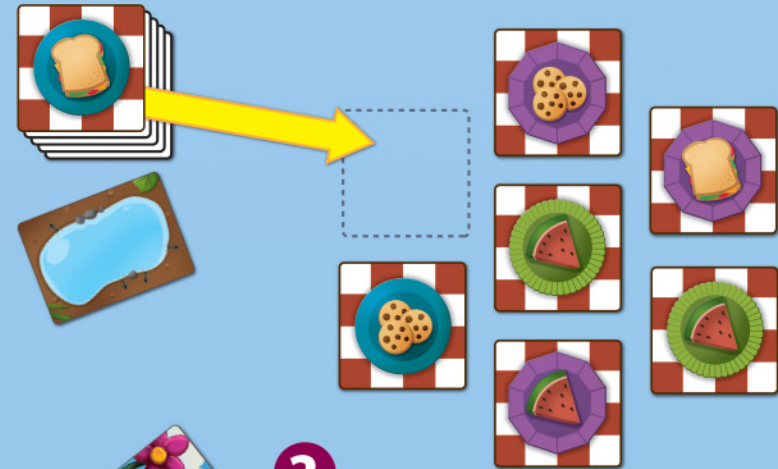
- Shuffle the *Round cards* face down and deal 5 of them face down into a pile near the Scoring cards. Return any leftovers to the box. Make a supply of the *Action tokens* near the Round card pile.

The **oldest** player will be the starting player in the first round. You are ready to begin!

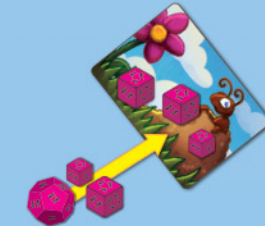


Here is a setup example for a 3-player game:

- Shuffle the Picnic deck and lay out the picnic area. Place the deck and Puddle out of the way.



- Each player takes their anthill and all six dice.



- Lay out the Majority card and other Scoring cards. Place random Reward tokens on the cards. Save the Tie tokens for later.



- Make a shuffled face-down pile of 5 Round cards. Pile the Action tokens nearby. Oldest player goes first.

Playing with very young kids?  
Ditch the Scoring cards and  
only use the Majority card!





## GAMEPLAY

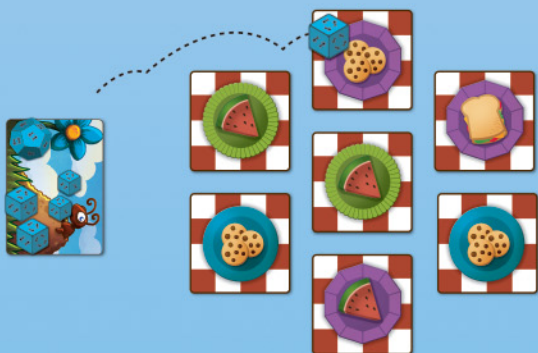
**Problem Picnic** lasts six rounds. Each round has three parts:

- 1) SEND OUT THE ANTS!
- 2) BRING BACK THE FOOD!
- 3) GET READY FOR THE NEXT ROUND.

### 1) SEND OUT THE ANTS!

Turns go clockwise around the table. On your turn, if you have any dice left on your anthill, you **must** pick **one** and toss it into the picnic area. *You want your dice to land on cards that you hope to collect!*

- When rolling, your hand is not allowed to get too close to the cards; keep your hand at least the width of a card away from the picnic area!
- You may pick whichever one of your dice that you want; Scout, Worker, or Soldier. Each type of ant works differently; see **Your Ants** for details.
- Dice must be rolled or tossed, **not** slid or flicked.
- You might knock other dice, cards, or tokens around with your roll. *This is allowed... smash away! Stuff stays where it lands.*



Example: Purple plates are valuable this game, so you select a Worker die, aim for the purple cookie plate, and toss! Nice shot, you landed on it with 3 ants showing! Hopefully you'll still be in position to collect it by the end of the round!



## 2) BRING BACK THE FOOD!

Once **all** players have run out of dice, follow these steps in order:

1. Return all dice that are on the **Puddle** card (if any) and any **loose dice** that are **not touching** picnic cards to their owners' anthills.
2. Resolve each picnic card that has any dice touching it, one card at a time. The player with highest value of ants **on, touching, or overlapping** the card wins it.

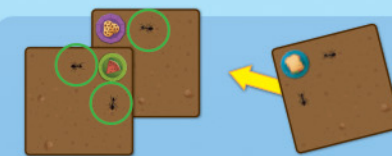
- If any dice are touching more than one card, their owners (in turn order) should move them so that they are only touching one card each.



Example: Magenta's dice on this card show 6 ants total. Green's dice show 4 ants total. Magenta wins the card!

- If there is a **tie** for highest ant value, the winner is the tied player with **more dice** on the card. If it's still a tie, the tied player with the **biggest die** (Soldier > Worker > Scout) is the winner. If it's **still** a tie, there is **no** winner.
- Return any dice on the card that **aren't the winner's** to their owner's **anthill**.
- Move **all** of the winner's dice on the card to the **Puddle** card; they'll be unavailable for the next round. (The only exception to this is a **Soldier** die; it is returned to the winner's anthill.) The winner then collects the picnic card.

3. Once you have collected all of the cards you won this round, you must **add them to your colony** in any order you choose. (Your very first card is just placed on the table in front of you to begin your colony.) After the first card, place cards so that the **plate** on the new card covers one of the **visible ants** in your colony.



Example: You've already got a few plates in your colony, and you've collected a new card. Rotate it any way you want and place it so the plate covers a circled ant.

- You may rotate the card 180° or 90° in either direction before adding it.
- Once placed, cards in your colony **may not be moved**.
- You may **not** place in a way that covers earlier plates from view.
- You will want to place collected cards in such a way that they help you win the Scoring card Rewards; see **Scoring** for details.



Non-winners go home.



Winners go to the Puddle...



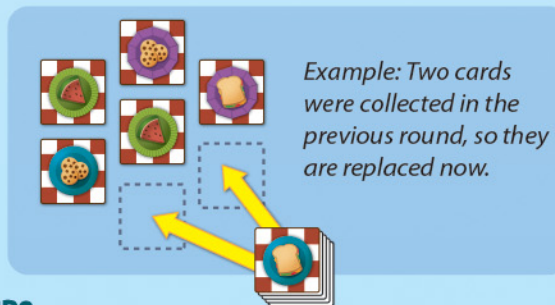
...except for winning Soldiers, which go home.



### 3) GET READY FOR THE NEXT ROUND.

#### LAY OUT NEW PICNIC CARDS

If there are any missing picnic cards, draw fresh ones from the draw pile and fill the gaps so that the picnic area is the same shape it was at the start of the game.



#### WHO IS THE NEW STARTING PLAYER?

The new starting player is the one that has the **fewest plates** in their colony.

*If this is a tie, then the tied player with **fewer dice on their anthill** is the starting player. If **that's** still a tie, the tied players roll all the dice from their anthills and the player with the higher ant total is the starting player.*

The starting player now **must** take the top Round card from the pile. (If there are **no** Round cards left to draw, **the game is over**; proceed to Scoring.) The player reveals the Round card to everyone; each Round card provides a unique power that its owner can use later.



#### ROUND CARDS

The Round cards act as the game's timer, and also give their owner a cool bonus power. Save your Round cards until you want to use them; each card tells you when you are allowed to use it. Using a Round card on your turn does **not replace** your turn, you **do** still get to roll a die as usual (*either before or after you play the Round card*). To play a Round card, simply follow the instructions on the card, then return the card to the box.

*Some Round cards need specific **Action tokens** to resolve their powers. Take the tokens you need from the pile as necessary.*

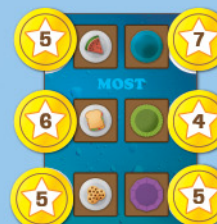


After all this is complete, (and if the game didn't end due to lack of Round cards for the starting player to draw), **begin a new round**.

### SCORING

After the sixth round, the game ends and scores are tallied! Scoring in each game is different depending on which Scoring cards are in play, and how the Reward tokens were distributed.

For each Reward token, the **single** player who achieves that goal earns that token. If there is a **tie** to win the token, discard the token and give each tied player a Tie token worth 3 points.

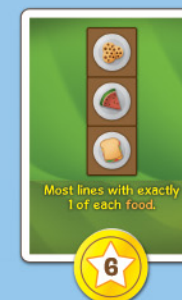


The Majority card's tokens are won by the players who collected the most of the different foods and plate colors. For example in **this** game, the player who has the most:

- Watermelons earns 5 pts.
- Sandwidges earns 6 pts.
- Cookies earns 5 pts.
- Blue plates earns 7 pts.
- Green plates earns 4 pts.
- Purple plates earns 5 pts.

Each of the other Scoring cards tells you exactly what must be achieved for a player to win its token...

...for example, this card's 6-point Reward token goes to the player who has the **most lines with exactly 1 of each food**.



If this was your colony at the end of the game, you'd have **2 lines with exactly 1 of each food**. If no other colony had more such lines than yours, you'd win the Reward token and its 6 points!



- Some Scoring cards refer to "lines". A line is a horizontal row or vertical column of plates. There **can** be gaps in a line, and all the plates in it still count as being in the line.
- Some Scoring cards refer to plates "touching" or being "connected". Two plates are only touching or connected if they are horizontally or vertically adjacent; **not** diagonal.

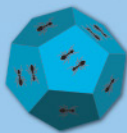
Once all Rewards have been resolved, each player tallies up their points. **The player with the most points wins!** (If it's a tie, all tied players share the victory!)



# YOUR ANTS

There are three types of dice, representing your three types of ants:

## 1 SOLDIER



Your Soldier is bigger and bulkier than other ants, which means that it's perfect for knocking other ants out of the way. It's not the greatest at collecting food, but it has an additional **special ability**: A Soldier **does not** go to the Puddle when it is involved with collecting a picnic card; send it right back to your anthill instead!

## 3 WORKERS



Your three Workers have no special abilities, but they are the best at collecting food since they have higher ant totals on their faces than the other dice.



## 2 SCOUTS



Your two Scouts are decent collectors but they are small and easily knocked around by the other bigger dice. They have a unique **special ability** too: When you roll a Scout, if it touches **no** other dice during the roll **and** does **not** come to rest touching a picnic card, you may immediately retrieve it and **roll it again** (*one time per turn*).

**GAME DESIGN:** Scott Almes      **VISUALS:** Josh Cappel  
**DEVELOPMENT:** Kids Table Board Gaming

### SCOTT WOULD LIKE TO THANK

...his wonderful wife, Beth, and his friends, family, and playtesters for their constant support and many fun memories around the gaming table.

### KIDS TABLE WOULD LIKE TO THANK

Aubrey & Jory, Sadie, Noam, Orly, Didi, Rowan, and Talia! Dana Cappel, Aaron Cappel, Marc Specter, Jason Alan Kotarski, Peter C. Hayward, Jay Howitt, James Hudson, Jeremiah Acevedo, Jamie Maltman, Jamie Jones, Sam Barkin, Tantrum House, Ben Harkins, Daryl Andrews, John Coveyou, Will Meadows, Daniel Hadlock, Michael Mindes, Lance Myxter, To Die For Games, Jonathan H. Liu, Ryan Sanders, Zoë C, Kurtis Amueller, Stephen Sauer, Marc Gurwitz, and of course, **all of our amazing Kickstarter backers**. To all of you, thank you so much for your incredible support. We wouldn't be where we are today without you.



Published with love by  
Kids Table Board Gaming  
[www.kidstablebg.com](http://www.kidstablebg.com)  
©2017 All rights reserved