

PROBLEM PICNIC ATTACK OF THE ANTS

It's a perfect day for a picnic! The park fills with families, spreading their blankets, and setting out colourful plates loaded with delicious treats. But there has never been a picnic without uninvited guests ... ants!!

Players: 2-4 • Ages: 8+ • Time to play: 30 minutes

OVERVIEW

In ***Problem Picnic: Attack of the Ants***, players are competing ant colonies trying to steal the best plates of food from the picnic blankets. In this dice-rolling dexterity game, **the dice are your ants**. Roll them onto the picnic cards, trying to get the most ants onto the best foods. Different custom dice at your disposal represent your industrious Workers, speedy Scouts, and sturdy Soldiers. At the end of the day, the colony that has arranged their stolen plates to best satisfy the whims of the Queen will earn the most points and win the game!

DESIGNED BY SCOTT ALMES

DEVELOPMENT BY KIDS TABLE BOARD GAMING

GRAPHICS & ILLUSTRATIONS BY JOSH CAPPEL

SETUP

- Shuffle the picnic cards and create a face up draw 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 roughly enough space between the picnic cards so that even the largest die could fit between them easily without touching either card.



Picnic card face up.



Picnic card face down.

- Each player picks a color. Take the anthill card in your color and place it in front of yourself.



- Take all six dice in your color, and keep them on your anthill.



- Place the Majority scoring card face up near the play area. Shuffle the other scoring cards and deal some face up next to the Majority card, based on the number of players. Remove all others from the game.



Majority Scoring Card



Scoring Card

2 Players	3 Players	4 Players
3 Scoring cards	4 Scoring cards	5 Scoring cards

- Shuffle the Reward tokens face down, then randomly place one face up on each of the Scoring cards, and six on the Majority scoring card. Remove all leftover Reward tokens from the game.



- Shuffle the Round cards face down and deal 5 of them face down into a stack near the play area. Remove all others from the game.



- Place the Puddle card nearby.



- Keep a supply of Tie tokens somewhere out of the way; you won't need them until the game is over.



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

1 Shuffle picnic deck and lay out the picnic.

2 Place anthills.

3 Place dice on owners' anthills.

7 Place the Puddle nearby.

4 Lay out Majority scoring card and other Scoring cards.

5 Place random Reward tokens on Scoring cards.

6 Shuffle the Round cards and make a deck of 5 face down.

8 Save the Tie tokens for later.

Most

Most colored with exactly 1 of each food.

Most purple plates in one group connected by flat edges.

2 sets here.

Most sets of all three colors.

FEWEST

Fewest green plates with watermelon.

5 7 6 4 5 5 4

3 3 3 3 3

ROUND

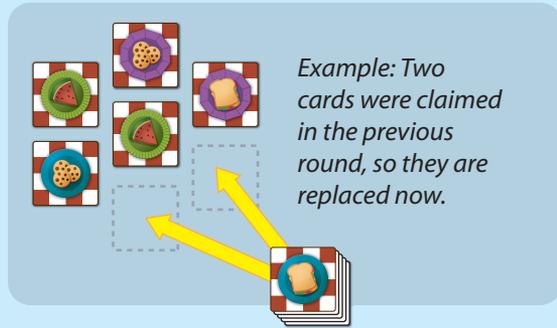
GAMEPLAY

The game will last six rounds. Each round has three phases:

- 1) LAY OUT NEW PICNIC CARDS
- 2) DETERMINE THE STARTING PLAYER
- 3) SEND OUT THE ANTS
- 4) BRING BACK THE FOOD

1) 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 arrangement looks like it did at the start of the game. *In the first round of the game, there will obviously be no missing cards.*



2) DETERMINE THE STARTING PLAYER

IN THE FIRST ROUND OF THE GAME

The **oldest** player is the starting player.

IN ALL LATER ROUNDS

The starting player is the one that has the **fewest tiles** in their anthill.

*(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.)*

In all rounds **except for the first round**, the starting player now **must** take the top Round card from the pile. *(If there are no Round cards left in the pile, the game is **over**; proceed to Scoring.)* The player reveals the Round card to everyone; each Round card provides a special advantage that the player can use later. *(See **Round Cards** for details.)*



Starting player takes the top Round card and reveals it... it's Winged Ants, which will be useful later.

4) BRING BACK THE FOOD

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

1. Any dice that are on the **Puddle** card and any loose dice that are **not touching** picnic cards are returned to their owners' anthills. *There will be no dice on the Puddle at the end of the first round.*

2. Resolve each picnic card that has any dice touching it, one at a time. The player with highest value of ants **on, touching, or overlapping** the card wins it.



Example: Red's dice on this card show 6 ants total. Green's dice show 4 ants total. Red 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.
- Any dice on the card that **aren't the winner's** are returned to their owner's **anthill**.
- **All** of the winner's dice on the card are moved to the **Puddle** card. (*These dice won't be available for rolling in the next round.*) The only exception to this are **Soldier** dice; they are returned to their owners' anthills. The winner then collects the picnic card.



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 such card is just placed on the table in front of you to begin your colony.*) After the first card, a card must be placed so that the **plate** on the new card covers one of the **visible ants** in your colony.



Example: Red collected the purple cookies, then later collected the green watermelon. She rotated it and placed it as shown. The next time she collects a card, she can rotate it any way she wants and place it on any of the ants circled here.

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

Once all steps have been resolved, the round is over. If there are no more Round cards in the draw pile, the game is over; proceed to Scoring. Otherwise, begin a new round.

SCORING

After the sixth and final round, everyone scores! Scoring will be different in every game depending on the Scoring cards in play, although the six Reward tokens on the Majority card will be present in all games.

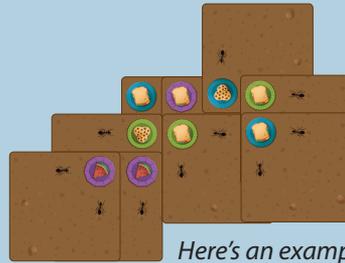
Also, since the Reward tokens are randomly distributed each game, different goals will be more or less valuable than others. Make sure to strive for the more valuable ones for maximum scores!



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

For example in this game, the player who has collected the most:

- Watermelons earns 5 points
- Sandwiches earns 6 points
- Cookies earns 5 points
- Blue plates earns 7 points
- Green plates earns 4 points
- Purple plates earns 5 points.



Here's an example of what a colony might look like at the end of the game... is it enough to win?

Some of the Scoring cards refer to **rows/columns**. A row/column is a horizontal or vertical line of plates. There **can** be gaps in a row/column.

For each card (and each of the six categories on the Majority card), the **single** player who achieves the described goal claims the card and earns its Reward token. If there is a **tie** to win the token, discard the token and give each tied player a **Tie token** worth 3 points.



Tie token

Once all Reward tokens (and/or Tie tokens) have been awarded, each player should tally up the points they've earned. The player with the most points wins!

YOUR ANTS

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

SOLDIER x 1 (sides: 1 1 1 1 1 2 2 2 2 2)



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**: Soldiers **never** go to the Puddle even when they are involved with collecting a picnic card; send them right back to your anthill instead!

WORKERS x 3 (sides: 2 2 3 3 4 4)



Your 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.

SCOUTS x 2 (sides: 1 1 2 2 3 3)



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 end up on a picnic card, you may immediately retrieve it and roll it again (*one time per turn*).

ROUND CARDS

The Round cards act as the game's timer, and also give the starting player a bonus ability that they can use. When you get a Round card, reveal it and read the text to the group. You are allowed to use your Round card **on your own turn only**, unless the card instructs otherwise. It does **not replace** your turn, you 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.

