

AUTHORS:
David Amorín
Ramón Redondo

DESIGNER:
Ramón Redondo

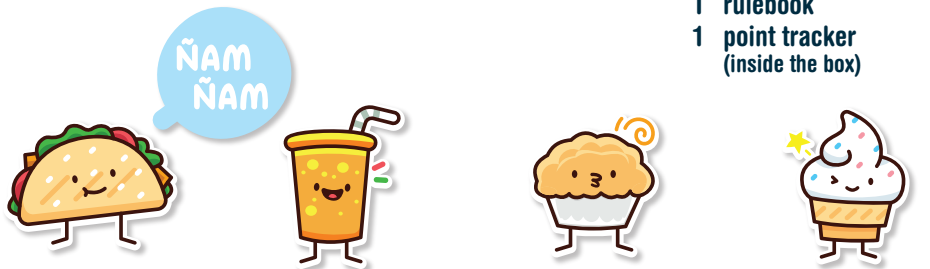
Picnic



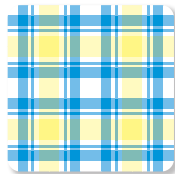
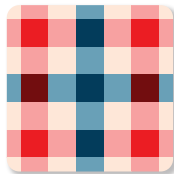
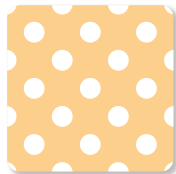
It's a great day and we're all going to the countryside to enjoy a fantastic picnic. Who will set up the best of all?

Picnic

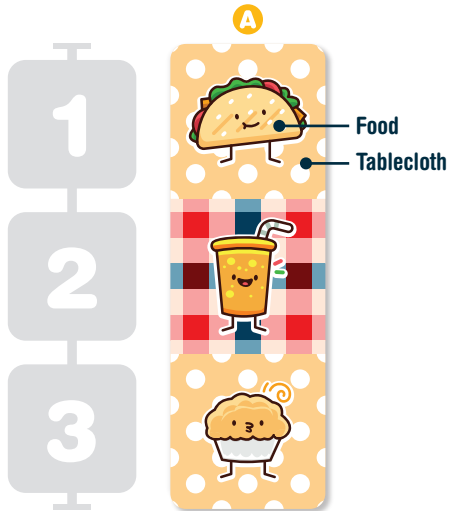
COMPONENTS: 72 Picnic cards
8 Bonus cards
9 color chips
1 rulebook
1 point tracker
(inside the box)



FOODS



TABLECLOTHS

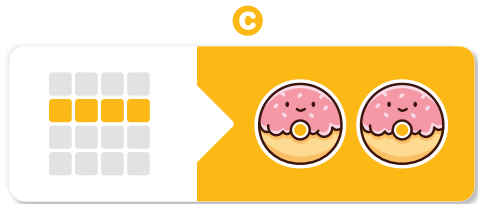
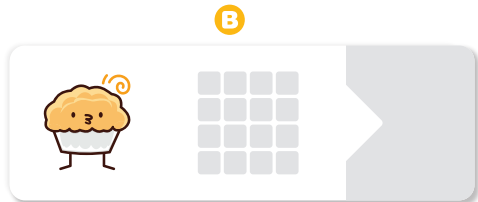


PICNIC CARDS

Picnic cards **A** are divided into 3 cells. Each cell consists of 1 type of food and 1 type of tablecloth.

BONUS CARDS

There are two types: **B** Element Cards and **C** Extra Goal Cards. They are used in the Bonus mode, which is the advanced mode of the game. You can see it on page 9.



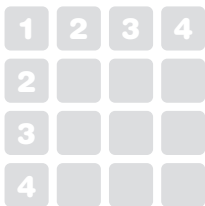
GOAL

Your goal is to place the cards in the most efficient way possible to have the best picnic. You will score for the groups of the same elements (food and tablecloths), so you should try to put together all those that are of the same type.

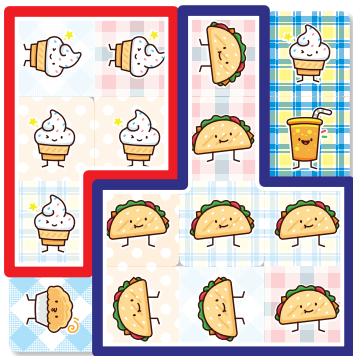


The bigger the group, the more donuts (victory points) you will collect. The player with the most donuts at the end of the 4th turn is the winner.

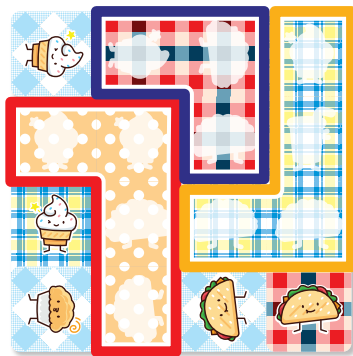
Each player's picnic limit is 4x4 cells.



Picnic zone



2 groups of same type of food



3 groups of same type of tablecloths

SET UP

Assign a colored token to each player and place them all near the point tracker inside the box.



HOW TO PLAY

The SMARTDRAFT™ allows everyone to play their turn at the same time:



Draw 2 cards each from the center deck.



Keep 1 of them and pass the discarded card to the player on the right.

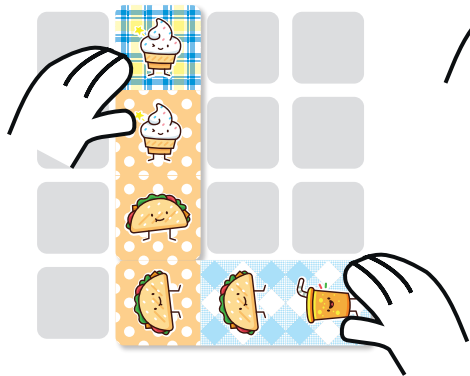


Receive the discarded card from the player on the left.

You can now put the 2 cards in your picnic taking into account the placement rules.

PLACEMENT RULES

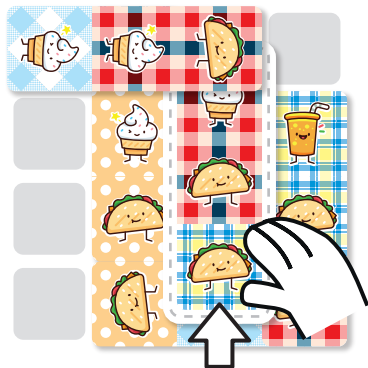
The limit of each player's picnic area is 4x4 ▶ cells and no card must exceed it.



Put the 2 cards on your picnic. Once they are placed, you will not be able to rotate or change their position.

You can overlap your new cards, totally or partially, with each other or with the cards previously placed in your picnic.

It is allowed to place cards below other cards placed in previous turns (Braid mode).

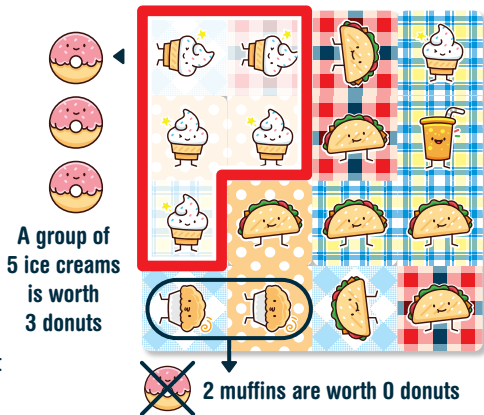


Braid Mode

! Remember that the limit is 4x4 cells and that you cannot change the cards' position

SCORING

All elements of the same type that are orthogonally adjacent form a group. Each group is scored independently: add the equal elements and subtract 2 (groups of 1 or 2 equal elements score 0). Take food and tablecloths into account.



SCORING TABLE

The groups score starting on 3 elements. Use this table to see how many donuts you earn from each group:

ELEMENTS		ELEMENTS	
1	0	9	7
2	0	10	8
3	1	11	9
4	2	12	10
5	3	13	11
6	4	14	12
7	5	15	13
8	6	16	14

GAME END

The game ends after placing 8 cards (4 turns). The player with the most donuts wins. In the event of a tie, the winner is the one with the largest group. If the tie persists, another game is played.



Point tracker inside the box

BONUS MODE

Bonus cards add new scoring rules that affect everyone and that will be different in each game.

! The basic gameplay (mechanics and scoring) remains unchanged.

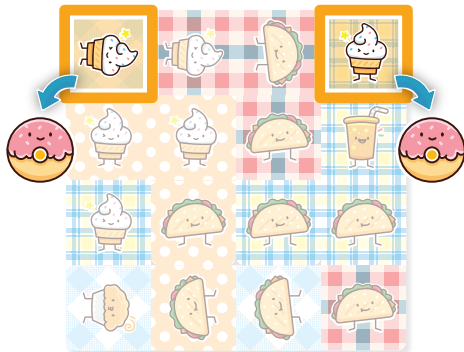
SET UP

Before starting to play, separate the 4 Element cards **B** and the 4 Extra Goal cards **C** cards. Take 2 Element cards randomly and place them on the table. The visible faces indicate the elements (X) on which the new rules will be applied.

Then, take 2 Extra Goal cards at randomly and place one of them over each Element card on the table. The 2 card combinations define the 2 new scoring rules that will be applied in the game.



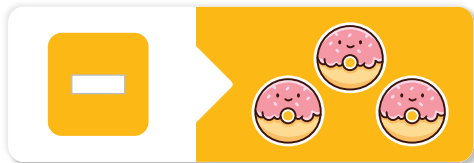
You earn 1 extra donut for every ice cream in a corner



At the end of the 4th turn, you must calculate the donuts obtained with the basic scoring system and add or subtract the corresponding donuts according to the Extra Goals.

EXTRA GOALS

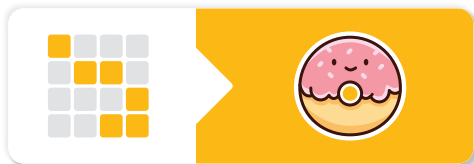
With the **ORANGE** Extra Goal cards, you can get even more donuts.



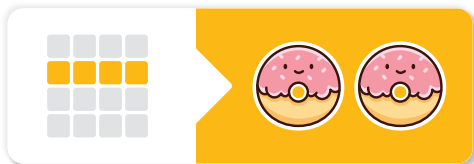
The player (or players in case of a tie) with the least X items wins 3 donuts.



You get 1 donut for each X element in a corner.



You get 1 donut for each independent group of items X . Minimum group: 1 item.



You get 2 donuts for every complete row or column of X items.

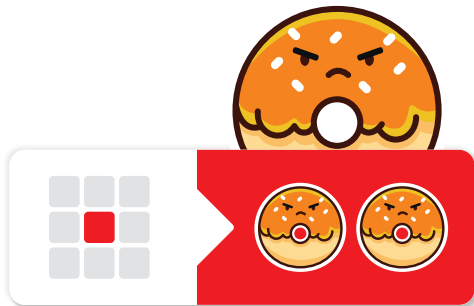
Be very careful with the RED Extra Goal cards because they will make you lose donuts.



The player (or players in the event of a tie) with the most X items loses 3 donuts.



Lose 2 donuts for each X item in the central area.



Lose 2 donuts for each isolated X item.



Lose 2 donuts for each independent pair of X items.

SOLO MODE

Apply the basic rules: take 2 cards each turn, select 1 of them and put the other face-up aside. All discards form the Ghost Picnic that you must overcome. Be careful what you discard.

Adjust the difficulty mode of the game by taking 2 Extra Goals (orange or red):

EASY MODE



MEDIUM MODE



HARD MODE



You don't have to set up the Ghost Picnic; just add the number of times the most repeated food and tablecloth appear. The sum of both at the end of the 8th turn are the donuts (points) that you have to overcome to win the game.



The Ghost Picnic adds the most repeated elements:
10 ice creams + 8 blue tablecloths = 18 donuts



Age



Players



Time



WARNING: Choking Hazard -
Not suitable for children under
3 years of age as it contains
small parts.



MADE IN CHINA



zacatrus!

BrainPicnic