

# Yummy World

## PARTY

at

### Picnic Palace

#### Card Game

It's time to party at Picnic Palace™ atop Sprinkle Tree™!

Flip over cards to reveal all the different and delicious characters of Yummy World®. When you see a set you like, grab it! But don't wait too long, or someone else will nab them first!

Collect sets of the same character to score big points. The rarer the card, the more you will score as you collect more of them! After three rounds it's time to add up your score!

#### COMPONENTS

120 Cards:  
20x Sassy™  
20x Kyle Kiwi™  
14x Baron Von Bacon™  
14x Sunny™  
10x Sprinkles™  
8x Cheezey Pie™  
8x Pauly Pickle™  
6x Flaco Taco™  
6x Franky™  
2x Bunford Burger™  
12x Invitation  
*(with used and un-used sides)*



**Game Design by Phil Walker-Harding**  
2-4 players | 20-30 minutes | Ages 8+

## SETUP

1. In a **3 or 4 player game**, each player takes **3 invitation cards**.

In a **2 player game**, each player takes **4 invitation cards**.

The players lay their invitation cards out on the table in front of them, with the unused Invitation side face-up. Any unused invitation cards are removed from the game.

2. Shuffle the rest of the cards well and place them in a **face-down draw deck** on the table.
3. Randomly choose a player to be the **start player**.

## STARTING A ROUND

The start player takes the deck and deals 3 rows of face-down cards to the center of the table.

In a **2 player game**, the rows are each **9 cards** long.

In a **3 player game**, the rows are each **10 cards** long.

In a **4 player game**, the rows are each **12 cards** long.

The first player then **flips the 2 cards at the start of each row face-up**. (The left-most card in a row is always considered the first card in that row.)



Here is an example of setting up a round in a 3 player game!

# TAKING A TURN

Play starts with the start player. Players will then take turns moving clockwise around the table. On her turn, the active player **must do 1** of the following 3 actions:

## 1. Flip cards face-up.

Flipping new cards face-up doesn't help the player, and it gives her opponents more cards to choose from. However, with only a few precious invitation cards to use each round, this is the most common action taken.

In a **3-4 player game**, the player chooses a row and flips the left-most face-down card in the row face up.



In a **2 player game**, the player then chooses a second card to flip face-up in the same way. It may be from the same row or a different row. On the rare occasion that there is only 1 face-down card left in all of the rows, the player may take this action and just flip that single card face-up.



## 2. Use an invitation to take all the face-up cards in 1 row.

The player may only take this action if she has at least **1 invitation card still face-up** on the unused side. The player chooses a row, and takes all the face-up cards from it. They are placed on the table in front of her, face-up.

The average amount of cards a player will collect with a invitation is about 3. It is helpful to sort collected cards by type, placing them in splayed columns.





After taking the cards, the player **must flip one of her invitations face-down** to the used side.

On the rare occasion that there are no cards left in any of the rows on her turn, the player must take this action, flipping an invitation card but receiving nothing for it.



### 3. Use a Pauly Pickle™ card to take any single face-up card.

The player may only take this action if she has at least 1 Pauly Pickle™ card in front of her. She discards 1 of her Pauly Pickle™ cards from the game. Then she **chooses any 1 face-up card in any row** and takes it, however she may not choose another Pauly Pickle™ card to take this way. The chosen card is placed on the table in front of her, face-up, with any other cards she has collected.

The player then fills the gap in the row she took the card from. This is done by sliding any cards to the left of the one she took, so they fill in the gap created by the taken card.

### Rules for later in the round

If a player has **no face-up invitation cards left** as they have all been flipped face-down to the used side, **she is out of the round**. This player's turn is **skipped** for the rest of the round. This means she takes no further actions in the round (including using a Pauly Pickle™ card).

When only a single player is left with any face-up invitation cards, she alone **continues taking turns** one after the other. This continues until she has used all of her invitations.

When all the players have used all their invitation cards, the round is over. Any **unclaimed cards** remaining on the table are **discarded from the game**.

## ENDING A ROUND

When all the players' invitations have been used, the round is over. It is now time to score!



## POINTS BREAKDOWN

Each player scores each type of card they have collected separately, as follows:



### Sassy™

Number of cards	x1	x2	x3	x4	x5 or more
Points	<b>1</b>	<b>3</b>	<b>6</b>	<b>10</b>	<b>15</b>



### Kyle Kiwi™

Number of cards	x1	x2	x3	x4	x5 or more
Points	<b>1</b>	<b>3</b>	<b>6</b>	<b>10</b>	<b>15</b>



### Baron Von Bacon™

Number of cards	x1	x2	x3	x4	x5 or more
Points	<b>1</b>	<b>4</b>	<b>9</b>	<b>16</b>	<b>25</b>



### Sunny™

Number of cards	x1	x2	x3	x4	x5 or more
Points	<b>1</b>	<b>4</b>	<b>9</b>	<b>16</b>	<b>25</b>



### Cheezey Pie™

Number of cards	x1	x2	x3	x4	x5 or more
Points	<b>1</b>	<b>5</b>	<b>12</b>	<b>22</b>	<b>35</b>



### Flaco Taco™, Franky™, Bunford Burger™

Each is worth 2, 3, and 4 points respectively

**Sprinkles™** and **Pauly Pickle™** cards do not score at the end of the round. Sprinkles™ cards are kept to be scored at the end of the game. Pauly Pickle™ cards are also kept and may be used in later rounds.



Each player **adds up their total score** for the round and announces it to their opponents. Scores may be recorded on a piece of paper. In this case, after scoring, the players discard all their scored cards from the game. Alternatively, the players can keep their scored cards for each round in a separate face-down pile off to the side. At the end of the game, each pile will then be scored separately and these points added together for the player's final score.

After scoring the round, the players then **flip all of their invitation cards face-up**, back to the unused side, ready to start the next round!

The **start player for the next round** is whichever player was the last to use her final invitation in this round.

## ENDING THE GAME

After the third round is complete, the game is over! Any unused cards in the draw pile are ignored.

It is now time for dessert and to score **Sprinkles™** cards!

### Sprinkles™

The players each add up the number of Sprinkles™ cards they have collected throughout the game.

Whoever has the most **scores 10 points**.

If multiple players tie for the most, they split the 10 points evenly, ignoring any remainder. Whoever has the least Sprinkles™ cards (including 0) **loses 10 points**. If multiple players tie for the least, they split the 10 negative points evenly, ignoring any remainder.



On the rare occasion that all players have the same number of Sprinkles™ cards, they each receive 0 points for them.

**Here's an example on scoring  
Sprinkles™ cards!**

Chris has 5 Sprinkles™ cards, Jo has 3 and Meredith and Phil each have 1. Chris scores 10 points for having the most, and Phil and Meredith each lose 5 points for having the least. (If Jo also had only 1 Sprinkles™ card, Phil, Meredith and Jo would each lose 3 points).



**IMPORTANT: In a 2 player game, the player with the least Sprinkles™ cards does not lose any points. Only the 10 points for the most Sprinkles™ cards is awarded.**

Unused Pauly Pickle™ cards are not worth any points.

The player with the **most points** wins the game!

In the case of a tie, the player with the most Sprinkles™ cards wins!

## STRATEGY TIPS

When using a invitation, 3 cards is about average for what you should expect to receive. Sometimes you'll get more, and sometimes you'll want a card so much you'll settle for just 2 or even 1!

When flipping cards face-up, it is usually best to flip cards in the least valuable rows, especially rows with no face-up cards in them. Although sometimes you may want to flip cards in a row that you don't want to tempt a player into taking it!

Late in the game, using a Pauly Pickle™ can be a useful move simply to avoid flipping new cards over.

Be careful about using your final invitation if only 1 other player has invitations left. You might be leaving a whole lot of cards out on the table, and they'll probably be able to grab most of them!

# Rules Summary

**2 PLAYERS:** each player gets 4 invitation cards.

**3-4 PLAYERS:** each player gets 3 invitation cards.

## 3 ROUNDS ARE PLAYED.

At the start of each **round**, deal 3 rows of cards with the **first 2 cards face-up**.

**2 PLAYERS:** Deal rows of 9.

**3 PLAYERS:** Deal rows of 10.

**4 PLAYERS:** Deal rows of 12.

## ON A TURN (must do 1 action)

1. **Flip cards** face-up.

**2 PLAYERS,** flip 2 cards.

**3-4 PLAYERS,** Flip 1 card.

2. Use a invitation to **take all face-up cards in 1 row**.

3. Use a **Pauly Pickle™** to take any 1 face-up card. (Except for another **Pauly Pickle™**).

When a player uses all her invitations, she is out of the round and her turn is passed. The last player to do this starts the next round.

Only **Sprinkles™** and **Pauly Pickle™** cards are kept for the next round.

## SCORE AT THE END OF THE ROUND:



**Number of Cards:** x1 x2 x3 x4 x5+  
**Points** 1 3 6 10 15



**Number of Cards:** x1 x2 x3 x4 x5+  
**Points** 1 4 9 16 25



**Number of Cards:** x1 x2 x3 x4 x5+  
**Points** 1 5 12 22 35



Points

2

3

4

## SCORE AT THE END OF THE GAME:



**Most:** 10 (split between tied players)  
**Least:** -10 (split between tied players)

**2 player games:** Player with the least does not lose points

**Pauly Pickle™ cards are not worth anything.**

Most points wins! In the case of a tie, most **Sprinkles™** cards wins!



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