



Teddy Bears Picnic

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Game Name	Teddy Bears Picnic
Game Type	Card game for Collectors
Number of Players	Two to Three in the basic game
Age Range	5 years to Great Grandparent
Playing Time	20 mins to 1 hour
Complexity	The basic game is very simple and consists of 104 playing cards
Objective	<p>The object of the game is to complete a teddy bear's picnic by feeding all your bears. That sounds ok but there are real bears in the woods who steal your food and eat your teddies. However a tree house and other defensive devices are available to help you protect your teds. A comedy grabber can be found that allows you to move marauding real bears to other players. The game has a wide range of other entertaining features which will keep you and the other players amused for hours.</p>



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RULES

Teddy Bear's Picnic - 2 to 3 players

The aim of the game: You are hosting a picnic in the woods for all your Teddy Bear friends. Feed your bears according to their preferences to gain points at the end of the game (picnic). However, picnics in these woods tend to attract real bears hoping to get a piece of the action - scare them off or send them to visit your opponents, or just kill them to gain extra points.

2 Player Game: Go through the deck before you start and remove one of the Shotgun cards, one of the Ammo cards and one of the Bear Trap cards.

Setting up:- Shuffle the deck and deal each player 3 cards. Decide who is going first in whichever manner you wish.

Round 1: setting up your picnic blanket: In your first turn you pick up 1 card and put it directly into your hand, see **Points to remember**.

Round 2 : The Picnic begins: This round and each subsequent round you will draw two cards. The first card is drawn face up and is what you find in the wood (what happens to you); Deal with this card first - if it is food and you cannot legally put it on the table in front of you, you put it in your hand. Eau de bear may also go to your hand, all else must be played.

Your second card is drawn face down and goes straight into your hand - no need to show anyone else!

Points to remember:-

1. You can only play food cards on to teddies and you cannot put any food cards on the table unless you have Bruce Teddy - and he must be fed first. (Play your first food card on him).
2. In your turn you may play as many legal cards as you like from your hand.
3. Your hand limit is 5 cards at the end of your turn, if you have more discard down to 5
4. You may play any legal card onto an opponent.

Further Rounds: continue as per **Round 2** until one of the end conditions is met (see next page).



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RULES (continued)

Ending the Game:

1. The game ends when any one of the following conditions is met:-
 - a. Someone has 5 or more satisfied Teddy cards at the end of their turn.
 - b. The sum of dead bears (not teddies) on the table is 5 or more at the end of any player's turn.
 - c. One player has 10 or more teddy cards on the table in front of them at the end of their turn.
 - d. If one player has 6 Bruce cards in front of them on the table.

Scoring..

- a. You get the card score point for every 'satisfied' teddy card. A teddy card is 'satisfied' when it has been fed according to the text in its' blurb. You cannot put more food on a Teddy card than satisfies it.
- b. You get 1 point for each dead bear card you have (- if you shoot a bear and kill it, keep it on the table in front of you, but turn it upside-down.)
- c. You get 3 points for a Panda that has been fed bamboo.
- d. You lose the points value of each food item on an unsatisfied Teddy card at your picnic - this means partially satisfied teddy cards; e.g. If you have the card 'Three Bears' and it has one or two food items on it, it is unsatisfied and you lose the food points, you do not gain points for the food on it.

Glossary:

- A **SATISFIED** Ted is one who has been fed with all the food he requires.



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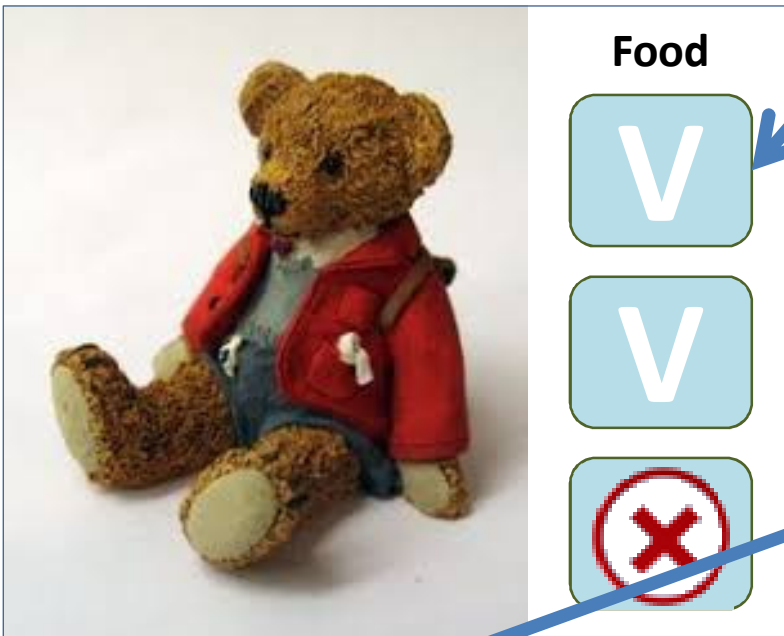


Teddy Card Layout

End of Game Score if Teddy is satisfied - 0 if unsatisfied

SMELLY TED

1



Food required to satisfy Teddy. In this case he needs two vegetarian meals.

Any special powers this Ted might have. In this case you can remove one baby bear from your picnic.



Smelly Ted loves to eat, but meat products are a no-no so he only eats vegetarian food, but it does make him quite farty so he can scare a baby bear away from your picnic on entering the game.

Details of Ted and what he can do

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Food Card Layout

End of Game Score if Teddy being fed is not satisfied

SANDWICH

-1



Sustenance for hungry teddies – 1 item of food.

Type of Food.

N = Normal Food

V = Vegan

S = Special -
read details of
food

Details of Food
and what it can
do

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Effect Card Layout

End of Game Score if described in details

EAU-DE-BEAR

0



Any special powers this Item might have.



Cover one of your teddies in this lovely bear scent, and then lob it at an unsuspecting opponent – any bears in-front of you on the table will go to them. You do not get your teddy back and this card goes on the discard pile!

Details of Item and what it can do

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Cards (108 total)

Cards:

- Teddy Cards** (21) - these include Teddy, Two Teds, Three Teds, Big Jodie and Big Ted. Satisfy the text on the card to score points at the end of the game. You can put these cards on the table in your turn - and if you draw them face up they must go in-front of you, not in your hand. You cannot put food down on these cards unless you have a Bruce card on the table.
- Bruce** (8) - He must be the first bear you feed (as he has the picnic basket). He is also classed as a Teddy and you score points for him as you would with any other Teddy.
- Baby Bear** (6) - When a baby bear is played-on/happens to you he will go for Teddies with food before he goes for unfed Teddies. If you have more than one fed ted, you may choose which gets carried off to the woods... he will also take the food. If you have no Teds with food you may choose which of your Teds on the table (not in your hand) will get carried off.
- Mummy bear** (6) - Will steal a food item from you if possible as soon as she arrives in front of you (resolve her text immediately upon arrival and at the beginning of each of your turns). When you are out of food: If the other players are tied for food items you may choose her destination. If at the start of your turn, no player has food items on the table, Mummy bear returns to the woods (discard pile).
- Daddy Bear** (3) - Does what he says on the card as soon as he is in front of you, and then again at the start of your turn.
- Food Items** (26) - These include; Sandwiches, Sausage Rolls, Scotch-egg, Fruit, Cherry Pie, Honey and Cake.
- Panda Bear** (3) - If someone has placed Bamboo on the table, in their turn they may lure an unfed Panda from any other picnic. A fed Panda is worth 3 points at the end of the game.
- Bamboo** (3) - May be used to lure other player's unfed Pandas, or feed your own.
- Yogi Bear (and Boo Boo)** (1) - This card is removed from the game once it has come into effect.
- More Bears** (1)- Turn cards over from the top of the deck until you come to a bear (Baby, Mummy, Daddy, Panda) and then continue until you find another. Shuffle the deck and the discard pile back together.
- Shotgun** (3)- comes into play tapped (place it on its' side) with 1 bullet counter on it. You can ready your gun in your next turn (see 'In your turn'). If your Shotgun is readied (untapped) you can use it on any bear in front of you at any time.
- Ammo** (3) - You can put this on the table even if you (don't have a gun and) can't use it. Put three bullet counters on it and if you play a Shotgun card, move the counters onto that and place this card on the discard pile.
- Bear Trap** (3)- If your Trap is ready to use (untapped) you may use it to trap a bear in front of you before its' text is resolved. You can release a bear from your trap in your turn or shoot one - but you must wait until next turn to untap it.
- Explosives** (3) - Bears killed do not count towards the communal dead bear limit. It does not blow up Bamboo.
- Eau-de-bear** (3) - The Teddy you 'throw', joins the Teddy/s on the table in front of whoever you 'threw' it at.
- Tree House** (1)- if it is played on you, the effect doesn't start until the start of your next turn. If you play it on yourself in your turn, you may choose whether you want it to start at the beginning of your next turn or immediately. If it is not starting immediately, tap it until the start of your next turn.
- Protective Leggings** (1)- You can wrestle more than one bear with these on (as many as you are plagued by).
- Comedy Long-arm Grabber** (2) - If you steal a fed bear, the food stays behind and can be re-assigned to another bear of that player's choice. If there is no other bear to feed, it stays on the table until they can place a bear.
- Rifling through the rubbish** (2) - Place this card on the discard pile after you have chosen your card.
- Pick-a-card...any-card** (2)- Shuffle the deck and the discard pile together.

Extra Rules... (Add in if you like)

- If someone dies, put all their stuff on the discard pile deal them back in as a new player on their next turn - 3 new cards.
- Eats shoots and leaves... If you have the Panda, Bamboo and a Shotgun you may discard all 3 to remove 3 cards of your choice from anywhere in the game. Put them on the discard pile.
- If you have Mummy bear and Daddy bear in front of you in your turn, you may look through the deck to get out baby bear and place him where you like... Shuffle the deck and the discard pile together.