



Bites

Brigitte Ditt, Wolfgang Ditt

STATS

👤 2-5 players

🕒 20 minutes



COMPONENTS

- ① 1 5-level ant hill
- ② 5 wooden ants
- ③ 50 regular food tokens
 - 10 apple
 - 10 grape
 - 10 bread
 - 10 cheese
 - 10 pepper
- ④ 10 special food tokens
 - 5 chocolate
 - 5 wine
- ⑤ 19 cards
 - 2 Ant Hill
 - 5 Special Rule
 - 6 Chocolate
 - 6 Wine
- ⑥ Special tokens (none of these are used in your first game)
 - 5 Small food tokens, 1 for each type of regular food
 - 4 3D logs
 - 2 3D gold tokens
- ⑦ 1 Rulebook

“I also really appreciate the four different type of cards they have. I like that it helps skew the age range so that you can either play very young and simplify the rules or make it a little more complicated. And also it helps with replayability a lot.”

Girls Game Shelf



SETUP



CARDS

1 FIRST GAME

If this is **your first game** of Bites, take these cards, read them, and place them face up on the table. Return all other cards to the box, you will not use them.

- Ant Hill: Overachiever
- Chocolate: Double fister
- Wine: Collector
- Special Rule: Minimalist (no special rule)

2 NEXT LEVEL BITES

If this is **not your first game** of Bites, then choose one card from each deck (choose randomly, or however you like), read them and place them face up on the table. Return all other cards to the box, you will not use them.

3 ANT HILL

Assemble the ant hill and place it on the table.

TOKENS

4 ANT HILL TOKENS

Take 1 of each of the 5 regular food tokens and place them in a stack by the ant hill. When players move an ant onto the ant hill, they will get to take a token of their choice from this stack.

5 TRAIL

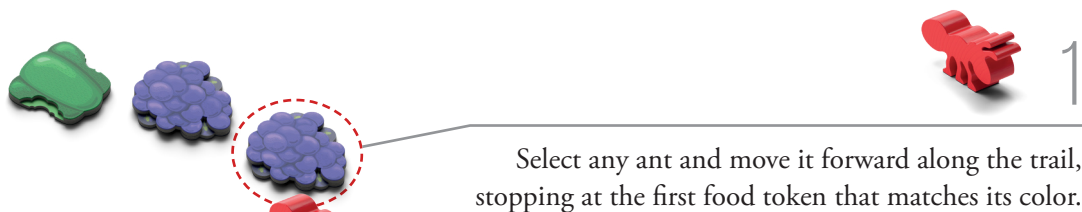
Mix the remaining 55 tokens and spread them into a path with one token following the next and ending at the ant hill. The shape and direction of this path don't matter. It can wind around however you want. Just make sure there are no branches and no parts that cross over. During the game, tokens will be removed from the path and you may need to rearrange it to keep the order of the path clear.

6 ANTS

Place all ants together at the beginning of the trail (the opposite end from the ant hill).

GAMEPLAY

Pick a start player. On Your Turn:



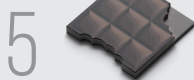
Then take the food token that is directly in front of or behind the ant you just moved. Keep that food token in front of you until the end of the game.



If there is an ant on a food token you are eligible to take, then you may take the next token in that direction that does not have an ant on top of it.



If there are no matching food tokens to move an ant forward to, then you may move that ant onto the ant hill instead. When you move an ant onto the ant hill, take a food token of your choice from the Ant Hill Tokens set aside at the start of the game.



On your turn, you may also spend chocolate you have collected on previous turns to gain the special action as described on the chocolate card in play for this game.



Play continues with the player to your left and proceeds around the table until all the ants are on the ant hill.



CARDS



The cards chosen at the beginning of the game define the rules for this game.

ANT HILL

Describes where ants are placed on the ant hill when they reach the ant hill.



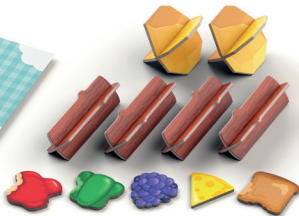
WINE

Wine scores in different ways every game.



CHOCOLATE

Chocolate tokens do not score points, but provide players with a power. The card specifies when the token is used (before, after, or instead of your turn). Chocolate tokens can never be used on the same turn that you collect them.



SPECIAL RULE

A special game changing rule to make every game unique. Note, if this is your first game, you should use the “Minimalist” card, which means there will be no special rule.

SCORING

When all ants have reached the ant hill, the game is over.

Each regular food token is worth points according to the level where its matching ant is standing. Wine tokens are worth points as described on the wine card.

CREDITS

Designers Brigitte Ditt, Wolfgang Ditt
Artists Anca Gavril, Filip Gavril

