Later, Tater!™

a game of mashup mayhem

Tots of Fun

Mashup Mayhem

A *tot*-ally chaotic and fast-paced tabletop survival showdown where every spud's for themselves … until somebody gets **COOKED**.

Race to position your **FIGURINES** ("**SPUDDIES**") across numbered **TATER CHIPS** before the countdown ends. Then roll the die and pray your **SPUDDY** isn't **COOKED**.
Last spud(s) standing scores big.

Game Overview

In **LATER, TATER!**, 2 or more players battle through rapid-fire rounds of pure potato panic. During each countdown, players frantically move their **SPUDDIES** onto numbered **TATER CHIPS** before the roll decides who gets **COOKED**.

Every round:

- **SPUDDIES** can move between **TATER CHIPS**
- **COOKED SPUDDIES** are removed
- A **TATER CHIP** gets **MASHED** and disappears
- The **PLAY ARENA** shrinks and the hysterics are heightened



As the arena gets smaller, the game gets faster, louder, and way more dangerous.

When the dust settles, surviving **SPUDDIES** score points based on how many figurines remain alive.

First player to reach the agreed point total wins eternal potato glory.

Move your **SPUDDY** to avoid getting **COOKED**, roll the die, and survive as the **PLAY ARENA** shrinks round after round. Any remaining **SPUDDIES** score points until someone claims the **GOLDEN TOT**.

What's Inside the Starter Spud Stack

- (12) Collectible **TATER CHIPS**
- (1) **GOLDEN TOT TATER CHIP**
- (5) Shareable **PROMO CHIPS**
- (12) **SPUDDY FIGURINES**
- (3) Dice – (1) d6, (1) d10, (1) d12





Components

EACH PLAYER NEEDS:

- 3 **SPUDDY FIGURINES**
- 3 numbered **TATER CHIPS**

Players can choose matching teams, colors, creatures, or whatever weird little squad speaks to their soul.

Player Setup

The required components vary based on the number of players:

Players	Die Type	Total Figurines	Total Chips
2	d6 (6-sided die)	6	6
3	d10 (10-sided die)	9	9
4	d12 (12-sided die)	12	12

Setup

1. PICK A WINNING SCORE

Game length varies and is *tot*-ally up to you! At the start of each game, players decide the winning point total. A typical game is played to 10 points, (which usually takes about 15 minutes depending on the amount of shenanigans that take place!)

2. BUILD THE PLAY ARENA

1. **START** by gathering **DICE**, **SPUDDIES**, and **TATER CHIPS** according to the total number of players (*See PLAYER SETUP above*).
2. **THEN** arrange the **TATER CHIPS** in a 3-column × 4-row grid (*See table below*).

# of Players	Tater Chips Setup	Dice
2	1 2 3 4 5 6	d6
3	7 8 9	d10
4	10 11 12	d12

3. Depending on number of players, place each die nearby:
   d6 next to rows 1–2, d10 next to row 3, d12 next to row 4

As **TATER CHIPS** are removed during gameplay, you'll downgrade dice to keep things crispy.

(*See **KEEP IT MOVIN'** section for additional rules.*)



How to Play

There are **NO** player turns.

Everybody moves at the same time.

Everybody simultaneously spirals like curly fries!

At the start of **EACH ROUND**, players participate in **MAYHEM** with a collective 5-4-3-2-1 countdown while scrambling to move their **SPUDDY FIGURINES** onto any remaining **TATER CHIPS**.

You and opponents can occupy the same **TATER CHIP** with as many **SPUDDIES** as you wish (no limit!) We call that **STACKING**.

When the **MAYHEM** countdown reaches "zero," players must stop moving their remaining **SPUDDIES** on **TATER CHIPS** and **ROLL** the die!

Play proceeds in rapid rounds.

Each Round

MAYHEM

Players have 5 seconds to reposition remaining **SPUDDIES** to any remaining **TATER CHIPS** (***STACKING*** *allowed*) before the countdown is complete! (*Players may choose to move some, all, or none!*)

ROLL

Roll the die based on remaining number of **TATER CHIPS** (*see **BUILD THE PLAY ARENA***)

COOKED

Every **SPUDDY** standing on the rolled **TATER CHIP** gets removed from the round.

MASHED

After any **FIGURINES** are **COOKED**, flip over the highest remaining **TATER CHIP** from the **PLAY ARENA.**



For example in a 4-player game:
*End of Round 1 → flip over **TATER CHIP** #12*
End of Round 2 → flip over TATER CHIP #11
End of Round 3 → flip over TATER CHIP #10

The arena keeps shrinking until nowhere is safe.

Keep it Movin'

As **TATER CHIPS** disappear, downgrade the die to match the remaining arena size (*see **BUILD THE PLAY ARENA***).

For example in a 4-player game:
*Start with 12 **TATER CHIPS** → begin with d12*
*Once only 9 **TATER CHIPS** remain → switch to d10*
*Once only 6 **TATER CHIPS** remain → switch to d6*

If any the die lands on a **TATER CHIP** that has been removed, OR, has no **SPUDDIES**, then no one gets **COOKED**, proceed to **MASH** by removing a **TATER CHIP**, and return to **MAYHEM** by playing another **ROUND**.

Ending a Round

GAMEPLAY continues until:

Last Spud Standing - only one player has **ANY** remaining **SPUDDIES** in the **PLAY ARENA**

- or -

One Chip To Rule - Multiple players survive together on the last remaining **#1 TATER CHIP**



Scoring

Players score points equal to the number of their own remaining **SPUDDIES.**

For example:

- 3 surviving figurines = 3 points
- 2 surviving figurines = 2 points
- 1 surviving figurine = 1 point

If multiple players survive together on the final **TATER CHIP**, everyone scores 1 point for each of their own surviving **SPUDDIES**. Then reset the **PLAY ARENA** and play another **ROUND**.

Winning the Game

The first player to reach the agreed point total wins (*most games are 10 points*), and is awarded the **GOLDEN TOT TATER CHIP** to flaunt at the next **GAME**.

HiBEEB'S House Rules

These optional "special rules" are designed to give an advantage to the small fries in your family. But we encourage you to come up with your own wacky rules and share them with us on social!

1. **"The GOLDEN Safety!"**
   Once per ROUND, the GOLDEN TOT TATER CHIP can be used to protect 1 SPUDDY from getting **COOKED**! (*Can be used by the youngest player or last GAME's winner. (just make sure you agree before the new GAME is started)*
2. **"No No, I Didn't Roll That."**
   Once per ROUND, the youngest player may re-roll if their own **SPUDDY** got **COOKED**.
3. **"Tot-ally Not Cheating"**
   Once per **ROUND**, the youngest player may secretly hide or ignore the die roll and **COOK** any number in the **PLAY ARENA** they they choose.
4. **"I Don't Care, We're Starting Over."**
   Regardless of points, the youngest player can protest or declare victory (no arguments allowed). The current game immediately ends and everyone resets to 0 points.
5. **"Big Spuddies Share"**
   Whenever the oldest player scores points, the youngest player also gains 1 bonus point. Because no fry gets left behind.