

Picnic



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4-10



PicNIC

Contenu • Contents • Inhalt • Contenido • Contenuto
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x 1



x 1



x 4



x 8



x 8



x 8



x 3



x 4



The rabbits and foxes are organising a big picnic: they've found the place, but not the food. They've decided to look for it in teams, and tie themselves together so they don't get lost. Which team will bring back the most fruit and vegetables?

Contents: 4 rabbits and 4 foxes tied together in pairs, 1 "Picnic" tile, 16 "Destination" tiles (4 "Flower Garden" tiles, 4 "Mountain" tiles, 4 "Forest" tiles, 4 "Countryside" tiles), 1 wheel, 27 "Food" counters (8 apples, 8 watermelons, 8 carrots and 3 pineapples).

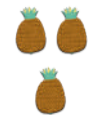
Concept: Each tied-together team of one rabbit and one fox moves from tile to tile, gathering as much food as they can find for the picnic!

Aim of the game: to make the longest line of food.

Getting the game ready:

- Place the "Picnic" tile in the middle of the table, and spread all the "Destination" tiles randomly around it with the pineapple side facing down.
- Place the apple, watermelon and carrot counters randomly on the "Destination" tiles: put 2 counters on the 8 tiles that are furthest from the picnic, and 1 on all the others.
- Place the wheel on the table so that everyone can reach it, and set the 3 pineapple counters to one side.

Each player chooses a pair of animals in a different colour and puts them on the "Picnic" tile.



Playing the game:

The youngest player starts, then play continues in a clockwise direction. When it is their turn, the player spins the wheel. The hands point to two destinations: the top one is for the rabbit, and the bottom one for the fox.

If the string tying them together is long enough to do so, the player can then move 1 of their 2 animals to the "Destination" tile shown.



- When an animal lands on a tile with 1 or 2 "Food" counters on it, the player takes the counter of their choice.
- When an animal lands on a tile with no "Food" counters on it, the player turns over the tile. If they find a pineapple on the other side of the tile, they take a pineapple counter: if they don't, nothing happens. They leave the tile turned over.
- When an animal lands on a tile showing a pineapple, nothing happens. This is because another player has already collected it.

In this example, the rabbit must go to a "Flower Garden" tile, or the fox to a "Countryside" tile.

Careful! The string between your animals must not cross over the string belonging to another player's pair.



Note 1: Only 1 animal can be on a tile at any given time, except for the "Picnic" tile.

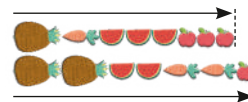
Note 2: A player might not be able to go on their turn for two reasons: there might be strings between other players' pairs blocking their way, or the Destination tiles they could go to are already occupied. In either of these cases, the player cannot move and their turn is over.

Once their turn is over, the game moves on to the next player.

End of the game:

The game ends when all 3 pineapples have been won.

All the players line up their "Food" counters (apples, carrots, watermelons and pineapples) and the player with the longest line wins.



Advanced version:

In the advanced version, only the rabbit can collect carrots, and only the fox can collect watermelons. Both animals can collect apples (and pineapples).

A game by Johan Benvenuto and Kévin Jost