



# Pique-nique

2 to 4 players

10 min

Cooperative

20th century

France

*Chic! Chic! A picnic with friends...as long as everything goes well. This game is the adaptation of the « four paths » Lucette Champavoine.*

## Material

1 board, 24 "time" markers, 4 pieces of different colors, 1 color dice.

## Game's goal

Friends have to picnic and go home before dark.

## Progress

- **In the beginning**

The pieces are in their respective houses.

No "Time" marker is placed on the game board: they stay next to it.

- **The moves**

The pawns follow the path of colors starting from their house, and go to the center of the game, for a picnic.

In turn, each player rolls the die and advances his piece to the first square of the same color in his path. If no box matches the color of the die, the player's pawn will arrive either at the picnic (on the way out) or in his house (on the way back).

When a player has arrived earlier than the others, he continues to play to help his friends join him (go) or go home (back).

- **The time**

If a player makes the color of the time, he places a time marker on a square of the timeline.

If all the boxes of the time are filled, the night has fallen: all the children lose the game.

- **The picnic**

When all the friends are gathered in the center of the game, they have lunch. Each rolls the die and announces what he eats the color of the die. For example, I eat spinach, beans and an apple (everything is green, of course!). During the picnic, the time is suspended: no time marker is set and you must restart the die.

Once the meal is over, the children return home, following the path in the opposite direction. Time is gone again. Quick ! You have to hurry back before night falls! If a child arrives at home before others, he continues to play to help his comrades return home.

- **End of the game**

If all the "Time" boxes are filled, the night has fallen: everyone loses the game.

If all players are in their homes before dark, the picnic went well: everyone won!