

Rules of the game



Le pique-nique
de **Facteur
Souris**
Mr Postmouse's picnic



 Xavier Violeau

 Marianne Dubuc

Materials

1 double-sided forest board



sparse forest
(green edge = easy)



dense forest
(orange edge = difficult)



1 wooden
Mr Postmouse pawn



5 Friends pawns

Variant



1 wooden
Dragon pawn



4 tiles with a forest back:
• 4 Dragon



1 tile with an envelope back:
• 1 Rain

43 basic tiles



33 tiles with a forest back:

- 10 Path
- 12 Mr Postmouse
- 3 Friends
- 2 Rain
- 6 Night



7 tiles with a star back:

- 5 Path
- 1 Friends
- 1 Rain



3 tiles with an
envelope back:

- 3 Tent



1 Tent token

Story

Mr Postmouse wants to organise a picnic this afternoon. He has to get the invitations out to the people in the forest before it gets dark. But the rain is threatening to stop him from telling his friends...

Set up

1

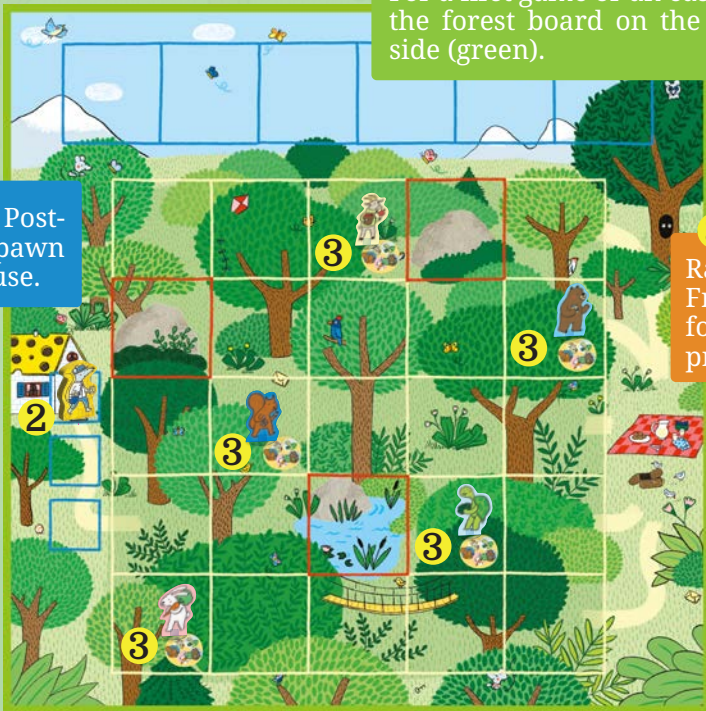
For a first game or an easy game, place the forest board on the sparse forest side (green).

2

Place Mr Postmouse pawn on its house.

3

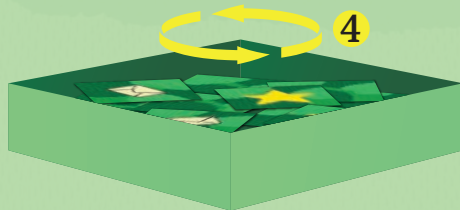
Randomly place the Friends pawns in the forest in the spaces provided on the board.



4

Place the 43 base tiles in the lid of the game box and mix gently so that the tiles remain face down.

4



Goal of the game

Mr Postmouse's picnic is a cooperative game, with everyone playing together to win!

You'll have to build a path so that Mr Postmouse can distribute the picnic invitations to his friends in the forest, before it gets dark.

What's more, you'll have to get Mr Postmouse to the picnic site where he can join his family and guests.

But watch out, the rain is threatening...



Watch out for the Night tiles: when the total of 6 is reached on the board, the game is over!



Distribute the picnic invitations to as many friends as possible.



Use the path tiles to build a passage for Mr Postmouse through the forest to the picnic site!



If a Rain tile is drawn, Mr Postmouse will have to turn back to seek shelter.



The Tent tile can be used to create a shelter so that Mr Postmouse doesn't have to turn all the way back if it rains.

Victory conditions

✦✦ Victory ✦✦

Mr Postmouse arrives with 4 guests at the picnic site before nightfall.

Congratulations, the picnic was a success.

🌿 Triumph 🌿

Mr Postmouse arrives with 5 guests at the picnic site before nightfall.

Well done, the picnic is great, everyone's there!

The game is lost

If all 6 "Night" tiles have been drawn.

OR

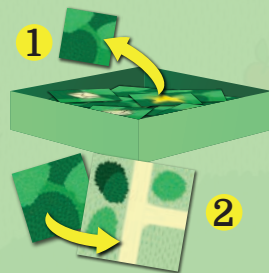
If Mr Postmouse has arrived at the picnic with fewer than 4 guests.

Game turn

Whoever has last seen a postman starts the game. Each player takes a turn, clockwise.

There are two mandatory actions:

- 1 choose a tile from the lid.
- 2 reveal the tile and apply its effect.



The tiles

The different tile backs

Tiles with a forest back



These are the most common. There's a bit of everything here.

Tiles with a star back



These contain paths with intersections.

Tiles with an envelope back



These allow Mr Postmouse to set up a tent to take shelter in if it rains.



Basic tiles and their actions

Path tiles



Path tiles (10 with a forest back and 5 with a star back): these are used to build the path through the forest.

If you decide to place it:

- 1 the new tile must be adjacent to and connected by at least one path to the tiles already in place;
- 2 a Path cannot be placed on a path, on a rock, on a lake or outside the forest;
- 3 if a friend pawn is present on the space where the path is to be placed, place the friend pawn on the Path tile;
- 4 if this is the first Path, it must be adjacent to the visible path next to Mr Postmouse's house;
- 5 the last Path must be adjacent to one of the paths leading to the picnic.



Please note: you can only keep one tile in front of you!

If you decide not to place it:

you can keep it in front of you to play it later. If you already have a tile in front of you, you must place one on the board or permanently discard one of the two tiles (it is removed from play until the end of the game).

Tent tiles



Tent tiles (3 tiles with an envelope back): these allow Mr Postmouse to place or move the Tent token on the square where he is. He can take refuge there if it rains so that he does not have to leave his house (see *Rain tile on page 8*).

After use, the Tent tiles are removed from the game.



Mr Postmouse tiles



Mr Postmouse tiles (12 tiles with a forest back): these allow Mr Postmouse to move along the path.

You can choose whether or not to use them:

If you use it:

1 Mr Postmouse's pawn moves forward on the path by as many squares as the number of arrows shown on the tile (from 1 to 3);



2 if Mr Postmouse enters a friend's square, move the friend's pawn to the picnic spot;

Mr Postmouse tile is then removed from the game.



If it is not used:

you can keep it in front of you to play it later. If you already have a tile in front of you, you must use or permanently discard one of the two tiles

Remember: you can only have one tile in front of you.

Friends tiles



Friends tiles (3 tiles with a forest back): these allow Friends to move around the forest.

Move a Friend of your choice the number of squares indicated on the tile (1 or 2) without taking into account any obstacles: path, rock or pond. Diagonal movements are not possible.

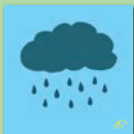
If, while moving, a friend meets Mr Postmouse on the path, he receives his invitation letter. Move the friend to the picnic site.

The Friends tile is then removed from the game.



Please note: friends placed on a pond or rock cannot receive their invitation.

Rain tiles



Rain tiles (2 tiles with forest back):

it's raining. Mr Postmouse has to turn back and take shelter to protect his invitations.

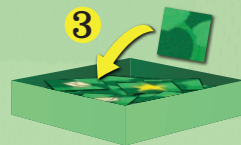
- 1** Move Mr Postmouse's pawn to his house or to the Tent (if he has built one).



- 2** The tile is not removed from the game (this is indicated by the "put back in the lid" icon).



- 3** Put the tile back in the lid where you drew it. Now you know where it is, don't draw it again!



Night tiles



Night tiles (6 tiles with a forest back):

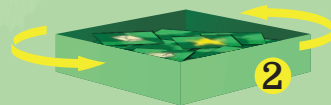
- 1** Place the tile on the Night squares at the top of the Forest board.



If there are still free Night squares (this is not the 6th Night tile):

night begins to fall and the wind blows.

- 2** Shake the box slightly horizontally to mix the tiles. The game continues and the next player can play.



If the last Night box is filled (this is the 6th Night tile):

it's dark.

- 3** The picnic is off. You've lost the game. But Mr Postmouse is brave. He'll try again soon!



Additional challenges

Depending on the challenge you want to take on, you can choose a forest that offers more or less difficulty.

Easy board: Sparse forest (green edge) with fewer obstacles and more exits.



Difficult board: Dense forest (orange edge) with more obstacles and fewer exits.



For an extra challenge, you can also add optional tiles to the basic tiles.

Difficulty level



A Rain tile (with an envelope back)

Set up: add the rain tile (with an envelope back) to the basic tiles inside the lid of the box.

Action : it has the same effect as the basic Rain tiles, but has an envelope back like the Tent tiles. *It's a trap!*

After use, the tile is not removed from the game. Instead, return it to where you drew it from the lid.



Variant



The variant of the Dragon with a cold

« *Can I come to the picnic? Atchoo!* » asks the dragon.

Mr Postmouse would like to invite him, but not today, the dragon is sick!

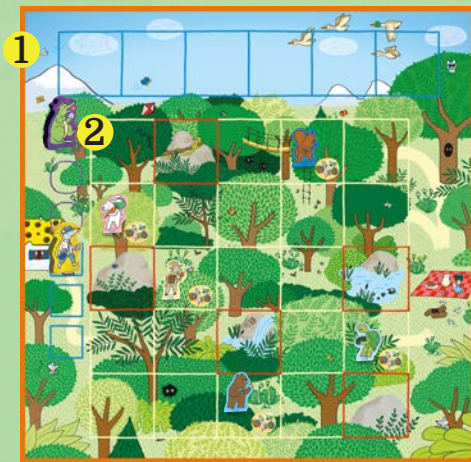
The dragon has a cold and sneezing could burn all the invitations.

With this variation of the game, in addition to avoiding the rain, Mr Postmouse will have to run fast enough to avoid being caught by his friend; the Dragon with a cold. If the dragon catches Mr Postmouse, his sneezes will burn the invitations and jeopardize the picnic.



Set up

- 1 Place the Forest board on the difficult side and set up as usual.
- 2 Place the Dragon pawn on its starting square in the top left-hand corner.



- 3 Add and mix the 4 Dragon tiles, face down, in the lid.



Tiles effect

Dragon tiles (with forest back):

- 1 the Dragon is chasing Mr Postmouse. Move him along the path by the number of arrows drawn on the tile (1 or 2). He takes the shortest possible route to get to Mr Postmouse. In the event of a tie, the player who drew Mr Postmouse decides;



- 2 put the tile back in the lid where you drew it. Now you know where it is, so don't draw it again!



Special rule: if the Dragon arrives on the Mr Postmouse's square, he sneezes on the invitations and burns them!

The game was lost immediately.
There will be no picnic today.
Maybe next time...

The world of Mr Postmouse

The authors' words:

Xavier Violeau:

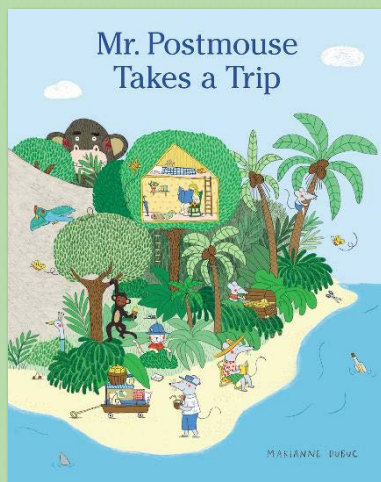
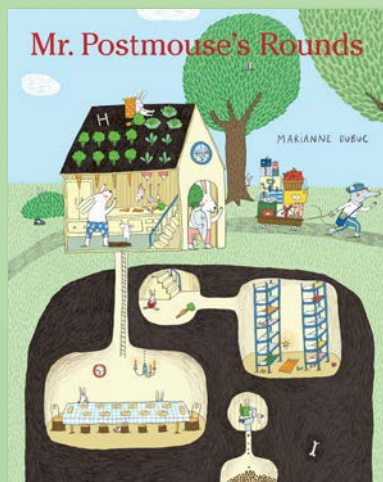
In my first game for Oka Luda, Doudou, investigators had to find their mischievous stuffed toy hidden in the bedroom.

For this second collaboration, I invite you to help Mr Postmouse cross the forest to deliver letters of invitation for a picnic with friends. But the rain is threatening and night is approaching. Will you be able to rise to the challenge?

Marianne Dubuc:

Do you know Mr Postmouse? The experienced postman who travels the forest and the universe to deliver his packages? Now he's embarking on a new adventure!

I had a lot of fun working on this new game with Chris, Yolaine and Xavier from the Oka Luda team and Bérangère from Casterman. I hope you'll have fun getting all the Mr Postmouse's friends together for the big picnic!



Check out the picture books published by Kids Can Press!



Mr. Postmouse's Rounds and *Mr. Postmouse Takes a Trip*, originally published in French by Les Editions Casterman s.a. Marianne Dubuc © Casterman. English translation © Kids Can Press

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