

Game Rules



**Mr.
Postmouse's
Picnic**
Deliver the invitations in time!



 Xavier Violeau
 Marianne Dubuc



Components

1 double-sided forest board



sparse forest
(green edge = easy)



dense forest
(orange edge = difficult)



1 wooden
Mr. Postmouse piece



5 Friends pieces

Variant



1 wooden
Dragon piece



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 organize a picnic this afternoon. He has to get the invitations out to his friends in the forest before it gets dark. But the rain is threatening to stop him from making his rounds...

Set up

1

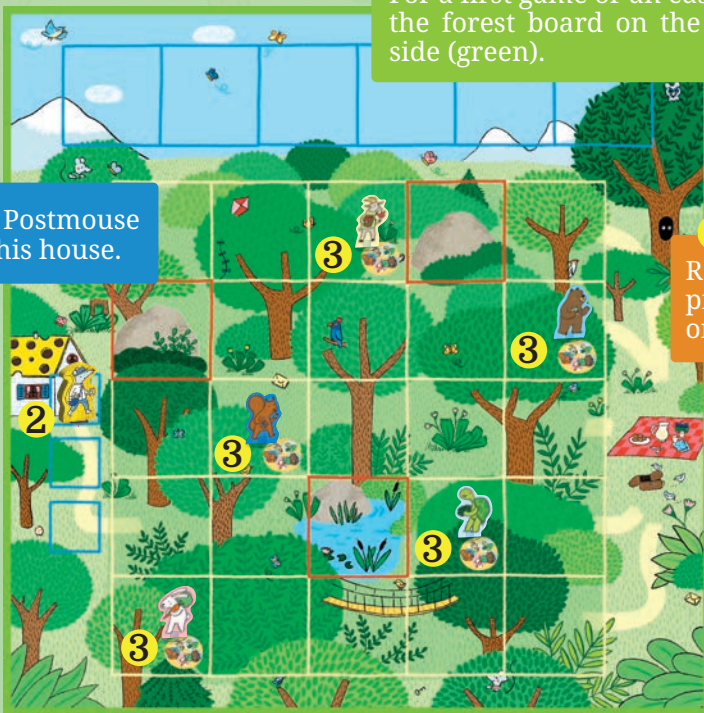
For a first game or an easy game, place the forest board on the sparse forest side (green).

2

Place Mr. Postmouse piece on his house.

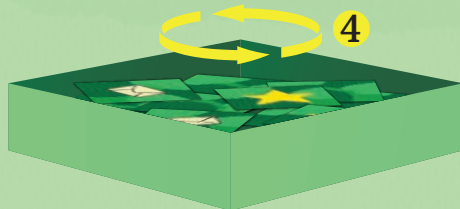
3

Randomly place the friends pieces in the forest spaces 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.



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.

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

But watch out, the forecast calls for rain...



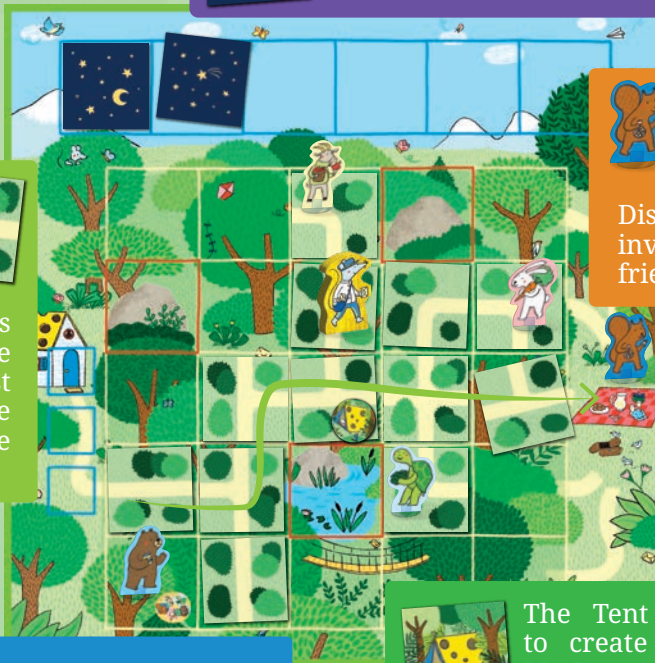
Watch out for the Night tiles: when you have placed 6 on the board, the game is over!



Distribute the picnic invitations to as many friends as possible.



Use the path tiles to build a route through the forest so Mr. Postmouse can get 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 go 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

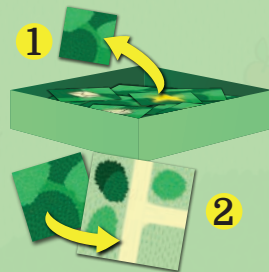
If Mr. Postmouse arrived at the picnic with fewer than 4 guests.

Game Turn

The person who saw a postman most recently starts the game. Players each take turns, in clockwise direction.

There are two mandatory actions:

- 1 Choose a tile from the box.
- 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 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 place one of these tiles:

- 1 If this is the first Path, it must be placed next to the path leading from Mr. Postmouse's house;
- 2 The new tile must be placed next to another tile, and it must be connected to it by at least one path;
- 3 A Path cannot be placed on another path, on a rock, on a lake or outside the forest;
- 4 If there is a Friend piece on the space where you are placing a path, place the Friend piece on the Path tile;
- 5 The last Path must join one of the path tiles to the picnic.

If you choose to not place it:

You can keep it in front of you to play 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).



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

Tent Tiles



Tent tiles (3 tiles with an envelope back):

These allow Mr. Postmouse to place or move the Tent token onto his space. If it rains, he can hide in his tent so that he doesn't have to go all the way back home (see *Rain tile on page 8*).

After they've been used to place the token, 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 piece moves forward on the path by as many spaces as the number of arrows shown on the tile (from 1 to 3);



2 If Mr. Postmouse enters a space with a Friend, move the Friend's piece to the picnic spot; The Mr. Postmouse tile is then removed from the game.



If you do not use 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 either 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) ignoring all obstacles: path, rock or pond. Diagonal movements are not possible.

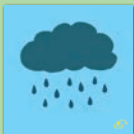
If, while moving, a friend meets Mr. Postmouse on the path, they receive their invitation letter. Move the friend to the picnic site.

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.

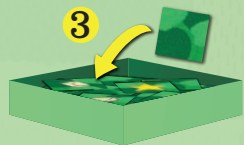
- 1 Move Mr. Postmouse's piece to his house or to the Tent (if he has built one).



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



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

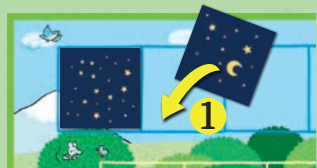


Night Tiles



Night tiles (6 tiles with a forest back):

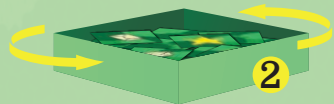
- 1 Place the tile on the Night squares at the top of the Forest board.



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

Night begins to fall and the wind blows.

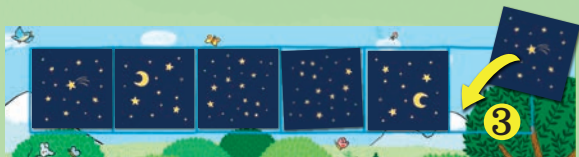
- 2 Shake the box slightly horizontally to mix the tiles. The game continues and the next player can play.



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

It's dark.

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



Example

1



Leon drew a Tent tile, and placed the Tent token on the space with Mr. Postmouse. If a player ever draws a Rain tile, at least Mr. Postmouse will not have to retreat all the way to his house!

2



Clara draws a Mr. Postmouse tile, decides to move Mr. Postmouse forward on the patch and meets the Squirrel on the way. The Squirrel immediately joins the picnic.

1



2

3

2

3



Camille draws a Rain tile and they have to move Mr. Postmouse back to the tent!

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)

Setup: 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 box.



Variant



The variant of the Dragon with a cold

"Can I come to the picnic? Achoo!" asks the Dragon.

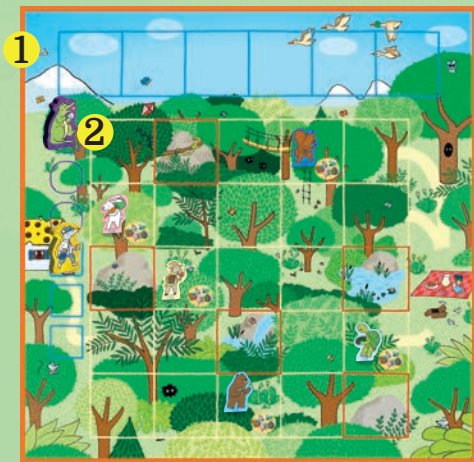
*Mr. Postmouse would like to invite him, but not today, the Dragon is sick!
The Dragon has a cold and his sneezing could burn all the invitations.*

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.



Setup

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



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



Dragon Tile Effect

Dragon tiles (with forest back):

The Dragon is chasing Mr. Postmouse. Move him along the path by the number of arrows drawn

- 1 on the tile (1 or 2). He takes the shortest possible route to get to Mr. Postmouse. If there are two paths of equal length, the player who drew the Dragon decides which to take.



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



Special rule: If the Dragon lands on Mr. Postmouse's space, he sneezes on the invitations and burns them up!

You have lost the game.
There will be no picnic today.
Maybe next time...

The world of Mr. Postmouse

The designer's words:

Xavier Violeau:

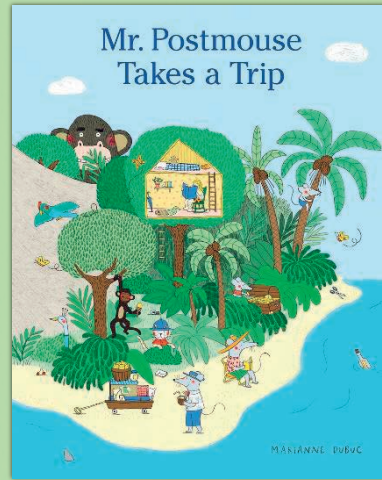
In my first game for Oka Luda, Doudou, investigators had to find their mischievous stuffed toy hidden in the bedroom.

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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