

PICNIC

BY CESAR ANDRES

GAME CONTENT

96	CODE CARDS
6	CODE STEAL CARDS
4	WILD CODE CARDS
4	SECURITY CARDS
2	HACKING CARDS

SET UP

- 1. SHUFFLE CARDS**
- 2. HAND EACH PLAYER 5 CARDS**
- 3. PUT THE REMAINING CARDS IN THE CENTER FACE DOWN.
THIS WILL BE THE DRAW PILE.**

OBJECTIVE

COMPLETE ALL CODE SETS BEFORE YOUR OPPONENT

- 1. HELLO WORLD**
- 2. IF**
- 3. STATEMENTS**
- 4. LOOP**
- 5. ARRAY**
- 6. POINTER FILES**

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GAME PLAY

EACH PLAYER MUST PICK UP 2 CARDS FROM THE DRAW PILE DURING EACH TURN.

THEN EACH PLAYER CAN PLAY UP TO 3 CARDS ON THEIR TURN. A PLAY IS CONSIDERED ANY CARD THAT IS LAID ON THE TABLE . ACTION CARDS PLAYED INTO THE MIDDLE. YOU DO NOT NEED TO LAY ALL 3 CARDS TO PLAY IF YOU DO NOT WANT TO.

THERE WILL BE 2 PLACES WHERE CARDS CAN BE PLAYED DURING A TURN : A PLAYER CAN PLAY CODE CARDS FACE UP IN FRONT OF THEM OR ACTION CARDS IN THE MIDDLE DISCARD PILE.

AT THE END OF A TURN, A PLAYER CANNOT HAVE MORE THAN 8 CARDS IN THEIR HAND. IF THEY DO, THEY NEED TO DISCARD THE EXCESS CARDS INTO THE DISCARD PILE IN THE MIDDLE.

**IF DRAW PILE FINISHES, RESHUFFLE DISCARD PILE.
IF YOU MISS A STEP YOU MISSED A STEP, NO REDOS.**