

**PICNIC**

**BY CESAR ANDRES**

# GAME CONTENT

<b>96</b>	<b>CODE CARDS</b>
<b>6</b>	<b>CODE STEAL CARDS</b>
<b>4</b>	<b>WILD CODE CARDS</b>
<b>4</b>	<b>SECURITY CARDS</b>
<b>2</b>	<b>HACKING CARDS</b>

## 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.**



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