

# PIC CHALLENGE



5+



15min



2 - 4



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Romaric Galonier





Retrouvez la page du jeu et la règle en vidéo

Find the game's webpage and the rules in video

Encuentra la página web del juego y las reglas en video

Guarda il video delle regole e la pagina web del gioco

Vind de webpagina van het spel en de spelregels in video

Finde die Webseite des Spiels und die Spielregeln als Video

# CONTENU - CONTENTS - INHALT CONTENIDO - CONTENUTO - INHOUD



x 32



x 10



x 10



x 6





5+



15 min



2 - 4



*Set off on the climb to Mont-Haut!  
The hike will be long and full of twists and turns.  
The first hiker to reach the summit wins the race!  
Ready, set, go?*

### Aim of the game:

Be the first to reach the summit.

### Game Setup:

1. Arrange the boards sequentially from the lowest to the highest to form the hiking trail  
*Note: The first space must be the starting sign, and the last must be the summit.*
2. Create three separate face-down decks with the following cards:
  - **Ascent cards** (blue back)
  - **Chance cards** (green back)
  - **Descent cards** (red back)
3. Place the die nearby.
4. Each player chooses a hiker's pawn and places it on the starting sign space.
5. Deal 3 Ascent cards to each player.



4

1

2



3



5





**How to play:**

The last player to have climbed a mountain starts and play proceeds clockwise.  
The game ends as soon as a player reaches the last space on the track: the summit.

**Playing your turn**

The active player chooses a card from their hand (Ascent or Chance), reveals it, and applies its effect.

Depending on the space they land on, they apply any corresponding action.  
The used card is discarded, and if needed, the player draws a new Ascent card to maintain three cards in hand. The next player takes their turn.

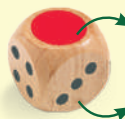
**• Ascent Cards:**



Move the pawn forward by the indicated number of spaces.

Roll the die and apply the corresponding effect.

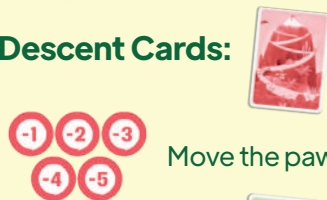
**• Die effects:**



Roll a Descent card and apply its effect immediately.

Move forward by the rolled number of spaces.

**• Descent Cards:**



Move the pawn backward by the indicated number of spaces.

**• Chance Cards:**



Move forward 10 spaces.



Move to the leading player's space and trigger a Meeting.



Copy the effect of the last played card.



Move to the next Mushroom space.

Depending on the space the active player lands on, they must immediately apply the corresponding action.

## • Board Spaces:



**Starting sign:** The beginning of the hike. If a player returns here, they draw a Clover card.



**Path:** Nothing happens.



**Warning! Some are delicious, others poisonous!**  
Roll the die and apply the result.



**Oh, what a cute marmot! I'll follow it.**  
Draw an Ascent card and take another turn.



**A four-leaf clover! What luck!**  
Draw a Chance card and add it to your hand.



**Great, a party! Everyone dances!**  
Swap hands with a player of your choice.



**Warning! The current is too strong!**  
Draw a Descent card and apply its effect immediately.



**Summit:** The end of the hike.

### Note:

Space effects only trigger during a player's turn. If a pawn is moved due to another player's action, it does not activate the space effect, except for the Clover space, where a Chance card is drawn.

## • Meetings:

If a player lands on a space occupied by another player, a Meeting occurs.  
The space's effect is canceled.

Both players roll the die.

The highest roll wins and stays on the space.

The loser draws a Descent card and applies its effect immediately.

### Notes:

- The two red faces count as 0.
- In case of a tie, players roll again.

If the loser's movement causes another Meeting, it is resolved immediately.

**End of the Game:**

The first hiker to land exactly on the summit space wins.

**Warning:** If their movement exceeds the space, they must move backward accordingly and wait for their next turn to try again.

**Variant:**

The hiking trail can be rearranged in different ways, as long as the starting sign remains the first space and the summit the last.

**Credit:**

**Author:** Romaric Galonnier

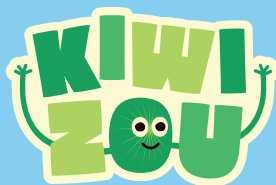
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# PIC CHALLENGE

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