POULE POULE

It's the Cannes Film Festival and the preview of the film "**Poule Poule**" is turning into a nightmare. Indeed, just under an hour before the projection, clumsy Waf mixed up all of the film reels ! To help Cocotte, who does not have a minute to lose, and to avoid that Crack does not crack up for good, we must reassemble the film as quickly as possible ! And don't forget, the story ends with the fifth egg !

A GAME BY CHARLES BOSSART • ILLUSTRATED BY PAULINE BERDAL

Number of players: 2 to 8 • Age: 8+ • Duration: 20 minutes

HOW TO PLAY ?

First of all, choose a player as the director, the "**Poule-poule Master**" (PPM), for the game or just for a round (in this case, the players will each play the PPM, in turn, clockwise). The PPM will stack the cards, one by one, on top of each other in the center of the table. Once placed, these cards will compose the Movie. Meanwhile, the other players will just have to count the eggs !

For your first game, start only with the three main actors: **CRACK (THE EGG)**, **COCOTTE (THE HEN)** and **GRRR (THE FOX)**, in the following proportion: 15 Eggs, 10 Hens and 10 Foxes.

Movie example:

1 / WHEN AN EGG ARRIVES IN THE MOVIE: THE EGG IS AVAILABLE.



2 / WHEN A HEN ARRIVES IN THE MOVIE AND THERE IS AN EGG AVAILABLE, SHE SITS ON IT. THE EGG IS, THEREFORE, NO LONGER AVAILABLE.



3 / WHEN A FOX ARRIVES IN THE MOVIE AND THERE IS A HEN SITTING ON AN EGG, HE HUNTS HER. SUDDENLY, THE EGG BECOMES AVAILABLE AGAIN !



YOU COUNTED 5 EGGS ? HIT IT ! !



The fastest player to hit the Movie, as soon as it has at least 5 Eggs available, scores 1 point.

A point is represented by a colored Egg section. A new round can begin !

The first player who reaches 3 points - who has assembled a complete colored egg - wins the game.

A PLAYER CONTRADICTS ? ASK FOR SLOW MOTION ! !

When a player hits the Movie, others may choose not to question his words, and then **hit his hand**, or, **do not hit**, to **contradict** him. In the latter case **only** we look at the slow motion. The PPM recovers the Movie pile - taking care not to mix cards - returns it, then, card by card, starting with the one above (the first card played), replays the Movie in slow motion again...

Example:

1 / PUT ASIDE CHARACTERS THAT HAVE NO DIRECT EFFECT. HERE, TWO FOXES PASS THEIR WAY...



2 / IF A HEN ARRIVES AND AN EGG IS AVAILABLE, PLACE THE HEN ON TOP OF IT. HERE, TWO HENS SIT ON THEIR EGG !



3 / IF A FOX ARRIVES AND A HEN IS SITTING ON HER EGG, PUT THE FOX ON TOP OF THAT HEN...



4 /... THEN PUT THE HEN AND THE FOX ASIDE. THE EGG BECOMES AVAILABLE AGAIN !



THE CARDS

Now that you are awesomely experienced, add some actors to the Movie… Be careful not to add them all at once, at the risk of being completely scrambled for good !



ROGER, THE FARMER (X1): Add the Farmer card, and 4 Egg cards into the deck of cards. When the Farmer appears in the Movie **he picks up all the Eggs available** and leaves the backyard. The Eggs collected by the Farmer will no longer be considered available for the rest of the round.



WAF, THE DOG (X2): Add one or both Dog cards. When the Dog appears he stays in the backyard. He will hunt the next Fox and leave with him, thus avoiding the latter hunting a Hen sitting on her Egg.



GRRR, THE FOX DISGUISED AS A HEN (X2): Add one or both Fox-disguised-as-a-Hen cards and remove one or two Fox cards. Same effect as a Fox card but **he is not spotted by the Dog** !



COIN, THE DUCK (X2): Add one or both Duck cards. The Duck card has no effect on the Movie but, when it comes out, all players must say **"Quack !"** at the first Duck, and **"Quack ! Quack !"** at the second one. The PPM is free to decide what to do with those who didn't follow this rule !



RICO COCO, THE ROOSTER (X1): Add the Rooster card. When the Rooster appears, **he puts an end the round**. The first player to hit on the Movie must announce the number of available eggs present in the Movie. Other players who have hit the deck can challenge and request a slow motion.



TIGER WORM, THE EARTHWORM (X2): Add one or both Earthworm cards. When the Earthworm appears, he stays in the backyard and **will only attract the next Hen**. The Hen will leave the backyard with the Earthworm without sitting on an Egg.



DOUBLE, THE OSTRICH EGG (X2): Add one or both Ostrich Egg cards. **The Ostrich Egg counts as two Eggs.** Given its size, a Hen cannot sit on it. However, the Farmer will be happy to pick it up !



THE CASTING CARD (X4): Four cards are blank. If you play with them as they are, **there's not much going on with these cards.** But it is up to you to add the characters of your choice ! Pig, cow, ostrich, hamster, platypus... And invent your own rules. ***Share your wildest creations using #poulepoule !***

IMPORTANT DETAILS

• For a character of the Movie to have an effect it doesn't need to be played immediately after another.

Example: *a Fox which arrives in the Movie can chase a Hen which arrived three cards earlier, which, herself, was sitting on an Egg that arrived at the beginning of the game.*

• The count of eggs available in the Movie can be 5 or more when hitting the Movie pile.

THE SCORE

Each section of coloured Egg equals one point.

• The player who hits the Movie first:

- Scores 1 point if no one contradicts and everyone hits over his hand or,
- Scores 1 point if, after the slow motion, at least 5 Eggs are available in the Movie.
- If, after the slow motion, the available Egg count is wrong, the player doesn't score, but doesn't lose points either.

• Players who follow the player who hit first:

- Don't score neither lose any points.

• All players who contradict the player who hit first:

- Score 1 point if right (after slow motion there were less than 5 Eggs available), or
- Lose 1 point if wrong (at least 5 Eggs were available).

• No player can go below 0 points.

END OF THE GAME

When a player reaches 3 points he wins the game.

• If multiple players arrive at 3 points at the same time:

- They play a final round between them. The first one to be the only one to score a point is the winner.

TWO-PLAYER MODE

There is no PPM, players share the deck of cards and take turns adding cards to the Movie.

THE MOODS OF THE POULE-POULE MASTER

Variations are available to the PPM to improve the Movie:

HUNGRY DUCK:
The Duck eats an Earthworm already present in the Movie, thus cancelling his effect.

IRRESISTIBLE RICO:
When Rico arrives in the backyard, the Hens can't resist: they leave their Egg to go cackling... So their Eggs become available! This must be taken into account when announcing the total number of Eggs available by hitting the Movie when Rico arrives!

ROGER'S BILIOUS ATTACK:
The Farmer doesn't pick up Ostrich Eggs.

5 EGGS, NO MORE NOR LESS:
Victory conditions change: exactly 5 available Eggs !
For example, if an Ostrich Egg comes out when there are 4 Eggs available, then you'll have to wait for a Hen to sit on a normal Egg !

WHO CAN LOSE AN EGG, CAN LOSE A HEN:
A player can go down to 3 negative points, represented by the rotten Egg sections.

DIRECTOR'S CUT:
Use all the cards at the same time and provide aspirins...

CONTENT

- 51 Actor Cards (19 Eggs, 10 Hens, 10 Foxes, 1 Farmer, 2 Dogs, 2 Foxes disguised as hens, 2 Ducks, 2 Earthworms, 2 Ostrich Eggs, 1 Rooster)
- 4 Casting Cards (blank)
- 8 Egg tokens of 3 sections each
- 2 leaflets of rules (FR/EN)

A GAME BY





