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Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★☆☆ modulaire de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m<sup>2</sup> pour jouer, ripailler et dormir.

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## Introduction

The Goody Goodie Gang is partying for four days straight. This means four days of sweet pie eating! Alas, those Pesky Pie Pilfers have crashed the party and plan to pilfer and pig out on our sweet pies! Will the Goody Goodie Gang be able to deduce who the Pesky Pie Pilfers are before the end of the fourth day or will they suffer the horror of four long pieless days?! The horror! The horror!

## Components



Character Card × 9



Time Cards × (8 sets of 12 cards)



Party Clock × 1



Dessert Cross × 1



Day Tokens × 4

## Setup

Put the Party Clock and Clock Hands in the center of the table. Each player takes one set of 12 Time Cards of the same color.

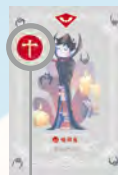
- Important: Each set of Time Cards needs to be shuffled. After the Time Cards are shuffled, players cannot rotate the time cards in their hand.



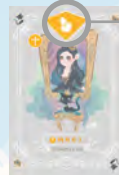
## Character Card Introduction



Character Name



Cross Icon



Color - Associated Faction  
**Blue** - Goody Goodie Gang  
**Red** - Pesky Pie Pilfers  
**Yellow** - Wicked Wafflers

Choose a scenario and deal out the Character Cards accordingly. Removed (unused) Character Cards are returned facedown to the box.

## Suggest Scenario for Beginners (4 - 6 Players)

4 Players: + + +   
 5 Players: + + + +   
 6 Players: + + + + +

## Pumpkin Pie (5 Players)

3B + 1Y + 1R

Randomly remove 1 blue, 1 yellow, and 2 red cards. Shuffle the remaining cards and deal one card facedown to each player.

## Peach Blueberry Pie (5 Players)

4(B + Y) + 1R

Randomly remove 2 red cards. Shuffle the blue and yellow cards together and randomly remove 2 cards. Shuffle the remaining cards and deal one card facedown to each player.

## Strawberry Rhubarb Pie (6 Players)

4B + 2R

Remove both yellow cards. Randomly remove 1 red card. Shuffle the remaining cards and deal one card facedown to each player.

## Salted Caramel Pie (6 Players)

4(B + Y) + 2R

Randomly remove 1 red card. Shuffle the blue and yellow cards and randomly remove 2 cards. Shuffle the remaining cards and deal one card facedown to each player.

## Earl Grey Pie (7 Players)

4B + 2R + 1Y

Randomly remove 1 red card and 1 yellow card. Shuffle the remaining cards and deal one card facedown to each player.

## Cinnamon Apple Pie (7 Players)

5(B + Y) + 2R

Randomly remove 1 red card. Shuffle the blue and yellow cards together and then randomly remove 1 card. Shuffle the remaining cards and deal one card facedown to each player.

## Dark Chocolate Pecan Praline Pie (8 Players)

4B + 2Y + 3R - 1?

Shuffle all 9 Character Cards, randomly remove 1 card, and then deal one card facedown to each player.

## Individual Player Setup

Peek at your Character Card. Note the faction color: blue, red, or yellow. Keep your assigned Character Card facedown. Other players should NOT be able to see it.

- Remember: Each set of Time Cards needs to be shuffled. After the Time Cards are shuffled, players cannot rotate the time cards in their hand.

Only look at the numbers at the top of the cards. Each player will eventually choose 4 Time Cards from their hand and place them facedown in front of them. However, each player's Character Card's faction will determine HOW each player picks their four Time Cards. Other players should NOT be able to see your 4 chosen Time Cards. After each player has placed 4 Times Cards facedown in front of them, the game can begin!



- Players can check their own 4 Time Cards at any time. We suggest you peek at them like this:



Wicked Wafflers and Pesky Pie Pilfers must choose their 4 Time Cards so that the cross perfectly aligns with all 4 chosen numbers. Keep in mind that 13 o'clock and 1 o'clock are both at the same location on the clock face.

Here are some legal examples:



13、7、5、9



4、10、20、2



**Goody Goodie Gang** members first select 2 numbers that are directly across from each other. (e.g., 12 and 6, 2 and 19, 15 and 21) Then, they may choose any 2 numbers they wish; however, be sure the cross does NOT perfectly align with all 4 chosen numbers.



This Goody Goodie Gang member has chosen: 14, 8, 4, and 6. Notice how the cross doesn't perfectly align with these 4 numbers.

## Gameplay

Each player's turn consists of 4 steps: ❶ play a Time Card, ❷ reveal facedown Time Cards, ❸ activate revealed character's ability, and ❹ check the Party Clock.

### PLAY A TIME CARD

The sweetest player becomes the starting player and will play one Time Card from their hand to the center of the table within sight of all players. Play continues clockwise around the table. On each player's turn, they will play one Time Card from their hand and place it on top of the bottom half of the most recently placed Time Card. The Time Cards will form a line so that players will be able to see the numbers on the top left corners of all the played Time Cards.

**When you play Time Cards from your hand, you must follow the Time Card Rules:**

1. You can't play a consecutive number. For example, if the previous player played a 6, you cannot play a 7. (Each party is a minimum of 2 hours!)
2. You can't play a number with a difference greater than 12 of the previously played Time Card. For example, if the previous player played a 6, you cannot play a Time Card greater than 18. Therefore, if the previous player played a 6, you must play a Time Card between 8 to 18. 19 to 7 are considered illegal plays. (Nobody can wait that long for the next party!) In the rare case that you do not have a legal Time Card to play, you announce you cannot play a card, and your turn is skipped.
3. When you play a Time Card from your hand, you can rotate it. If you play an 8, you can play it as an 8 or a 20; HOWEVER, you must adhere to the first two rules.

### REVEAL FACEDOWN TIME CARDS

After you play a Time Card, immediately announce the number of the Time Card you just played. If that number is the same number as ANY player's 4

facedown Time Cards, they must flip that Time Card faceup and announce it to everyone.

When player's flip their facedown Time Cards faceup, they must flip the card so that the announced number is at the top--farthest from them and closest to the clock.

### ACTIVATE REVEALED CHARACTER'S ABILITY

If all 4 facedown Time Cards belonging to a single player are flipped faceup, then that player must immediately flip their facedown Character Card faceup. This character is now REVEALED. When a Character becomes revealed, their character ability may immediately take effect.

Revealed Characters no longer play Time Cards but can still participate in group discussion. Their future turns are skipped.

### CHECK THE PARTY CLOCK

Look at the first played Time Card of the day. If the most recently played Time Card is over 24 hours from that time, a new day starts. For example, the first Time Card of Day 1 is 4. The next Time Cards played are 6, 8, 12, 15, 17, 19, 23, and 3. The next Time Card played will be past 24 hours of the first Time Card played.

When a new day starts, do NOT place the first Time Card of that day on top of the previously played Time Card. Start a new line. Place the first Time Card of the day near the first Time Card of the previous day.

Then insert the next Day Token into the Party Clock. Play then continues clockwise around the table. Players should feel free to openly discuss and debate strategy at any time. Of course, lying is allowed and encouraged.



## End Game

If the **Pesky Pie Pilfers** have not ALL been revealed by the end of the 4th round (the 4th day), then the **Pesky Pie Pilfers** win. The **Pesky Pie Pilfers** also win if they are able to reveal all members of the **Goody Goodie Gang**.

The **Goody Goodie Gang** must reveal ALL the **Pesky Pie Pilfers** to win. In the rare case that all **Goody Goodie Gang** members and all **Pesky Pie Pilfers** are revealed, then the **Goody Goodie Gang** wins.

The **Wicked Wafflers** have unique abilities where they can switch teams during the game, but they cannot win the game by themselves. **Wicked Wafflers** can only win with the **Goody Goodie Gang** or win with **Pesky Pie Pilfers**.

## Character Abilities



**Party Girl (may activate when you're revealed)**

Flip over one facedown Time Card of another player.



**Party Boy (may activate when you're revealed)**

Announce two clock times. (e.g., 24 and 13) If the times match any players' facedown Time Cards, those Time Cards are flipped faceup. This ability does NOT advance time in the game.



**Rock Candy Cleric (may activate when you're revealed)**

Specify one player whose next turn will be skipped.



**Matcha Monk (may activate when you're revealed)**

Force another player to discard 2 Time Cards from their hand faceup.



**The Frog Prince (special activation, mandatory)**

He's a Pesky Pie Pilfer (red), but when he is revealed he becomes a Goody Goodie Gang member (blue).



**Princess Katty (end of game activation, mandatory)**

At the end of the game, Princess Katty leftover Time Cards in hand determine her party affiliation. If she has more Moon Cards, she is a **Pesky Pie Pilfer**. If she has more Sun Cards, she's in the **Goody Goodie Gang**. If the Sun and Moon cards are the same, she isn't in either party and loses the game.



**Ice Cream Mephit (special activation, mandatory)**

You can only play Time Cards with the Moon side up. When you are revealed, you can play 1 more Time Card. If one or more players flip over a facedown Time Card, you may play 1 more Time Card. This ability does NOT advance time in the game. This ability can chain indefinitely until everyone has been revealed.



**Vam Pie Er (special activation, mandatory)**

You can avoid 1 attack. I.e., When an opponent plays a Time Card that matches one of your facedown Time Cards, you may lie once and not flip over the facedown Time Card. This ability cannot avoid attacks from Character Abilities: Party Girl, Party Boy, Matcha Monk, Ice Cream Mephit.



**Caramel Witch (activated when you're revealed, mandatory)**

The players on the left and right side of you each draw 1 Time Card from your hand. If the times (at the top of the card drawn) match any players' facedown Time Cards, those Time Cards are flipped faceup. If the players on your left and right side are already revealed, you can skip them and ask the next player to draw the Time Cards from your hand. This ability does NOT advance time in the game.

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