

GAME REVIEW



Pique Plume

<p><u>Describe your game briefly.</u> <u>What sort of game is it? What is the goal?</u></p>	<p><u>Pique-Plume</u> is a memory game which contain tiles and 4 roosters (red, blue, yellow and white). Each rooster has a feather behind the bottom and his goal is to steal the feather of the other players.</p>
<p><u>Players</u> (number, age)</p>	<p>We can play from 4 years old and between 2 and 4 players.</p>
<p><u>Content</u> (what do you need to play?)</p>	<p>To play, we need 24 tiles; 12 egg-shaped tiles and 12 hexagon-shaped tiles. There are pictures of chickens, rabbit, flowers... which are the same on the two different type of tiles. And we also need 4 chickens (a blue, a yellow, a red and a green) with their feathers.</p>
<p><u>Rules</u> (explain the different steps)</p>	<p>We first explain the rules of the game to the players. Then we distribute characters. The cards are placed where the characters will circulate while making a circle. And finally, we place the memory cards in the center of the circle. After her, the game can start!</p>
<p><u>How does the game end?</u></p>	<p>The game ends when one of the players has managed to catch all the feathers of the other players.</p>
<p><u>Assessment</u> (What did you like? What didn't you like? Why?)</p>	<p>Actually, we really enjoyed this game. Overtime the game became easier and easier, because we have all memorized the location of the hexagon shaped tiles.</p>