

# PEACOCK BLOCK RULES

## COMPONENTS

5 peacock player placers 1 double peahen placer  
45 feathers 5 reference placers (Win Side)  
5 Flirt Scale / Love Meters 5 reference placers (Card References)  
5 Flirt Scale pointers 5 heart tokens  
15 Flirt +1 cards 20 Flirt +2 cards 12 Flirt +3 cards  
10 Block -1 cards 6 Block -2 cards 2 Block -3 cards  
6 1/2 Ultra Block cards 12 Grow Feather cards 4 Grow 2 Feathers cards  
6 Squabble cards 10 Pluck 5 Pluck 2  
12 Shake cards 8 Strut cards 8 Ruffle Some Feathers cards  
8 Cock Fight cards 8 Side Step cards  
3 Left Ring Piece cards 3 Middle Ring Piece cards 3 Right Ring Piece cards

NOTE: The cards all have different Cock Fight values in the upper left hand corner

## 2 GAME MODES

Quick Play  In this game mode, when a round is over, the player wins the game.

Extended Play  This version uses the Love Meter which players will play rounds instead of just a win. See  SCORING  for more details.

## BEGINNING SET UP

Peacock Block is best played at a table that is round, but can be played anywhere. Just make it easy for all players to be able to reach the deck, feather bank, and both discard piles. Players at the start of the game will have their Flirt Scales and Love meters at zero (zero on a love meter is the heart spot between Love and Meter). In the extended game, when it is a new round, ALL cards are shuffled, players flirt scales go to zero, and feathers reset to 5.

1) Deck  Where players draw their cards from.

2) Discard Pile  Where players discard their cards to.

3) Ring Discard Pile  Where players discard their Ring Cards to.

4) Feather Bank  This is where players will obtain and discard their feathers.

5) Peahen Placer  The goal for love!

6) Player Hand  These are the cards of the player.

7) Player Quick Reference Card  This reference card can be used as a quick guide in case if a player has a question. One side displays win conditions, the other gives the basic breakdown of each card.

8) Player Flirt Scale / Love Meter  The Flirt Scale will keep track of the player's Flirt Scale points for the round by using the arrow on the Flirt Scale. The Love Meter will keep track of the points a player has scored from a complete round, by placing the magnetic Heart Piece on the scored point value on the Love Meter's heart space.

9) Heart Token □ The Heart Token signifies how many points a player has won from completed rounds.

10) Peacock Placer □ This is your player's peacock, and feather holder.

11) Flirt Scale Arrow □ The arrow on the Flirt Scale signifies how many points a player has at that moment during the current round.

12) Trigger Card Slot □ Each player has 1 spot in front of them in which they can place a Trigger Card. Only one of these cards may be able to be placed there at one time.

THERE ARE 3 WAYS TO WIN THE GAME!

### WINNING ROUNDS

The first way to win is to get 10 or more points on your Love Meter. To do this, you must win rounds by flirting, getting 10 Flirt Points or higher on your Flirt Scale. Players will do this by playing Flirt Cards. When a player reaches 10 on the Flirt Scale, the round is over. For winning a round, you will get 1 point on your Love Meter, plus 1 additional point for every Feather on your Peacock. Your Heart Token will be placed on the corresponding point value on your Love Meter. For any other player who did not win the round, as a consolation prize, if a player has 7 Feathers on their Peacock they get 1 Love Meter point, and 2 Love Meter points if they have 9 Feathers. After every round all cards are reshuffled, Flirt Scales are reset to zero, and all player's peacocks are reset to 5 feathers. Love meters do not get reset and can never go down.

NOTE: In a Quick Mode styled game, winning the round is winning the game.

In the occurrence of a possible tie with a Love Meter, the player with the highest amount of Feathers on their Peacock will break the tie. If there is still a tie, players draw 4 cards and a Cock Fight takes place. The battle goes until there is one victor.

### GETTING FEATHERS

The second way to win the game is to acquire 10 total feathers. The game ends when someone does this.

### PRESENTING THE RING

The third way to win is by a player completing THE RING □ and laying its 3 pieces (left, middle, and right) altogether on their turn.

Remember, It's every player for themselves, and everyone is your opponent!

### HOW TO PLAY

#### DEALING & START OF A ROUND

The round is started off by the dealer. Four cards is the maximum hand size a player can hold, and all players will always have four cards at the beginning of every player's turn. If a new round starts, the dealer/first player will be the player clockwise of the last dealer/start player.

Players will keep their cards hidden from other players until they can play a card, revealing it. Feathers and Flirt Scale / Love Meters can not be hidden from players.

### ORDER OF PLAY

Basically, a player will play a card (or cards depending on the instance) as their action, then draw a card from the top

of the deck. The player's turn is then over, which the turn order resumes clockwise to the next player. Players can only play cards on their turn, except for when playing a Side Step card.

Instead of playing a card, a player may discard cards as an action. On a rare occasion if a player so does choose, can pass their turn to the next player without performing any kind of action.

## PLAYING CARDS

Cards have all different effects. To see what each card's action does, go to the CARD TYPE section of the rulebook (page 4).

Normally, when a card is played, the player will perform the action of that card, and then immediately discard it to the discard pile.

However some cards are played differently. Some cards such as Shake or Strut are Trigger Cards, in which those cards get placed in front of the player in their Trigger Card Space, not immediately into the discard pile. Placing a Trigger Card, is that player's action for their turn. If the Trigger Card is still present at the beginning of that player's next turn, the action of the Trigger Card activates immediately, and it is discarded to the discard pile. If a Trigger Card is stopped prior to the player's turn, the card is also discarded to the discard pile.

NOTE: These are the ONLY kind of cards that do not get discarded immediately into the discard pile. All other cards do.

A Target Reaction Card such as a Side Step also plays out differently. A Target Reaction card can be played when a negative effect is played against you. This type of card can be played when it is not your turn and effects only you.

## DISCARDING CARDS ACTION

At the beginning of a player's turn, if a player has unwanted cards in their hand, they may discard up to their full hand size into the discard pile. The player will redraw back up to their full hand size ending their turn. If a Ring Card is discarded, it gets discarded into a separate discard pile, not the normal one.

## DRAWING CARDS

Players normally only redraw their cards after they are done with all possible actions on their turn which then also ends their turn. If there is more than one player who has played a card during a player's turn, players will redraw cards in clockwise rotation starting with the player who's turn it is until all players reach their maximum hand size.

The only time when a player redraws cards prior to the end of a player's turn is when a player plays a Cock Fight or Squabble card. When either of these cards are played, at the beginning, players will immediately redraw cards in clockwise rotation starting with the player who played the card until all players reach their maximum hand size. Once done, the function of the card happens. Players do not redraw cards during a Cock Fight.

NOTE: Remember, after there are no further actions to perform, players always redraw up to their maximum hand size.

## CARD ANATOMY

1) CARD NAME □ This is the name of the card, Located in the middle

- 2) **CARD BACKGROUND** □ This is the background image and colors dedicated to a certain type of card
- 3) **CARD EXPLANATION** □ A brief description of the card. Located at the bottom in this version
- 4) **CF VALUE** □ The value of a card's Cock Fight power in a Cock Fight. 7 is the highest, 0 is the lowest. Located in the upper left corner
- 5) **FLAVOR TEXT** □ Hilarious text just for the player. Feel free to say it to the players as you play it. Not shown in this version

## CARD TYPES

**FLIRT CARDS** □ When played, Flirt Cards will gain you flirt points on your flirt scale. Cards are +1, +2, and +3

**BLOCK CARDS** □ When a Block Card is played, that player chooses a target player to negate another player's flirt points on their Flirt Scale. Cards are -1, -2, -3, and 1/2 Ultra Block. The lowest amount of flirt points is zero, thus players can not have negative flirt scale points.

**1/2 ULTRA BLOCK** □ When played as a single card, this card counts as -1 to a target player's Flirt Scale. When this card is played paired with another 1/2 Ultra Block (2 of these cards played / laid down together), the player can negate a target player's Flirt Scale points by -5 or negate all other players' Flirt Scale points by -3. Laying down a full Ultra Block is considered 1 playable action. If you received a 1/2 Ultra Block by playing a Ruffle Some Feathers card, it is legal to play a full Ultra Block as the action.

**GROW FEATHER CARDS** □ When a player plays a Grow Feather Card, they receive feathers from the feather bank, which they put onto their Peacock. Cards are Grow 1 Feather or Grow 2 Feathers

**PLUCK CARDS** □ When a Pluck Card is played, that player chooses a target player to discard 1 feather off their peacock to the Feather Bank. A Pluck 2 Cards allows a player to pluck two feathers from a single player or one feather from 2 different players. Plucking a feather on an opponent with a Shake or a Strut card in play, cancels and discards that player's Shake or Strut card. A player can not have a negative amount of feathers for their Peacock.

**SHAKE CARDS** □ This card is played as a Trigger Card which is played on a player's turn face up in the Trigger card slot. If this card's Trigger effect resolves, the player who played this card will gain +3 Flirt Points and Block a target player by -1 on their Flirt Scale. The player can then play their regular turn. If a player Plucks a Feather from a target player with a Shake in play, the target player gets a -1 on their Flirt Scale and the Shake is discarded.

**STRUT CARDS** □ This card is played as a Trigger Card which is played on a player's turn face up in the Trigger card slot. If this card's Trigger effect resolves, the player who played this card will get 3 actions this turn. A player can lay cards in whichever order they so choose. Cards can also be discarded as an action, but can not be redrawn as an action. If a player Plucks a Feather from a target player with a Strut in play, the target player's Strut is discarded.

**RUFFLE SOME FEATHERS** □ A player who plays this card will blindly draw a card from a target player and either put that card into their hand, or use the chosen card immediately.

**SQUABBLE** □ Once played, all players draw up to their full hand size, then will take all cards from all players including their own, look at those cards, shuffle them, then deal them out again. NOTE: Refer to the DRAWING section of the rule book if there are any questions upon the drawing of cards.

**COCK FIGHT** □ When a player plays this card, all will draw up to their full hand size. This then commences a card

battle. Each player in the Cock Fight will choose one with the highest CF value, and play it face down in front of the . When all involved players are ready, they reveal their cards at the same time. The player with the highest CF value takes a Feather from the player(s) with the lowest CF value and puts it onto their Peacock. If there is a tie for the highest or lowest CF values, the players who tied highest must once again battle, as would the lowest. Players must use another card out of their hand (no draw prior). If there is a 2nd stalemate for the highest CF value, the players are exhausted, which the player with the next highest CF value is in position to win the Cock Fight. It is possible for a 2nd Cock Fight between players who tied but lower than the higher players (who became exhausted). As for the tie for lowest, if the stalemate is unresolved by this 2nd card flip, those players will give 1 Feather each to the winner. If there is no winner of a Cock Fight, no feathers will be given to anyone. NOTE: Refer to the DRAWING section of the rule book if there are any questions upon the drawing of cards.

**SIDE STEP** □ This card is a Target Reaction Card. It can only be played when someone tries to play the following cards: Block cards, Pluck Cards, Squabble Cards, Cock Fight cards, and Ruffle Some Feathers Cards. This card allows the player to cancel out a player's negative action against them. This card can not sidestep a full Ultra Block, however it can cancel the -1 dealt from a completed Shake. However, a Side Step played against a Side Step, can reinstate the original negative action performed (which if players Side Step out of a Cock Fight or Squabble, can have them all reinstated by a single Side Step). A Player who initiates a Cock Fight or Squabble can play a Side Step on themselves to get themselves out of the Cock Fight or Squabble that they initiated. A Side Step can not be played when players draw up to a maximum hand size after a Cock Fight or Squabble has been initiated because they already are in the action of the Squabble or Cock Fight.

**PEACOCK RING CARDS** □ If a player collects all 3 Ring cards (left, right, and middle) the Ring is now complete. The player must lay down all 3 the ring piece cards altogether on their turn to win the game. The ring pieces can not be laid down 1 piece at a time. Laying down the completed ring is considered playable 1 action. When a Ring piece is discarded, it goes to the Ring Discard Pile. If the only card that they discard is a singular Ring piece, the player discards the ring piece and exchanges it for another ring piece in the Ring Discard Pile. If you have all 3 ring pieces, it must be the start of your turn to play the ring pieces, unless you received the final ring piece by playing a Ruffle Some Feathers card, in which you may then play the ring cards.

**THANK YOU!**

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