



## PeltaPeeps - The Game

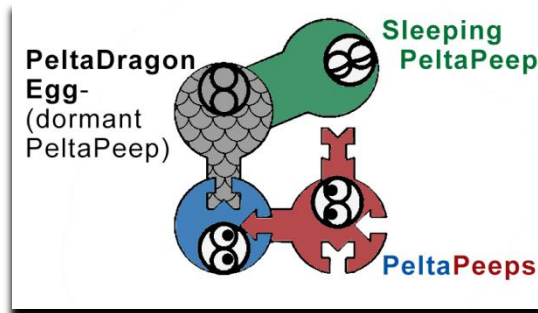
### Quik Reference, Rules & Score Sheet

**OBJECT:** Make the **most points connecting pieces** to win.

#### Game Pieces:

There are **3 different types of playing pieces** -

1. PeltaDragon Eggs (scales),
2. Sleeping PeltaPeeps
3. Awake PeltaPeeps (open eyes)



#### Game Start:

2 or 4 and up to 6 players choose their team color then randomly choose who goes 1st and order of play for all remaining players (see [Additional Rules](#) for 3 players)

#### Game Ends When:

1. A player plays their **last piece**.
2. A player **cannot place** a new piece in play because there is no place it fits.

#### PLAY Rules:

**IMPORTANT:** At the start of the game and for the **1st- 3 rounds** of play, players **must play** only pieces with **2 or more** interfaces (**connections**). After that- any piece can be played.

Game plays as follows:

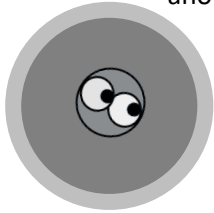
1. **1st player places a piece** in the middle of play area.
2. Then play continues with each **player to the left** of last player taking a turn **in rounds** from starting player to last player (who is to the right of the starting player).
3. **In a turn** player:
  - a. **Must place** a piece by fitting it into any piece or pieces in the play area.
  - b. **May choose** to **move or flip** any other player's piece already in play.
4. If a player chooses to **move another player's** piece:
  - a. It's only done **after placing** a new piece.
  - b. It **must fit** into at least one other piece already in play.
  - c. The move **cannot disconnect** any piece or pieces completely from the connected group of pieces in play.
  - d. When flipping a piece in place, **it must fit all adjacent pieces**.
  - e. Players **cannot move one of their own** pieces ever.
  - f. Players **cannot both move and flip** another piece in the same move.
5. When a player ends the game:
  - a. All players **who have not played in a round** can **take their turn** to finish the round.
  - b. If the player ending the game is **the last player** in a round, **no one** takes **another turn**.
  - c. Players **count up their score** from their pieces in the play area and those not played.



**ADDITIONAL Rules:**

**Special Piece- Sleeping PeltaPeep:**

The **Sleeping PeltaPeep** piece has a **special curved connection** that **fits most other** pieces. When **connected** to the **curved part** of another piece, it **cannot block any openings** in that piece.



**Game Start for Double Team play and 3 Player:**

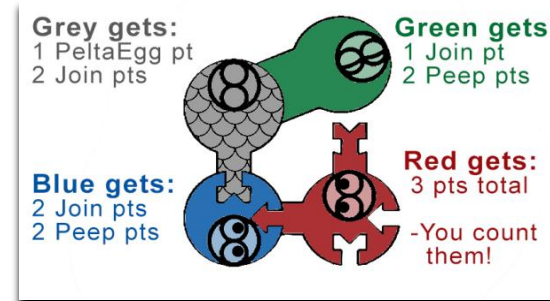
**2 to 3 players** choose **2 team colors** each with starting player selection as follows:

1. Randomly choose who goes 1st and then the order of play for all remaining players.
2. If any player gets consecutive, back to back turns, **repeat order of play selection until no player has back to back turns** in a round.

**SCORING PeltaPeeps:**

**All scoring is done at end of game as follows:**

1. Players **count each** of their playing piece interfaces occupied (a **connection**) as **1 JOIN point**.
2. Player gets a **BONUS point** for **each time** there is a **same team Join** (the connection to another one of their own pieces is only counted once, not for each piece sharing the Join).
3. Player gets **additional points** for each of their **pieces face up** (showing the engraved side of piece) like this:
  - a. The **PeltaDragon Egg** gets **1 point**.
  - b. All **PeltaPeeps** get **2 points**.



4. Player **gets a minus point** for every piece that **did not get placed** in play and an **additional point is lost** for every **PeltaPeep not in play**.