

A game designed by DARIO MASSA  
and illustrated by GIO PINNA and KATYA GRINEVA

# PETER and the GROWN UPS



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## 24 Location Tiles

- 4 Pirate Den tiles
- 4 Fairy Wood tiles
- 4 Indian Camp tiles
- 3 Mermaid Lagoon tiles
- 3 Lost Boys Shelter tiles
- 6 Crocodile Creek tiles

Tile Action



Ticking Clock or  
Treasure Chest

See page 5  
for more details

## 18 Character Cards

Final Score



Character Skills

See page 7 for more details

## 15 Tokens

5 Trust Tokens (1 per color)



5 Courage Tokens (1 per color)



5 Exploration Tokens (1 per color)



## 6 Lost Grown Up Boards

Courage Track

(each heart represents a Courage point)

Location Tiles Key

(the matching action appears next to the tile picture)



Trust Track

(each leaf represents a Trust point)

Special Skill

(only available in the advanced game, on the Lost Grown Up board's yellow side)

**Note:**  
Lost Grown Up Boards are two-sided: use the blue side in a basic game and the yellow side in an advanced game.

See page 7 for more details

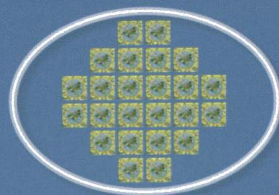
## OVERVIEW

“Peter and the Grown Ups” is a game of strategy and bluffing where you play a group of adults who have mysteriously been spirited to Peter’s island. To blend in with the locals, you will have to earn their trust. Explore the island by drawing a location tile and performing the action you find on it. Or, if you prefer, you can bluff and state you have found another tile and perform a different action... But you’ll have to be convincing! If an opponent calls on your bluff, you will lose trust points and you won’t be able to perform any action.

## SETUP

- 1 Gather all 24 Location tiles, shuffle them and place them face-down as shown.

*Players will have to explore these location tiles to perform certain actions.*



- 2 Shuffle the Character cards and place the deck next to the island. Reveal the first 3 cards and place them faceup next to the deck.

*The island characters will grant you skills and bonus points at the end of the game.*



- 3 Each player randomly selects a Lost Grown Up board and places it in front of them.

*The board will help you track the status of the Lost Grown Up you're playing.*



- 4 Each player selects an available color and takes the following game components of that color:

1 Trust Token (to be placed on the red number of their board's Trust track)

1 Courage Token (to be placed on highest number of their board's Courage track)

1 Exploration Token (to be placed next to their board)



# GAMEPLAY

The player who knows the rules best is the first to play. The other players follow in clockwise order. On your turn, you can **Explore** or **Rest**. Then the next player's turn begins.

## EXPLORE

Choose a facedown Location tile, look at it without revealing it, then state out loud what you have Spotted.

**Note:** you may lie when making this statement, to avoid a negative tile, or to perform a different action.

The other players have 30 seconds to decide whether they believe your statement or not (they need not follow the turn order). The first player who announces their decision determines whether they all believe you or not, even if some players disagree.

### If they believe you:

- perform the action of the Location tile you claimed to have spotted,
- put the Location tile back in its place, facedown, without showing it to anyone,
- then place your Exploration Token on that tile.

**IMPORTANT:** if a Location tile has an Exploration token on it, **that Location tile cannot be explored, looked at, or taken** (see Indian Camp).

### If an opponent objects to your statement: the chosen tile is revealed and:

1) If you stated the truth, you gain 2 Trust points, and the accusing player loses 2 Trust points.

**Note:** in this case, you still perform the action granted by the tile.

2) If you lied, you lose 2 Trust points, and the accusing player gains 2 Trust points.

**Note:** in this case, you only perform your action if the Location tile is a Crocodile Creek.

In either case, the tile is kept faceup in its place, with the player's Exploration token on it.

## REST

If you have lost one or more **Courage points**, you may perform the Rest action. In this case, you select 2 Location tiles and look at them without revealing them [you examine them], without performing their described actions. Then you put the tiles back in their places, and in doing so you recover 1 Courage point.

**Note:** if you wish, you may secretly switch the Location tiles' positions.

# LOCATION TILES



## Pirate Den

When you spot the pirates, you gain 3 Trust points and lose 1 Courage point.



## Fairy Wood

When you spot the Fairies, you may take 1 of the 3 revealed Character cards. Put the chosen Character card next to your Lost Grown Up board, then draw another Character card from the deck to replace the one you have taken. Alternatively, you may draw 1 card from the top of the deck. In this case, the 3 revealed cards are discarded and 3 new ones are revealed. When the deck is depleted, shuffle the discard pile to make a new deck. (see page 7 for more details about Character cards).

**Note:** A player can only have up to 2 Character cards. If you gain a third card, you must discard one of your cards.



## Lost Boys Shelter

When you spot the shelter, your Courage points are fully restored.



## Crocodile Creek

When you spot the crocodile, you lose 2 Courage points.



## Indian Camp

When you spot the Indians, you may take a **face-down** Location tile from the island. Reveal the tile and place it next to your Grown Up board, and then:

- perform the action on the revealed tile; and
- if the tile features a treasure, you gain 1 Trust point per tile you own, including the one just you have taken. If it shows a ticking clock, you do not gain any points.

**Note:** the action on a tile claimed in this way will trigger any related Character cards.



## Mermaid Lagoon

When you spot the mermaids, you may look at a tile without performing its action.

**Note:** *The Mermaid Lagoon is the only category of tiles with only treasures and no ticking clocks. In addition, there are two featured treasures, which allow you to double your score when you collect these tiles through the Indian Camp action (see Indian Camp).*

### DISTRIBUTION OF TREASURES AND TICKING CLOCKS ACCORDING TO TILE

4 Pirate Dens



3 Mermaid Lagoons



4 Fairy Woods



3 Lost Boys Shelters



4 Indian Camps



6 Crocodile Creeks



## UNCONSCIOUS GROWN UP

If you ever lose all your Courage points during the game, you have “**Fainted with fear!**” and you are now unconscious. You lose half your Trust points (rounded up). Then your Courage points are fully restored.

## IN THE CROCODILE’S JAWS

The crocodile on the Lost Grown Up board marks 0 Trust points. Trust points can never drop below 0.

## EXAMPLE

### INDIAN CAMP ACTION

*Mark states he has spotted the Indian Camp. His opponents believe him, so he performs the Indian Camp action. He takes a facedown tile, he reveals it and he places it next to his Lost Grown Up board, faceup. That tile is a Pirate Den, so Mark gains 3 Trust points and loses 1 Courage point. In addition to this, the tile features 1 treasure in its top right corner, so Mark gains 1 Trust point per tile he owns. Unfortunately, he only owns the tile he has just claimed, so he only gets 1 Trust point. Had he found a Crocodile Creek instead of a Pirate Den, he should have performed that action, losing 2 Courage points. In addition, Crocodile Creek tiles never feature any treasure, so he would not have gained any Trust points.*

## END OF THE GAME

The game ends immediately when a player has 28 Trust points, or when the last ticking clock is revealed.

The number of visible ticking clocks needed to end the game depends on the number of players:

- 2 Players: 7 ticking clocks
- 3 Players: 8 ticking clocks
- 4 Players: 9 ticking clocks
- 5 Players: 10 ticking clocks

## FINAL SCORE

Your final score in Trust points is obtained by adding all the following Trust points together:

- The Trust Points displayed on the **Trust Track** on your Lost Grown Up board.
- The Trust Points displayed on any **Character Cards** you own.
- Any Trust Points granted by your own **Grown Up skill** (only in the advanced game)

The player with the highest final score in Trust points is the winner. In case of a tie, the youngest player wins.

# LOST GROWN UP SKILLS

Each Lost Grown Up board features 2 difficulty modes: The blue side is used in the basic game and the yellow side is used in the advanced game. The following skills refer to the advanced game.



## The Fox

**Starting Trust:** 4

**Maximum Courage:** 3

**Skill:** Each time you call on a bluff or you are called on a bluff and the bluff is resolved in your favor, immediately perform one Indian Camp action.



## The Cat

**Starting Trust:** 8

**Maximum Courage:** 2

**Skill:** When you spot the Crocodile Creek, perform the Mermaid Lagoon action instead. At the end of the game, you gain 4 Trust points per Crocodile Creek tile you own.



## The Eagle

**Starting Trust:** 6

**Maximum Courage:** 3

**Skill:** Each time you examine a tile (when you look at it without performing its action), you gain 2 Trust points.



## The Tiger

**Starting Trust:** 2

**Maximum Courage:** 5

**Skill:** At the end of the game, you gain 5 Trust points per Courage point you have lost and not recovered.



## The Gorilla

**Starting Trust:** 12

**Maximum Courage:** 4

**Skill:** When you spot the Pirate Den, you don't lose Courage points. You lose 2 Trust points per each Courage point you lose.



## The Mole

**Starting Trust:** 10

**Maximum Courage:** 3

**Skill:** When you spot the Lost Boy Shelter, perform the Fairy Wood action instead. There is no limit to the number of Character cards you can have.

## GLOSSARY

**Spot:** The stated action you intend to perform.

**Explore:** Choose 1 island tile and state what you have spotted.

**Examine:** When you look at a tile without performing its featured action.

**Rest:** Skip your turn to recover 1 Courage point and look at (Examine) 2 Location tiles.

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Produced and Distributed Worldwide by:

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