

Rule Booklet

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the
Peacock

**ONLY THE
PLUCKIEST
PLAYER
WILL
WIN !!**



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PLUCK PLUCKY™

PLAYERS

- ❖ 2-4 players, ages 7-99.

INTRODUCTION

- ❖ Plucky the Peacock is strolling around the garden trying to find the most splendid array of feathers for his train. Being extremely vain, he only wants the best of the best by matching his feathers. But what happens when an equally eager fashion conscious feather plucker spies his technicolour train? Only the pluckiest player will win and become **The Most Plucky Of All Peacocks!**
- ❖ **Please note:** no peacocks have been harmed in the making of this game!

CONTENTS

- ❖ 4 peacock boards
- ❖ 1 feather plucker
- ❖ 1 spinner
- ❖ 1 handle
- ❖ 1 inner ring
- ❖ 5 score discs 1 to 5
- ❖ 75 Colour feathers as follows:
 - 15 Red 1 to 5 (3 of each)
 - 15 Orange 1 to 5 (3 of each)
 - 15 Yellow 1 to 5 (3 of each)
 - 15 Green 1 to 5 (3 of each)
 - 15 Blue 1 to 5 (3 of each)
- ❖ 5 Wild feathers
- ❖ this rule booklet

PREPARATION

- ❖ Place the feather plucker (a) in the middle of a level table, *fig. 1*.
- ❖ Place the handle (b) in the inner track.
- ❖ Pull out the spinner (c) from the plucker.
- ❖ Locate the cardboard inner ring (d) over the

handle.

- ❖ Pop the spinner back into the central hole.
- ❖ Locate the five score discs (e) on the 1 underneath the plucker and face all numbers outwards.
- ❖ Each player places a peacock board in front of themselves.
- ❖ Shuffle all the feathers **face down** on table.
- ❖ Each player picks **four** feathers at random one by one, and places them **face up** in the peacock so that the number on each Colour matches one of the numbers on the peacock. If a third feather of any number is picked, replace it. Wilds may be placed anywhere.
- ❖ Place the remainder feathers (f) randomly **face up** in the plucker segments as evenly as possible.

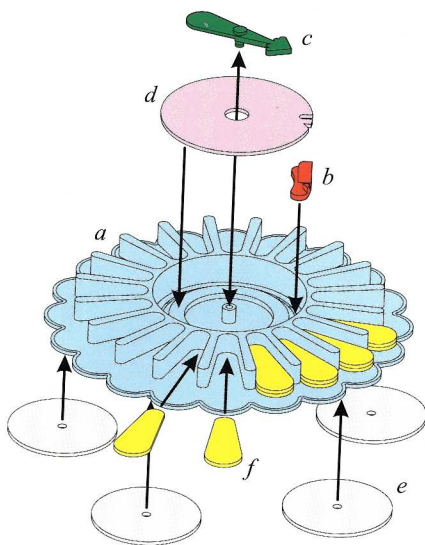


fig. 1: Feather plucker assembly.

DEFINITIONS

❖ C - Colour

One of the feathers numbered 1-5 in five colours. They **must** always be placed so that their numbers match those on the peacocks.

❖ W - Wild

A rainbow-coloured feather. It is used anywhere as a substitute for any C. However it's acquired, its new owner may choose where to place it. You don't have to discard a W, instead, it may be moved elsewhere in your peacock.

❖ MP - Matched Pair

Two feathers of the **same face value** and **same colour**. **MP's must never** be split up or removed from the game; the **only** way to upgrade them is to swap them.

❖ CW - Colour/Wild Pair

One C and one W. You may upgrade the C, and the W automatically pairs with the new colour.

❖ WW - Wild/Wild Pair

WW's take their face value from their position, but their colour is not specified until they score or one is upgraded to a C. WW's may be split up.

❖ UP - Unmatched Pair

Two C's of the **same face value**, but **different colours**. This isn't really a pair; they just occupy the same position.

AIM

- ❖ The aim of the game is to fill your peacock with five pairs of feathers that match the numbers on the board.
- ❖ Each pair is displayed on opposite sides of the peacock so the train forms a mirrored image (i.e. no UP's) when finished, *figs. 2a & b*.
- ❖ Be the first player to reach 200 points.



fig. 2a: A full peacock with one correct display of MP's. The board numbers also match with the feathers.



fig. 2b: An unfinished peacock. The Orange 1's are wrongly positioned in the '2' spaces and the 5's are an UP.

HOW TO PLAY

- ❖ The youngest player starts.
- ❖ On each turn a player must do the following in order:
 - Rotate the inner ring by moving the handle one notch clockwise.
 - Spin the spinner.
 - Follow the actions shown on the inner ring.
- ❖ Play then passes to the left.

ACTIONS

❖ Draw

- Draw the **top** feather pointed to.
- Place it in a free space in your peacock, if possible.
- If there's no free space, either a) change one of your existing feathers and discard the unwanted one, or b) discard it, see Discarding.
- If it's a C and you already have an MP of that value, you may move the spinner clockwise to the next segment(s), up to the maximum number shown on the feather and draw one of the top feathers instead.
- Discard a feather.

❖ Pluck

- Pluck **one** feather from an opponent (but **not** from an MP) and add it to your peacock.
- Discard a feather if necessary.

❖ Double Pluck

- Pluck any pair (MP, CW, WW or UP) from an opponent and add it to your peacock.
- Discard any feathers if necessary.

❖ Free Pluck

- Pluck one top feather from **any** segment.
- Move the spinner to that segment.
- Add it to your peacock.
- Discard a feather if necessary.

❖ Recycle

- If possible, give any one of your feathers or MP to an opponent.
- The opponent discards if necessary.

❖ Swap

- If possible, swap feathers with an opponent, either a) one for one (whether singles or parts of pairs), or b) MP for MP, or c) any other pair for any other pair, *fig. 3*.
- Swapped pairs **do not** have to be of the same colour or face value, however, you **must both** have room in your peacocks for the swap, so there is no discarding.



fig. 3: Swapping - one for one - UP for CW, provided both have the room.

❖ Skip

- Miss a turn.
- ❖ If you cannot perform an action for any reason, you must play your turn as a Draw.

DRAWING

- ❖ If the spinner points to an empty segment and you need to draw from it, draw from the next available segment clockwise.

DISCARDING

- ❖ Always discard feathers face up underneath the other feathers in the segment pointed to by the spinner.
- ❖ Each segment holds a maximum of four feathers. So if the segment is full, discard to the next available segment clockwise.

END OF THE ROUND

- ❖ As soon as one player fills his peacock **and** has no UP's, the round ends immediately and he is named the **Plucky Plucker**.

SCORING

- ❖ The Plucky Plucker scores points (shown on the score discs too) for the colour combination of his full peacock as follows:
 - **1 colour** 150 points
 - **2 colours** (any order) 80 points
 - **3 colours** (any order) 40 points
 - **4 colours** (any order) 60 points
 - **5 colours** (in the order: R1, O2, Y3, G4, B5 or vice versa) 200 points
 - **5 colours** (any order) 100 points
- ❖ Double points if no W's are used (i.e. all pairs are MP's).
- ❖ If a WW is used, it counts as the best colour to achieve the highest scoring colour combination possible, *fig. 4*.

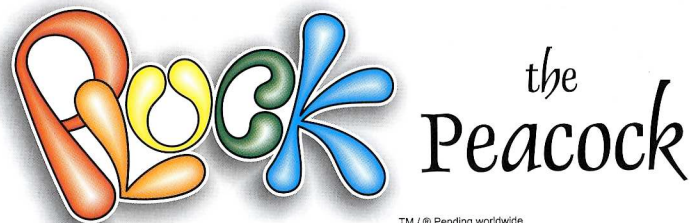


fig. 4: This counts as a 5 colour (any order) combination if the WW counts as Blue (100 points) rather than a 4 colour if it counts as any other colour (60 points).

- ❖ Once the score for the round has been tallied, if no player has reached 200 points, reshuffle the feathers and begin a new round.
- ❖ After each round the player to the winner's left starts the next round.

WINNING THE GAME

- ❖ The winner is the first player to reach 200 points.
- ❖ He is crowned **The Most Plucky Of All Peacocks** and all will admire him!
- ❖ Alternatively, the game may comprise any agreed number of rounds or be played up to a previously agreed target score.



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PLUCKY'S MEMORY GAME™

PLAYERS

- ❖ 2-4 players, ages 4-99.

INTRODUCTION

- ❖ Plucky, the pea-brained peacock, has lost his feathers in the garden. Can you find the most splendid array of feathers for his train?

CONTENTS

- ❖ 4 peacock boards
- ❖ 50 Colour feathers as follows:
 - 10 Red 1 to 5 (2 of each)
 - 10 Orange 1 to 5 (2 of each)
 - 10 Yellow 1 to 5 (2 of each)
 - 10 Green 1 to 5 (2 of each)
 - 10 Blue 1 to 5 (2 of each)

PREPARATION

- ❖ Each player places a peacock board in front of themselves.
- ❖ For younger players, divide the feathers into five groups of ten according to their face values.
- ❖ Shuffle each group of feathers separately **face down** on the table.
- ❖ Place the groups in the middle of the table in order, 1's at one end and 5's at the other.

AIM

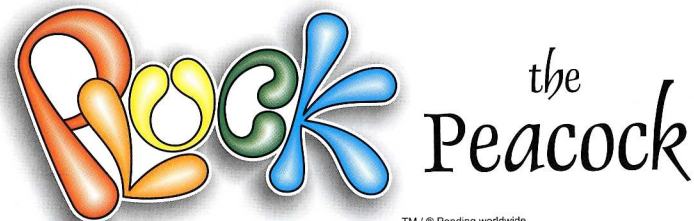
- ❖ The aim of the game is to be the first player to fill your peacock with five matched pairs of feathers, matching the numbers on your peacock.

HOW TO PLAY

- ❖ The youngest player starts.
- ❖ On each turn a player turns over two feathers from **one** group in which he is lacking a pair.
- ❖ If they are a matched pair, he places them in his peacock. He then tries again in another group.
- ❖ If they are not a matched pair, he turns them back over and play then passes to the left.

WINNING THE GAME

- ❖ The winner is the first player to fill his peacock with five matched pairs of feathers.



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PLUCK™ - BEGINNERS' GAME

PLAYERS

- ❖ 2-4 players, ages 10-99.

INTRODUCTION

- ❖ Plucky the Peacock is all mixed up! He's been growing some feathers from birth, but they don't appeal to his masculine fashion sensibilities. They're just too higgledy-piggledy; he'd like to strut around his patch symmetrically!
- ❖ Loads of his friends have caught the fashion bug and the rivalry to be the best dressed bird in town is rife. Only the pluckiest player will win and be crowned **The Most Plucky Of All Peacocks!**

PREPARATION

- ❖ Set up the feather plucker in the middle of the table as in Pluck Plucky.
- ❖ Each player places a peacock board in front of themselves.
- ❖ Shuffle all the feathers **face down** on the table.
- ❖ Each player picks **ten** feathers at random and places them **face up** in front of themselves (loose feathers) for all to see, but **not** in the peacock.
- ❖ Place the remainder feathers randomly **face up** in the plucker segments. If there are:
 - 2 players - 3 in each segment,
 - 3 players - 2 / 3 in each segment alternately,
 - 4 players - 2 in each segment.

AIM

- ❖ The aim of the game is to fill your peacock with five pairs of feathers that match the numbers on the board.
- ❖ A pair of feathers comprise two feathers of the

same colour and same face value; W's may be used as substitutes.

- ❖ Each pair is displayed on opposite sides of the peacock so the train forms a mirrored image (i.e. no UP's) when finished, *figs. 5a & b*, see Displaying.



fig. 5a: A full peacock with one correct display of MP's. The board numbers also match with the feathers.



fig. 5b: A full peacock with an incorrect display. The Orange 1's are in the '2' position and the 5's are an UP.

- ❖ Be the first player to reach 500 points.

HOW TO PLAY

- ❖ On each turn a player must do the following in order:
 - Rotate the inner ring by moving the handle one notch clockwise.
 - Spin the spinner.
 - Follow the actions shown on the inner ring.
- ❖ Play then passes to the left.
- ❖ **Note:** the emphasis in this game is whenever possible, if a feather matches and is usable (if there is room in your peacock) it must be used.

ACTIONS

❖ Draw



- Draw the **top** feather pointed to and add it to your loose feathers.
- Display **or** upgrade feathers, see Displaying and Upgrading.
- Discard one feather, see Discarding.

❖ Pluck



- Pluck **one** feather that you can match and use from an opponent's loose feathers and add it to yours.
- Display or upgrade feathers.
- Discard one feather.
- The plucked player draws the top feather from the same segment.

❖ Double Pluck



- Pluck a displayed **pair** that you can use from an opponent's peacock.
- Display **that** pair in your peacock.
- Discard **two** feathers.
- The plucked player draws the top **two** feathers from the same segment.

❖ Free Pluck



- Pluck one **top** feather from **any** segment that you can match and use.
- Move the spinner round to it.
- Display or upgrade feathers.
- Discard one feather.

❖ Recycle



- Draw the top feather pointed to and add it to your loose feathers.
- Display or upgrade feathers.
- Discard one feather that one of your opponents can match and use and pass it to him. He must discard something other than this new pair. If nothing matches, discard yourself as usual.
- Play continues with the player on the drawer's left.

❖ Swap



- Draw the top feather pointed to and add it to your loose feathers.
- You **must** swap **any one** of your displayed pairs for **any one** of your opponent's displayed pairs.
- Swapped pairs **do not** have to be of the same colour or face value.
- **Important:** you must both have room in your peacocks for the swapped pairs (e.g. you may swap 5's for 5's, but you must not swap 1's for 3's if you already display 3's or your opponent already displays 1's, fig. 6).
- Discard one feather as usual.



fig. 6: Swapping pairs - same face value - unlike face value, provided both have the room.

❖ Skip



- Miss a turn.

- ❖ **Note:** at the end of each turn, each player's hand **must always** comprise **ten** feathers (the total of displayed feathers and loose feathers).
- ❖ If you cannot perform an action for any reason, you must play your turn as a Draw.

WILDS

- ❖ A **W** may be paired up with any **C**.
- ❖ When displaying a **WW**, you only specify its face value (position), not colour.
- ❖ When upgrading a **WW**, you may only use feathers of the value matching its position.
- ❖ If a **WW** is double plucked or swapped, the new owner may choose which value to display them as.

DISPLAYING

- ❖ If you have an **MP** or **WW** in your loose feathers, you **must** display them if the action permits it and there is room. These take priority over a **CW**, which must also be displayed.
- ❖ **Only one** pair may be displayed per turn.

UPGRADING

- ❖ On your turn, if you **do not** display anything, you **must** upgrade one of your own **WW**'s or **W**'s if possible instead. Once a pair is displayed, you **must not** retract it. When you upgrade something, you must keep the same face value (i.e. same position).
- ❖ **Only loose** feathers may be used to upgrade.
- ❖ You **must** upgrade your own **W**'s to **C**'s, fig. 7, or if you cannot, you may upgrade your **C**'s to different **C**'s, fig. 8, but **never** **C**'s to **W**'s (downgrading), fig. 9.



fig. 7: Examples of upgrading your own **W**'s to **C**'s.



fig. 8: Examples of upgrading your own **C**'s to **C**'s.



fig. 9: **Never** downgrade.

- ❖ You may upgrade an opponent's **W**'s to **C**'s and take back the **W**'s to your loose feathers, but you **must not** touch any of his **C**'s, fig. 10.



fig. 10: Examples of upgrading an opponent's **W**'s to **C**'s.

DISCARDING

- ❖ Always discard a loose feather face up underneath the other feathers in the segment pointed to by the spinner.
- ❖ Once a pair is displayed, you **must** start to discard other feathers of the same value first.
- ❖ You **must not** discard a usable pair. **WW**'s are always usable.

END OF THE ROUND

- ❖ As soon as one player fills his peacock, the round ends immediately and he is named the **Plucky Plucker**.

SCORING

- ❖ The Plucky Plucker scores points from all his opponents' loose feathers as follows:
 - **COLOURS** (1-5) face value
 - **WILDS** 10 points
- ❖ The Plucky Plucker also scores a bonus (shown on the score discs too) for the colour combination of his full peacock as follows:
 - **1 colour** 150 points
 - **2 colours** (any order) 80 points
 - **3 colours** (any order) 40 points
 - **4 colours** (any order) 60 points
 - **5 colours** (in the order: R1, O2, Y3, G4, B5 or vice versa) 200 points
 - **5 colours** (any order) 100 points
- ❖ Double points if no **WILDS** are used.
- ❖ If a **WW** is used, it counts as the best colour to achieve the highest scoring colour combination possible, fig. 11.



fig. 11: This counts as a 5 colour (any order) combination if the **WW** counts as Blue (100 points) rather than a 4 colour if it counts as any other colour (60 points).

- ❖ Once the score for the round has been tallied, if no player has reached 500 points, reshuffle the feathers and begin a new round.
- ❖ After each round the player to the winner's left starts the next round.

WINNING THE GAME

- ❖ The winner is the first player to reach 500 points.
- ❖ He is crowned **The Most Plucky Of All Peacocks** and all will admire him!
- ❖ Alternatively, the game may comprise any agreed number of rounds or be played up to a previously agreed target score.



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PLUCK™ - PLUCKIER VARIANTS

PLAYERS

- ❖ 2-4 players, ages 10-99.

INTRODUCTION

- ❖ Plucky the Peacock gets pluckier!! Now you can eliminate any peacock for not displaying the most up to date and trendiest fashion.
- ❖ Each level you move up, you turn one of the score discs round so that the numbers are hidden. Each time you do this, that disc's colour combination is disallowed.
- ❖ So, if a peacock makes a feather fashion faux pas, the avian fashion police will sort him out!
- ❖ The aim of the game is the same as before, but now you may also win by eliminating all of your opponents.
- ❖ Play the same as the Beginners' Game except for the following:

LEVELS

- ❖ Intermediate 4 colour combinations
- ❖ Advanced 3 colour combinations
- ❖ Expert 2 colour combinations
- ❖ Extremist 1 colour combination
- ❖ The player who starts the round chooses which colour combination(s) to disallow, then turns the score disc(s) accordingly.

ELIMINATING

- ❖ A player is eliminated for displaying a full peacock that has an illegal colour combination. This may be from drawing or being recycled the 'wrong' feather, or double plucking the 'wrong' pair, for example.
- ❖ If a player is eliminated, he is out of the round and **cannot** return. However, you may still double pluck and swap with his peacock.
- ❖ If double plucked, he does **not** draw the two

feathers he usually would from the plucker. The double plucker must discard his feathers in the usual way. However, each segment may only hold a maximum of four feathers. As and when a segment is filled, the next available segment clockwise must be used.

END OF THE ROUND

- ❖ As soon as one peacock is filled legally or all but one peacock is eliminated, the round ends immediately.
- ❖ Looking at *fig. 11*, if one or other combination is legal, it wins, otherwise it is eliminated.

SCORING

- ❖ The Plucky Plucker scores all the points as before, plus a bonus of 100 points for each peacock eliminated.
- ❖ However, if **all** his opponents are eliminated, he just scores 100 points for each peacock eliminated and nothing else.

EXTINCTION VARIANT

- ❖ The zero tolerance approach to fashion!
- ❖ All the score discs are turned round to hide their numbers.
- ❖ If any player fills his peacock now, he his out of the round. So the last one remaining will win the round and score as above.