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a game by Jeremy P. Bushnell
and Jonathan A. Leistiko

Disclaimer

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In any case, we don't have any affiliation with Just Born, and readers of these rules should not mistakenly assume that we've been endorsed by them. Because that would be trademark infringement. Cheers!

Object

To seize 80% of the supply centers in a playing field, or to be the last player remaining in the game.

You Need

Each player needs the following supplies:

- approximately 3-5 Marshmallow Peeps of a single color, or a sheet of our Peep Understudies, which are downloadable here: <http://www.invisible-city.com/bazaar/peeps.pdf>.

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Peep War

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You Need, continued

- approximately 30 jellybeans of a single color to represent Platoons, or a sheet of our Jellybean Understudies, which are downloadable here:
<http://www.invisible-city.com/bazaar/jellybeans.pdf>
- two halves of a plastic egg, or two tokens to represent Supply Centers
- 3 copies of the Invisible City Productions Peep War Hex Map, which is downloadable here:
<http://www.invisible-city.com/bazaar/peepwarhex.pdf>
- You will also need one additional copy of the Peep War Hex Map, to serve as a piece of Neutral Territory.

Setting Up

Building the Territory:

Take the piece of Neutral Territory and place it in the center of the playing area.

Each player takes a turn building their Territory by placing a Hex in the playing area. The first Hex you place must share one side with the Neutral Territory. The second and third Hex you place must share at least one side with a Hex already in your Territory.

Each player places three Hexes in this fashion.

Establishing Supply Centers:

Each player takes a turn placing a Supply Center (half of a plastic egg, or some other token) in their Territory. Supply Centers may only be placed in the central cell of a Hex (in the circular area).

Each player places two Supply Centers in this fashion.

Place one Platoon jellybean (or Jellybean Understudy) and one Peep (or Peep Understudy) in each cell that contains a Supply Center.

Place one Supply Center in the Neutral Territory's central cell.

play! >>

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a strategy wargame for 2-5 players and Marshmallow Peeps
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Peep War

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Play

General rules governing play:

If you have one Peep or at least one Platoon in a cell that contains a Supply Center, that Supply Center is considered to be under your control.

You may have up to one Peep and up to six Platoons in play for each Supply Center under your control. If, at the beginning of your turn, you have more Peeps or Platoons in play than you can support with your Supply Center(s), you must remove Peeps and Platoons from play until you reach a number which you can support. If, at the beginning of your turn, you have no Supply Centers under your control, you are out of the game.

If, at the beginning of your turn, you only control three Platoons and no Peeps, or only one Peep and no Platoons, you are out of the game.

At no time may you have more than five of your Platoons in a single cell. You may, however, have five Platoons and a Peep in a cell.

At no time may a Peep be placed in a cell inhabited by another Peep.

Taking your turn:

One turn consists of three phases: Movement, Combat Resolution, and Production.

Movement:

On a turn, you may move each of your Platoons and each of your Peeps from a cell into an adjacent cell. You may choose to move all, some, or none of your pieces.

Moving pieces into a cell inhabited by another player's pieces will set up a Combat. Complete all of your moves before Resolving these Combat(s).

If you move all of your pieces out of a cell containing a Supply Center, that Supply Center is no longer considered to be under your control.

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Play, continued

Combat Resolution:

If, at the end of the Movement phase, any cells contain pieces belonging to two different players, Combat occurs in that cell. If no cells contain pieces belonging to two different players, move on to the Production phase.

Combats are resolved one at a time.

In order to resolve Combat:

1. Remove all Platoons from the cell and place them in a plastic egg or other opaque container. If a Peep is involved in the Combat, the controller of the Peep may place additional jellybeans in the container, one for each unit of Health the Peep possesses (Peeps begin the game with a Health of three). Shake well.
2. The defending player draws a Platoon bean from the container, without looking.
3. The controller of the drawn bean is the Victor of that round of Combat. The Victor draws one bean controlled by the other player from the container and eats it (or otherwise removes it from play). If the Victor is Combatting a group containing a Peep, they may choose to eat the bean and one segment of the Peep. Peeps have three segments: tail, body, and head. (If playing with Peep Understudies, simply put a checkmark on one of the boxes on the Peep.) For each segment that has been eaten (or each box that has been checked), the Peep loses a unit of Health.
4. If the only beans remaining in the container are under the control of a single player, the Combat is considered Resolved. If a Peep involved in the Combat has survived, a number of beans equal to the Peep's Health are removed from the container. All remaining beans are returned to the cell where the Combat took place. If beans under the control of two players remain in the container, proceed to step 5.
5. The Victor shakes the container and the other player draws a bean. Return to step 3.

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Play, continued

Production:

If you have at least one Troop and a Peep in the same cell as a Supply Center, you may place one additional Troop bean in that cell. During each Production phase, you may produce one bean from each Supply Center manned by a Troop and a Peep.

If you have at least three Troops in the same cell as a Supply Center, you may convert them to Peep Growth Jelly. Remove the Troops from play and place a Peep in that cell. (Remember that two Peeps may never occupy the same cell.) Supply Centers that generate Peeps in this fashion may not also produce Troops during the same Production phase.

You cannot produce Troops or Peeps if this would cause you to have more Troops or Peeps than the Supply Centers that are currently under your control can support.

At the end of your Production Phase, your turn is over, and play passes to the left.

Winning

You win if you are the last player in the game, or if you control 80% of the Supply Centers in play.

Number of Players	Number of Supply Centers Required to Win
2	4
3	6
4	7
5	9
6	10

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Origin and Credits

While attending this year's GAMA convention, in Las Vegas, Jeremy succumbed to the temptation to pick up some Marshmallow Peeps. Later, while enjoying the selection of wonderful miniature-based wargames, he quipped that he was going to make a miniature-based wargame using the Peeps as war beasts. This idea may have remained an amusing throwaway if not for the intervention of Jon, who quickly cooked up a preliminary set of rules.

Collaboration on the game was conducted through a series of phone calls between the Austin and Chicago offices, and playtesting commenced Easter weekend in Chicago.

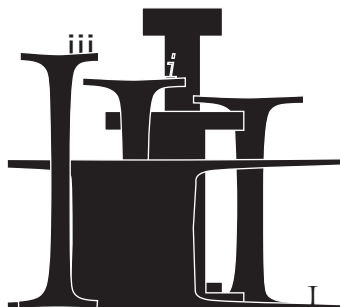
\Peep War, incidentally, marks the first of our free games primarily developed as a collaboration. More collaborative projects are in the works. Stay tuned.

Credits:

Concept, development, design: Jeremy P. Bushnell

Additional development: Jonathan A. Leistiko

Proofreading: Sharon J. Cichelli



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