PEANUTS

Talent SHOW!

Rulebook



CMON

PEANUTS

Talent SHOW!

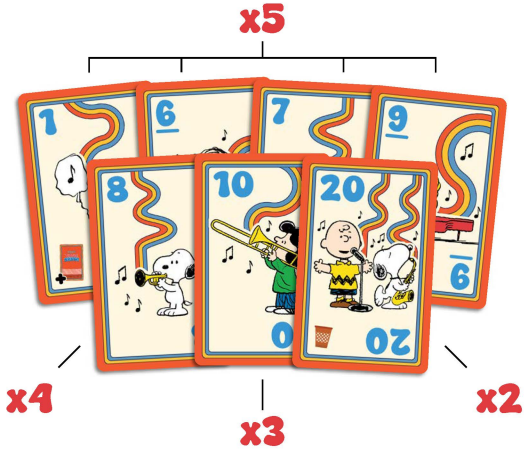
2-4 | 8+ | 30min

ROOT & KOUDAI TATENO

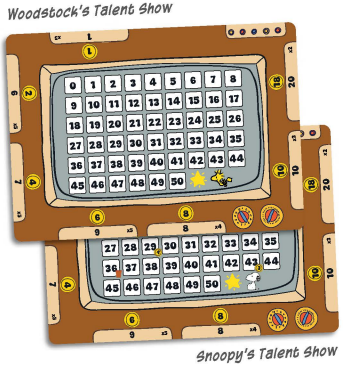
Components



20 Starting Cards



29 Performance Cards



1 Double-sided Talent Show Board



4 Player Cubes



36 Coin Tokens



1 Snoopy Meeple

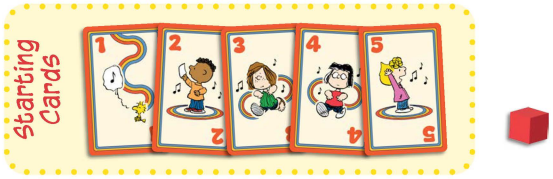
OVERVIEW

This game combines trick-taking with deck-building. **Charlie Brown**, **Snoopy**, and the gang are hosting a talent show, competing to impress the audience and earn **Talent Points**. Players' cards represent different performers.

The first player to earn 50 Talent Points is crowned the WINNER!

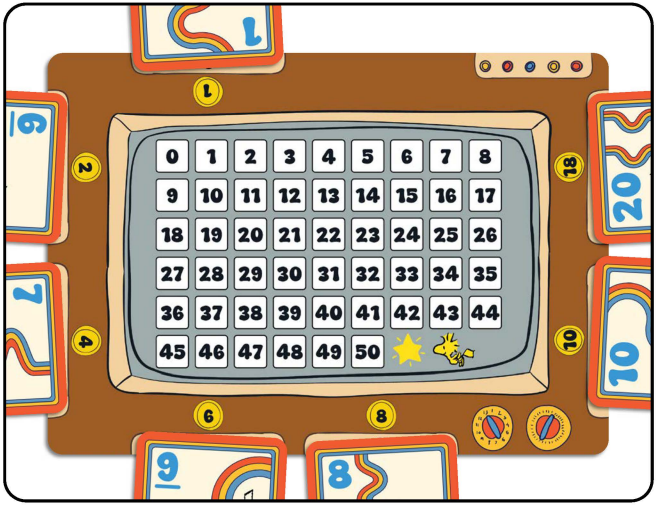
Game Setup

1. Each player takes a set of **Starting Cards** (1 - 5) and a **Player Cube**. They then shuffle their **Starting Cards** facedown to form a **deck** in their player area.

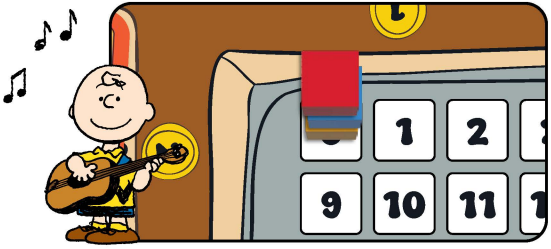




2. Arrange the **Performer Cards** around the **Talent Show Board** as shown in the diagram.
If this is your first game, we recommend Woodstock's **Talent Show Board**.



3. Each player places their **Player Cube** on the **0** space of the **Talent Points Track** on the **Talent Show Board**.



4. The starting player is the one who most recently participated in any kind of performance. Give the starting player the **Snoopy Meeple**.



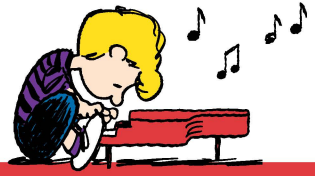
5. Each player draws **3** cards from their deck to form their starting hand.

Gameplay

1. The player with the **Snoopy Meeple** plays **1** card from their hand face-up. Then, going clockwise, remaining players play **1** card from their hand, face-up.

2. After each player has played **1** card, the player who played the highest number wins the round and takes the **Snoopy Meeple** (in the event of a tie, the tied player who played later wins).





The winner then places the card they played into their discard, face-up, next to their deck.
They then choose **1** action:



Action A

Move their marker on the **Talent Points Track** up a number of spaces equal to the value of the card they won the round with.

OR



Action B

Select 1 card from their discard and **remove** it from the game.

When a card is removed from the game, return it to the game box. It will no longer be used this game.

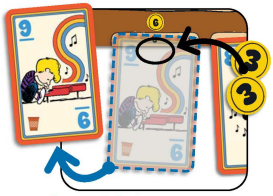
"Hint: Removing a card can be useful so you can play better Performers more often."

3. The other players puts their card in their discard and **gain Coins** equal to the card's value.
If a player's **Coins** would exceed **30** at the end of their turn, discard any extra **Coins** until they are down to **30**.



Then, in **clockwise** order, starting with the player to the **left** of the player with the **Snoopy Meeple**, each player chooses **1** of the following actions, multiple players may select the same option (the winner of the round does not take part in this):

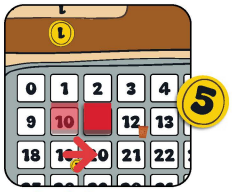
Action A



Spend Coins to recruit **1 Performer Card** from the **Talent Show Board** and place it face-up in their discard.

OR

Action B



Spend 5 Coins to move up **1 space** on the **Talent Points Track**.

OR

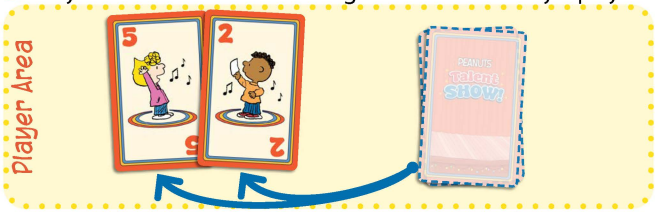
Action C



Do **Nothing**

4. After playing **3** rounds, players should no longer have cards in hand. At this point, they draw **3** cards from the top of their **deck** to form a new hand. If there are fewer than **3** cards remaining in their deck, they draw as many as they can. They then **shuffle** their **discard** to form a **new deck**. After that, they continue refilling their hand up to **3** cards.

5. Play continues until the winning condition is met by a player.



Player draws a new hand, but the deck has run out before they can refill their hand up to 3 cards.



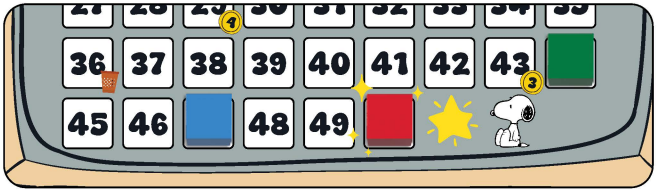
Player shuffles their discard to form a new deck.



Player refills their own hand up to 3 cards.

Winning The Game

The game ends when a player reaches space **50** on the **Talent Points Track**. That player is immediately crowned the ultimate WINNER of the Talent Show!



2 PLAYER GAME



To keep the competition exciting in a **2-player game**, **Olaf** will also be competing in the **Talent Show**. Here's how to set it up and play.

Setup

1. Set up the game normally (see "**Game Setup**").
2. **Olaf** is seated between the **2** players.



3. Give **Olaf**:
   - The following cards: a set of **Starting Cards** and **1** of each of the following **Performer Cards**: **1**, **6**, **7**, **8**, **9**. Shuffle these cards face-down to form **Olaf**'s deck.
   - A **Player Cube**, placed on space **0** of the **Talent Points Track**.

Gameplay

1. Play proceeds **clockwise** as normal.
2. On **Olaf**'s turn, simply **reveal the top** card of its deck and play it face-up, applying the abilities of the card played if necessary.

If the deck is empty, **shuffle all cards** in Olaf's discard to form a new deck.

3. **Olaf** competes in the round like any other player:
   - If **Olaf** wins the round, move **Olaf**'s scoring marker forward by the value of the card **Olaf** played.
   - However, if **Olaf** loses, **Olaf** gains nothing.

*"Note: Olaf does **not** receive Coins or buy cards during the game. If Olaf reaches space 50 on the Talent Points Track, Olaf **WINS** the game."*

On the **Snoopy** side of the **Talent Show Board**, **Olaf** does not gain bonuses from the **Talent Points Track**.

Snoopy's Talent Show Board

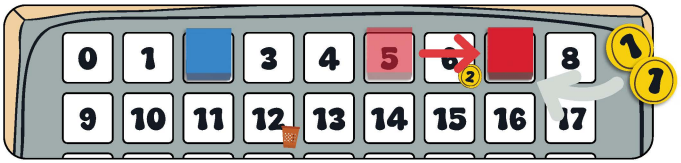
After the first game, players are invited by the whole gang to enjoy **Snoopy's side of the Talent Show Board**.

Along the **Talent Points** track, there are **special bonus icons** scattered at specific milestones. These icons represent **bonuses** that can be triggered during gameplay:

- Gain X **Coins**
- **Remove 1 card from the player's discard**

How It Works: Whenever the **leading player** (the one farthest ahead on the **Talent Points Track**) **reaches or passes 1** or more of these icons, they **immediately receive** the corresponding bonus.

For example: If the leading player reaches or crosses a icon, they immediately gain 2 coins.



Card Abilities



9 and **20** are strong performer cards that can help players truly dazzle the audience, but performing it multiple times would make it lose its charm. Whenever a player plays a **Performer Card** with , it is not placed in their discard, but instead, **it is removed from the game**, regardless if the player scores with it or not and regardless if the player earned coins with it or not.



1 is not a strong performer but a great team player. When playing this , **immediately** reveal the **top card of their deck** and add it to the total value of the player's perfomance. If their deck is empty, shuffle their discard to form a new deck, then reveal the top card.

The number for this round becomes the **sum of the two Performer Cards** (the **1** + the new card). This also applies to gaining **Points** or **Coins**.

At the end of the round, both cards are **discarded as usual**.

Note: In some rare cases, a player might reveal another card with the . In this case, trigger its ability again.

CREDITS

Game Design: Root & Koudai Tateno
Graphic Design: Matteo Brembilla, Daryl Choo & Irene Tam
Lead Producer: Daryl Choo
Production: Thiago Aranha, Rebecca Ho, Nicholas Sia, & Kenneth Tan
Proofreading: Jason Koepp & Joshua Zhang
Product Manager: Anthony Perone
Project Coordinator: Denton Clark
Publishers: David Doust & Chern Ann Ng
SPECIAL THANKS TO ALL OUR PLAYTESTERS

© 2025 CMON Global Limited, all rights reserved. No part of this product may be reproduced without specific permission. CMON, and the CMON logo are registered trademarks of CMON Global Limited.
© 2025 Peanuts Worldwide LLC.
Actual components may vary from those shown.