

PEANUTS

Talent

SHOW!

Rulebook



PEANUTS Talent Show!

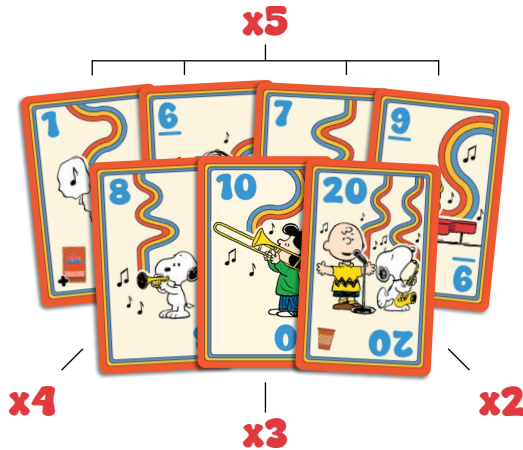


 **ROOT & KOUDAI TATENO**

Components

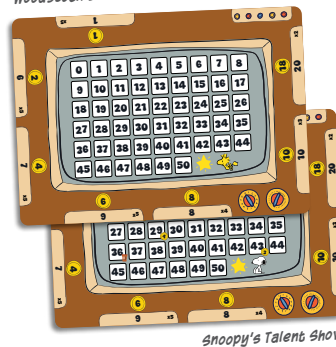


↑ **20 Starting Cards**



↑ **29 Performance Cards**

Woodstock's Talent Show



↑ **1 Double-sided Talent Show Board**



↑ **4 Player Cubes**



↑ **36 Coin Tokens**



↑ **1 Snoopy Meeple**

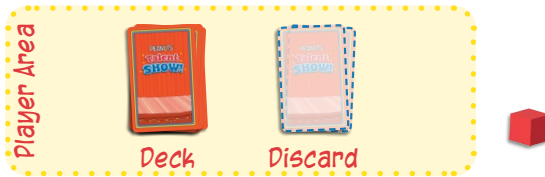
OVERVIEW


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.

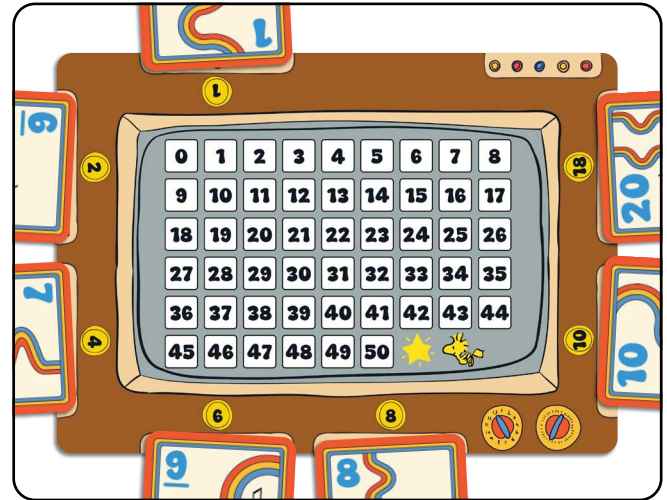
The first player to earn ★ **50 Talent Points** is crowned the **WINNER!**

Game Setup

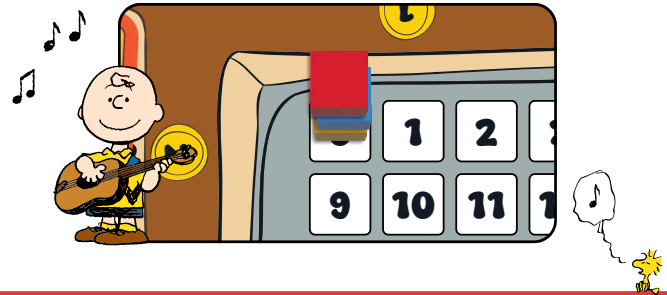
1. Each player takes a set of **Starting Cards** (1 - 5) and a **Player Cube**. They then shuffle their **Starting Cards** facedown to form a **deck** in their player area.



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 ○ space of the **Talent Points Track** on the **Talent Show Board**.



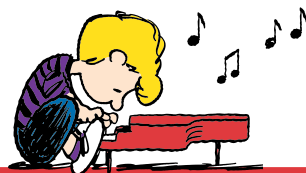
- The starting player is the one who most recently participated in any kind of performance. Give the starting player the **Snoopy Meeple**.



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

Gameplay

- 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.
- 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."

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


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 Area




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

Player Area



Player shuffles their discard to form a new deck.

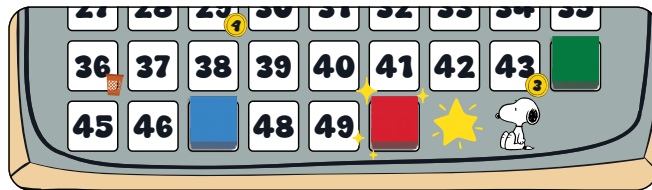
Player Area



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 **WINNERS** of the Talent Show!




The image shows a Talent Points Track with spaces numbered 27 to 50. Space 50 is highlighted with a yellow star and a Snoopy meeple. Space 43 has a green meeple, and space 48 has a blue meeple. A coin is on space 29, and another coin is on space 43.

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

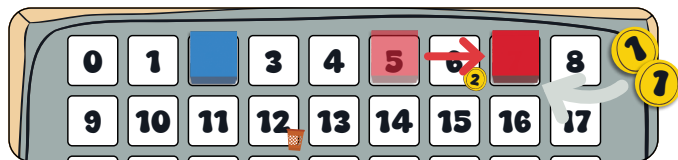
After the first game, players are invited by the whole gang to enjoy **Snoopy's side of the Talent Show Board**.

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 performance. 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

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PLAYTESTERS**

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