

RULEBOOK

CREEPEAS

A MONSTROUSLY
FUN GAME!

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GOAL OF THE GAME

You work in a science lab and breed all kinds of new monster species. These monsters come from peas and are called Creepeas. But Creepeas cannot come to life if they have missing limbs, so make sure to build as many complete monsters as possible. Whoever has the most points after the final card, wins the game!

CONTENTS

110 cards

101 MONSTER CARDS



6 jokers



5 mismonsters

1 STARTING CARD



8 BREEDING CARDS



18 heads



30 arms



12 connecting pieces



30 legs

SETUP

Put the starting card and the breeding cards aside. Shuffle the monster cards and place them face-down in a pile on the side of the playing area. If there are 2 or 5 players, discard 1 card from the pile, and if there are 3 or 4 players, discard 5 cards. These cards are placed in a discard pile. The breeding cards are not used in the base game.



2 or 5 players
=
-1 card
from the shuffled
monster cards

3 or 4 players
=
-5 cards
from the shuffled
monster cards

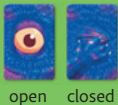
THE GAME

The game is played in rounds. At the beginning of every round, monster cards are drawn from the pile and placed in a row in the middle of the table. The amount of cards depends on the amount of players.

2 players: 5 cards
3 players: 6 cards

4 players: 8 cards
5 players: 10 cards

Turn the cards with an open eye face-up, and leave the cards with a closed eye lying face-down. Place the starting card next to the row of monster cards.



PLEASE NOTE! If there are 2 players, the players will take turns, so the starting card is not necessary.



Example: the number of cards for 3 players

The youngest player begins. He or she is the first to choose 2 cards from the row. There are various cards to choose from: a face-up monster card, a face-down monster card or the starting card. Afterwards, the other players each choose 2 cards from the row, in a clockwise direction.

Example with 3 players

Player 1	Player 2	Player 3
<p>has taken 2 cards: 1 face-down and 1 face-up. He or she can now look at the face-down card.</p> <div data-bbox="111 738 228 906">  </div> <div data-bbox="242 738 359 906">  </div>	<p>has taken 2 cards: the starting card and 1 face-up card. This player begins the next round, thanks to the starting card.</p> <div data-bbox="394 738 511 906">  </div> <div data-bbox="525 738 642 906">  </div>	<p>has not taken any cards yet and chooses from the last 3 cards. The remaining card is placed on the discard pile.</p>



At the end of a round, there is always 1 card remaining. If this is a monster card, place it on the discard pile. If this is the starting card, it stays there and the current starting player can begin in the next round as well. As soon as there is a new row of monster cards on the table, the player with the starting card places it back in the row and a new round begins.

PLEASE NOTE!

- When you take a face-down monster card, you can only look at it after you have taken a second card as well.
- When you take the starting card, you begin the next round. First place the starting card back in the middle of the table, and then choose 2 cards. So a player that has just had the starting card, can take it again.



Player 2



Discard pile

BUILDING CREEPEAS

Place your chosen monster cards in front of you and try to build as many complete Creepeas as possible by moving the cards around. You cannot trade cards with fellow players. You can move monster cards and make new combinations during the entire game. Place monster cards that do not fit (yet) next to your monsters and try to connect them later. Keep the following rules in mind:

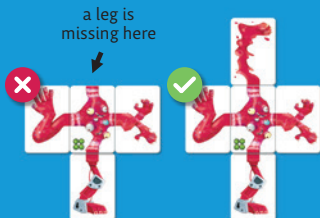
Monster cards must be placed **vertically** when building Creepeas. The cards have no fixed upside or downside.



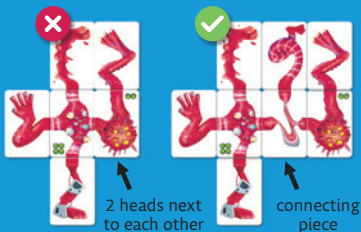
A Creepea must be made up of **1 colour**. You can work on several monsters with different colours simultaneously.



A Creepea only counts for points if it is **complete**. A Creepea that is missing an arm or a leg, is incomplete. The points you earn for a complete Creepea are indicated on the head or heads of a monster.



A Creepea must have **at least 1 head**. If you build a monster with several heads, always use a **connecting piece**. The heads cannot be directly next to or above each other.





Examples of complete Creepeas

JOKERS

Multicoloured monster cards are jokers. They can be attached to other colours, though they do have to fit the monster or mismonster.



↑
joker

MISMONSTERS

There are grey mismonsters in the game as well. If a mismonster is not completed, the player will receive penalty points at the end of the game, which are indicated on the mismonster card.

Mismonsters are completed by using monster cards. All colours can be attached, as long as the cards fit with the mismonster. Unlike monster cards, mismonster cards can be connected to several colours at the same time. If you build a mismonster with several heads, an intermediate piece must always be used. Mismonsters may not be combined with regular monsters. You will receive no penalty points from a complete mismonster, but no extra points either.



Mismonster incomplete = 2 penalty points



Mismonster complete = 0 penalty points

END OF THE GAME

As soon as the pile of monster cards is empty, everyone can make their final adjustments to their Creepeas. Add up all the points 🟢 on the heads of the complete Creepeas and subtract any penalty points 🟢 for incomplete mismonsters. The player with the most points wins the game!



2 points



3 points



4 points



2 penalty
points



3 penalty
points

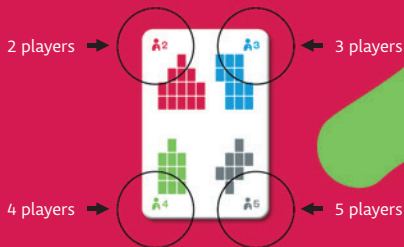
BREEDING VARIANT

GOAL OF THE GAME

You can play the breeding variant as a spin-off of the original game. You are now a lab technician who creates Creepeas with a specific shape in a breeding tray. Build complete Creepeas to fill up your breeding tray. Whoever is the first to fill up their breeding tray, wins the game!

SETUP

Follow the set-up of the base game. In addition to this, each player receives a breeding card. The amount of players dictates which breeding tray you have to fill.



THE GAME

In this variant, you have a breeding card, which you hide from fellow players. Make sure the Creepeas you build completely fill up the shape of the breeding tray. It does not matter how many Creepeas you make to fill the shape, but they do have to be complete for them to count. The rules of the original game apply for making complete Creepeas and the round progression.

PLEASE NOTE! Mismonsters cannot be added to the breeding tray, but they do have to be complete in order to win.

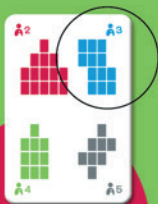
END OF THE GAME

As soon as one of the players has entirely filled up their breeding tray with complete Creepeas, the game ends.

Are you the only one with a full breeding tray and do you have no incomplete mismonsters? Then you win the game!

If several players have a full breeding tray and no incomplete mismonsters, the player with the most points wins. Is there a tie? Then the player who has complete Creepeas that add up to the most cards, wins.

Example with 3 players





A MONSTROUSLY FUN GAME!

CREEPEAS



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WARNING! Choking hazard. Not suitable for children under 3 years. Contains small parts. The items in this game may vary from the images in the rulebook.