



NO PEEKIE
NO LOOKIE



PUB
MEEPLE
GAMES

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A GROOVY GAME
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Objective

The game is played over a series of *rounds*; the player with the lowest score when a round is *called* receives a **Victory Point Card (VP)**. The player with the most victory points after the final **VP Card** is awarded is the winner.

Beginning a Round

Choose the first dealer at random. The dealer deals five cards facedown to each player. Without looking at the cards (no lookie), players arrange them into two facedown rows in front of them - a *top row* of two cards and a *bottom row* of three cards.

This forms your **tableau**:

Players may then look at the *bottom row* of cards anytime before they begin their first turn of the round, after which they must keep these cards facedown (no peekie).



The *top row* of cards must remain facedown until the round is over.

Note: cards in your *tableau* may be rearranged anytime during the game so long as they remain facedown and stay within their respective rows (a *top row* card may not be switched with a *bottom row* card or vice-versa).

The rest of the deck is placed in the center of the table as a **draw pile**. The top card is turned over next to the draw pile and starts the faceup **discard pile**.



Playing a Round

Play starts with the person to the left of the dealer. On your turn, draw the top card from the *draw or discard pile*. Only the top card of either deck may be drawn. You may then replace and discard a card from your *tableau* with the drawn card or you may discard the newly drawn card. Once a card from your *tableau* is lifted from the table, it must be discarded and replaced with the drawn card. If the draw pile ever runs out, shuffle the discards and reset the draw and discard piles.

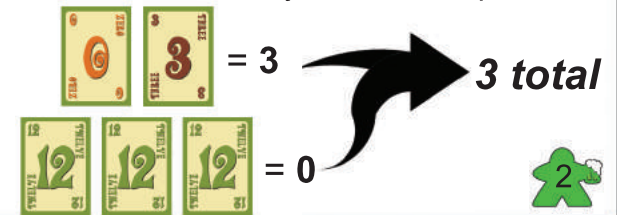


Calling a Round

When you believe you have the lowest score at the table, you may call the round by knocking on the table instead of taking your normal turn. All *other* players get one more turn and then everyone reveals their cards to determine their scores.

Scoring a Round

- Each *top row* card adds its numerical value to the player's score (**wildcards** score zero).
- If all three cards on the *bottom row* are matching numbers, then they score zero; but if they don't all match, each one adds its numerical value as they do on the top row.




↑ Fold Lines








↑ Fold Lines

Special Cards

- **Wildcards**  may act as any numerical card (positive or negative) for the purpose of matching but may never equal less than zero when scoring individually.
- The **11th card** is exactly that: a card which scores 11. But this card has no matches which makes it extremely undesirable. It gets worse - when discarding the **11th card**, the discarding player must skip his next turn. If fortunate enough, he may match it on the bottom row with 2 **wildcards** to zero out its score, or if playing with advanced rules, he may *trade* or *burn* the **11th card** without penalty. If the **11th card** is discarded during a *draft action*, the player still loses his next turn.

Action Cards (and Advanced Rules)

There are 13 **action cards** included in the deck for advanced play. These may be used in totality or modularly to the taste of the players. When a player discards an **action card**, she has the option to perform the corresponding action. Discarded **action cards** may not be drawn from the top of the discard pile.

- The **Swap**  action card allows a player to switch a card from his *top row* with a card from his *bottom row* without looking at the cards.
- The **Trade**  action card allows a player to switch any card from her *tableau* with any card from another player's *tableau* (no one may look at these cards).
- The **Burn**  action card allows a player to discard an additional card underneath the *burn* card, thus making it unavailable to be drawn by the next player. The player may stack the cards in secret so no one "sees" the card being burned. The discarding player must then replace the burned card with the next card from the top of the *draw pile* (the player may look at the newly drawn card before placing it facedown in his *tableau*).
- The **Draft**  action card allows a player to take the *draft* action: Place the *draft* card to the side and draw a number of cards equal to the number of players, choose one, and pass the remaining cards to either the left or right. Each player will continue to choose and pass in that direction until all the players have taken a card. Every player must replace a card in their *tableau* with this new card (discarding in draft order). When the last player discards, the first player places the *draft* card on top of the *discard pile* and turn order resumes where it left off. Any player may discard and resolve other **action cards** during the drafting phase.
- The **Ray's Play**  action card allows a player to take a second complete turn before play continues to the next player.


Wild Casey Variant


Our favorite scoring variation for higher difficulty: Wildcards must take on the value of another numerical card within your tableau. This can be used to match bottom row cards or score individually as your lowest valued card.



Performing an action is always optional for the discarding player and **action cards** always score 15 points if revealed in a *tableau* at the end of a round.

Victory Point Cards

The player with the lowest score each round is awarded a **VP Card** (place the  faceup):

- Whenever *non-caller* players tie for the lowest score, they all receive a **VP Card** (even if they tied with the *caller*).
- For the *caller* to earn a **VP Card**, she must have the lowest score without a tie. If the caller does not earn a *VP Card*, she must flip over a previously earned *VP Card* to the  side if possible. If there are *VP Cards* remaining, pass the deck to a new dealer to shuffle and begin a new round.

Ending the Game

Each deck comes with 7 **VP Cards** which can be used in games of 3 to 6 players. In the event the last round awards more VP than there are cards available, the players can just remember to add their final victory point.

Games with 7 to 12 players should use 2 decks. In these larger games, start by playing 4 rounds:

- If no one scores more than 1 VP during the 4 rounds, play until someone has a score of 2 VP.
- If any player has scored higher than 1 VP after completing 4 rounds, play ends when someone reaches a score of 3 VP.

Victory Point ties are perfectly acceptable in No Lookie, No Peekie. But tie-breaker rounds have been known to happen over the years.

