PEEK & PUSH











OVERVIEW

A player's goal is to create a Set or Run within the grid using the tiles' identities before their opponent.

For more in depth rules visit: peekandpush.com/rules

SETUP

A game can be played at your preferred difficulty level. Difficulty is determined by the number of tiles used to create the grid. Follow the setup below, based on preference:

BEGINNER (9 Tiles): First 3 numbers of 3 different symbols. NORMAL (16 Tiles): First 4 numbers of 4 different symbols. ADVANCED (25 Tiles): Include all tiles.

To set up the grid, shuffle the tiles and place them face down. Arrange the tiles in a grid of 3x3, 4x4, or 5x5, depending on the level of difficulty selected.

HOW TO PLAY

Choose who goes first randomly. To start, a player can choose 1 of 3 available actions: Peek, Push, or end the game. When a player chooses to Peek, they will pick up a tile, look at it, and set it back down in the same position, without revealing its identity. The player should try to memorize it's number, type, and position on the crid.

When a player chooses to Push, they will Push an entire row or column of tiles in any direction by 1. You may not Push diagonally. After a row or column has been pushed, a single tile will "fall off" of the grid. This tile should be flipped over, and placed in the now vacant spot on the opposite end of the grid. The identity can now be seen by both players. In a 3x3 game, each player will take 1 action of their choice per turn. In a 4x4 game, each player will take 2 actions, and in a 5x5 game, each player will take 3 actions. Each action performed may be in any order. However, If ending the

game, it must be your first action.

SETS & RUNS

The goal of the game is to create a Set or Run. A Set is created when a player connects a line of tiles that all have something in common. The tiles could all be the same symbols or the same number (ex. all 3s). A Run is created when a player creates a line of tiles containing all unique symbols or numbers, for example a) 1, 2, and 3 or b) 1 of each symbol. They do not need to be in order for it to count. A Set or Run can be horizontal, vertical, or diagonal within the crid.

WINNING

When you believe you have a Set or a Run in place, whether with flipped tiles or not, you must correctly reveal it to win. Use your first (or only) action of your turn to declare your Set or Run, and flip over your tiles. If you're correct, you win! If you misjudged, you lose.

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For more information visit: peekandpush.com

