

THE PEG GAME

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Components

2-4 Players | Age 6+ | 5 minutes per player

- 32 Pegs in 4 different colours.
- 1 Coloured Rod
- Golden Peg card

OVERVIEW AND AIM

Add pegs to the structure, make it rotate and watch it grow. The player whose peg is the highest at the end of the game is the winner!

GAME SET-UP

- Empty the game box and lid.
- Each payer takes a set of 8 matching-coloured pegs. Remove any unused pegs from the game.
- Place the box and the lid on their ends with the black marks uppermost. Make sure that the box and the lid are parallel. *To stabilise the box and lid, weigh them down by placing mobile phones on the inside edges that sit on the table.*
- Balance the rod between the box and the lid, making sure that the black ends of the rod are sitting on the black areas of the box and lid.
- Put the Golden Peg card to the side of the table.
- Choose a starting player.

GAME PLAY

Gameplay consists of players taking turns, starting with the first player, and moving clockwise. On your turn do the following:

- Take one of your pegs and attach it to the rod or another peg. **Your peg must be attached to a different coloured peg or different coloured rod zone.**
 - *Pegs can be attached in any orientation but must not touch the box, lid or table. Any pegs that hit the box, lid or table are removed from the game.*
 - *If you drop your peg whilst trying to place it, remove it from the game and end your turn.*
 - *If any pegs fall off the structure during your turn, they, along with the peg you are placing, are removed from the game. End your turn.*
- Watch the rod and pegs rotate and wait for them to come to a stop. *You may speed this up by gently touching the ends of the rod.*
- If you have the highest peg, take the Golden Peg. *If you can't decide who has the highest peg, then the Golden Peg remains with the current player. **If you have the Golden Peg at the start of your turn, skip your turn.***
- Your turn ends. Play passes to the next clockwise player.

If it looks like the rod is about to fall off, you may reposition it in its starting position. Take care not to knock any pegs off! If the rod does fall off, put it back in the starting position and continue the game. Any pegs knocked off are removed from the game.

Final Turn

Play continues until only 1 player has any pegs left to place. The next peg they place will be the final peg (disregard any other pegs they may have).

Game End

The placing of the final peg ends the game. The player whose peg is the highest is the winner! If there is a tie, check the second highest pegs of the tied players. The highest of these is the winner.