



PECKING ORDER

Piercing the mists of a vine-choked jungle are the ruins of a lost civilization. Soaring above the scene, and amidst its crumbling sites, are powerful birds. Intelligent, determined, cunning and fierce... the two clans of rain forest avians vie for power, for control of the Pecking Order.

What man has lost and forgotten they struggle now to claim. In this place, out of time and out of memory, a fierce battle is about to be waged. You and your opponent will determine the outcome. Victory will come to the clan which best balances strategy, luck, position and guile.

Overview

Each player attempts to place his bird cards on the most desirable perches. The perches are the black areas on the sides of the game board and each perch has a specific point value. The round ends when all of the cards have been played. After the round ends, players score points for the perches they control. The game ends after four rounds, highest total score wins.

Components

- 2 identical sets of 13 Cards; bird cards numbered from 1 through 12, and a Jaguar card
- Game board with 10 perches on each player's side

Game Board



Cards



Play

Players shuffle their cards face down and form a stack. Select a player to go first.

A player begins his turn by drawing the top card from his stack and then decides which perch to play it on. Players always play their cards to perches on their side of the board. Players do not reveal their cards when they first play them, they are placed face-down.

- If the perch is unoccupied on either side: The card is placed face down onto the perch. This bird now controls the perch. The turn is complete. The next player takes his turn.
- If the opponent's side of the perch is already controlled by a card: A challenge occurs.

Challenge

A challenge occurs EVERY time a player attempts to take control of a perch already controlled by his opponent. The player who initiates the challenge is the attacker. The other player is the defender. The defender must turn over his card (and leave it face up). The bird with the higher number wins the challenge. The attacker does NOT reveal his bird at any time during the challenge. He simply says which bird wins. The losing bird is removed from the game. If it is a tie, the attacker wins.

Exception: If the defender controls the *Tie Breaker* perch when a tie occurs then the defender wins.

Note: A bird card that is already face-up may be challenged.

Example of a Challenge

Player 1

Player 2

Player 2 draws a card. It is his 6 bird. Player 2 decides to challenge Player 1 for control of the 4 perch. This means that Player 2 is the attacker during this challenge and Player 1 is the defender.

Player 1

Player 2

Defender reveals his card. It is his 5 bird. Since attacker's card is higher, he declares himself the winner.

Player 1

Player 2

Defender removes his 5 bird from the game. Attacker leaves his bird card, face-down, on his side of the 4 perch. Player 2 now controls the 4 perch.

If the attacker wins, he does NOT reveal his card. It remains face down on the perch. If the defender's bird wins, it remains face up and the attacker's bird is discarded WITHOUT being revealed. Whichever bird wins now controls the perch. The next player takes his turn.



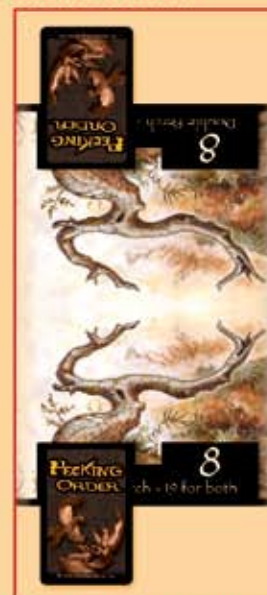
The Jaguar

The Jaguar is placed like a bird, but if it is involved with a challenge, either attacking or defending, then the Jaguar and the other card are both discarded. If at the end of the round a Jaguar controls a perch, it is revealed and discarded. The Jaguar never scores.

Double-8 Perch

The 8 perch is special because it has 2 perches for 2 birds. Players may each place 1 bird on their side of the 8 perch without triggering a challenge, so long as they are in the diagonally opposite perches. If a player places a bird on an 8 perch already controlled by his opponent, then it initiates a challenge. At the end of the game, if a player controls both 8 perches he gets 19 points for those perches (8 points per perch plus a 3-point bonus).

Understanding the Double-8 Perch



No Challenge Occurs

A Challenge Occurs

Tie Breaker Perch

This is the '1' perch. The player who controls the tie breaker perch (even with the Jaguar card) wins ties when he is attacking AND when he is defending.

Vision Roof

This is the '3' perch. When a player takes control of the Vision Roof he is allowed to immediately look at any one face down card his opponent has in play. This can only happen at the moment a bird first takes control of the Vision Roof. After viewing that card, it is placed back on its perch, face down. If a player's bird takes control of the Vision Roof but he forgets to look at one of his opponent's face down cards on that turn he may not look at one of his opponent's face down cards on a future turn.

Scoring

The round ends when the last card of both players is placed. Each player scores the total value of all the perches he controls. A player scores 19 points towards his total if he controls both 8 perches. Jaguar cards are removed before scoring.

Winning

The winner is the player with the highest cumulative score after 4 rounds of play.

Note: Make sure to alternate who goes first each round.

Thank-you for purchasing Pecking Order. We hope you have as much fun playing it as we do! It is interesting to observe the playing style of your opponent change and adapt the more you play. It is also interesting to observe the changes in your own approach to play, as you learn more about the subtleties of the game and what your opponent's tendencies are. Whether its the game you start the night off with, or the object of a tournament, or simply played for a single round when time is short, we hope Pecking Order becomes a vital part of your game collection.

Note: While the term "he" is used in these rules for brevity, it should be read as "he or she."

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