

Instructions for Print & Play Clawpeck

By Luke Orlando

www.Lukeorlandofiction.com/games

COMMENTS:

1. This document is designed to be printed AS IS. I know it is not pretty, but it's functional. The purpose of this document is not to supplant the officially printed copy, but to provide players an opportunity to try the game for free or insert it as a one-off game in their tabletop RPG.
2. This version of the game does NOT include the second edition rules or the requisite D6.
3. This document is designed to be printed on heavy, colored card stock. Printing on plain white office paper will NOT result in a satisfactory experience. You should not be able to see through the cards
4. This document is designed to be printed DOUBLE SIDED being flipped on the LONG EDGE. If you cannot print double sided, check the instructions for printing one sided on your specific printer.
5. This document is designed to be printed in COLOR. Printing and playing in black and white is possible, but it not easy to see the color differences.
6. If you enjoy using this version of the game, please consider leaving a review, comment, or share on any of my social media!

Step 1.

Print this entire document on thick, colored card stock. Ensure that you cannot see through the cards.

Step 2.

Check that the "alignment" cards one through five match on both sides. If any alignment card does not have "Alignment Card" on both sides, the document has NOT printed correctly.

Step 3.

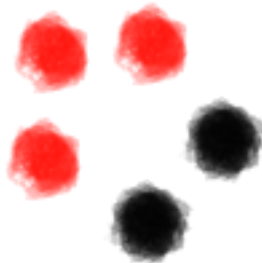
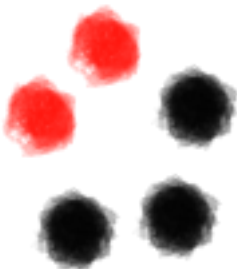
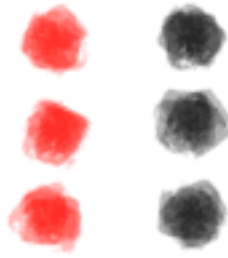
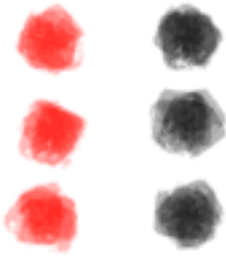
Cut out all cards along the middle black line between each card. Do this as precisely as possible.

Step 4.

Shuffle the cards and follow the instructions for set up! You may also consider watching the tutorial.

<https://www.youtube.com/watch?v=nXLQqaKmTU8>

Thank you and enjoy!



Alignment
Card 1

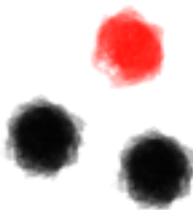
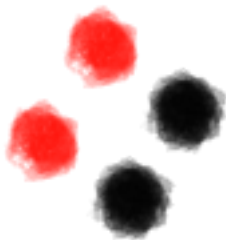
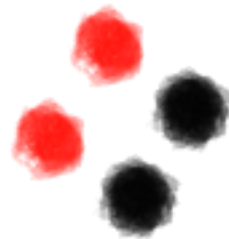
The other side
Of this card should
also say "Alignment
Card 1"



Alignment
Card 1

The other side
Of this card should
also say "Alignment
Card 1"





Alignment
Card 2

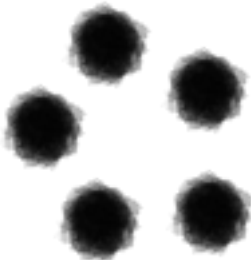
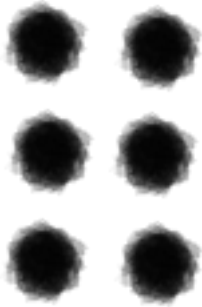
The other side
Of this card should
also say "Alignment
Card 2"



Alignment
Card 2

The other side
Of this card should
also say "Alignment
Card 2"





Alignment
Card 3









The other side
Of this card should
also say "Alignment
Card 3"



Alignment
Card 3

The other side
Of this card should
also say "Alignment
Card 3"



		
		
		<div data-bbox="1088 1365 1477 1890" style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;">Alignment Card 4</p> <p style="text-align: center;">The other side Of this card should also say "Alignment Card 4"</p> </div>



Alignment
Card 4

The other side
Of this card should
also say "Alignment
Card 4"



Alignment
Card 5

The other side
Of this card should
also say "Alignment
Card 5"



Alignment
Card 5

The other side
Of this card should
also say "Alignment
Card 5"

What is Clawpeck?

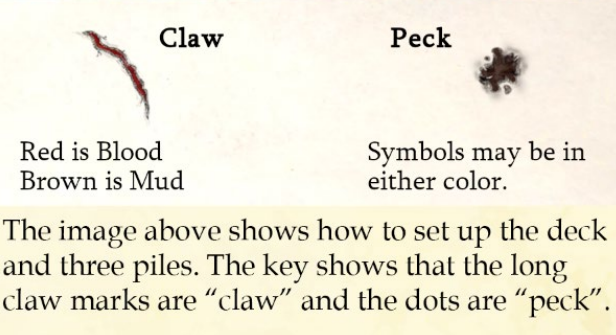
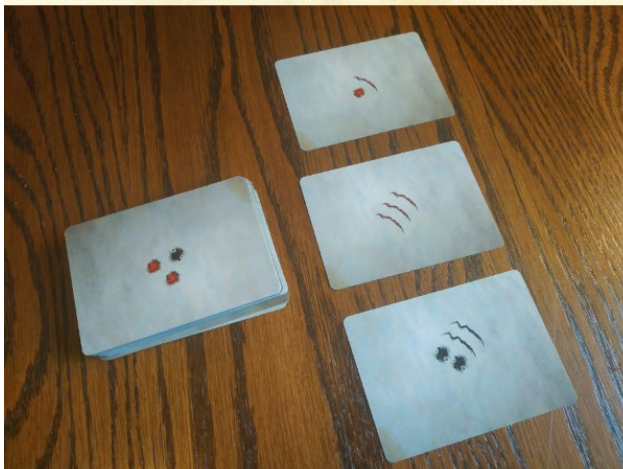
Watch the tutorial on YouTube! Search for, "How to Play Clawpeck- Lotenn".

Clawpeck is a 2-4 player number- matching strategy game invented by goblins.

Each player takes turns placing or flipping cards while trying to get their symbol or color to be the only symbol or color present on all three piles.

Set Up

Shuffle the deck and place it between all players. It does not matter what side is face up. Take three cards from the top of the deck and place them in a line nearby. Be sure that there is variation between symbols and colors so no player wins immediately. If any player would win on their first turn, restart the game.



Starting the Game

If playing within the world of a fantasy role playing game, it is tradition that the most senior character go first out of respect. For example, a wise old bartender would go before the young upstart wizard, no matter how rich or powerful he is. In the real world, the shortest person goes first, as they are the most goblin-like! When you've established who is going first, you're assigned your symbol or color.

1st player	=	Claw
2nd player	=	Peck
3rd player	=	Blood
4th player	=	Mud

The goblins invented this order in superstitious respect to the most fearsome parts of the dragon; his mighty claws, his sharp bite, his fiery blood, and the mud stamped beneath his feet.

If playing on a team:

Claw + Blood are paired

Peck + Mud are paired.

If either one wins, then both do!

Taking your Turn

On your turn, you may take one of the following three actions.

1. Draw and place a card.

When you draw a card from the deck, you may look at the bottom of the card, but you do not have to show it to anyone else. You may then place that card on any of the three piles if it has a matching total number of symbols or a subset of numbers. (See "Making a Match")

2. Flip a card.

When you take the flip action, you choose a card that is on a pile of two or more cards and flip it to one of the other two piles. The new top of the card must match the top card of the new pile as if it had just been drawn and placed.

You may not look at the bottom of the card before choosing the flip action. You do not have to know what is on the other side to take this action. Some goblins consider it a point of pride to only play the game by flipping cards.

You may not flip a card that was flipped by any player last turn.

If you choose a card and there is no legal match on the other two piles, replace the flipped card on its original pile and end your turn.

3. Reserve or play a reserved card.

Players may store a card in their "reserve". You take this action by drawing a card from the deck but keeping it in front of you or in your hand.

You may only ever have one card in your reserve. If you already have a card in your reserve, you cannot take this action.

You may use your action to play the card from your reserve onto any of the three piles as if you had drawn it from the deck.

If you draw a card from the deck, and it has no legal match, you place that card into your reserve. If you already have a card in your reserve, discard that card and replace it with the newly drawn card until the deck is reshuffled or the game is over, whichever comes first.

If someone would win the game, you may play the card on a pile with a legal match to prevent them from winning! You may do this immediately after

they place their winning card. Play then continues normally from the left of the would-be-winner.

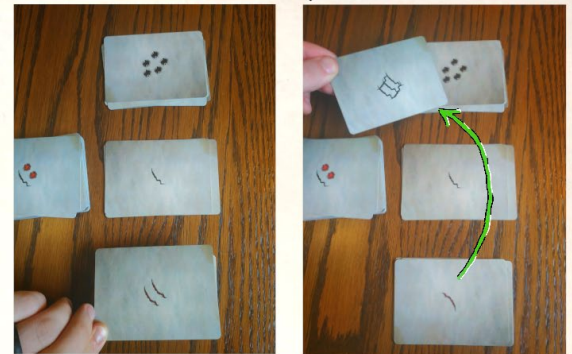
If there are two or more players who have a card in reserve, you may have to argue to decide who plays their card to prevent a player from winning. In goblin culture this is sometimes solved with headbutting or name calling.

If you use your reserve card to prevent another player from winning, it does not count as an action. This means that if you are forced to, or accidentally, play a card that causes someone else to win, you may use your reserve to keep that person from winning.

Taking the Flip Action

Player one, the "claw" player, chose the 2 red claw card in the third pile and flipped it to the 5 peck card on the first pile. The bottom, 5 claws, matched. Now all cards show only claws. He wins!

Ex. of
Ruling
2a.



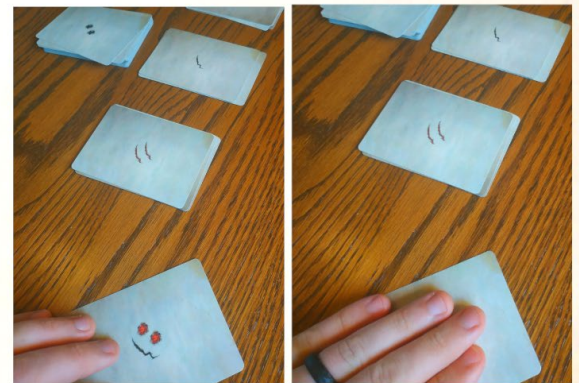
Taking the Reserve Action

When you reserve a card you must show one side of the card at all times and keep the card visible.

Legal.

Illegal.

Ex. of
Ruling
3a.



Making a Match

Matching in Clawpeck can be done in one of two ways.

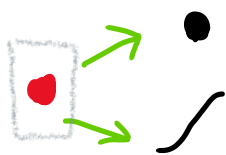
- Match the total number of symbols
- Match a subset of symbols

1. Total number matching:

This is the easiest way to match cards. Simply count the total number of symbols on the side of the card you want to match and the faceup card on the pile. Do they have the same number? Then it's a match!

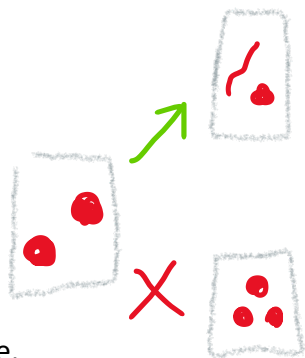
Example A.

One peck matches one claw or one peck. It does not matter what color they are.



Example B.

Two pecks match one claw and one peck, but not three pecks. This is because the total number is not the same.

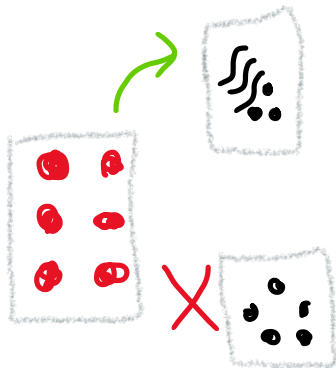


2. Subset matching:

A subset is a number made up of symbols or colors present on a card regardless of the other symbols or colors present.

Example A.

A card with six red pecks has no subset. It has a total number of six. It can only match cards that also have 6 symbols.



Frequently Asked Questions

Q: What if we run out of cards?

A: Take the top two cards from each pile. set them aside. Shuffle the discard pile together with the other three piles. Use the top two cards that were set aside to continue play.

Q: Can I purposely lose my turn by choosing the flip action even if I know it has no legal match?

A: Yes, you crafty devil.

Q: What if two players win at the same time?

A: The current player gets priority. Priority then proceeds to the left of that player until a winner is found.

Q: My card is all red! That means I can match it to another all red card! Right?

A:... NO.

I would say, "thank you, and good luck", but goblins don't have a word for thank you and generally have very little luck. So I shall settle on, "have fun"!

Copyright© 2019, 2023 Luke Orlando. All rights reserved.

Clawpeck is the property of Luke Orlando.