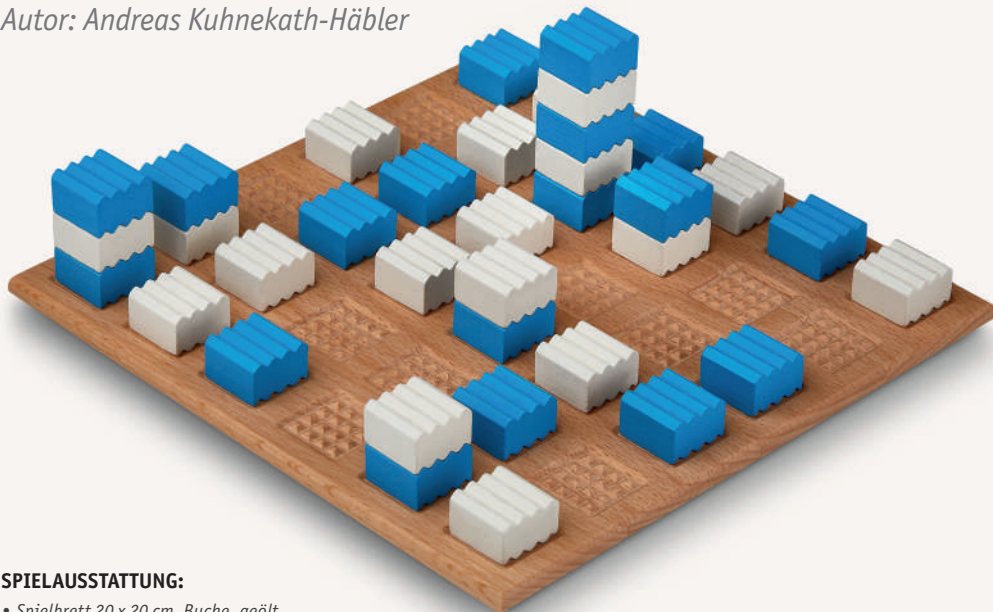


PEAK

Autor: Andreas Kuhnekath-Häbler



SPIELAUSSTATTUNG:

- Spielbrett 20 x 20 cm, Buche, geölt
- Je 18 gezackte Spielsteine in 2 Farben



Gerhards
Spiel und Design

Was zählt, ist die Spitze!

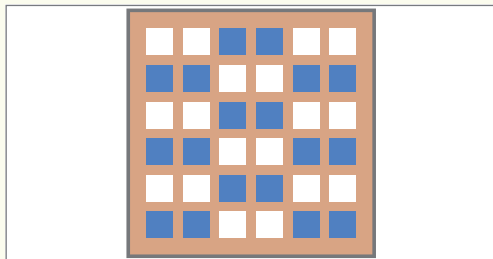




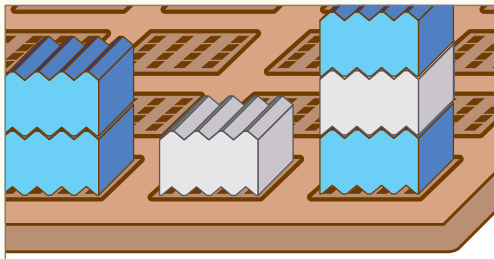
SET-UP OF THE GAME

Place the gameboard between the players, in any orientation. Put the playing pieces on the board according to the starting set-up (see *illus. 1*).

The ribbing of the top side is different from the bottom side of the playing pieces. Place the side with the laterally bisected rib downward, fitting the playing pieces exactly in the spaces (see *illus. 2*).



Illus. 1: Starting set-up



Illus. 2: Stackable playing pieces

OBJECT OF THE GAME

The player who stacks best and is thus able to claim the most pieces wins the game. The top piece of each tower is what's crucial!

THIS IS HOW YOU PLAY

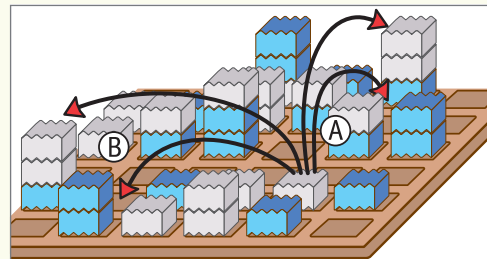
Players alternate turns; the player with the light-colored playing pieces begins the game.

On your turn, you may only jump with one of your playing pieces; sliding a piece is not allowed. A jump always goes over exactly 2 other playing pieces, orthogonally or diagonally, onto a space behind that. You may jump over any number of unoccupied spaces; they are not included in the count (see *illus. 3 and 4*).

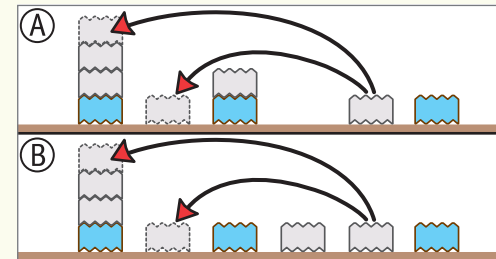
The jumped-over playing pieces may lie on the board next to one another, on top of each other, or with a distance between them – all options are possible; only the number TWO has to be exact.

The destination space can be empty or occupied by a single piece or any number of playing pieces in a stack. If the piece ends up on an already-occupied space, you put it on top. This way, towers are being built. These towers can reach any height, but they may not be moved or broken up. The color of the top piece counts for the respective player's score.

Skipping your turn is not allowed.



Illus. 3: Jumping options. A diagonal jump is not possible, since you cannot jump this piece over exactly two pieces.



Illus. 4: Side view

END OF THE GAME

Once one player can no longer jump, the other player has another turn. If that first player now has another possibility to jump, the game goes on. But if he still can't jump, then the game ends.

SCORING

Only towers that consist of at least 2 stacked playing pieces are scored. Single playing pieces are removed from the game.

Each player scores for the towers with his color on top. He adds up all the playing pieces of his towers; each piece is worth one point. Who will have the most points in the end?



THE TOP IS WHAT COUNTS!

Author: Andreas Kuhnekath-Häbler

GAME EQUIPMENT:

- 20 x 20 cm gameboard made of beechwood, treated with protective oils
- 2 sets of 18 ribbed playing pieces in each of 2 colors

English translation: Sybille & Bruce Whitehill, "Word for Wort"



ÊTRE AU SOMMET, C'EST CE QUI COMPTE !

Auteur : Andreas Kuhnekath-Häbler

MATÉRIEL :

- Plateau de jeu en hêtre massif, huilé et imprimé
- 2 jeux de 18 pions dentés dans chacune des deux couleurs.

Traduction française : Christophe Décombe

WARNING! Nicht für Kinder unter drei Jahren geeignet. Kleinteile können verschluckt werden! / **WARNING!** Not suitable for children under 36 months. Choking hazard! / **ATTENTION !** Ne convient pas aux enfants de moins de 36 mois. Risque d'étouffement !



Gerhards
Spiel und Design

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