

Setup:

- Each player picks one color of Pesky Pips to play and one die to add to the game.
- Set out the board, die and First Player Token
- Each player places one Pesky Pip in a chosen quadrant to start.
 - Person that last played checkers goes first and takes the First Player Token (blue cylinder)

How you win:

- Be the first player to place 4 Pesky Pips in a row.
 - For 3-4 players, play to 5 in a row.

During your turn:

- Roll one die per player, as they chose in set-up, and assign one die to each player.
- The player, to the right of first player, places Pesky Pips according to their die, and continue counterclockwise.
 - First player places last.
- You **must place all** Pesky Pips according to your assigned die.
- Pass the First Player Token to the right and commence next turn.

How to place a pip:

- Each dice is played on a placed Pesky Pip. If you don't have any Pesky Pips on the board, you get to place them freely.
- If the die doesn't have a center pip, you must remove the Pesky Pip it's played on.
- If you don't have enough Pesky Pips, you must remove from the board to place the new Pesky Pips.
- 1 is a free placement in any space.
- When placing a new Pesky Pip, if you land on top of an opponent, you may :
 - "Jump" and remove them
 - You only jump if your opponent's Pesky Pip would be in between two of yours at the end of your turn. If you are required to remove a Pesky Pip by the die, it cannot be used in a jump.
 - Push everyone out one space.
 - Push pushes all Pesky Pips in a line
 - Yes, you can push a Pesky Pip off the board.

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