

✓ KEEPERS & CREEPERS ☹️

Designed by
Jeremy J. Sydik

Number of Players: 2-5

Equipment: 1 Rainbow Stash, 1 Treehouse Die, Special Board (A 5x5 grid can be made to work)

Setup: Assign a color to each player and set aside the unused colors. Place all of the 1, 2, and 3 pip pyramids on the first, second, and third places of the first row. The youngest player goes first.

Goal: To move all three of your pieces off of the board through the home tree space at the upper-right of the board.

How to Play: Begin by rolling the die. The action on the die will either help you (a keeper) or harm you (a creeper).

The Keepers:

AIM You get 6 movement points forward. You need as many movement points as the pip-count of the piece to move one space. You may spread your movement across your pieces any way you wish, but you are not required to use all of your points. Keep all pieces arranged by size, small on top of large. If you move any pieces home, set them aside—they are now safe. *Piggybacking:* When you move a piece, all smaller pieces stacked on top of it (yours and other players') are carried along for the ride.

HOP You may move one of your pieces vertically (even across walls) one space toward the top. *Friend Bonus:* If you can't hop (because all of your pieces are in the top row or safe) you may hop for another player and take another roll. Remember that this extra roll might be a creeper!

SWAP You may exchange any two pieces on the board. Neither piece needs to be yours. Swapping is not played as movement (no piggybacking with swap!)

WILD

Take any two moves of your choice. Each move must be taken in turn (No Aim-Swap-Aim or other splitting of the two moves)

The Creepers:

DIG

You must take 3 movement points backward, split across your pieces as you choose. If you can't spend all three points, ignore the remainder.

TIP

You must take 3 movement points vertically down the board, toward the beginning row. If you can't spend all three points, ignore the remainder.

Poor Bonus: If you cannot take any of the movement points for a dig (all of your pieces are in the first square) or tip (all of your pieces are in the bottom row), you may take 3 movement points forward, played as an aim.

Winning: You win as soon as you move your last piece off of the board. If, via piggybacking, more than one player would win at once, the player who made the move wins.

Questions:

"Do pieces piggyback when...?" Piggybacking applies to all keepers and creepers except swap.

"Can I stop to piggyback a smaller piece on another space during my Aim?" Yes, as long as you take all of the pieces that can piggyback with you. Stopping to pick up a passenger is an all or nothing situation—when you move past a space, you may ignore all of the smaller pieces or take all of them.

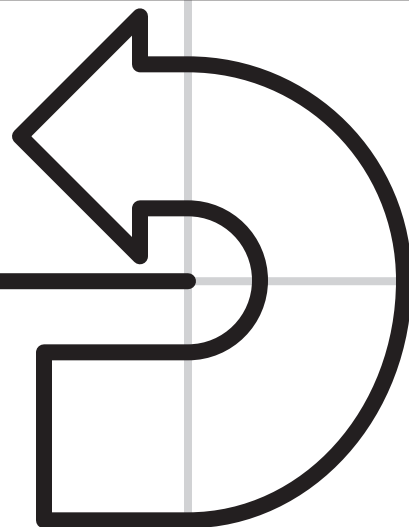
"When digging or tipping, can I order my moves in a way that leaves extra unplayable points?" Sure, and in many cases you should! If your 1-pip pyramid is already safe and your 3-pip is within striking distance of the tree, then it makes more sense digging or tipping with your 2-pip piece and leaving an unplayable point.

Credits:

Lead Playtester, Rule Breaker, and Creeper Keeper: Kate Sydik

Junior Playtester: Aidan Sydik

Inspiration: Snakes and Ladders and Fluxx by Andrew Looney



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