



6+



2~4



20min.

Walter Schneider

Coconuts

Rules



Long ago the Monkey King ruled a mountain. Offending the gods through his antics he was punished with 500 years of isolation. In his absence a hereditary dispute had taken place between 4 monkeys. The king, now reformed under the guidance of a monk, returns to his home in shambles. He demands the monkeys clean up all coconuts in the mountain, and through his wisdom, makes a promise. The first to fills 6 baskets with coconuts shall be his heir.



COMPONENTS



4 Monkey Launchers



14 Cups
(10 yellow, 4 red)



36 Coconuts



4 Player Boards



12 Magic Cards



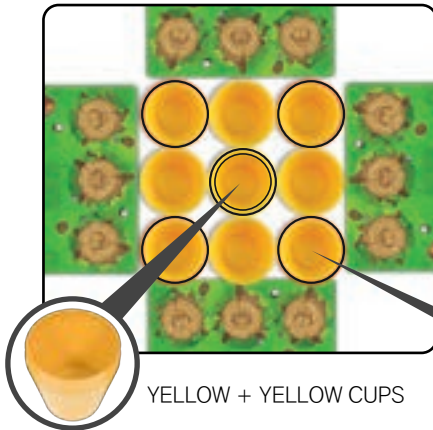
1 Rulebook



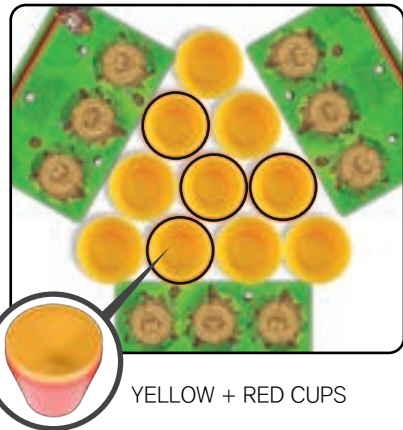
SETUP

Each player takes a Launcher, a Player Board, 2 Magic Cards and 8 Coconuts.
Put the remaining components back in the box.
Place the Cups according to the following pictures.

<2 or 4 Players>



<3 Players>



※ Each player places a Player Board on one of the sides of the triangle/square.



YELLOW = Normal Cups. If you hit a yellow Cup, take it.

RED = If you hit a red Cup, take it and shoot again.

○ YELLOW+RED CUPS = Stack 1 yellow Cup onto a red Cup.

Place according to the picture above.

● YELLOW+YELLOW CUPS = Stack 1 yellow Cup onto another yellow Cup.

Place according to the picture above.



GAMEPLAY

Now the youngest player may begin by shooting 1 Coconut with the Monkey Launcher.

- 1 The player has to place or hold the Launcher at a space behind the red line on his Player Board.
- 2 If he manages to shoot a Coconut into a Cup (and it doesn't bounce out again), he takes the Cup and places it on a free spot on the Player Board. After the lowest 3 spaces are full, additional Cups are used to continue building the next levels of the pyramid (see picture).
- 3 Players can steal another player's owned Cup, if they manage to shoot a Coconut into another player's Cup.
- 4 If a player takes a Red Cup, he may shoot 1 more time.
- 5 Coconuts are never removed from Cups until the end of the game. After this, it is the next player's turn (moving clockwise). Play continues like this until the end of the game.
- 6 Any Coconut that has not landed inside a Cup may be reused.
- 7 Players can use their Magic Cards anytime. Before shooting the Coconut, a player has to wait and see if the other players want to use one of their Magic Cards. Remove used cards from the game.





GAME END

If any player manages to build a full pyramid of 6 Cups (see picture), or if all Coconuts are inside the Cups, the game ends.

If the game ends because all Coconuts have been used, the player who has the most Coconuts in the Cups on his Player Board wins.

If there is a draw in Coconuts, the player who played last wins.



MAGIC CARDS



Blind Shot

Play when another player is about to shoot. This player has to make a blind shot.

He may not shoot the Coconut before closing his eyes.



Call the Wind

Play when another player is about to shoot. You may try to divert the other player's

shot by blowing. You are also allowed to use a fan or newspaper instead of blowing.



Freeze!

Play when another player is about to shoot. This player loses a turn.



Reduplicate the Coconut

Play when you are about to shoot. On this turn you may shoot twice in a row.



Far Shot

Play when another player is about to shoot. This player has to make a far shot. The

distance should be at least a complete arm's length from the red line.



Aimed Shot

Play when another player is about to shoot. Choose 1 Cup. If the player lands a

Coconut in this Cup, he takes it. If the player misses, he gets nothing – even if he hits a different Cup!



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