



7+



2-4



20min

Long ago the Monkey King left his peaceful kingdom in the care of his children while he took a great journey. The journey took him far and wide, keeping him away longer than he had intended, and he finally returned to find his children fighting and his beautiful kingdom in chaos. The wise old king sighed and gathered his children. "I have seen much, and learned that successful rulers keep one eye on the present, and the other on the future. I have decided that the first Monkey to collect supplies for the winter will replace me as ruler."

The king's children bowed and dutifully filed out, but one by one each whispered to the other, "Beware, I have magic."

Shoot your coconuts straight and true to collect them in the basket, but beware the monkey magic that might monkey you up.

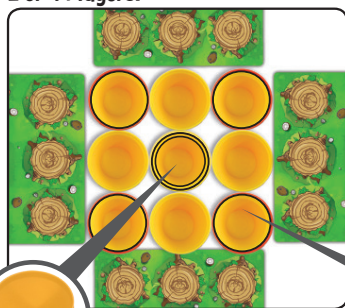
Contents

- 4 Launchers
- 4 Player Boards
- 14 Cups (4 Red, 10 Yellow)
- 36 Coconuts
- 12 Magic Cards

Set Up

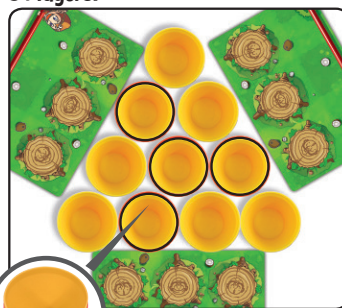
- Each player takes a launcher, a player board, 2 magic cards and 8 coconuts.
- Return the remaining components to the box.
- Place the cups according to the following images.

2 or 4 Players:



YELLOW + YELLOW CUPS

3 Players:



YELLOW + RED CUPS

※ 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+YELLOW CUPS = Stack one yellow cup onto another yellow cup. Place according to the above illustrations.

○ YELLOW+RED CUPS = Stack one yellow cup onto a red cup. Place according to the above illustrations.

Gameplay



Beginning with the youngest, take turns shooting one coconut with the launcher. Hold the launcher somewhere behind the red line on your player board. When a player successfully shoots a coconut into a cup, and it doesn't bounce out, he/she takes the cup and places it in a free spot on his/her board. Once the first three spaces are filled, stack additional cups into a pyramid. (see illustration).

If a player takes a **red** cup, they may shoot one more time. Coconuts are never removed from cups until the end of the game. At the end of a turn, play continues clockwise.



If a player runs out of coconuts, he/she may reuse any coconut that has not landed inside a cup.

Magic cards must be played before a player shoots. Before shooting, a player must wait to see if any other player wants to play a magic card.

Game End

Game ends if any player completes a six cup pyramid (see image), or if all coconuts are inside cups. The first player to complete a full pyramid wins the game.

If the game ends because all coconuts are inside cups, the winner is the player with the most coconuts.

In the event of a tie, the winner is the tied player who shot last.

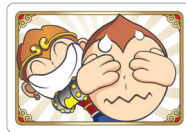


Special Magic



Guess Who?

Force another player to shoot with eyes closed.



Far Shot

The player about to shoot must attempt a far shot, at least a complete arm's length from the red line.



Aimed Shot

Choose one cup the player must hit. If the player's coconut lands in that cup, the player takes it. If the coconut misses or lands in another cup, the player gets nothing.



Call The Wind

Try to divert the player's shot by blowing, waving a newspaper, or using a fan.



Freeze!

The player about to shoot loses that turn.



Reduplicate the Coconut

Play when you are about to shoot. You may shoot twice in a row.

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〈코코너츠〉의 상표, 디자인, 게임규칙 등 본 게임과 관련한 모든 저작권은 코리아보드게임즈에 있으며 무단복제나 도용 시 법적인 처벌을 받을 수