**LET'S PLAY!**

The youngest player may begin by shooting one coconut with the launcher.

When the player has placed or hold the launcher at a space behind the red line on his player board. 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 of 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).

**Note:** You are not limited to the neutral cups in the middle area. If you manage to hit a cup on another player's board, you may take it like any other cup.

If a player takes a **red** cup, he may shoot one more time. 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.

If a player runs out of coconuts, he may reuse any coconut that has not landed inside a cup. Before shooting the coconut, a player has to wait and see if the other players want to use one of their special magic cards.

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**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 a player has built a full pyramid, that player wins the game.

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.

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**SPECIAL MAGIC CARDS**

- **Guess Who?**
  - 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.

- **Aim Shot**
  - Play when another player is about to shoot. If the player removes a coconut in this cup, he takes it. If the player misses, he gets nothing - even if he hits a different cup!

- **Freeze!**
  - Play when another player is about to shoot. This player loses a turn.

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**REPLICA THE COCONUT**

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

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**Far Shot**

Play when another player is about to shoot. This player has to make a far shot. The distance should be at least as tall as the player's arm length from the red line.

**Call The Wind**

Play when another player is about to shoot. You may try to divert the other player's shot by blowing. It is also allowed to use a fan or newspaper instead of blowing.

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