

Coco Razzi

Zoom through the jungle at breakneck speed! A wild hunting game for 2-4 players from 6 to 99 years old.

Contents: 1 gameboard (11 1/2 x 11 1/2 in./29 x 29 cm),
12 baskets,
1 magnetised monkey,
palm tree structures,
32 fruit chips,
2 palm tree tops,
4 market places,
2 coloured dice,
25 action cards,
instructions

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Story

It's market day and the jungle inhabitants want to sell their fruit. A large troop of monkeys helps them to carry the heavy baskets right through the jungle to the markets. But watch out - thieves have their eye on all the goodies. The other jungle

inhabitants want to steal your fruit. Along with Pongo, the little monkey, they take the nicest fruit out of your baskets!

And what about you? If you get a chance, you can also try, with Pongo's help, to steal fruit out of another basket. That's the way of the jungle. Just take care that you don't take a coconut by mistake. No-one likes them and you'll have to keep them. The winner is the person who has brought the most fruit to market. So off you go!

Setting up the game

Each player chooses a colour and takes their three baskets with the corresponding fruit chips. Before starting the game, a sticker must be put on all the metal chips. Each player lays the chips down in front of him with the fruit side facing downwards. If there are two players in the game, the players should **not** leave from the same village.

Each player is now given one of the market places as a delivery destination for the fruit, which he collects during the game. The remaining



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baskets and fruit chips are laid to one side. A palm tree is placed in each of the centre holes in the sides of the gameboard. Both palm tree tops are put on top of the two tree trunks. Pongo the monkey is pushed to either side, close to one of the trees. The action cards are mixed and laid in a pile within reach of the players, next to the board.



Object of the game

The players try to bring as many fruits as possible to a market on the opposite side of the board. At the same time, they can steal the fruit from the other players using Pongo the monkey. But take care: there are also coconuts amongst the fruits. Opponent's coconuts will give you minus points.

Starting the game

The players place the fruit chip of their choice into the basket they wish to start with, with the picture facing downwards. Only they know which fruit they are transporting. They place the basket in the village with the coloured roofs of their colour.

The player, who has been to a jungle, starts. No-one? Then the youngest player starts. He takes the top card from the pile and then performs the action shown.

If it is a double card, he chooses **one** of the two actions. If it is a simple card, he **has** to perform this action. Once the action has been performed, the card is placed face up beside the

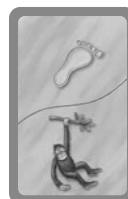
pile and it is the next player's turn. Once all the cards have been used, the pile is mixed again and the players take the card from the top of the pile.

Two types of cards



Simple card

The action on this card **has** to be performed.



Double card

You can choose **one** of the two actions shown.

Different action cards



Village: You **have** to place a new basket on your village and then move forward the number of feet shown. If you no longer have a free basket, simply move

one of your baskets forward the num-

ber of feet shown. If you cannot bring a new basket into play, because all of the fields in front of your village are occupied, you can take a new action card and perform the instruction shown.



Foot: You can move one of your baskets forward the number of feet shown. You either move a basket that is already on the board or you intro-

duce a new one into the game.

Monkey: You throw both coloured dice. The palm trees are moved according to the colour on the dice and Pongo the monkey is then pulled along the connecting rod to the opposite side.

For example: you throw blue and red. You then move one palm tree into a red hole and the other into a blue hole. There are usually two different options. Pongo the monkey is then pulled from one side to the other. If a basket is positioned under the monkey, the fruit chip sticks onto it because of the magnet on the monkey. You can then place the fruit chip onto your market place. You can of course look to see which fruit you have got hold of but you should not reveal this to the other players.



Magnifying glass: You can look under any fruit tile. You may even want to look under one of your own chips if you have forgotten which fruit you are transporting.

Goods exchange: You can swap any two fruit chips but you cannot look to see which fruit is shown on these chips. You can swap any two of your own fruit chips.

General rules

- The starting field is always the village, which has your chosen coloured roofs.
- You can only move **forwards or sideways**, never **backwards**.
- You can jump over your own and other players' baskets but this space must be counted.
- There can only ever be one basket on a field at any one time. If a move cannot be made for this reason, another basket must be moved or a new basket introduced into the game.
- The player may forfeit further points when they arrive at the market place.

General monkey rules

- The palm trees are moved more easily when both are removed at the same time and repositioned at the same time.
- The palm trees should stay in the same place if the dice show exactly the same colour. In this case, the monkey is only pulled across to the other side.
- If several baskets are standing in a row, the monkey may only steal from the first basket it comes to.
- The monkey may also steal fruit from its own baskets and this fruit is taken to the player's market place in the same way as all other stolen fruit.
- Once the dice have been thrown, the monkey **must** be played, even if it picks up a fruit that the player did not actually want.
- Stolen baskets are placed in front of their player to be used again.
- The monkey can only steal baskets which stand directly under his path. The monkey **may not** be pushed to one side in order to steal baskets on neighbouring fields.

Tactical hints

Opponent's coconuts give minus points. A player should only steal another player's chip when he is sure that it is **not** a coconut.

Fruits, which have already been collected, should be placed on the market place face down so that the other players do not know how many fruits and coconuts are still in the game. However, in order to make the game easier, all players can agree before the game starts, to place these chips face up.

The end of the game

The game ends when the first player had collected or stolen **five** fruit chips. Each player turns over his haul and shows it to the other players.

The points are now tallied:

Fruit (the player's own and other players'):	1 point
Player's own coconut:	0 point
Other players' coconuts:	-1 point

Fruits, which are still in the game, are not counted. The player with the highest number of points wins.

Alternative simpler games

Alternative game 1: The "Goods exchange" cards are sorted out and laid to one side. This means that it is easier to remember where each fruit is located.

Alternative game 2: The game is played "openly". The chips are laid into the baskets facing up. The "Magnifying glass" cards are sorted out and laid to one side.

Alternative game 3: The game is played "openly". The "Goods exchange" and "Magnifying glass" action cards are sorted out and laid to one side. All fruit chips (fruit, player's and opponent's coconuts) each count as 1 point. The winner is the first player to collect 5 fruits.