VIVA! ココノッツ

バッティング × B·I·N·G·O

VIVA! Coconots

Players: 2-4 / Playing time: 15-20 min / Age: 9+

Overview

In a tropical island, monkeys fight over 9 ("kokonotsu" = "coconots" in Japanese) coconuts. You win by taking coconuts lined up in a 3x3 grid and completing a row, column, or diagonal. To win the game, you need a good strategy to effectively handle coconuts along with some luck.

Components

40 Monkey cards
4 sets (Red, Blue, Yellow, and Purple)
of cards numbered 1 to 10

14 (different types of) Coconut cards

28 Monkey chips
4 sets (Red, Blue, Yellow, and Purple) of 7 chips)

1 deluxe Coconut card

1 super-deluxe Coconut card

1 Coconut chip

This rulebook

Set Up

Place "**Las-nut**" in the center of the table (as shown by **❾**) with the side with numbers printed on all sides and angles facing up. Randomly select **7 Coconut cards** excluding "**Las-nut**" and "**Change-nut**".

Add "**Change-nut**" to those 7 cards, shuffle them, and place them face up around "**Las-nut**" to form a 3x3 grid as shown. The remaining coconut cards will not be used, so put them back into the box.

① ② ③
④ ❾ ⑤
⑥ ⑦ ⑧
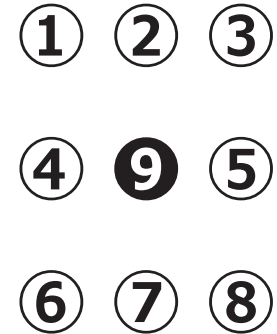
Next, each player receives a set (defined by color) of 10 Monkey cards and 7 Monkey chips of the same color.

Each player shuffles their 10 Monkey cards and forms their draw pile of cards facing down, draw **2 cards** from the draw pile, and place them in the area in front of them face down. These cards are "**Ambush**" cards.

Lastly, each player draws **3 cards** from their draw pile to form **their hand**.

※You can **check your Ambush cards whenever you like**.

※When to use the Ambush cards are specified in the "Change-nut" field in the "Coconut Cards' Effects" at the end of this rulebook. At the final round, the players compete by the sum of the 2 Ambush cards.

How to Play

The player with the most monkey-like face shall be the dealer of the 1st round. Otherwise, choose the dealer in whatever way you like. Each round proceeds in the following order of Steps 1 to 6, with up to 9 rounds.

1. Select the coconut card

The dealer receives the **gray Coconut chip** and places the Coconut chip on one of the 9 coconutcards. That card shall be given to the winner of this round.

A coconut card flipped face down in a previous round cannot be selected. "**Las-nut**" can only be selected in the final (9th) round.After a coconut card is selected, the dealer (or advanced player) reads out the card's effect, which is applied to all players in the round.

2. Select the card to play

Each player shall place a Monkey card from their hand **face down** on the table.

3. Disclose cards.

After all the players have placed cards, they simultaneously flip their cards face up with the shout "**Coconots, go!**" The Coconut card's effect is applied to the cards played by **all players**. The value of each player's card with the **Coconut card's effect** is called the "**monkeypower**", and the card with higher monkey power wins.

● **Check for cards of the same value.**

The players compare their cards' monkey power. If two or more players have played cards of the same value, they cancel each other out and drop out of the round.

4. Determine the winner of the round.

Unless specified otherwise in the Coconut card's effect, the player with **the highest monkey power** among those who have not dropped out wins the round. The winner flips the Coconut card and places **one of their Monkey chips** on top of it.
If all cards cancel each other out and the entire players drop out, the winner of the round shall not be determined. In such a case, the Coconut card is flipped without placing a chip on it and who to win it is carried over to the next round.
(See "5. Carry over the result to the next round.")

❸

| Select the Coconut card. | Select the card to play. | Disclose the card. Check for cards of the same value. | Judge the results. The card with the highest monkey power wins. If the winner is determined with the coconut effect. | 5-gap-nots ※Optional rule | Determine the winner. |

5. Carry over the result to the next round.

If the result is **carried over** to the next round, the players move on to the next round without placing a Monkey chip on the Coconut card. The same applies if the carrying over occurs in succession. The winner of the next round can place their Monkey chips on all face-down Coconut cards which do not have Monkey chips on them due to the carry-over.
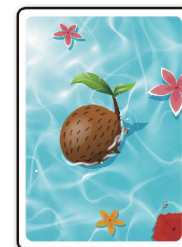
※If the final round ends without determining the winner of the round along withcarried-over Coconut cards, the game ends without any of the players placing their Coconut chips on those cards.chips on those cards.

6. Prepare for the next round.

After playing a Monkey card, place it in the discard pile where cards overlap in a vertical row with their corners showing their values. Each player takes a card from their draw pile to **replenish their hand to 3 cards**. At the **5th round**, the draw pile runs out. From the 6th round, the players cannot take a card from their draw pile to replenish their hand. At the 7th round, each player plays with **2 cards** in their hand. At the 8th round, each player plays with **1 card** in their hand. At the 9th round, the players have **no card** in their hand. By the effect of "Las-nut", they play by **the sum of the 2 Ambush cards**.
After the end of each round, the dealer hands the gray coconut chip to the next player in clockwise direction, and that player shall be the dealer of the next round.

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🥥 Ending the Game and Victory Conditions

If a player has managed to place chips at the end of a round to complete **one or more "row, column, or diagonal"** in the 3x3 grid of Coconut cards, that player immediately **wins** the game.

If none of the players manages to complete a row, column, or diagonal, the game ends at the **end of the 9th** round. In such a case, the player who has scored the highest by their Monkey chips on Coconut cards (1 chip = **1 point**) wins the game. "**Las-nut**" in the center counts as **1 point** for a 2-player, **2 points** for a 3-player, and **3 points** for a 4-player game. In the event of a tie, among the top players, the player who has their chip on the position corresponding to the **lowest number** on the numbered side of "Las-nut" wins.

※If the 9th round ends in a tie, none of the players receives carried-over Coconut cards.
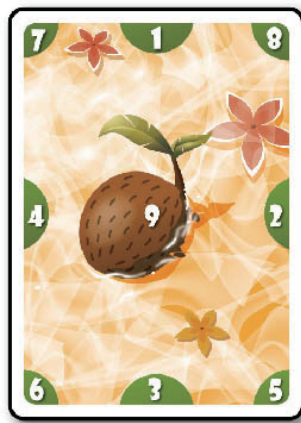
(4-Player Game Example)

The points gained are 2 for Red, 3 for Yellow, 3, for Blue, and 3 for Purple, so the winner is determined among the players excluding Red.

Chips are placed at: Yellow (3, 4, 8), Blue (**2**, 5, 6), and Purple (9), so the player who has placed their Blue chip in "**2**" wins.

【Image of the Table with 4 Players】

Ambush   Hand

Draw pile

Discard pile

■ Coconut Cards' Effects

Name of the card	Icon	Coconut card's effect
Who-nut		The dealer specifies a direction from "adjoining right","adjoining left", and "opposite corner", and all the playershands a cards from their handto the player in that direction. The players who receive the cards play them. After the cards are played, they are placed in the discard piles oftheir original owners.
Adjoining-nut		The dealer announces "adjoining right" or "adjoining left" and all the players draw 1 card from the concealed hand of the player in that direction and play it. After the cards are played, they are placed in the discard piles of their original owners.
Sub-nut		All the players disclose their hand and play the card with the lowest number in it.
Boss-nut		All the players disclose their hand and play the card with the highest number in it.
Discard-nut		Draw a card from the discard and play 2 cards from your hand. (※**Starting from the dealer**, draw a card from your discard pile in a clockwise direction.)If this Coconut card is selected in the 1st round, play a Monkey card without any effect.
Change-nut		Before playing the card, replace one of the cards in your hand with an Ambush card.
Las-nut		Play by the sum of the 2 Ambush cards. For example, "5" and "6" add up to "11". ※ **In the event of a tie, the result will not be carried ove rand none of the players wins the round.**
Coconut		Play a Monkey card without any effect.
Odd-nut		If you play a card with an **odd number**, add 2 to the number.
Even-nut		If you play a card with an **even number**, add 2 to the number.
Previous-nut		Add the number of the card played one round before to the card you play. If this Coconut card is selected in the 1st round, play a Monkey card without any effect.

Name of the card	Icon	Coconut card's effect
No-no-nut		The dealer shall announce a number before disclosing the Monkey cards, and the player who plays the card with the announced numbershall drop out of the round.
Weak-nut		Add the value of the card with the lowest number in the discard to the card you play. If this Coconut card is selected in the 1st round, play a Monkey card without any effect.
Strong-nut		Add the value of the card with the highest number in the discard to the card you play. If this Coconut card is selected in the 1st round, play a Monkey card without any effect.
2-nut		The player with the 2nd highest monkey power wins. If there isn't the player with the 2nd highest monkey power, the player with the highest monkey power **wins**.
Loss-nut		The player with the lowest monkey power wins.

※The cards' effect shall be applied to all the players during each round.

[Coconut card's effect implementation timing]
- ■ **When playing the card**
- ■ **When disclosing the card**
- ■ **When determining the winner**

★ Special Thanks ★

To all the people who have helped me playtest this game and create the rulebook.

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GAME
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