

POC

Each year, at the same place, four animal families a bit crazy meet each other for a great jump contest! The idea comes from the Gecko, and it's not the best he got, because none of them has really the physic for doing elegant jumps...

But, still, the jump quality of your friends will depend on your finger flexibility. I can already tell you, it's a long shot !!!

Game Content

The game contains 20 coasters that we will call "animals" for the rest of the rule.

- 5 Foxes
- 5 Geckos
- 5 Pandas
- 5 Penguins

The 21st coaster represents a trampoline that will be only used for the 3rd game rule.

And also the game box which is indispensable for playing!

How to play

There are 3 ways to play using 3 slightly different rules.

Rule nbr1: POC IN STOCK!

Each player chooses his/her favorite color and takes all 5 corresponding animals. If you are less than 4 players, put the remaining animals on the side.

Place the box without the lid at the center of the table, at equidistance of each player. Put your fist on the table at around 20 cm of the box.

The first player is the one who won the previous game (if it's your first game, then it's another player who starts, though it does not mean anything...), then you will play clockwise. At your turn, put the animal of your choice on your fist, and flick with your finger your animal to make it jump, as exemplified just below:

- If your animal falls inside the box.

It will stay there till the end of the game. Well done!

- If it falls outside the box.

It will stay there until A or B happens:

A- If it covers one of your animals you take back both, and you can play with them again at your next turn.

B- If it covers an opponent animal, you win it and put it under your fist till the end of the game. You also take back your animal, and you will be able to play with it at your next turn.

As soon as a player has no animal anymore in stock, he does not play anymore and watch the others playing (bad luck!), unless an animal throwing from an opponent allows him/her to play again. *For*

instance, the Panda is on equilibrium on the box. The Fox causes the Panda to fall over the Gecko that was on the table: the Panda player wins the Gecko and takes back his/her Panda. Next turn, he/she will be able to play again.

When only one player still has animals, he/she can still play once and then the game stops. If his/her animal covers an opponent animal, he/she wins it. If it covers his/her own animal, he/she does not play again.

Each player takes back the animals that he/she put inside the box: they score double, and are added to the score of the won opponent animals.

The one who has the highest score wins the game. Well done!

Some important rules:

- When you do the finger flick, your coaster must do at least half a turn in the air. Otherwise it is eliminated.

- if an animal covers several opponent animals, it wins them all! *Here the Gecko wins the Panda 5 and the Fox 1.*

- The animals in equilibrium between the table and the box are considered on the table. However, a player can only win them when they are laying down on the table, and not in equilibrium on top of each other.

- The animals in equilibrium on the top side of the box are considered as inside the box, and they will score double at the end of the game. But they can fall down during the game! It can happen that an animal makes fall several other animals from the top of the box (rules 1 and 2).

- Solving example after the fall of several animals: *Here the Panda 4 wins the Fox 3 and the Penguins 5. Then, the Fox 1 wins the Gecko 1. The Panda 1 stays alone on the table.*

Extreme case: If by any chance two animals simultaneously cover the same opponent without any advantage for one or the other, then they stay like that on the table and can be won by other players. Bad luck!

Exception: when you are playing with the variant rule (see below), a higher value turns the table on the lower one.

- And finally, a coaster that goes out of the table is obviously eliminated!

Variant rule for which you have to be able to count till 5:

This variant applies to the 3 rules. You play exactly the same way except that ...When your animal covers an opponent it wins it only if it is as strong as it (a value greater than or equal). Otherwise, they stay like that. Another animal will may be fall on them!

Rule nbr2: POC ON THE BOX!

Same rule as previously except that you place the lid back on the box. The score of the animals will count double only when they are on the box at the end of the game!

Rule nbr3: POC! POC! POC!

Place the trampoline coaster at the center of the table. The principle remains the same but you have noticed something: there is no box anymore. Well done!!!
Actually, when at your turn your animal covers (even slightly) the trampoline coasters, you take it back! You will only score by winning the opponent animals. For instance, if you win an animal of a value of 5, you score 5 points. This time there is no double scoring.