

VOLL VERWACKELT

Shaky Rock

A highly thrilling and most wobbly game by
Wolfgang Dirscherl and Manfred Reindl for
2 - 4 players of 6 years and up.

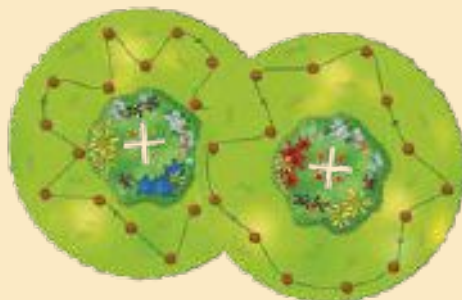
It's very lively in the jungle! Tim Lion and his friends have found the most tasty coconuts. But there's a problem: They are still hanging from a palm growing on a wobbly rock. Skillfully the animals keep their balance on that wobbly rock, collecting the juicy coconuts. "Watch out, up there! It's quite wobbly!" Carla Crocodile calls out to her friends from a safe distance. "That's lots of fun! Come up here and join us!" Zig Zebra answers quite cool. But Carla thinks it's too risky. Maybe she can grab a few coconuts falling down from the rock ...

COMPONENTS

• 1 Game board



• 2 Wobbly boards – double-sided



• 1 Wobbly rock – two pieces



• 2 Palms – two pieces each

Assemble both palms as shown.

Note: You may keep the palms assembled after your games!



• 8 Animals + stickers

Before your first game you have to "fix the animals":

Fix the correct stickers on both sides of each wooden token.



2x Lion 2x Giraffe 2x Elephant 2x Zebra

• 4 Collecting boards



• 24 Coconut tiles



5x 1

7x 2

7x 3

5x 4

Water side:



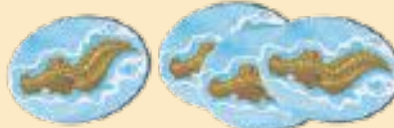
• 4 Water cards



Rear sides:



• 4 Crocodile tiles



Rear sides:



• 1 Animal die + Stickers

Fix one animal sticker to each side of the die before your first game!



• 1 Die – with 1, 2, and 3 pips



• 1 Cloth bag



• 1 Rules booklet

SETUP

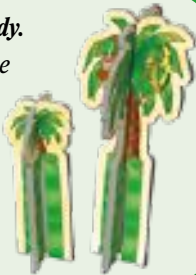
- 1 Place the **game board** in the center of the playing area. Then, assemble the **3-D wobbly rock**:

A) Put both wobbly rock pieces together and insert it into the cutting of the game board.



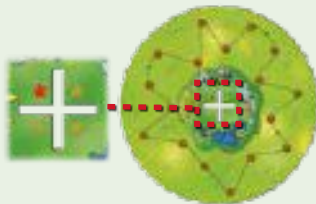
B) Choose one of the palms and keep it handy.

Hint: For your first game it is best to choose the small palm. That way, all animals are easy to see and easy to reach. The large palm is better suited to experienced players, because the animals are slightly hidden, and thus a bit harder to move!



C) Take one of the wobbly boards and decide which side to use. You can choose among four sides with different difficulties. The more red stars you see the fewer spaces are on that wobbly board and therefore it offers a greater challenge.

Hint: For your first game, you should choose the most easy wobbly board showing one red star only!



D) Finally, connect the wobbly rock with the wobbly board plus the palm: First, insert the palm into the cutting of the wobbly board, then connect this platform to the wobbly rock:



- 2 Put all **coconut tiles** into the **cloth bag**. Shake it well and keep it in easy reach next to the wobbly rock.



- 4 Keep both dice handy, next to the cloth bag.

- 5 Place all **crocodile tiles** (crocodile side up) and the **water cards** (rear side up) next to the wobbly rock.



That's it, your 3-D wobbly rock is complete!

- 3 Place the eight **animals** on any coconut spaces of the wobbly board. But be careful, everything is veeery wobbly!

Hint: It works best if you take two animals und place them simultaneously on two approximately opposite spaces.



- 6 Each player takes one **collecting board** and places it in front of them.

GAME OBJECTIVE

The players move the eight animal friends on the wobbly rock, trying to snatch the juicy coconuts. Of course, no animal should fall off that wobbly platform.

If all animals remain on the wobbly rock, the player either gains new coconuts to collect on their meadow or they may secure their collected coconuts, moving them from their meadow to their garden.

Beware: If any animals falls off from the wobbly rock, the coconuts collected on the meadow roll to the river bank, where Carla Crocodile is waiting. Some will be washed away, to Carla, but not all!

The player who has collected the most coconuts at the end of the game is the winner of this wobbly adventure.



SEQUENCE OF PLAY

Players take their turns in clockwise direction. Whoever was the last to have a wobbly tooth will start the game. If the players can't agree on somebody, the youngest player starts the game by rolling both dice simultaneously.



The result of the animal die shows the animal to be moved:



One animal: The player must move the rolled animal. As there are two animals of each kind, the player may decide freely which of these two they want to move.



Two animals: Having rolled this result, the player may choose among four rolled animal tokens!



The pips of the other die determine how many spaces the chosen animal must be moved in the direction of the arrow (one, two or three unoccupied coconut spaces.). The player counts the free spaces only, and skips any spaces occupied by other animals.

When moving an animal, the player first lifts the animal from the platform, and then puts it down on the coconut space that is as many free spaces away as the rolled number of pips.

The animal should be put down very carefully, and it must always cover the three holes of the coconut completely.



*Of course, **no** animals must fall down from the wobbly rock during a player's turn..!*



Example: Simon has rolled the giraffe and two pips. He has decided for one of the two giraffes and moves it to its target space, two unoccupied spaces away in the arrow's direction. There are no "interim steps", he uplifts the token, then puts it down on the target space.

Important rules for moving an animal on the wobbly rock:

- The chosen animal always must be uplifted, it is not allowed to slide it along the platform.
- Trial and error is not allowed. After a player has decided for an animal and touched it, they must move this animal!
- The animals may not be laid down. Any animals toppling over on the platform must be set upright. At the end of a player's turn all animals must be standing upright on their coconut spaces.
- When moving an animal, the player may get up and go around the table in order to get a better grip on it.



Well done! Your reward

If all animals are standing on the coconut spaces of the wobbly rock, the player has completed their turn successfully. As a reward, they now have the choice among two actions:

Collect coconuts ...

The player takes the cloth bag, and draws one coconut tile from it. The tiles show up to four coconuts. The number shown on the drawn tile is the number of coconuts the player has collected on the wobbly rock. They place that tile on the meadow space of their collecting board, meadow side up.



... or ...

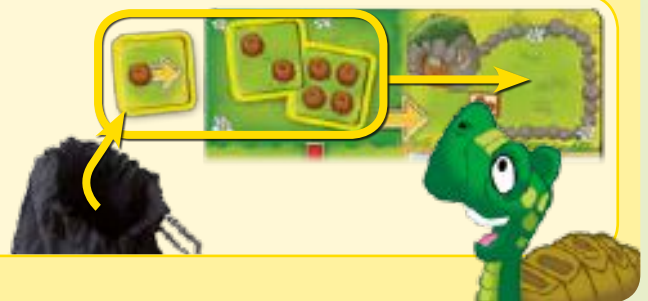
Secure all coconuts on the meadow

Instead of drawing one tile, the player may secure all their collected coconuts on their meadow. The player takes all tiles from their meadow, and piles them up in their safe garden next to the house.



Coconut tiles with an arrow

The game contains five special coconuts. When a player draws a tile showing a coconut with a yellow arrow, they may secure all coconuts from their meadow immediately, including the tile just drawn!



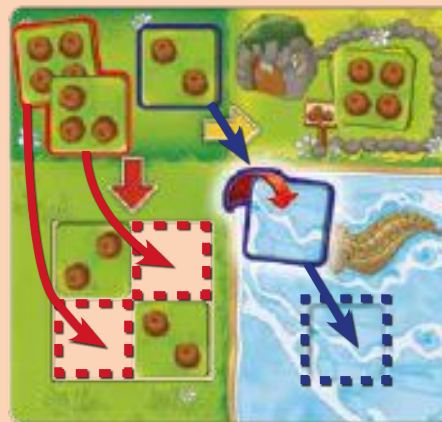
Shaky rock - animals fall down!

If one or more animals fall down from the platform, the player does not earn a reward. Even worse, all the collected coconuts on their meadow are rolling towards the river bank.

The river bank offers space for four coconut tiles. The player may put the tiles at the river bank in any order they like, meadow side up. Once placed, these tiles may be moved anymore.

Important: These coconuts are not lost, rather will be scored at the end of the game. Some will be washed away by the water, but any remaining coconuts will score points.

If all four spaces at the river bank are filled, any additional coconuts roll into the water, where Carla Crocodile is waiting for them. Those tiles are stacked on the water space, water side up, and they are lost for good.



Example: Simon has to move the 3 coconut tiles from his meadow to the river bank. There are 2 tiles at the river bank already, so only 2 more can be placed there. Simon decides for the tiles with 3 and 4 coconuts. He flips the tile with 2 coconuts to its water side and puts it on the water space.

Finally, all players together put the animals back onto the wobbly rock (see setup).

Note: It may happen that animals fall down from the platform when it's nobody's turn (like someone bangs the table unintentionally). In that case, of course no player must move coconuts to the river bank!



After a player has completed their turn, the next player to their left takes their turn and rolls both dice.

END OF THE GAME

The game ends after the last coconut tile was drawn from the bag.

Now all players still having coconuts on their meadow will perform a final turn.

Though they cannot collect any further coconuts, they can still try to secure the coconuts they have on their meadow.

Finally, all players score their collected coconuts:

Each player counts all coconuts in their **own garden**.



All coconut tiles on the **water space**, with Carla Crocodile waiting, are **not** being scored.



In order to score their **coconuts at the river bank**, each player draws one crocodile tile, then takes the **water card** of the corresponding color. Each player places their water card on their river bank, in the direction of the red arrow and front side up.

Each player counts all **coconuts** that are **visible now in the cuts** of their water card.



Example:

Simon has collected 13 coconuts in his garden.

Additionally, he has collected 5 coconuts at the river bank.

The tiles on Carla Crocodile's water space are wasted and do not score.

Simon's total is 18 coconuts (13+5 = 18).

This way, each player counts all their collected coconuts. The player who has collected the **most coconuts** is the **winner of the game**. In case of a tie for the most coconuts the tied players share the victory.

VARIANT

There are many ways of combining the **various platforms** and the **two different palms**, thus adjusting the difficulty of the game from quite easy to extremely hard. Try it!

If the players want to play a **shorter game**, they may remove a number of coconut tiles from the game before they start playing. For example, they may play with 18 or 20 coconut tiles only, randomly chosen. Now they can start a short game, just in-between!

Have fun, yours sincerely, Tim Lion!

