

Popeye: Bis ans Limit!
1-6 players, approx. 5-20 min., 8-99 years

CONTENTS

- ✓ 13 coasters
- ✓ 1 spot dice [1-6]

Pen & paper are needed to record the game results.



SET-UP & OBJECT OF THE GAME

A starting player is determined (highest score on dice) and starts the first round. The game is turn-based, that means all players play the same number of turns (last round is always played to the end). The game runs clockwise.

The object of the game is to win at least 54 victory points. The highest number wins the game.

GAME OVERVIEW

The active player shuffles all coasters and places them as a pile face down in front of him. Any other player then picks up a few coasters (at least 3 coasters are picked up and at least 3 coasters remain in place) and moves them under the pile. This new pile is now the active player's current game pile for this current round.

The active player now uncovers coaster on coaster as long as he can or no longer wants. Uncovered coasters are laid open on top of each other.

Many of the coasters show a certain number of spinach cans, which the player adds over the individually uncovered coasters (from coaster to coaster). Background: Each spinach can boost Popeye and bring more and more victory points! The different coasters in detail:

Spinach can & Popeye: Each spinach can counts as +1 victory point. If there is also a Popeye on the coaster, the player **can** choose if he wants to stop his turn now and write down his collected victory points of this round.



Spinach can with dice: The player has to roll the dice and the result shows the number of victory points from this spinach can. The player cannot stop by choice, because Popeye is not on the coaster. The player has to uncover the next coaster.



Popeye with shield: The player **is forced** to stop this round, but he can write down his collected victory points of this round.

Olivia (is delighted): Olivia will double up all collected victory points of this round. Note: The player cannot stop by choice, because Popeye is not on the coaster. The player has to uncover the next coaster.



Brutus (laughing): The player **is forced** to stop this round and lose all collected victory points from this round.



Attention: If Brutus appears under the first 3 uncovered coasters, the player can always start all over again (mixes all coasters, other player picks up). However, if this happens 3 times in series (in the same turn), the player must immediately stop and lose all his victory points listed on the paper!

The next player in row comes to his turn (mixes all coasters, other player picks up).

END OF THE GAME & SCORING

If a player scores 54 or more victory points at the end of a complete round, the game ends.

The highest victory points in total wins. If there is a tie of the highest score, the player rolls the dice (highest score wins).

SINGLE PLAYER MODE

The game can also be played very well alone. The player plays exactly 3 rounds and tries to get as many victory points as possible according to the following ranking:

≤ 13 Pkt. = weak boatsman	14-33 Pkt. = light sailor	34-53 Pkt. = strong sailor	≥ 54 Pkt. = heroic captain
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