

Popeye: Schlagkräftig!
2-4 players, approx. 10-20 min., 8-99 years

POPEYE[®]
the SALORMAN

**SCHLAGI
KRAFTIG!** 

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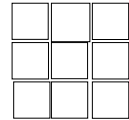
- ✓ 11 coasters, including 2 caddy coasters
- ✓ 1 punching board with 15 tokens: 3 Popeyes each in 4 player's colors + 1 chequered flag + 1 Olivia token (green) + 1 Brutus token (red)
- ✓ 2 spot dice [1-6]



SET-UP & OBJECT OF THE GAME

The two caddy coasters are sorted out and set aside. These play only in the game variant "Caddy Driver" (see below).

Each player selects a player's color and drops his 3 Popeyes in front of him. Any player mixes all 9 coasters and places them as a 9-piece grid (connected: 3x3 rows) open as a game board.



Illus.: Set-up as 9-piece grid

A starting player is determined (highest score on dice). This player rolls one dice. The number rolled shows the target coaster on which the checkered flag is being placed as the first goal for all players; placed on the marked field of the coaster (= target field). The Olivia and Brutus tokens are placed on their own marked fields.



Illus.: Target field



Illus.: Chequered flag

The game is turn based, this means all players will play the same number of times (last round is always finished). The game is played clockwise. The starting player begins the first round.

The object of the game is to hole all 3 of your own Popeye (-balls).

GAME OVERVIEW

Tee-off: If there is no own Popeye on the board, one is placed on the tee-off field. Note: Only after this Popeye (-ball) is holed, a new one can be brought into play.



Illus.: Tee-off field

The active player rolls with both dice.

Each rolled double (2x equal number) now causes that the checkered flag is moved. The rolled number shows where (new target field). The active player always rolls again after a double.

Example: The active player rolls a double with 2x "4". The checkered flag marker moves to the target field 4. Then the player rolls the dice again.

Both rolled results can be used for the movement of figures. At least 1 movement has to be done in a player's turn. A figure movement takes place with your own Popeye, Olivia or Brutus.

The rolled numbers 1 to 6 show the possible range of movement on the board. The player will always have 3 possible results after rolling both dice.

A same rolled result must always be moved completely in a same direction, but never diagonally. Thus, no steps may expire.

- ✓ **Option 1:** The player can use 1 or both dice results. If he uses both, he can move 1 identical figure 2x or 2 different figures.
- ✓ **Option 2:** Alternatively, the player can use the difference of the two dice results (higher number minus lower number). Then only max. 1 figure can be moved.

Example 1: The active player rolls a "4" and a "2". He moves his own Popeye 4 fields in the same straight direction (1 of 4 possible directions), then he moves again his own Popeye 2 fields in the same straight direction (1 of 4 possible directions).

Example 2: The active player rolls a "6" and a "1". He moves his Popeye 5 fields wide (as difference).

Example 3: The active player rolls a "3" and a "1". He moves Olivia 1 field, then his Popeye 3 fields.

Figures and all special fields (target fields (1-6), tee-off field, caddy fields) may be skipped at any time (fields are included). On every common field only 1 figure may stand. On the special fields no figures may stand still.

Popeye (-balls) are immediately holed when 1 Popeye moves to the chequered flag field with the last step of his current movement (the target field of a movement). Once 1 Popeye is successfully holed, a new destination for the chequered flag is rolled (roll one dice) and the next player comes to his move.

Oliva helps / Repositioning Popeye:

The coaster on which the Oliva token is currently lying is relevant here. Land a Popeye as the target field of a movement on a free field of this coaster (no matter where, 1 out of 9 possible fields), the player can reposition this Popeye on any field of this coaster.

Note: This way the chequered flag can also be reached if this is on the same coaster.



Illus.: Oliva token

Brutus prevents / Blocking Popeye(s):

The coaster on which the Brutus token is currently lying or being moved is relevant here.

All the Popeyes lying there or those, which should be moved on this coaster, cannot move until Brutus is moved down from this coaster again.



Illus.: Brutus token

END OF THE GAME & SCORING

Once a player has holed his 3 Popeyes at the end of a full round, that player wins the game. But several players can reach this goal, so there are several winners.

GAME VARIANT "CADDY DRIVER"

The two caddy coasters come into play; for that the two blank coasters, on which nothing is on it, are sorted out. It also applies: Once a figure moves as the target field of a movement on a caddy field (green special field), the Caddy ensures that the figure can move on any number of fields far from here in a straight direction (not diagonal).



Illus.: Caddy field

