



Cocotaki – Game Rules

Playing with

2-10 players Age 5 and up.

The Game Contains

80 Cocotaki cards depicting animals in 4 colors.

In short

Cocotaki is hilarious game in which player have to discard their cards by following the animal or the color of the top card in a discard pile. When discarding a card, the players must make the sound of the animal but be careful! Some cards are silent and you must keep silent and not make the sound, and others are action cards that you must follow. Mistakes are unavoidable and the penalties and the joy are high.

How to Play

Shuffle the cards and deal 8 of them to each player. Leave the remainder aside as a face down draw pile. Turn over the top card in the draw pile and place it at the center to start the discard pile. The youngest player plays first and the rest follow clockwise. Each player must discard at least one card in his turn obeying the following rules:

1. The first discarded card must be either of the same color or the same animal as the top card of the discard pile.
2. The player may discard more cards in one turn but they all must be of the same animal he used as the first card in that turn.
3. With the exception of Lions and "Silent Cards", for each card he plays the player must make the sound of the animal.
4. A player who cannot play at least one card must draw one from the draw pile and he may not use it in that turn.

Silent Cards

All red cards except the red Lion are silent and it is forbidden to make their sound while playing.

Action Cards

Some of the animals or some card combinations are action cards. The actions are not marked and the players must be very careful and remember their instructions:

Rooster: All Rooster cards are Skip cards. Playing a Rooster skips the next player. As more than one Rooster may be played in one turn, more than one player may be skipped. Pay attention and do not play out of turn!

Donkey: A player who plays a Donkey starts a "Donkey Parade" in which only Donkeys can be played. In a Donkey Parade the players must follow only with Donkeys until one is unable to do so. This player must draw cards in the number equal to the number of Donkeys that have been played in the Donkey Parade. The next player is free to play according to the regular rules. (Follow the animal of the color).

Butterfly: The Butterfly is a free card. A player may open his turn with a Butterfly and immediately after he may follow with any other animal. (He probably will choose the animal he has the most).

Lions: When playing a Lion he must be greeted by: "Hello Your Majesty!" A red Lion must be greeted like all other Lions. A player who is down to his last card must call: "Last card!" The winner is the one who discarded all his cards.

Mistakes & Fines:

For every mistake that a player makes, he is fined by drawing 4 cards from the drawing pile.

Mistakes are:

- Playing out of turn.
- Not making the sound of the animal when is required.
- Making the wrong sound.
- Making a sound for a silent card.
- Failing to greet the red Lion.
- Not calling "last card!".
- Discarding a Non-Donkey card during a Donkey Parade.
- Falsely accusing a player of making a mistake. (If a player accuses another player for making a mistake and it turns out that it was a false accusation, the accuser is fined!)

After mistakes and fines are played, the turn continues to the left of the player who was fined.

Cocotaki Getting Really Wild...

2 additional rules may be added to really make Cocotaki go wild. It is recommended to apply the extreme rules only after all players have mastered the classic version.

1. The Third Sheep: Three Sheep in a row (not necessary by the same player) switch the direction of the play. The third Sheep in a row becomes a Reverse Card so it is dangerous to fall asleep when Sheep are played! A player who plays the third Sheep may play more Sheep and the switch in direction will take place after he has completed his turn.
2. Red Alert: As long as there is a Silent card on top of the discard pile, no player is allowed to speak. A player who speaks for any reason during Red Alert is fined with 4 cards. Red Alert is absolute and overrules any other rule such as the need to call "Last Card". It is also not allowed to use words to point to another player's mistake. (You may use mime...)

Have fun

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