

MACOCO

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... lightning fast card hunt!

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RULES

Player: 2-6
Age: 8 years and older
Playing time: 10-15 min.
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Game material:

- 60 playing cards
- Rules



mango

banana

ananas

coconut

snake

sloth

Macoco (monkey)

toucan

There are different illustrations of the animals on the cards. Also some fruit have slight differences. This has no impact on the game.

STORY

MACOCO is the cheekiest monkey in the jungle and causes a loud commotion, as he likes to steal fruit from the other animals. As Macoco likes to play with the parrots in the tree tops a lot he can even speak a little bit but (unfortunately) also misspeak ...

GOAL OF THE GAME

On his turn a player places the top card of his own stack of hidden cards face up in the middle of the table. Then all players try to be the first one to shout the correct announcement for that card or to clap on the (super-)king-sized coconut. The fastest one gets the card and places it face up in front of him. **If you have the most cards at the end you win the game!**

GAME PREPARATION

The cards are shuffled face down. Now they are all distributed evenly to the players and all players take them as a stack of hidden cards in the hand without looking at the front side.

HOW TO PLAY

Did you have birthday last, you may begin. Then it continues in a clockwise direction.

On his turn a player takes the top card of his own stack of hidden cards and places it face up in the middle of the table so that everyone can see the card well at the same time. **Then all players try to be the first one who says the correct announcement!**

You are not allowed to correct your announcement: if you were the fastest but you made a **wrong announcement** you cannot win this card. A short throat clearing like "well" or "uh" before the correct announcement is not considered as a fault.

For pros: a slip of the tongue (e.g.: "B-Ananas" or "S-Mango") or a short throat clearing before a correct announcement (e.g.: „well" or "uh") can be considered as a fault.

THE ANNOUNCEMENT – WHAT IS SEEN MOST OFTEN ON THE CARD?

1. MACOCO = monkey

Do the monkeys have the sole majority – it means that there are more monkeys on the card than anything else – say as fast as possible **"MACOCO"**.



3. Nada! = Neither animal nor fruit has a sole majority.

Example:

Are 2 monkeys, 2 mangos, 2 bananas, 1 snake and 1 sloth illustrated, say: **„Nada!"**
Neither the animals nor the fruit have the sole majority.



2. Animal or Fruit name

= snake, sloth, toucan, ananas, mango, banana or coconut

If the monkey does not have the sole majority, but one of the other animals or fruit does, say the corresponding name.



Example 1:
Is the toucan illustrated 2 times and the other animals/fruit only once, say **"Toucan"**.

Example 2:

Are there 2 toucans, 1 sloth, 1 monkey, 3 bananas and 1 mango, say **"Banana"**.



4. Special Case Coconut

Is there a (super-)king-sized coconut illustrated in the middle of the card, say **nothing** and try to be the first one who claps on that card with your hand.



• Correct announcement or action

Whenever you were the first to say the correct announcement or touched the big coconut with your hand, you win the card and place it in front of you. There you collect your won cards until the end of the game.

• Wrong/Simultaneously Announcement or Action

If all players make a **wrong announcement** or 2 or more make the **correct announcement simultaneously** or you disagree, **leave the card in the middle**. Likewise, if 2 players touch the coconut card simultaneously with their hands.

The one who wins the next card gets **all cards** from the middle. It's now the next player's turn (clockwise direction).

MACOCO-Rule

As soon as you have played several times and know the rules well, you can play the following variation:

All players think of **some funny words** before the start of the game, e.g.:

- other animals, like "naked snail" or "giraffe"
- personalities, like "Cleopatra" or "Rembrandt"
- unusual words, like "stinkhorn" or "tipi"
- humorous sounds, e.g. animal sounds or ring tones

You can also choose a subject in advance so you do not have to search too long for a word.

As soon as the first card with a MACOCO majority has been played **"MACOCO"** has to be said as usual.

The one who was the fastest, gets the card and then decides **which word has to be said from now on** – whenever a MACOCO card is played.

MACOCO-Rule EXTREME

It is played like the MACOCO-Rule but **after each won MACOCO card a new word has to be determined**.

Example:

Max gets the first MACOCO card by saying "MACOCO" first and he determines "Warthog" as next word.
Maya wins the next MACOCO card with "Warthog" and determines "garbanzo beans ball" as next word.
Linus gets the next MACOCO card with "garbanzo beans ball" and wants to have "batrachian" as next word, and so on.

If you win several cards all at once (because of wrong announcement, see above), and there is a MACOCO card among them **you may of course determine the next word**.

The more unusual or funny the words are the more hilarious the game round will be :-)

END OF THE GAME

The game ends as soon as all cards have been played. It can eventually happen at the end that you still have for example 2 cards on your hand and all other players have no cards anymore. In that case you can play them one after the others – all other players play as usual. Now all players count their collected cards and the one with the most cards wins. If several players are tied in total cards then they win all together – **Congratulations!**

Hint: If all players make a wrong announcement or several players make a correct announcement/action at the same time at the very last card revealed nobody gets it. The card stays there and will not be taken in consideration for the final scoring.

Have fun with MACOCO!