

COCO BOOM



8+



10-15



2-5

1. Game Overview

Will you take the risk or play it safe? In Coco Boom, players must predict and draw coconut cards, aiming for the highest score while avoiding hidden bombs! A thrilling mix of push-your-luck, bluffing, and quick reactions. Can you outthink your opponents, or will greed lead to disaster?

🕒 2-5 players | 10-15 min | Ages 8+

2. Components

Green Coconut Cards (\$300) × 16
 Perfumed Coconut Cards (\$500) × 9
 Golden Coconut Cards (\$1000) × 4
 Coconut Bomb Cards (-\$500) × 4



3. Setup

1. Shuffle all cards.
2. Deal starting hands based on player count.

Players	2	3	4	5
Hand Size	8	7	6	6

3. Reveal the remaining deck's composition for all players to see.

4. The player who last ate a coconut goes first.

4. Gameplay

1 Play Phase

The starting player plays 2 cards face-down into the central pile. All other players add 1 card each, also face-down.

2 Guess Phase

After shuffling the deck, the starting player predicts the top card's value (\$300, \$500, or \$1000) before revealing it. 2. If you guess correctly, you can choose to stop and bank your points, or continue to guess the next card. For each consecutive correct guess, you receive an additional 100 bonus points per card, with a maximum bonus of 200 bonus points per card.

\$300
\$400 | \$500

Score normal points per correct card.
 +100 each for 2 in a row. +200 each for 3+ in a row.

3. If wrong, all gained cards this round return to the deck, which is reshuffled. The next player continues guessing.

4. If stop, bank your earned points this round and place the cards in front of you.

5. Coconut Bomb Rule:

- (1) If a Coconut Bomb is drawn, all players must slap the bomb card.
- (2) The last player to react takes the bomb (-500 points).
- (3) The guessing player loses all accumulated points that round.

3 End of Round

Once the deck is emptied, the next player becomes the starting player. All players contribute new cards to form a fresh central pile, and the guessing phase begins again.

5. Game End & Winning

The game ends when:

- (1) A player reaches 3,000 points (instant win).
- (2) A player runs out of cards, triggering final scoring. The highest total wins.

6. Strategy & Tips

1. Risk Management: Keep pushing for bonus points or cash out early?

2. Bluff & Memory: Track played cards and read your opponents' moves.

3. Bomb Awareness: Watch opponents' reactions closely to predict bomb placements.

7. Credits & Contact

Game Designer: Jim

Illustration: Jim, Midjourney AI

Publisher: Driftwood Creations Ltd.

Website:

<https://driftwoodcreations.net>

Email:

service@driftwoodcreations.net