

Wackelpudding

Kapitän

Setup...

Unfold the board.

Shuffle the adventure cards and place them beside Snarchland

On the Islands, place the appropriate colored bits:

8 green video games on Video Insel

8 blue bonbons on Kindien

8 black coffins on Dracula Land

8 yellow blocks of cheese on Maustralia

8 red-raspberry fruit rollups on Bananan-Atoll

The ship starts on the port next to **Video Insel**

Summary...

Before a ship leaves port, the player must load an item from the location where it is at, onto the ship. Once that is done, a die roll determines the destination the player must move the ship to. Once the ship reaches the destination, it is the next player's turn. Any items that fall off the ship while you are steering it go into your "screw-up" pile. The screw-up pile is a pile in front of each player that contains all the goods that fell off the ship while you were steering it.

The game ENDS when an item or items fall off the ship and there are 3 or fewer goods remaining on the lands (in other words, the rest of the items are in the various players' screw-up piles or still on the ship). The WINNER is the player with the FEWEST items in his screw-up pile at game end.

Loading...

The youngest player starts and must load a cargo onto the ship. Since the ship starts at Video Island, a green video game is placed on the ship.

- A) The item loaded is what the land the ship is at produces. If there are no items left at that location, the player may take the appropriate matching item from his screw-up pile in front of him. If he does not have that item in his screw-up pile, he must take the item from another player's screw-up pile.
- B) At **Snachinsel**, you draw a card instead of loading an item.
- C) Items can be stacked directly on any part of the ship or on top of other items already on the ship. You do not have to stack the item on top.
- D) Round items must be placed flat side down.
- E) Items may NOT be rearranged.
- F) If while loading your cargo, other items fall off, you must take them and put them in your screw-up pile.

Moving...

After loading the cargo, the player then rolls the die to see where he is going. The color of the die corresponds to the colors of the ports (and also corresponds to the color of the good produced there).

If the player rolls the color of the harbor where he is already at, then he does NOT move the ship. Instead, he loads a new item from that port onto the ship. It is then the next player's turn.

Sailing...

The player must move the ship to its destination harbor by pushing it carefully.



- A) The ship may move only over water. If the ship touches land, then the player must first go back to the destination he started from, and then start the journey again.
- B) The cargo may NOT be touched while the ship is being moved.
- C) Any item(s) that fall off the ship during the ship's movement must go into the player's screw-up pile.
- D) Once the ship arrives at its' destination, it is the next player's turn.

Snarchland (Snarchinsel)

When here, the player draws a card instead of loading an item.

There are 3 types of cards: Command Cards, Rule for All Cards, and Keep Cards.

Command Cards

The player follows the instructions on the card immediately. Then it is the next player's turn.

Rule for All Cards

The card is now in force for ALL players. Leave it face-up, and roll for a new destination.

Keep Cards

The player takes the card secretly, and can save it to play whenever he feels is the best time. However, once someone has played a Keep Card on another player, then no other Keep Card can be played by anyone on that same player in that same turn.