

(Capca + Savvyseed N):
Speed: 1+2+4+0 = 7
Agility: 7+0+3+1 = 11 (10)
Strength: 5+0+3+0 = 8
Intelligence: 2+0+5+3 = 10
Total score CHR:
10+8+10+7+10 = 45

Move all played cards to the discard pile. GPs will be given based on the table in the Beginner Coach section. The player with the most GPs after all of the CHRs wins the game! In case of a draw either accept it, or go for a rematch.

5. Expert Coach

The real Game for experts

Required:
• All cards

This version of the game works exactly the same as the game described in the Advanced Coach section. The only difference is the way CHR scores are calculated. Players can decide to play the game at DL 2, 3, or 4 to challenge themselves. Scores will now be based on 2, 3, or 4 Skills for the different Challenges. For an example of how to calcu-

late the score, please see our website.

The Official Scorecard

If you have the Official Scorecard, this is how to use it:

Enter the Boosted Coachimal Team SLs in the row above the table (in the order of the symbols) for the different CHRs. If you play at the Advanced CR, use one table for an entire game (R = Round). If you play at the Expert CR use one table for one CHR (S = Skill).

Scan the QR-code for detailed instructions and more languages.



coachimalworld.com/rules



Players	2-4
Rec. Age	6+
Playtime	15-60 min

Your Coachimal World adventure starts right here! Learn to create Challenges, select Coachimals, and use Power Boosters! A world full of action-packed strategy awaits! In this rule sheet you'll find everything you need to start playing the game.

The Playing Cards

The Coachimal World Deck consists of 74 different cards:

- 24 Coachimal Cards
- 24 Challenge Cards
- 12 Power Drink Cards
- 12 Power Food Cards
- 2 Score Reference Cards

On each of the regular playing cards you'll find at least one of the following Skill symbols:



Speed



Agility



Strength



Intelligence

On the Coachimal Cards you'll find a number on the right side of these symbols. This number represents the Skill Level (SL) for each of the different Skills. The higher the number, the higher the SL.

On the Challenge Cards you'll find a number on the left side of these symbols. This number represents the importance of that particular Skill for completing the Challenge, with 1 being the most important Skill, and 4 the least important Skill. The full game can be played on four Difficulty Levels (DLs). Level 1 will only involve the Skill in position 1, whereas Level 4 will involve all of the Skills on the card.

On the Power Drink Cards and the Power Food Cards you'll find a '+' number on the right side of these

symbols. This represents an increase in SL for that particular Skill.

The Game

Coachimal World is a game that requires a thorough understanding of the different game concepts. To make it accessible to players of different skill levels, five Coach Ranks (CRs) were created:

1. Beginner Coach
2. Intermediate Coach
3. Proficient Coach
4. Advanced Coach
5. Expert Coach

These CRs were designed to slowly introduce players to the different Coachimal World game concepts. It's up to individual players to decide at what CR they start playing the game, but it's important to note that the manuals for the lower ranks contain important information for the higher CRs.

1. Beginner Coach

Coachimals and Challenges

- Required:
- 24 Coachimal Cards
 - 24 Challenge Cards

Create separate decks for the Coachimal Cards and the Challenge Cards. Shuffle both decks thoroughly.

Deal the Coachimal Cards as follows:

# Players:	2	3	4
Coachimal	10	8	6

Place the Challenge Card Deck face down on the table. Each round draw a Challenge Card from the Challenge Card Deck and place it face up on the table. Players will now decide which of their Coachimals is going to compete against the Coachimal(s) of the other player(s) in this specific Challenge. Only the Skill in position 1 on the Challenge Card is considered here.

Each of the players places their chosen Coachimal Card face down on the table. Once all players have selected their Coachimal

it's time to turn the cards face up and see how the chosen Coachimals rank for this specific Challenge. The Coachimal with the highest SL ranks first, the Coachimal with the lowest SL ranks last.

Game Points (GPs) will be given based on the following table:

# Players	2	3	4
First	1	2	3
Second	0	1	2
Third		0	1
Fourth			0

If players chose Coachimals with the same SL, they will get the same amount of GPs, based on their overall ranking. For example:

Coachimal Player 1 - SL 7
Coachimal Player 2 - SL 5
Coachimal Player 3 - SL 5
Coachimal Player 4 - SL 4

Player 1 gets 3 GPs
Player 2 gets 2 GPs
Player 3 gets 2 GPs
Player 4 gets 0 GPs

This ranking concept

applies throughout the entire game, at all CRs.

Continue the game by discarding all played cards and draw a new Challenge Card from the Challenge Card Deck. The total amount of Challenge Rounds (CHRs) depends on the number of players:

# Players:	2	3	4
CHRs	10	8	6

The player with the most GPs after the last CHR wins the game! In case of a draw, either accept it or go for a rematch.

2. Intermediate Coach

Power Drinks and Power Foods

- Required:
- 24 Coachimal Cards
 - 24 Challenge Cards
 - 12 Power Drink Cards
 - 12 Power Food Cards

This version of the game adds Power Drinks and Power Foods to the game described in the Beginner Coach section.

Create separate decks for the Coachimal Cards, Challenge Cards, Power Drink Cards, and Power Food Cards. Shuffle the decks thoroughly.

Deal the cards as follows:

# Players:	2	3	4
Coachimal	10	8	6
Power Drink	6	4	3
Power Food	6	4	3

Players will now have to give their Coachimals a Power Drink or some Power Food each CHR. These Power Boosters will lift their Coachimals SL to new heights. For example:

Chesp + Dashdrink:

Speed: 7+2 = 9

Chesp + Fastfruit N:

Speed: 7+3 = 10

Agility: 2+1 = 3

Each CHR only one Power Booster can be used. All of the other rules remain the same as described in the Beginner Coach section.

3. Proficient Coach

Series of Challenges

Required:

- Cards from Intermediate Coach section
- Score Ref. Card Lv. 1

The rules are the same as in the Intermediate Coach Rank, but this time two Challenge Cards will be drawn from the Challenge Cards Deck. This will now be the series of Challenges each of the Coachimals has to face, which is called a CHR.

Each CHR the players have to select a Coachimal Card from their hand + either a Power Drink Card or a Power Food Card. These cards will be placed face down on the table.

Once all of the players have played their cards it's time to turn them face up and start calculating the score.

Scores are calculated based on the Level 1 Score Reference Card. For each of the number 1 skills on the Challenge Cards players earn points based on the

Boosted SLs of their Coachimals.

The total score for the round is the sum of the scores for the individual Challenge Cards. For example:

Challenge Cards:

Caution Climb - 1. Agility

Secure Sand - 1. Strength

Coachimal + Power Boosters:

Ottai + Brawnbean N:

Agility: 5+1 = 6

Strength: 4+3 = 7

Total score CHR:

6+7 = 13

The number of CHRs and the amount of GPs players get for their ranking in the CHR is the same as described in the Beginner Coach section.

4. Advanced Coach

The real Game

Required:

- Cards from Proficient Coach section

Start by sorting the cards by type and create a deck for each card type. Shuffle

each of the four decks thoroughly.

To determine the playing order, let each player draw a card from the Coachimal Cards Deck. The player with the fastest Coachimal becomes 'Player 1 (PLY 1)', followed by the other players based on their Coachimals Speed SL. In case of a tie, the players involved will draw another Coachimal Card to determine their playing order position. The other players will keep the position they got after the first draw.

Collect all the Coachimal Cards and shuffle the Coachimal Cards Deck again.

Deal the cards according to the following table:

# Players:	2	3	4
Coachimal	10	8	6
Challenge	10	5	5
Power Drink	6	4	3
Power Food	6	4	3

The remaining Challenge Cards should be moved to

the Random Challenge Deck.

Each Coachimal World Game consists of multiple CHR. This CHR is an advanced version of the CHR explained in the Proficient Coach section. In stead of two Challenge Cards per round, there will be five Challenge Cards per round, Coachimals will now work in teams of two, and each of the involved Coachimals will receive either a Power Drink or a Power Food.

Scores will be calculated based on the Boosted Coachimal Team SL. The SL of a Coachimal Team is the sum of the SLs of the individual Coachimals + the SL increase from the applied Power Boosters. SLs max out at level 10. If a Coachimal Team would reach SL 10+ through their combined SLs and/or a Power Booster combo, it would be considered SL 10 on the Score Reference Card. Manage your resources strategically!

Another change compared to the CHR explained in the

previous section is that players now get to choose some of the Challenges that will be part of the CHR. The following table shows the number of CHRs per player count and the order in which the Challenge Cards will be played:

	2	3	4
1	01212	00123	01234
2	02121	00231	04321
3	01212	00312	
4	02121		

'0' indicates a draw from the Random Challenge Deck and '1, 2, 3, and 4' a Challenge Card play by PLY 1, 2, 3, or 4 respectively.

The first CHR for a two player game would look like this:

First a Challenge Card is drawn from the Random Challenge Deck. This card will become Challenge 1 (CH 1) for this CHR. PLY 1 then continues the CHR by strategically selecting a Challenge Card from their

hand and placing it face up on the table. This will become CH 2 for this round. (It is considered good practice to place the Challenge Cards in either a row or a column, so everyone can clearly see the order of the Challenges.)

Each player (including the player who played the Challenge Card) will then place a Team Card (a Coachimal Card, a Power Drink Card or a Power Food Card) face down on the table. Each player can individually decide in which order they play their Team Cards, as long as -at the end of the CHR- all versions of the Team Cards (2 Coachimals, 1 Power Drink, and 1 Power Food) have been played. Team Cards that have been played should be clearly visible to all players and cannot be changed once the players have agreed to continue to the next Challenge. Note that it is allowed to take a look at your own face down Team Cards as a reminder.

Once the players have put

their first cards down, it's Player 2's turn to play a Challenge Card. Both players will again play a face down Team Card afterwards. Then Player 1 will play the fourth Challenge Card. Both players play another face down Team Card. And finally Player 2 will play the last Challenge Card. Both players play the last face down Team Card.

Once both players have played their last Team Card for this CHR, all of the cards will be turned face up to see both Coachimal Teams. Finally it's time to calculate the score for each of the players based on the Level 1 Score Reference Card.

Here is an example of how to calculate the score:

Challenge Cards:

1. *Cliff Catcher - Intelligence*

2. *Mallow Melt - Strength*

3. *Lame Log - Agility*

4. *Itchy Itch - Speed*

5. *Narrow Nook - Agility*

Coachimals + Power Boosters:

(Batu + Sprintsoda) +