



Mix-Up Moves

Shake things up! Add more action and unexpected twists to Coachimal World. With 4 new Coaching Moves, every round becomes an even bigger adventure!

The Expansion Pack

The Mix-Up Moves - Expansion Pack (available from the Advanced Coach Rank) unlocks new strategies and enhances the game's flow. It includes 18 Mix-Up Medals:

- 9 Blue Mix-Up Medals
- 9 Green Mix-Up Medals

The Upgraded Game

Distribute the Medals at the start of each Coachimal World game as follows:

# Players:	2	3	4
Blue Medals	4	3	2
Green Medals	4	3	2

Combine these Medals to

activate special Mix-Up Moves and change the game's dynamic. Note: Once a Move is activated, those Medals are 'spent' and removed from play. Choose your moves wisely!

- **Blue + Green** = Blinkblock
- **Blue + Blue** = Doubledive
- **Green + Blue** = Shuffle-smash
- **Green + Green** = Tumble-twist

These Medals are played after the final Team Card of a CHR. Players should prepare their Move by creating a 'stack' of Medals (as shown in the combination list above). The bottom Medal is the first part of the combo, and the top Medal completes it (Bottom + Top = Move).

The order of play for the CHR determines the sequence of the Coaching Moves. Each player creates their stack, keeps it hidden in their hand, and places their hand near their chosen Challenge Card (clearly stating which card they are targeting). Only once all players have made

their choice is it time for the Face-Off: All players reveal their stacks simultaneously to see how the results impact the current CHR.

The Effect

- **Blinkblock:** Switches off the Challenge Card; it no longer counts toward the total score.
- **Doubledive:** Doubles the points awarded for the chosen Challenge Card.
- **Shufflesmash:** Reverses the order of the Skills shown on the Challenge Card.
- **Tumbletwist:** Transfers the points from the chosen card to the next player in rotation (1 → 2, 2 → 3, 3 → 4, 4 → 1).

When multiple Coaching Moves target the same Challenge Card, their effects stack. For example:

- **Blinkblock + Blinkblock:** The first Move turns it off; the second turns it back on.
- **Shufflesmash + Doubledive + Shufflesmash:** The points are doubled (x2),

while the order of Skills remains unchanged (the two Shufflesmash Moves cancel each other out).

- **Doubledive + Tumbletwist + Tumbletwist + Doubledive:** The points are multiplied by 4 (2x2) and move two positions down the rotation.

Once all Moves are applied, use the standard scoring rules to determine the winner!

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



coachimalworld.com/rules

WARNING: Choking hazard.
Small parts. Not for children under 3 years.