

# Beppo



## A magnetic game of skill

for 2 to 4 players, 5 years and up

On their way home, the children meet Beppo, the billy goat. Actually, Beppo is quite a good sport who wouldn't harm a fly. However, if he is bothered during his after-lunch nap, he may react in an irritated way. Then you have to be careful that your playing pieces don't get in his way and that they reach their destination as quickly as possible.

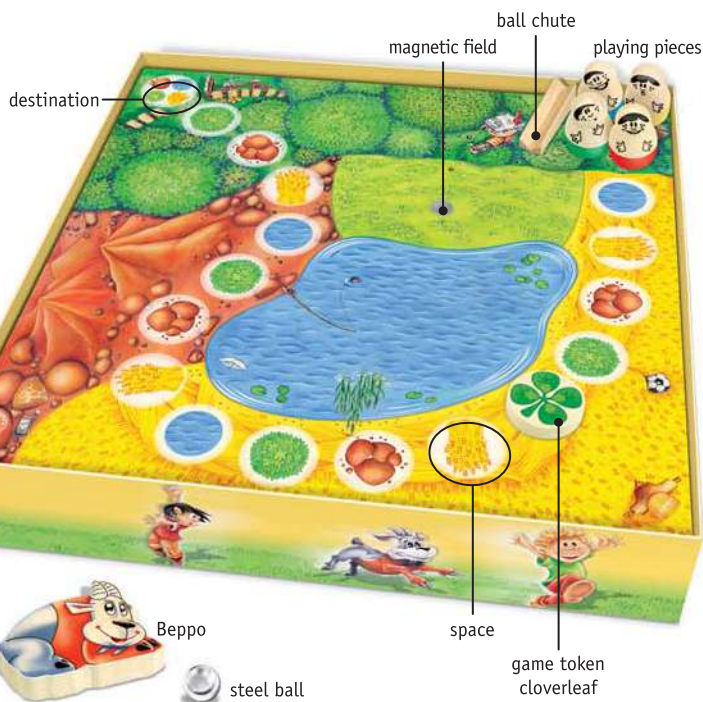
## Contents

1 gameboard with a small magnetic field, 4 playing pieces, 1 billy goat (»Beppo«), 1 game token showing a cloverleaf, 1 ball chute, 2 steel balls

## Object of the game

The player who reaches the destination with his playing piece first wins.

## Setup



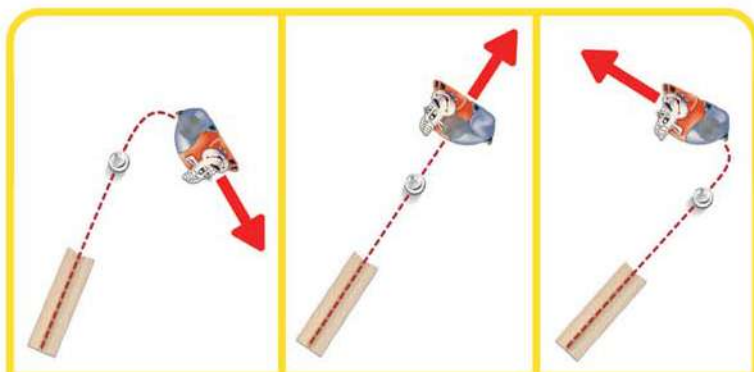
After taking the materials out of the box, you put the **gameboard** back in the box and stick the **ball chute** into the hole in the board. On your turn, you may turn the box in such a way that you can easily aim the ball chute. Each player chooses one **playing piece** and places it on the starting place (the bench) in the corner of the gameboard. Put the **game token with the cloverleaf** on the second water space. The starting player takes the **ball** and **Beppo**.

## The game

### How can you make Beppo jump?

The youngest player starts. The turns are played clockwise. On your turn, you first place Beppo on or close to the magnet in the light green meadow and adjust the ball chute in such a way that it points to the magnet near or under Beppo. After that, you take the ball, put it at any position on the chute and let it go. If the ball hits Beppo, he jumps like crazy around the gameboard.

*Beppo's jumping around the gameboard so wildly is caused by the fact that the magnet on which Beppo is sitting is especially strong, and powerfully attracts the ball when it gets close to him. But you will see that it is not only the speed at which Beppo starts jumping that is amazing. You can also influence the direction of the jump; even a jump backwards is possible. The key factors are Beppo's position on the magnet, the adjustment of the ball chute and the speed – that means the starting height of the ball.*



*The illustrations show three examples in which you see what is possible. Beyond that, it is also lots of fun to examine the effect of the magnet and, in doing so, to find out new techniques of shooting.*

*By trying it out, and with some practice and skill, you will soon manage to make Beppo jump precisely to any spot on the gameboard.*

## How do you move your playing piece?

After Beppo has jumped, you move your playing piece. You see five large areas on the gameboard: a yellow grain field, blue water, red-brown mountains, a dark green forest and a light green meadow. A path leads through these areas. The spot where Beppo stops **after his jump** determines how far you may move your playing piece. For instance, if Beppo jumps into the grain field, you may move your piece onto the next **free** yellow space on the gameboard. Only one playing piece at a time may be on the same space. Just jump over occupied spaces and move onto the next free space **of this color**.

If Beppo, after his jump, is lying in more than one area, you may choose any one of the colors he is on. However, if Beppo remains in the meadow because he has not been hit well or at all by the ball, or because he has jumped back from the edge of the box into the meadow, your playing piece remains where it is. It must also stay in place if Beppo jumps out of the box. Your turn ends.

## What happens if Beppo knocks over a playing piece?

It may happen that Beppo hits one or more than one playing piece on his jump and that these pieces fall over or are completely pushed off their space. In this case, you have to put these playing pieces back to the starting place immediately. Only after that, you move your own piece. If Beppo knocks over your own piece, you may move it, however, after putting it back on the starting place.

## The cloverleaf

In the beginning of the game, the cloverleaf lies on the second water space. The player who moves his playing piece first **onto or across** this space, takes the cloverleaf, puts it under his own piece and takes it with him in the following rounds. The cloverleaf can protect your playing piece; if Beppo meets a playing piece that is sitting on the cloverleaf, in most cases only the cloverleaf underneath the playing piece is moved, and the playing piece remains where it is. If your piece falls over, though, or does not stand on its space any more after a shot, you have to put the playing piece back on the starting place. If a player manages to shoot the cloverleaf out from under a playing piece, he takes the cloverleaf and is allowed to put it under his playing piece.

If the cloverleaf is hit before a player has moved onto it, it is just put back on the second blue water space.

## End of the game

The game ends as soon as a playing piece has reached the destination. The player whose piece it is, is the winner.

## Beppo for advanced players

The game rules are the same as described above, with the following exceptions:

- A playing piece that is hit by Beppo and falls over or is completely pushed off its space, is placed onto the first free space behind the playing piece in back of it. If Beppo knocks over more than one piece, the piece that was further along on the path is put back first, etc. If the last piece has been knocked over, it must be put back on the starting place.
- If Beppo is lying in more than one area, do not pick a color; you have to move your own playing piece onto the color on which Beppo has landed with his front hooves.
- The first player to win two rounds is the overall winner.

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