The types of cards

Funcards

These are the game's currency. If you run out of fun cards, you lose and the game ends.



Masterpools

These cards are placed in the centre and serve as a visual aid.



Pool cards

These cards are refreshed each round and placed in front of you on the table. They indicate which pool you are in and how much damage you will suffer from a potential cannonball.



Action cards

You hold these cards in your hand. They determine the course of the game. You have the *Cannonball cards* and the *Influence cards*, which are in turn divided into two types: the *Timeline cards* and the *Evade cards*.

Cannonball cards

These are played alongside a Masterpool card of your choice.

They determine how much damage the cannonball inflicts in the pools of the chosen Masterpool colour.



Influence cards

These cards influence what happens to the cannonball played and the damage it inflicts.

There are 2 types of Influence cards:Timeline & Evade



Timeline cards

These are placed in sequence next to each other above the Masterpool cards. You can recognise them by the timeline arrow at the top of the card. They affect the Cannonball (strengthen, weaken, move…).



Evade cards

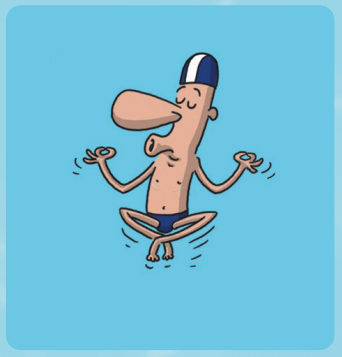
The player places these in front of them. They protect the player personally (redirect damage, immunity…).



CANNONBALL POOL

A highly interactive and fun game with a swimming pool theme, in which players try to keep their cool whilst every cannonball sends the table into a complete spin.

Just make sure you're not the one who gets dunked.

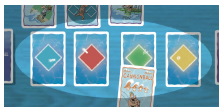




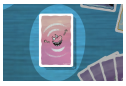
Placement of the cards

Setup

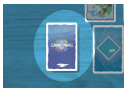
The Masterpool cards
are placed side by side in the centre of the table.



De Fun cards
are dealt equally amongst the players and placed in front of each player where they are clearly visible.

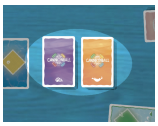


The stack of Pool cards
is placed face down next to the Masterpool cards.



The stack of Influence cards
is placed face down on the other side, next to the Masterpool cards.

The stack of Cannonball Cards
is placed face down next to the Influence cards



During the game

The Pool cards
are placed in front of each player so that they are clearly visible and legible.



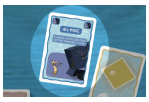
The Cannonball cards (orange)
are played onto the Masterpool cards, and are partially placed on top of them. In the event that a card requires multiple pools to be combined, the relevant Masterpool card is slid into place.



The Timeline cards (purple)
are placed in a row above the Masterpool cards so that they are legible.



The evade cards (blue)
are placed in front of each player so that they are clearly visible and legible.



The course of the game

1. The hand

Each player starts with **2 Cannonball cards + 5 Influence cards**

2. The Pool cards

Each player takes a Pool card from the deck and places it face up in front of them.

If all Pool cards are the same colour, new Pool cards are drawn.

3. The Action phase

a.The Cannonball

The active player chooses 1 of the following actions:
- Playing a Cannonball card onto a Masterpool.
- Exchange up to 2 Action cards (Cannonball or Influence) for new cards.

Then draw to fill your hand.

If you don't play a Cannonball, the turn passes to the next player.

You may always swap Action cards using a combination of Cannonball and Influence cards.

If all players pass for a full round, the next player is obliged to play a Cannonball.

b.Influence

As soon as a Cannonball is played, the other players (in clockwise order) may choose one action:
- Playing a Timeline or Evade card.
- Exchange up to 2 Action cards in your hand for new cards

Evade cards with a lightning bolt logo are handled immediately

No Cannonball may be played during the Influence phase!

Refill your hand immediately after your action.

The Influence phase ends with the player immediately before the Cannonball player.

The Cannonball player does not participate in the Influence phase, unless a card specifies otherwise.

The actions of the Timeline cards are instantly displayed next to the Masterpool cards.

Playing with 3 or 4 players? Add a round to the Influence phase. This allows the Cannonball player to play an Influence card as well.

4. Damage calculation

Once all Action cards have been played, the Timeline cards are resolved in order first, followed by the remaining Evade cards. Damage is then calculated for each player.

In this example, he damage is 4-3=1



After damage is resolved, lost Fun cards go to the player who played the Cannonball card, unless Evade cards specify otherwise.

Damage dealt to the active player goes to the pot and is removed from the game, unless Evade cards alter this.

5. The next turn

It is then the next player's turn. They may shuffle the Pool cards and/or Evade cards if they wish.

6. End of the game

The game ends when someone has no Fun cards left. The aim is therefore not to win, but to avoid being the loser.

The cards

Cannonball cards

CB 6,5,4,3 (4x) CB 5,4,3,2 (5x) CB 4,3,2,1 (6x)

Timeline cards

Cannonball -3 (1x)
Cannonball -2 (2x)
Cannonball -1 (2x)
Cannonball +3 (1x)
Cannonball +2 (2x)
Cannonball +1 (2x)
Move cannonball to the green pool (2x)
Move cannonball to the yellow pool (2x)
Move cannonball to the red pool (2x)
Move cannonball to the blue pool (2x)
Move cannonball to pool of choice (2x)
Double cannonball. add a pool of your choice (2x)
If, after a Double Cannonball, the Cannonball moves to a different pool, the Double Cannonball is canceled. The Cannonball may also move to one of the pools already active, e.g. from blue/red to red.
In case of a second Double Cannonball a third pool is added.
Swap 2 players' pools (2x)
Resolution starts here (2x)
All Timeline cards already placed before your turn are declared void and their effects are undone.

Evade Cards

Immunity. you lose no fun this round (2x)
It's yours now. A player of your choice takes your damage. (2x)
All mine. This round's damage goes to you, not the cannonball player. (1x)
Payback The Cannonball player covers your damage to the pot. (1x)
Bubblebath Neighbours' Evade cards do not count *(1x)*
Backflip. Play the final Timeline card of this round. (1x)
So you play 2 cards: Backflip during your turn and a Timeline card as the last card this round.
No diving! Players after you cannot play Timeline cards. (1x)
Take the hit. Choose a friend. Split your damage evenly. They take the extra if it's odd. (2x)
Timeout. Choose a friend. They sit out the action phase this round (2x)
If a card cancels Timeout, the targeted player may still play immediately.
Floater. After all influence cards choose a player. Their influence card is ignored. (1x)
Waterslide. Every player passes their Pool card clockwise (1x)
Friends. Choose a friend. Split the fun evenly. They give you the extra if it's odd. (1x)
Taxman. Players pay you 1 fun card per influence card played this round.(1x)
This also applies to cards already played.
Deal. End of action phase: Cannonball player may pay you 2 fun cards to remove 1 played influence card. (1x)
You play the card during your turn, but the deal only

Pool cards

Blue 1 (2x)	Yellow 1 (2x)	Red 1 (2x)	Green 1 (2x)
Blue 2 (2x)	Yellow 2 (2x)	Red 2 (2x)	Green 2 (2x)
Blue 3 (2x)	Yellow 3 (2x)	Red 3 (2x)	Green 3 (2x)
Blue 4 (1x)	Yellow 4 (1x)	Red 4 (1x)	Green 4 (1x)

4 Master Pools (Blue, Yellow, Red, Green)

Fun cards

Fun cards (60x)

If 2 cards conflict, the last one wins