



# Popeln

A game for 2 bis 5 Nose- pickers  
by Henning Poehl



## I. Game material:

- 72 cards
- 5 Nose cards - double-sided cards with 1 nose on each side
- 21 Booger cards - with boogers in three sizes
- 46 Nose-picking Finger cards - with fingers of different length, width, angle, and special characteristics, as well as
- 6 Cold cards.
- 2 green Booger dice

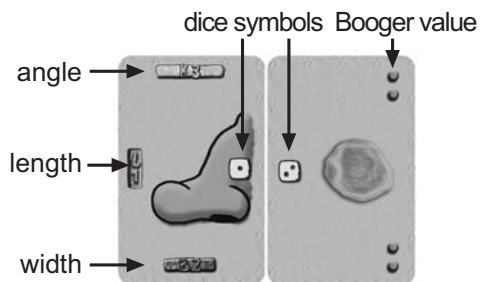
## II. What's it all about?

In this game, each player takes on the role of a nose-picker. You must try to win the biggest possible booger from different noses. Whoever has the biggest collection of boogers at the end of the game wins.

## III. Set-up

The three types of cards, Nose, Booger, and Finger, are sorted from each other. Four Noses are selected from the Nose cards and placed on the table with any side face-up.

Tip: The sum of the pips on the dice shown on the Nose cards



should equal 7 or 8.

The Noses should be laid out so that they are all aligned in the same way (that is, the top of each Nose pointing in the same direction) and so that other cards can be laid along each side of the Nose cards without any overlap.

The stack with the Booger cards (showing a hand with a Booger on the back) is shuffled and placed face-down on the table as a Booger draw pile. Then, for each Nose card, the top card of the Booger stack is drawn and placed next to the Nose card so that the die symbol on the Nose card is across from the die symbol on the Booger card. The Finger cards (with the nose-picking finger on the back) are shuffled and 5 cards are dealt to each player.

## IV. Play of the game:

Play is in clockwise order. The player with the biggest nose begins.

On his turn, a player does the following:

1. Examine Noses
2. Play cards
3. Pick a Nose (if possible)
4. Replenish Noses
5. Draw cards

These actions must be taken in the the order listed above.

Each phase is discussed in detail below:

### 1.) Examine Noses

At the very start of his turn, a player can turn over any one Nose card already in play (so that the other side of the card is revealed). If it is now determined that the Finger card next to this Nose card is not suitable (too long, too thick, too bent), then this finger is removed and placed on the discard pile.

### 2.) Play cards

On his turn, a player must, if he can, play at least one card at any one of the Noses. He may play as many cards at as many Noses as he wishes. The card sides consist of different fingers, which show different characteristics that a Finger must fulfill in order to pick the corresponding nose.

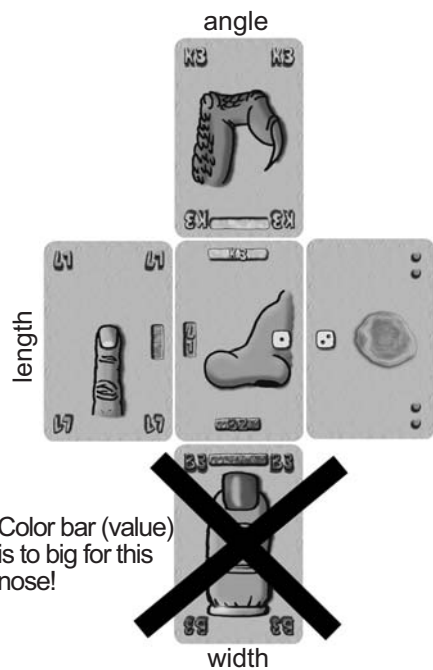
The values for width (B), length (L), and angle (K) range from one to three in each case.

The cards for width are always placed under the nose, for length to the left side of the nose, and for angle above the nose. Cards are always positioned so that the same color bars on the Nose card and the Finger cards are adjacent to each other. The width of the bar (as well as the value) on the Finger card may never be wider (or greater) than the corresponding bar on the Nose card.

Fingers with a smaller bar (value) may be placed. If a Finger with a value lower than the maximum allowed is placed next to a Nose, it may later be replaced by a higher value suitable Finger. The replaced Finger card may then be moved to another Nose if the active player wishes. If the replaced Finger card is not placed at another Finger at that time, however, it is removed from the game.

Additionally, any number of different Cold (E) and special Booger Finger (+1) cards may be played.

When a Cold is played, you draw a Booger card from the draw pile and play it at a Nose. This additional Booger is placed on top of the Booger card already in play at that Nose so that the die-symbol on the covered card is still visible. The Cold (E) card is then placed on the discard pile.



When a special Booger Finger (+1) card is played, it is placed so that it is clear which Nose it is assigned to but not so that it obstructs any of the other cards. When the active player does not wish to play any more cards, he may try to Pick A Nose.

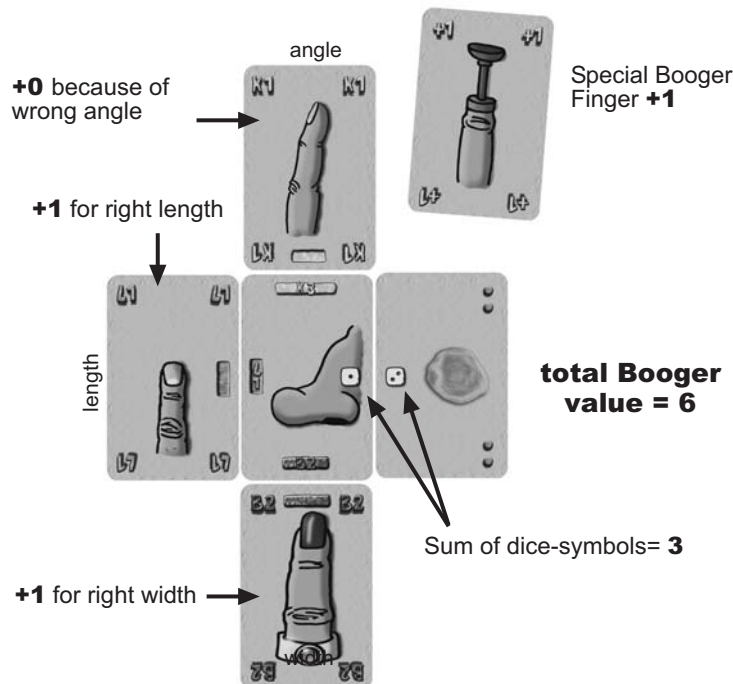
### 3.) Pick A Nose

Now you may make one try per Nose at picking each Nose which has fulfilled its Nose-picking conditions. In order to pick a nose, there must be cards in play on each

side of that nose. Before trying to pick the nose, calculate the Booger value of the nose by adding up the die values on the Nose and Booger cards plus one for each suitable Finger card. If there is more than one Booger card at a Nose, the die values of all of them are included in the sum.

If a special Booger Finger card was played, then you get a bonus of +1 to the Booger value for the Nose where that card was played.

After the Booger value is totaled, roll the two green dice.



If the result is less than or equal to the Booger value, then you have

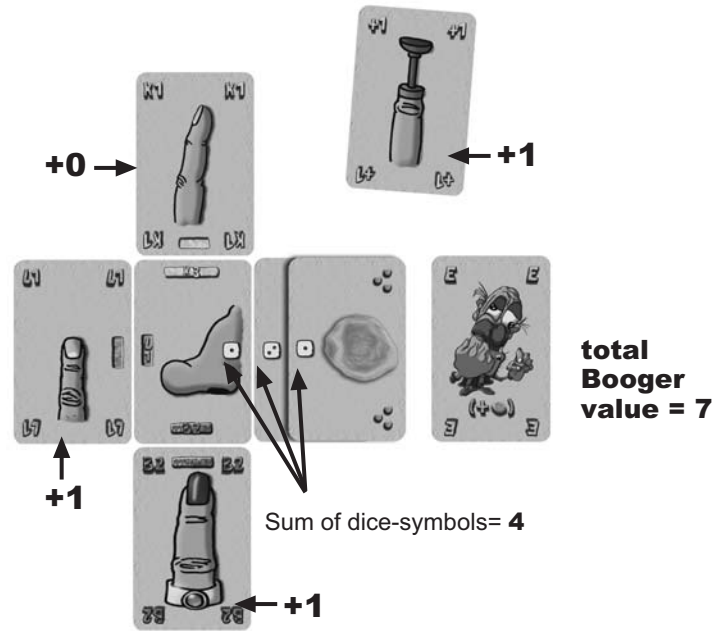
successfully picked that nose and you get the Booger. After a successful nose-picking, you must remove one Finger card from that Nose and place it on the discard pile.

If the result of the die roll is greater than the Booger value, then the

nose-picking attempt fails and all cards remain as they are. Regardless of whether or not the nose-picking succeeds, any special Booger

Finger cards played at that Nose are removed from the game.

Note: Cards with a value smaller than the minimum needed to pick a particular nose may, in fact, be played at the Nose simply to allow a nose-picking attempt to occur but they don't support the nose-picking attempt since they are not part of the Booger value there.



### 4.) Replenish Noses

Now a new Booger card is drawn from the draw pile and placed next to each Nose that doesn't already have one. If there are no Booger cards left in the draw pile, then Noses still without such cards remain empty.

### 5.) Draw cards

At the end of your turn, you draw your hand back up to five cards from the Nose-picking Fingers draw pile. If that draw pile is empty, shuffle the discard pile to form a new draw pile. Once you have filled your hand, play passes to the player on your left.

## V. End of the game and winning

The game ends when there are no more Boogers at any Noses and no more can be played because the Booger draw pile is empty. Whoever has the biggest collection of boogers (highest total value) wins.



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