



# Kohoa

v2.19



2+



4+

## Rules of the game

- ✖ Start the game.
- ✖ The Picoo controller that turns yellow is intended for the game leader, who has the first turn.
- ✖ The blue Picoo controllers are distributed to the other players.
- ✖ The game leader presses the button on the Picoo to give one of the other players a turn. The yellow light now jumps to the player whose turn it is.
- ✖ To pass the turn to someone else, the game leader presses the button on their Picoo controller again.



- ✖ Repeat this until everyone has had a turn.  
The Picoo gives everyone one turn.  
After that, the game stops.

## End of the game

- ✖ The game ends when each player has had one turn.

## Colors and interaction

- Yellow for the first turn: game leader
- Yellow: player whose turn it is
- Blue: other players