Yoho!

Rulebook

8+ · 2-4 · 20'

FEDORA GAMES

Introduction

The famous ship of captain "Black Sam" has just been sunk on the high seas and the remains of its cargo are floating adrift on the waters of the Caribbean.

As a renowned pirate roaming this perimeter, you cannot pass next to such a bargain! Master the fearsome currents, foil the traps of your enemies and make your way to the coveted treasure!

Goal of the game

Be the first to collect three gold coins from Black Sam's loot.

Components

1. 4x Pirate Ships
2. "Life" Tokens
3. 8x "Cannonball" Tokens
4. 8x Gold Coins
5. 39x Double-sided "Sea Currents" Cards
6. 21x "Treasure Map" Cards
7. 4x "Pirate Lair" Cards
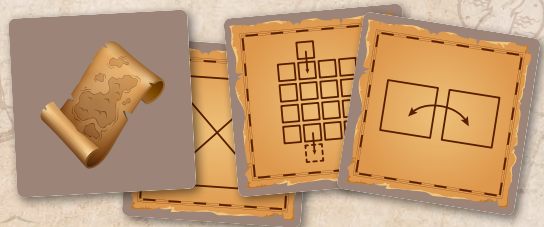8. 8x "Basic Action" Cards

+ 1 custom storage bag with logo

5.

6.

2.

3.

7.

Bartholomew Draken

8.

1.

4.

Setup

Shuffle the "Sea Currents" cards, taking care to put all the sides with the "Compass" symbols visible **(1)**. Arrange the cards on a 4 x 4 card grid randomly, without taking into account the inclination of the cards (see diagram on the right). Form a pile with the remaining cards and place it to the side. **(2)**

Shuffle the "Treasure Map" cards face down, deal 3 to each player. Form a face down pile with the remaining cards and place it to the side **(3).**

Make a pile of gold coins on the side with the following number: 8 coins for 4 players, 6 coins for 3 players and 4 coins for 2 players **(4).** These will be limited. If there are no more in the reserve, you will have to steal some from another pirate.

The person who most recently was on a boat is the first player.

Each player chooses a «Pirate Lair» card and takes its corresponding color pirate ship and the 2 "Basic Action" cards. The first player places his "Pirate Lair" aligned on one of the cards of his choice on the edge of the grid of "Sea Currents" cards **(5).**

In clockwise order, the other players act in the same way on an edge not occupied by another player.

Each player takes their boat, a "Life" token and a "Cannonball" token and places them on their "Pirate Lair" **(6).** During the game, players cannot have more than 2 "Life" tokens and 2 "Cannonball" tokens on their «Pirate Lair».
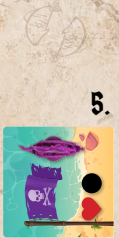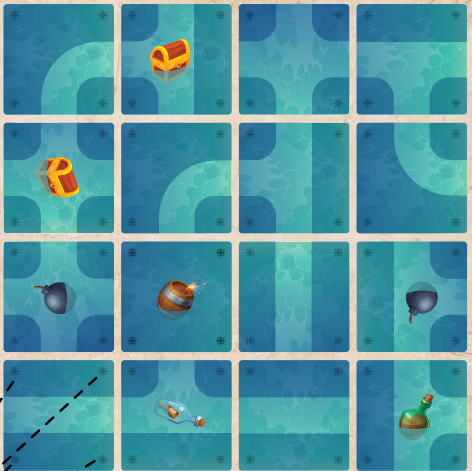
Cards in hand

Your hand always consists of 5 cards. 2 «Basic Actions» cards of your color and 3 «Treasure Map» cards distributed during setup. **During your turn, you can play 3 cards of your choice** from the 5 you have in your hand, in the order you want, by placing them in front of you on top of each other as you play them.

Once you have played the cards you want (0 to 3 cards), discard the «Treasure Map» cards played, and take back into your hand the «Basic Action» cards if they have been played.

At the end of your turn, you can discard «Treasure Map» cards that you have not played and draw the same number. So you can decide whether to keep "Treasure Map" cards for the next round or, on the contrary, change the cards as you wish. "Basic Action" cards cannot be discarded.

Once you have chosen what to discard and what to keep, if you have less than 5 cards in hand (including the 2 "Basic Action" cards), draw as many "Treasure Map" cards as necessary to complete your hand of 5 cards (3 "Treasure Map" cards and 2 "Basic Action" cards).

Your turn ends, and the next player in clockwise order takes his turn.
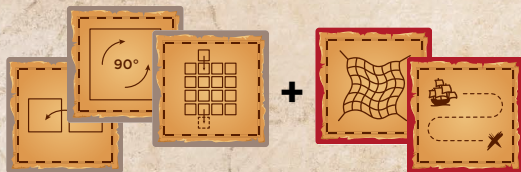
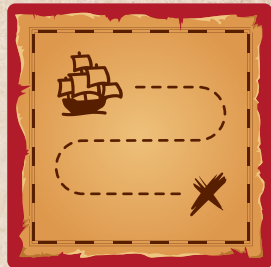**3 «TREASURE MAP «**

+

2 «BASIC ACTION « CARDS

"Basic Action" cards

These two cards of your color will always be part of your hand. At the end of each turn, take back into your hand the "Basic Action" cards that you played.

NET

When you want to take an item from a "Sea Currents" card, your boat must be on the card in question and you must play your "Net" card. Then apply the effect of the "Sea Currents" card (take **an opened chest** for example) and remove it from the grid. A closed treasure chest cannot be taken until it is opened.
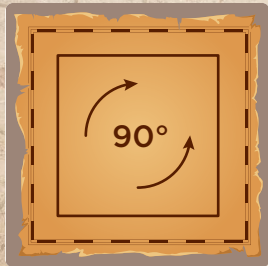

MOVEMENT

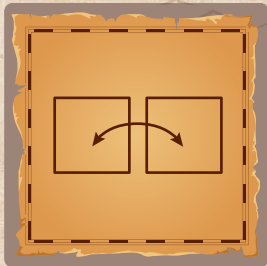You can make a move your pirate ship. (See "Movement" p.12-13).

"Treasure Map" cards

Thanks to the "Treasure Map" cards you can manipulate the "Sea Currents" cards making up the playing area grid.
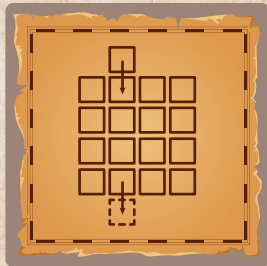
SWING

Rotate the card of your choice a quarter turn, in the direction you want.

SWAP

Swap the position of a card with an adjacent card, without rotating them. If pirate boats are on one of the cards you exchange, they move with the card on which they found themselves.

SLIDE

Take the top card from the "Sea Currents" deck and push the column of your choice with this one. Ships on a slided card move with the card they are on. If there are ships on the "Sea Currents" card that has left the game grid, they return to their "Pirate Lair".
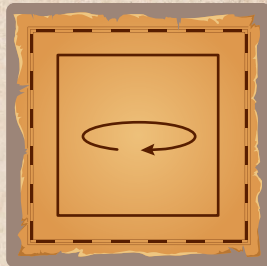
FLIP

Turn over the card of your choice, taking the card from the side you want. If there are pirate boats on the card you are turning over, take them and place them on the new side.
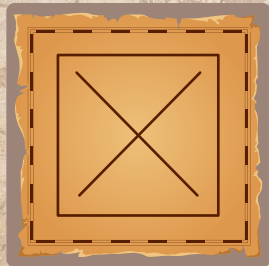
REMOVE

Remove the card of your choice from the game grid. The pirate boats located on this card remain in their place and do not return to their "Pirate Lair" card (see "Replacing missing cards on the game grid" p.8).

MOVEMENT

You can make a move your pirate ship. (See "Movement" p.12-13).

NET

When you want to take an item from a "Sea Currents" card, your boat must be on the card in question and you must play your "Net" card. Then apply the effect of the "Sea Currents" card (take **an opened chest** for example) and remove it from the grid. A closed treasure chest cannot be taken until it is opened.

CATCH/THROW

You can catch a card with an item (Bottle of rum, bottle in the sea, cannonball or **opened treasure chest** with gold) **adjacent to your pirate ship or "Pirate Lair".** You can also throw an explosive barrel adjacent to an opponent's pirate ship or "Pirate Lair". When you throw an explosive barrel at an opponent's ship or "Pirate

Lair" and he has "Life" tokens, he loses one. If the opponent no longer has a "Life" token when you throw a barrel at him but he has gold coins, he loses one. If he had no coins, he returns to his "Pirate Lair".

End of "Treasue Map" cards draw pile

When the draw pile is empty, shuffle the discard pile and make a new face down draw pile.

Movement

When you play a "Basic Action" or "Treasure Map" card with a Movement (see p.12 and p.14), you can move your pirate ship as far as you want as long as your pathway through the "Sea Currents" cards is not blocked.

You can leave your "Pirate Lair" only if the passage is not blocked and the direction of the "Sea Currents" cards allow it **(1)**. Your opponents' pirate ships cannot come into your "Pirate Lair" and you cannot go into theirs.

The reefs **(2)** as well as the explosive barrels **(3)** cannot be crossed and therefore block your path.

All these pathways of "Sea Currents" cards can be modified using **"Treasure Map" cards** (see p.8-11).

The number of pirate boats per "Sea Currents" card is not limited.
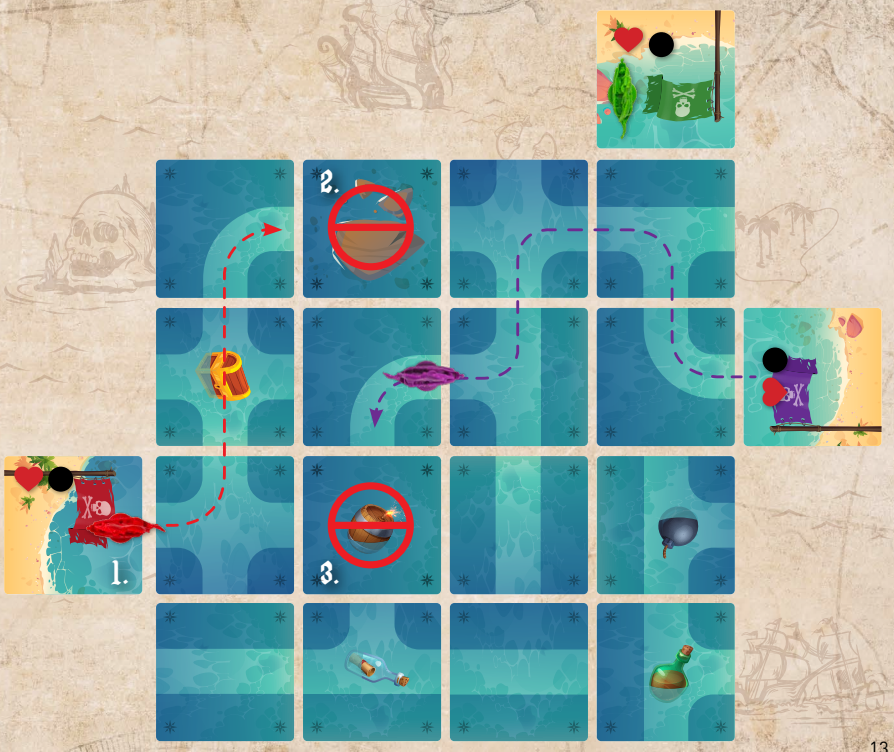
Replace missing cards on the game grid

When a "Sea Currents" card is removed from the game grid, if a pirate boat is on it, it remains in its place and the column of the card concerned slides under the boat, **in the direction of the active player's "Pirate Lair"** (towards the left in the example below).

The active player fills the hole in the grid thus formed at the end of the column with the first card from the "Sea Currents" deck, which he can place in the inclination of his choice but keeping the same side (do not turn it over).
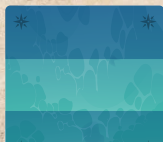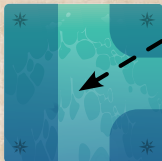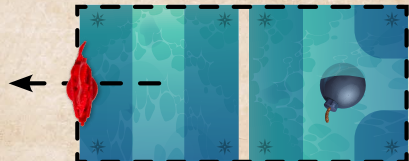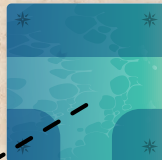
"Seas Currents" object cards

The cards on which appear an illustration are objects that you can take to help you in your treasure hunt, except the explosive barrels which block your path but which you can throw at your opponents using the "Catch/Throw" treasure cards (see p.12), and the reefs that also block your pathway.

To obtain these objects, you must be on the "Sea Currents" card in question with your pirate boat and play your **"Basic Actions" Net card** (see p.12), then apply its effect (take a coin for example) and remove it from the grid by placing it the "Sea Currents" cards discard pile.

CLOSED TREASURE CHESTS

Open these chests by turning over their cards using the **"Treasure Map" Flip card** (see p.9), with this method your pirate boat does not necessarily have to be on the closed treasure chest card, or you can also open it by shooting it with a **cannonball** while your pirate boat is on the closed treasure chest card.

TREASURE CHESTS FILLED WITH GOLD

Yoho! You have found a chest full of gold! When your ship is on this card, you can use your Net "Basic Action" card to take a gold coin from the supply and place it in front of you. If there are no more gold coins in the reserve, discard this card without recovering any. You need 3 gold coins to win the game. Once activated, discard this card.

TRAPPED TREASURE CHESTS

Boom! You have fallen into one of Black Sam's traps. All ships on this "Sea Currents" chest card lose a "Life" token. Players who no longer have one when the card is activated lose a gold coin to the reserve. If they have no coins, they return to their "Pirate Lair". Once activated, discard this card.

EXPLOSIVE BARRELS

They block your pathway. You can use them to send them into an opponent's pirate boat or "Pirate Lair", as well as into a closed treasure chest to open it using the "Catch/Throw" card (see p.12). When you throw a barrel at an opponent's pirate ship or "Pirate Lair" and they have "Life" tokens, they lose one. If the opponent no longer has a "Life" token when you throw a barrel at him but he has gold coins, he loses one to the reserve. If he has no coins, he returns to his "Pirate Lair". Once activated, discard this card.

CANNONBALLS

Take a "Cannonball" token from the supply and place it in your "Pirate Lair". You can spend it to open closed treasure chests or shoot at a pirate boat located on the same "Sea Currents" card as you. When you shoot at an opponent and they have "Life" tokens, they lose one with each shot. If the opponent no longer has a "Life" token when you shoot a cannonball at him but he has gold coins, you can steal one from him with each shot. If the opponent has no "Life" tokens or gold coins when you shoot him, he returns to his "Pirate Lair". You can have a maximum of 2 cannonballs in your "Pirate Lair". If you already have the maximum number of cannonballs, you can still activate the card to deprive your opponents from taking it, but you do not gain an additional cannonball. Once activated, discard this card.

BOTTLES AT SEA

Draw a "Treasure Map" card from the draw pile. **This turn, you can play an additional "Treasure Map" card.** Once activated, discard this card.


RHUM BOTTLES

Take a "Life" token from the supply and place it in your "Pirate Lair". You can have a maximum of 2 "Life" tokens in your "Pirate Lair". If you already have the maximum "Life" points, you can still activate the card to deprive your opponents from take it, but you do not gain any additional "Life" points. Once activated, discard this card.

TREASURE ISLANDS

Choose one of the 3 objects presented to you: A "Cannonball" token, a "Rhum bottle" or a "Bottle at sea". Once activated, discard this card.
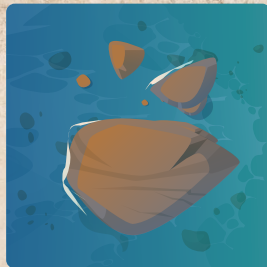
REEFS

These reefs block your pathways. If a player finds himself trapped with his pirate boat in a reef following the flipping of this card, he must find a way to escape using the "Treasure Cards" "Slide", "Remove" or "Flip".

End of "Sea Currents" cards draw pile

When the draw pile is empty, shuffle the discard pile to form a new draw pile, taking care to put all the "Compass" symbols face up.

End of the game

As soon as a player has obtained **3 gold coins,** that player immediately wins the game.

Bartholomew Draken

Draken is a legendary sailor, born into a line of fearless navigators. Charismatic, he leads his crew with an iron fist but also knows how to reward loyalty. Draken is renowned for his victories on hostile seas, sailing through storms that others avoid.

He has a keen tactical mind and knows how to use the environment to surprise his opponents. Although he shows no mercy in battle, he remains a man of his word, respected by his enemies for his code of honor.
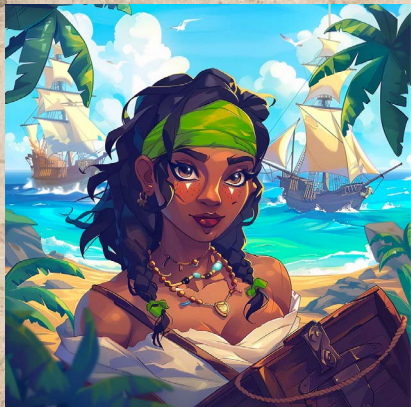
Isabella Searose

Born into a family of merchant sailors, Searose quickly turned to piracy to escape a monotonous life. With captivating beauty and formidable cunning, she has used her charm to deceive her enemies while commanding the respect of her allies.

Searose possesses a unique ability to navigate the most dangerous waters, even when the skies seem to be closing in on her. Her flair for trade and rare treasures has made her an expert negotiator. Despite her seductive appearance, those who underestimate her quickly discover that she is as skilled with a sword as she is with diplomacy.

Kassandra Nightshade

Relentless and enigmatic, Nightshade has a past that is spoken of in hushed tones in taverns. Her reputation is built on her ability to appear at the most critical moments and disappear without a trace. Few know her for sure, and those who dare to get too close are usually no longer alive to tell the tale.

A master of close combat, she is known for her lightning-fast attacks and her determination to leave no witnesses behind. Kassandra inspires both fear and awe in her allies, who regard her as an unstoppable force of nature.

Valerian Mordrake

Mordrake is the embodiment of mystery. No one knows exactly where he came from or how he built his empire on the seas. With a cold intelligence and an imperturbable calmness, Mordrake prefers underhanded tactics to direct confrontation.

His reputation is built on rumors of betrayals and well-orchestrated plots. Every move is carefully calculated, every attack methodical. He is never where you expect him to be, and many dread even crossing his path, for his gaze always seems to see more than meets the eye.

Fedora Games is the result of an association of two friends from the french speaking part of Switzerland, who share a common passion for creating board games. The desire to create an independent publishing house quickly became obvious so that the projects fully reflect our vision.

With Fedora Games, there is also the desire to share this passion through various playful and creative workshops, acting as a social engine, a cultural object and an educational and therapeutic support. We also want to publish games by other authors, through great human and creative connections.

Fedora Games : Inspire – Create – Connect

FOLLOW US FOR MORE INFORMATION ON OUR GAMES AND WORKSHOPS !

DAVID AMARAL & JOËL FERRARI
WWW.FEDORAGAMES.CH
INFO@FEDORAGAMES.CH