

 Julien Griffon

 Christine Alcouffe

Yōkai 妖怪



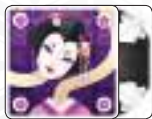
COMPONENTS 16 Yōkai Cards



Kitsune
(Foxes)



Kappa
(River children)



Rokurokubi
(Long-neck women)

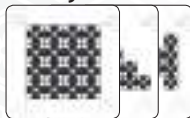


Oni
(Demons)

14 Hint Cards



6 Affinity Cards and 3 Objective Cards



GAME IDEA

Yōkai are in great disarray! Those Japanese Spirits got mixed together and, to appease them, you will need to group them by families.

Yōkai is a cooperative game in which your communication will be limited. You will need to work as a team and use your memory to appease the Spirits.

OBJECT OF THE GAME

In a set number of turns, Players try to gather the Yōkai by families:



Kitsune, Rokurokubi





Kappa, Oni

SETUP

Shuffle the Yōkai Cards and place them face down in the middle

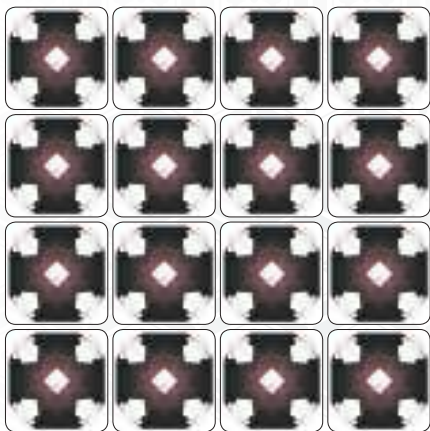
of the table in a 4 x 4 grid.

Randomly take the number of Hint Cards shown in the Table according to the number of players, without revealing them.

Number of players	2	3	4
Number of Hint Cards	2 One-Color Cards	2 One-Color Cards	3 One-Color Cards
 1 color	3 Three-Color Cards	4 Three-Color Cards	4 Three-Color Cards
 2 colors	2 Three-Color Cards	3 Three-Color Cards	3 Three-Color Cards
 3 colors			

Shuffle these cards and place them in a pile where everyone can reach them.

The First Player is the player most afraid of ghosts.



COMMUNICATION AMONGST PLAYERS

Beware, the Yōkai are mischievous creatures and you are never allowed to communicate on their color or their position. The Hint Cards should be used for exactly this purpose!



GAMEPLAY

On your turn, you must do the three following actions in this order:

- 1 - Look at two Yōkai Cards
- 2 - Move one Yōkai Card
- 3 - Reveal or Place a Hint Card

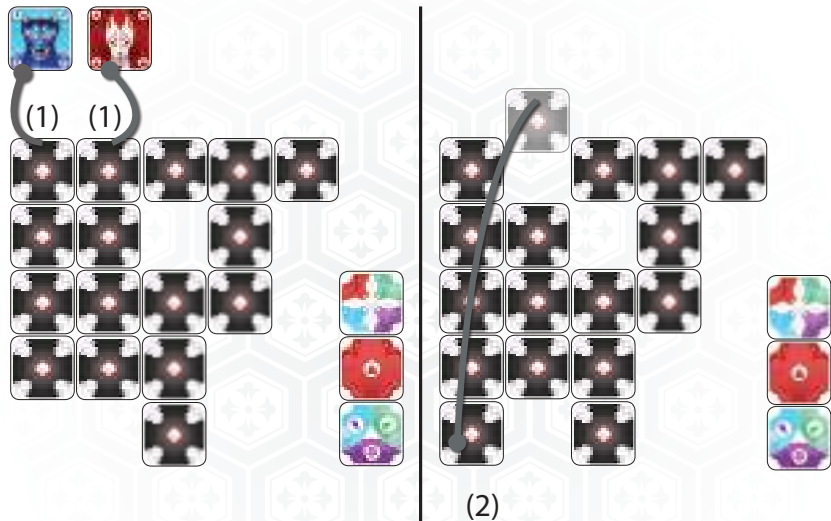
1 - Look at two Yōkai Cards

Choose any two Yōkai Cards (they don't have to be adjacent) and secretly look their face. You can choose the second card after looking at the first.

2 - Move one Yōkai Card

Choose any one Yōkai Card, you may have looked at or not, and move it. The card's destination must be adjacent to another Yōkai card. Splitting the Yōkai Cards in different groups is forbidden; they must always be connected by their side (not their corners). When moving the Yōkai Card, you may happen to create two separate groups. This is allowed inasmuch as the groups are reunited at the end of the move.

Examples



*It's Nicolas's turn to play, he first secretly looks at two Yōkai (1). He flips these two cards and finds an **Oni** and a **Kitsune**. Nicolas moves one Yōkai (2), taking care not to split the group.*

3 - Reveal or Place a Hint Card

You must:

- either reveal one face-down Hint Card,
- or place a previously revealed Hint Card.

All revealed Hints are accessible, and should not be stacked.

A Hint placed on a Yōkai Card locks it down.

From then on, this Yōkai can neither be looked at, nor moved.

When placing a Hint, you must choose it wisely to give information to your partners.

A Hint gives an indication on the identity of the Yōkai it locks down; it can show:

- precisely the Yōkai's identity , or

- two identities, one of which matches that of the Yōkai
, or

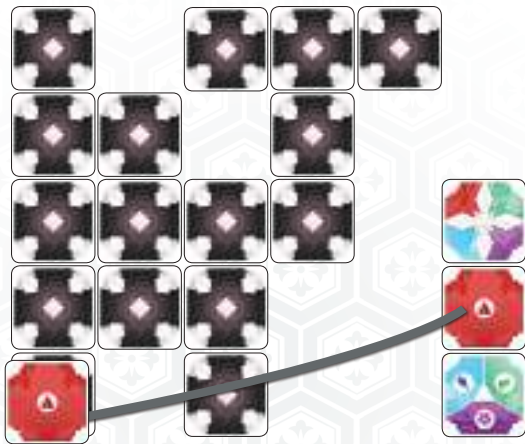


- three identities, one of which matches that of the Yōkai



Unless a mistake is made, a locked down Yōkai's identity should match one of those displayed by the Hint card locking it down.

Example



Nicolas must now reveal or place a Hint Card. He decides to place the previously revealed Kitsune Hint and places it on the Kitsune Card he moved before to give this piece of information to the other players.



GAME END

The game may end in two ways:

- either when a player declares the Yōkai are appeased instead of playing their turn,
- or when the last Hint Card has been used to lock down a Yōkai Card.

Once the game is over, flip all Yōkai Cards, checking that any Hint Card on top of them matches.

If the Yōkai are appeased (grouped by families), you win the game. Otherwise, you lose.

Example of a game won by the players:



Scoring

You managed to appease the Yōkai? Congratulations!

You can now calculate your score.

The calculation is based on Hint Cards:

- a correctly-placed Hint is worth 1 point,
- a incorrectly-placed Hint is worth -1 point,
- a Hint that was revealed but not used is worth 2 points,
- a Hint that was not revealed is worth 5 points.

You can assess your victory based on the Table below!

In the future, you can try to do better until you succeed in fully appeasing the Yōkai!


Score			Victory
2 players	3 players	4 players	
0 to 7	0 to 9	0 to 10	Honorable
8 to 11	10 to 13	11 to 14	Glorious
12 or more	14 or more	15 or more	Legendary

Increasing level of difficulty

As you play Yōkai, your experience with the game increases and you can try to solve more complex situations. If you win a game at a given level of difficulty, you can either try increasing your score at this level, or go to the next level of difficulty:

Level 1: apply basic rules.

Level 2: apply basic rules + add a random **Affinity Card** (see below), visible only to the first player, who must not reveal it.


Affinity Cards : they indicate that the shown Yōkai families must be adjacent by at least one of their respective Yōkai at the end of the game.

Level 3: apply basic rules + stack Hint Cards when revealing them. You may only place the last revealed Hint.

Level 4: apply basic rules without revealing Hints. Instead, take the top Hint Card and put it down besides the deck without flipping it.

This Hint Card can then be used to lock down a Yōkai without giving any information to the other players. All placed Hints are considered correctly placed for the needs of scoring.

Level 5: apply basic rules + add an **Objective Card** (see below) of your choice, visible to all.

Objective Card : they indicate the shape all the Yōkai Cards must match at the end of the game.

At Levels 2 and 5, if the condition given by the card isn't satisfied, you lose the game and don't score any points.

Other levels of difficulty

- At the start of the game, players may decide to take more one-color Hint Cards (to make the game easier) or more three-color Hint Cards (to make the game more difficult), without changing the total number of cards.

- At the start of the game, Affinity Cards can be dealt to several players, who will all need to complete their objective at the end of the game, without revealing it to the other players.

Your path

If you feel so inclined, you can check your successes below. Do not consider this list as a score mark, rather use it as a way to look how far you've come.

As you play games, you will learn how to master the game and the difficulty level will evolve as you progress.

Victory Level 1: Honorable Glorious Legendary

Victory Level 2: Honorable Glorious Legendary

Victory Level 3: Honorable Glorious Legendary

Victory Level 4: Honorable Glorious Legendary

Victory Level 5: Honorable Glorious Legendary

Once you master all levels of difficulty, you can try and mix the various levels' constraints.

