

2-4  
PLAYERS

GAMERIGHT®

AGES  
8+

# YŌKAI™

## A Spirited Memory Game

### RULES OF PLAY

#### CONTENTS



Yōkai  
cards  
(16)



Hint  
cards  
(14)

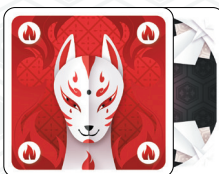


Affinity  
cards  
(6)

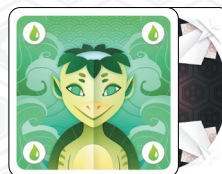


Objective  
cards  
(3)

#### YŌKAI CARDS



Kitsune  
(Foxes)



Kappa  
(River children)



Rokurokubi  
(Long-necked women)



Oni  
(Ogres)

#### OVERVIEW

The yōkai are in great disarray! Four Japanese spirits got mixed up with each other and it's your job to return them to their groups. The catch is that communication will be limited! Work as a team and use your memory to reunite the spirits before time runs out.

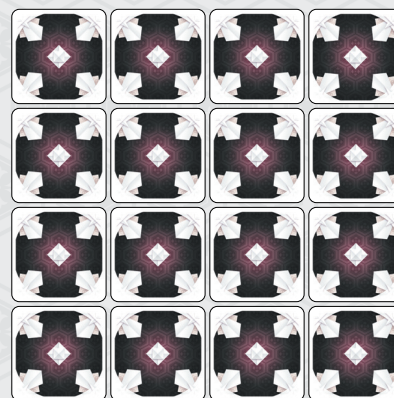
#### SETUP

1. Shuffle the 16 Yōkai cards and place them face down in the center of the play area forming a 4 x 4 grid.
2. Randomly assemble a deck of Hint cards based on the number of players, as shown in the table below. *Do not look at these cards.*

Hint cards	Number of Players		
	2	3	4
1 color	2 one-color Hint cards	2 one-color Hint cards	3 one-color Hint cards
2 colors	3 two-color Hint cards	4 two-color Hint cards	4 two-color Hint cards
3 colors	2 three-color Hint cards	3 three-color Hint cards	3 three-color Hint cards

3. Shuffle the Hint cards and place them face down in a pile within reach of all players.
4. If this is your first time playing, place the Affinity and Objective cards back in the box. (See: "Increasing the Difficulty Level" for more.)

#### Starting Setup



Hint card  
draw pile

#### COMMUNICATION BETWEEN PLAYERS

Beware, the yōkai are mischievous creatures and you are never allowed to explicitly communicate their color or position to the other players, either verbally or using physical gestures. That's what the Hint cards are for!

#### HOW TO PLAY

Whoever has the longest neck goes first and play continues to the left. On your turn, you must take the following 3 actions in order:

1. Peek at 2 Yōkai cards
2. Move 1 Yōkai card
3. Reveal or Place 1 Hint card

##### 1. Peek at 2 Yōkai cards

Choose *any* 2 Yōkai cards and secretly look at them (both at once, or one after the other). Put both cards back where they originally were.

##### 2. Move 1 Yōkai card

Choose any 1 Yōkai card and move it adjacent to another Yōkai card (not diagonal). This card isn't required to be one you've previously looked at.

*Note: The board may be separated into two groups while you move a card, as long as it is reunited at the end of the move.*

**Example:** It's Nicholas's turn. First, he secretly looks at two yōkai (1). He discovers an Oni and a Kitsune and puts them back from where he took them.

Then he must move a yōkai (2), making sure not to split the board apart.

##### 3. Reveal or Place 1 Hint card

You must either:

##### Reveal a face-down Hint card.

Place the new card in a row, next to the Hint card draw pile. (All revealed Hint cards should be visible.)

-OR-

##### Place a previously revealed Hint card on top of a face-down Yōkai card.

This locks the Yōkai card in place. It can no longer be looked at or moved for the rest of the game.

Hint cards give valuable information about the Yōkai card below them. They can show:



The yōkai's precise identity, or...



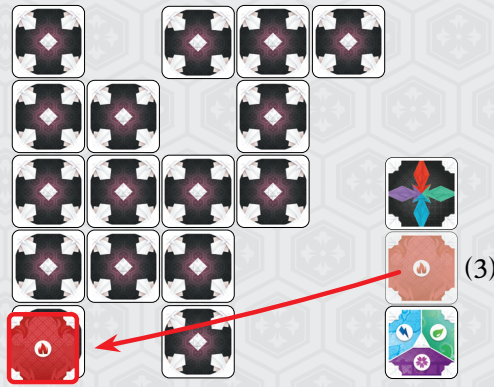
Two identities, only one of which matches that of the yōkai, or...



Three identities, only one of which matches that of the yōkai.

#### Notes:

- ◆ Once a Hint card has been placed, it *cannot* be moved. Choose wisely when and where to place it!
- ◆ You *cannot* place more than 1 Hint card on the same Yōkai card.



**Example:** Nicholas must now reveal or place a Hint card (3). He decides to place the previously revealed Kitsune hint and places it on the Kitsune card he moved, in order to give this piece of information to the other players.

### Example of a winning game:



### GAME END

The game may end in one of two ways:

- ◆ Either when a player declares the yōkai are appeased (grouped by type) instead of taking their turn...
- ◆ Or when the last Hint card has been used to lock down a Yōkai card.

Once the game ends, flip over all Yōkai cards, checking that all Hint cards match with their corresponding yōkai.

If the yōkai are appeased, you win the game. Otherwise, you lose.

### SCORING

Did you successfully appease the yōkai? Congratulations! You can now calculate your score. The score is based on Hint cards:

- ◆ A correctly-placed Hint is worth **1 point**.
- ◆ An 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**.

Assess your victory based on the following table. Try to do better until you succeed in fully appeasing the yōkai and reach Legendary status!

Score			Victory Level
2 players	3 players	4 players	
0-7	0-9	0-10	Honorable
8-11	10-15	11-18	Glorious
12+	16+	19+	Legendary

### INCREASING THE DIFFICULTY LEVEL

As your experience with the game increases, 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. Once you master all levels of difficulty, try and mix the various levels' constraints.

**Level 1:** Apply the basic rules.

**Level 2:** Apply basic rules + add a random Affinity card (*see below*), visible only to the first player, who cannot reveal it.



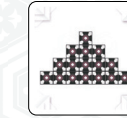
**Affinity cards** indicate that the two yōkai types must have at least one adjacent card (touching any side) at the end of the game.

**Level 3:** Apply basic rules + stack revealed Hint cards in a single pile on top of each other instead of in a row. When placing a Hint card, you may only place whichever one is currently on top of the stack.

**Level 4:** Apply basic rules + do not reveal Hint cards. Instead, simply place each Hint card face down next to the Hint card draw pile, without looking at it.

Hint cards still lock Yōkai cards in place, but no longer provide information about them. All hints are considered correctly placed for the purposes of scoring.

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



**Objective cards** indicate the shape all the Yōkai cards must form at the end of the game.

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

### Other levels of difficulty

At the start of the game, use more one-color Hint cards (to make the game easier) or more three-color Hint cards (to make the game harder). The total number of Hint cards remains the same.

### TRACK YOUR PATH

If you feel so inclined, you can track your successes to see how far you've come!

Victory Level	Honorable	Glorious	Legendary
Level 1			
Level 2			
Level 3			
Level 4			
Level 5			

### A WORD FROM GAMEWRIGHT

For those unaware, yōkai are supernatural spirits that come from Japanese folklore, with the earliest known references dating back more than a thousand years. Yōkai come in wide range of forms, from creatures to objects, with some mischievous and others kind (and a whole lot in between). While this game features only 4 types of yōkai there are many more to learn about should your curiosity get the better of you!"

Game by Julien Griffon

Illustrations by Christine Alcouffe

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