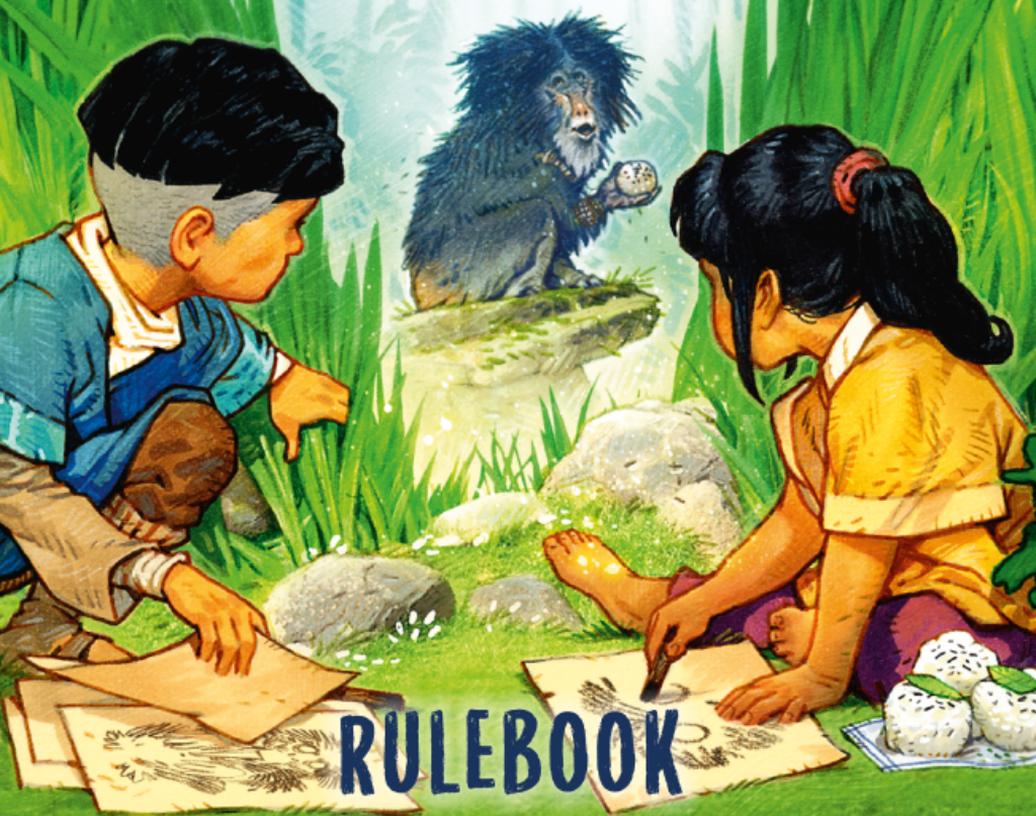


 Ignasi Ferré  Vincent Dutrait

YOKAI SKETCH



RULEBOOK

YOKAI SKETCH

Humans are taking their first steps into the Woods. They are curious and lively beings, so when they come upon the Yokai, they are eager to learn more about them. The littlest of them spend their time seeking out all kinds of woodland spirits and drawing whatever they are able to find in notebooks so they can compare notes later on and learn more about them.

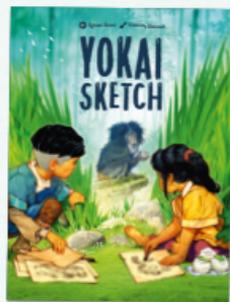
COMPONENTS



20 Yokai cards

(5 of each color with the values 3, 4, 5, 6, and 7 Yokai points on the back)

36 Sketch cards
(24 double sketches and 12 double sketches with special abilities)



1 Rulebook

GOAL OF THE GAME

To get more Yokai points than the other player.

SETUP

Shuffle the Sketch cards and deal 3 cards to each player. Leave the rest of the Sketch cards in a face-down deck in the middle of the table.

Sort the Yokai cards by color and shuffle each stack separately. Place the stacks in a row with the number side showing.



HOW DO YOU PLAY?

Randomly choose who will be the first player, then the players will take turns one after the other. Your turn is made up of a Draw Phase followed by a Play Phase:

- During the **Draw Phase**, draw 1 card from the Sketch deck and add it to your hand. If the deck of Sketch cards runs out, shuffle the discard pile and make a new deck.
- During the **Play Phase**, you may play **up to 3 cards** next to 1 or more Yokai. If you have **4 Sketch cards** in your hand, you **must play at least 1 card**. If you have less than 4 cards, you **may pass** and not play any card if you wish.

PLAYING CARDS

When you play a card, you must choose only 1 of the 2 sketches on that card to use. Place the card by the Yokai stack that matches the color of the sketch you have chosen, on your side of the stack.

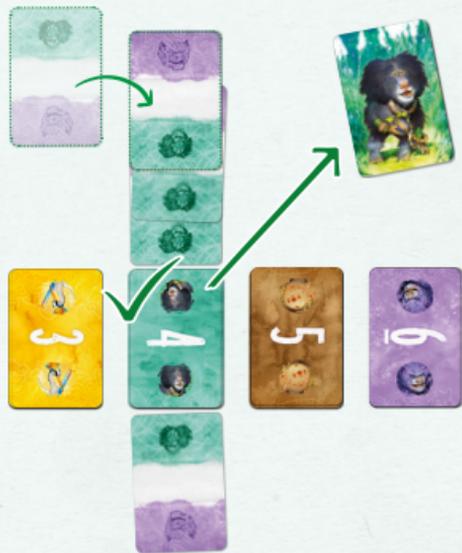




COMPLETING A YOKAI DRAWING

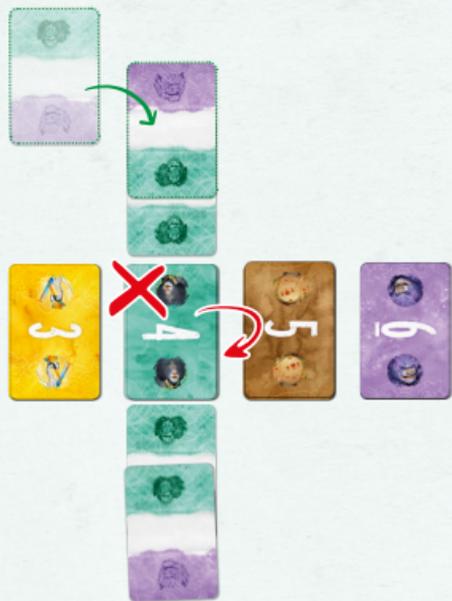
After you play your card, count the **total number of Sketch cards on both sides of that Yokai stack**. If the total is now at least equal to the number on the top Yokai card in that stack, you have enough sketches to create a full drawing of that Yokai!

The player who has more Sketch cards on their side of that stack gets to take the top Yokai card and place it face up in front of them as part of their “notebook”—at the end of the game, they’ll get to count the Yokai points on that card towards their score.



When you take a Yokai card, you must also take all of the Sketch cards on your side of the stack and put them in the discard pile. The other player's Sketch cards stay there, and they can count them towards the next card in that stack in later turns.

If there is a tie on both sides of the stack, that Yokai gets frightened and runs away! Take the Yokai card and move it to the bottom of that stack. Then, both players must discard all of their cards next to that stack.



When a Yokai drawing is completed, the next Yokai card in that stack is revealed and the game continues as before. Each side continues playing until one (or more) of the Yokai stacks run out of cards. When that happens, the game ends.

END OF THE GAME

When the game ends, the players add up the Yokai points on all the Yokai cards they were able to collect. Whoever has the most points wins the game! If there is a tie, whoever has more **different** colors of Yokais in their “notebook” is the winner.

SPECIAL ABILITIES

Some Sketch cards show a **special ability**. When you play one of these cards, you **choose** whether or not you want to use that special ability **immediately** after playing the card. There are 2 special abilities:

CALL THE YOKAI



When you play this card, you may take the top card from any Yokai stack and place it on top of the stack where you played this card. That Yokai is now treated as if it was the same color as the other Yokai in that stack (in other words: the same color as all the Sketch cards played on that stack).

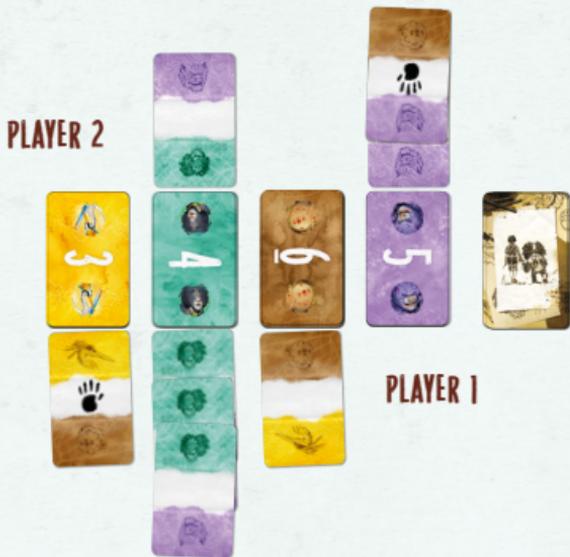
IMPORTANT: You cannot use this ability to move the last card in a stack!

DISTRACT THE YOKAI



When you play this card, you may take the last Sketch card your opponent played, turn it around so the other sketch on that card is showing, and move it to the stack that matches the new color. Any ability on the card you are moving is ignored in this case.

GAMEPLAY EXAMPLE



Player 1 plays a green Sketch card. Now there are enough sketches to finish drawing the top green IjoYokai: 3 on their side and 1 on the opposite side. Since player 1 has more Sketch cards on their side, they take the Yokai card and put all 3 of their cards in the discard pile. Player 2's green Sketch card is left in place for the next Yokai.

CREDITS

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