Yesss!



Game Rules

A game created by Romaric Galonnier, illustrated by Olivier Fagnère, Blue Cocker Games Editions.

Yesss!

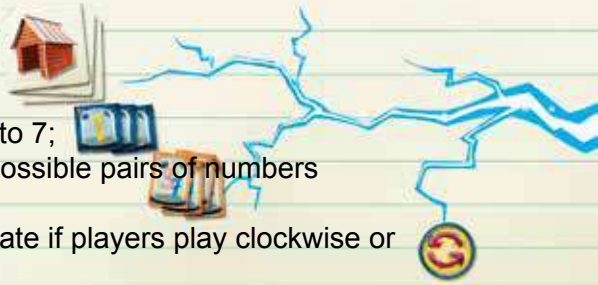
Competition mode:
3 to 7 players
ages 10 and up.
Play time: 30 minutes

Cooperation mode :
2 to 7 players
ages 8 and up.
Play time : 5 minutes.

Pitch :

Communication is the key to saving humanity against itself!
Professor Emmet BLUE, a brilliant though slightly mad scientist, is sure about it.He has developed an experiment to increase our mutual comprehension skills: His students have to translate an association of two pictures into one single concept that must be understood by the others.
Can you be Professor BLUE's most brilliant disciple? Yesss !

GameContent:



- double-sided Object cards;
- 7 square tokens, numbered from 1 to 7;
- 21 rectangular tokens, bearing all possible pairs of numbers between 1 to 7 ;
- 1 round double-sided token to indicate if players play clockwise or anticlockwise ;
- 7 voting rulers with numbers from 1 to 7 in the order on one side, and the numbers in a jumble on the other side;
- Brain tokens to score points (1, 5, 10 and 25)
- 2 rulebooks (French and English)



Aim of the game:

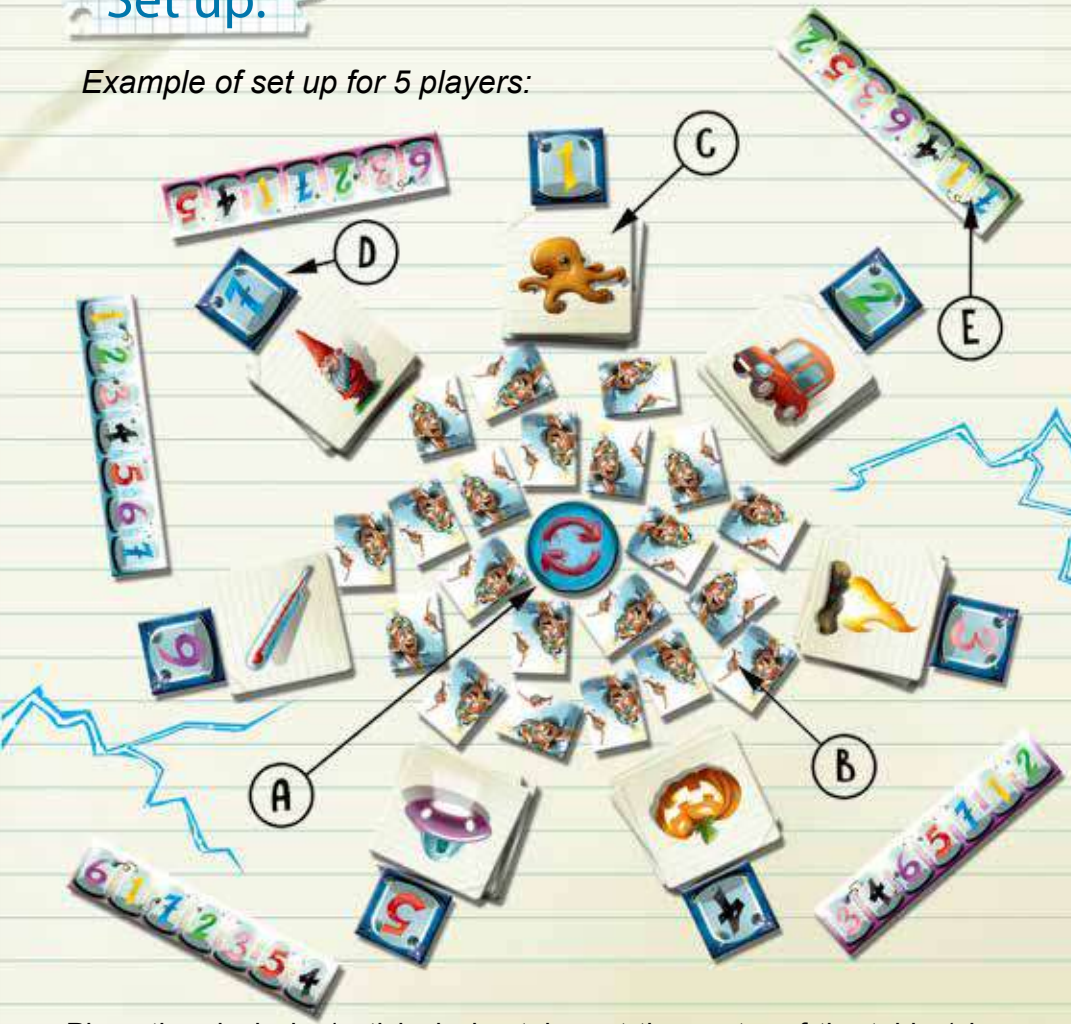
Make the others guess a pair of objects using one word only and win the most Brain tokens!





Set up:

Example of set up for 5 players:



Place the clockwise/anticlockwise token at the center of the table (choose the face randomly) (A). Shuffle and spread around this token the 21 rectangular tokens bearing pairs of numbers, faces down (B).
Shuffle the Object cards, split them into 7 piles and place then around the tokens so as to form a circle (C).
The number of cards in these piles will vary according to the number of players:

Note: It is easier to play if the bottom of the Object cards is oriented toward the tokens at the center of the table.

Number of players	3	4	5	6	7	
Number of cards in each pile	7	6	5	4	3	

Put the Object cards which will not be used back in the box.
Number each pile from 1 to 7, using the square tokens (D).
Gather the Brain tokens on the side, so that everyone can access them.
Each player takes a voting ruler and places it in front of them, choosing which side up (E).

Note: Choosing the side with the numbers in a jumble will prevent other players from copying on each other when it's time to vote!

Game Cycle:

The number of game turns corresponds to the number of Object cards in each pile (6 game turns for 4 players, for example).
Each turn is composed of 2 phases
1) Selection of pairs of Objects: all the players simultaneously choose a pair of objects for one of the players sitting next to them.
2) Propositions of concepts and distribution of points: each player tries to make the others guess the pair of objects with has been attributed to them with one word, and one word only!

1) Selection of pairs of Objets:

Each player randomly chooses 3 rectangular tokens (bearing pairs of numbers) at the center of the table. Each of these tokens indicates a pair of objects among the 7 visible Object cards, thanks to their 2 numbers.
The players secretely look at their 3 tokens and choose 1 to place face down on the table between them and the person sitting on their right or left (depending on the face which has been chosen for the round clockwise/anticlockwise token at the beginning of the turn).
The 2 remaining rectangular tokens are discarded, face down, at the center of the table.
Each player now looks at the token designating the pair of objects which has been attributed to them, and puts it back on the table (so that the 2 players around it may take a quick peek at anytime if necessary).

2) Players' propositions:

a) Proposition

As soon as the players have looked at the token which has been attributed to them, they can try to make the others guess their pair of objects. In order to do so, they must say ONE WORD, AND ONE WORD ONLY, to make people guess the TWO objects.

There is no particular order in this phase: anyone can make their proposition as soon as they are ready. The word chosen by a player must refer to the pictures only, and not to their numbers. The word must be neither a color nor a compound. All other kinds of words are allowed: conjugated or infinitive verb forms, plurals, proper nouns, brands, acronyms, etc.

Valid example:



Invalid example:



Oklahoma refers to the numbers 4 and 6 (Oklahoma = 46th State to have joined the USA), and not to the pictures.

b) Distribution of points

As soon as a player has made a proposition, all the other players immediately try to determine which pair of objects corresponds to the word which has been declared, except of course:

- the player who has selected this pair in the first place (the « selector »),
- the player who has made the proposition (the « speaker »).

When all the other players (without communicating) have an idea about the pair of Objects designated by the speaker, the speaker counts to 3 and all the other players simultaneously point on their voting ruler the numbers corresponding to the Object cards they think compose the winning pair.

The speaker then reveals the rectangular token that had been attributed to him. Each player who has given the right answer wins 1 Brain token and places it in front of them.

The speaker wins 1 Brain token for each player who has given the right answer.

The selector wins 1 Brain token for each player who has given a wrong answer.

The rectangular token is left face up for the duration of the whole turn.

Players can change Brain tokens (5*1 Brain tokens for 1*5 Brain token for example) at all times.



Return to sender rule: Warning! If a player thinks that the pair which has been attributed to them is too difficult to make other people guess it, they may refuse it! The selector has now the obligation to play it themselves (in addition to the pair which had been selected for him by another player, except if they refuse this pair themselves!).

Be carefult not too choose a pair which might be too difficult, otherwise you might be **sent it back**!

c) End of a turn:

A turn ends when all the pair tokens have been played.

The first card of every Object piles are then discarded, revealing the next following Objects.

The round clockwise/anticlockwise token is flipped on its other face. The pair tokens are placed back at the center of the table, faces down, and shuffled again.

Changing seats: at the end of each turn, players may pay 1 of their Brain tokens to go sit next to another player.

End of the Game:

The game ends when the Object piles are empty.

The winner is the player with the most Brain tokens!

Cooperation mode:

Warning!
To play in cooperation mode, you must have a timer set on 3 minutes (egg timer, smartphone timer, etc.).

Set up:



Place at the center of the table, as illustrated, the pair tokens faces up (A).
Randomly choose 7 Object cards and place them so as to form a circle around the pair tokens (B).
Number each card from 1 to 7, using the square tokens (C).
Put the rest of the game elements back in the box; they will not be used.

Aim of the game:

Find as many pairs as possible in 3 minutes.

Game Cycle:

Set on the timer.

Each player can make a proposition at anytime, following the same rules as the competition mode (one word only), to make people guess the pair of their choice.

As soon as another player has found the corresponding pair of objects, they call for the corresponding numbers. Players are only allowed one answer!

If the answer is correct, remove the corresponding pair token from the center of the table and place it face up on one side of the table.

If the answer is wrong, remove the corresponding pair token from the center of the table and place it face up on the other side of the table, opposite the right answers.

At the end of the 3 minutes, the team gets 1 point for each correct answer, and loses 1 point for each wrong answer.

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