Rule Book



World of Yo-Ho™

War of the Orchids™



volumique™



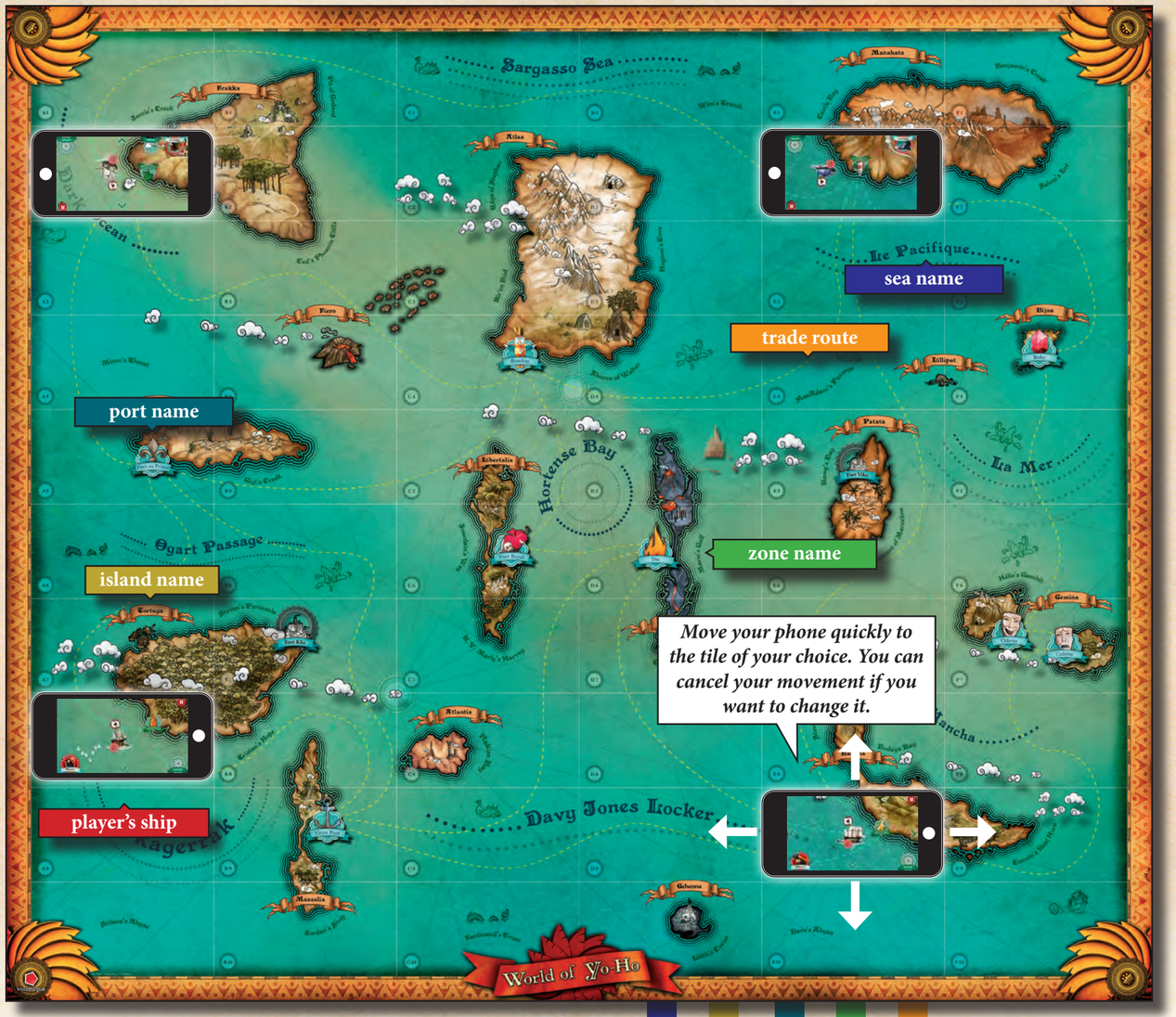
Introduction

World of Yo-Ho is a fantasy game of adventure and piracy on the high seas. It's a new type of game, for 2 to 4 players, that combines the tangible and social pleasure of a board game with the interactive mechanics of a video game. Become the most famous pirate of this parallel world full of intelligent animals, lost islands, and wild magic.



In this game, your phones are your ships. You will navigate by moving them from tile to tile.

World of Yo-Ho is played with at least one phone.



Different kinds of locations (sea, port, island, and zone) have a specific color in order to help you find your way on the map.

Ships always move orthogonally and tile by tile.

sea island port zone trade route

Contents

- 1 game board (in 2 parts).
- 4 *captain* cards and 4 *ship* cards: These cards are used as reminders for the base characteristics of the *captains* and *ships*.



- 4 *captain* tokens that fit into 4 *ship* figures. These are used if you play with only one phone.



- 4 *ship* suction cups and 4 *captain* suction cups. These allow you to customize your phone by sticking them on it.





You can find additional information in the application tutorial.

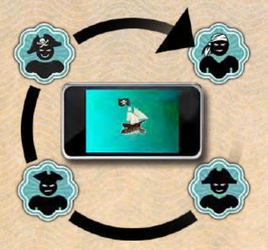
Game Modes

Multiple Phones



During the game, phones are placed on the game board. They represent each player ship and its position. Pick them up only when you need to perform secret actions or consult for information.
Players do not need to own the same kind of phone to play together. iOS and Android phones can play the same game.

Single Phone



If you do not have one phone per player, you can also play with a single phone. In this case, the phone will be passed from player to player during the game and cardboard figures will represent ships on the board. The phone should not be placed on the board, and can be replaced by a tablet.

Game Setup

Download the free *World of Yo-Ho* app on your smartphones from the App Store or Google Play. Smartphones will now be referred to as phones in this rule book.

Download on the App Store | ANDROID APP ON Google play

Launch *World of Yo-Ho* app on all phones. Ideally, *World of Yo-Ho* is played with one phone per player. In this case, each phone represents each player's ship during the game. The game was specifically designed for this configuration, and it will offer you the best experience.

In this configuration, all phones must be connected to the same Wi-Fi network so they can communicate with each other (refer to the app Help to know how to setup a network for the game).

1. Click on **Play.**
2. Click on **New Game.**
3. Depending on your configuration, choose **multiple phones** mode or **single phone** mode.
   - **multiple phones:** Wait for all players to be connected to the game.
   - **single phone:** Click on players slots to add/remove them.
4. For your first game, we strongly recommend that you to leave the **Tutorial** option checked. Rules in this book provide an overview of the game mechanics, but the **Tutorial** will describe the different game screens and available interactions more precisely during the game.
5. The number of points you select corresponds to the *Swag* points players need to earn in order to win the game. The higher this number is, the longer the game will last.
6. Each player must click on **Ready** when ready to play.

Follow the instructions to proceed to the *captains* and *ships* selection, as well as your start positions on the board.

The game can begin!

The following examples will be based on multiple phones game mode.



If you pick up your phone, your information bar will appear. You will be able to access your personal data such as your active missions. But beware, keep these informations secret.

Game Goal

You play as *captain* in command of your *ship*, and you will fight to become the greatest pirate of Yo-Ho. Each captain and each ship can be selected by only one player. *Captain* and *ship* characteristics are detailed on page 10.

Captains



Parrot *Walrus* *Shark* *Pelican*

Ships



Whale *Jellyfish* *Turtle* *Swordfish*

Your success is measured in *Swag* points. The first player to reach the number of *Swag* points selected during setup wins the game.

There are different ways to earn *Swag* points:
- Complete missions.
- Defeat other players during combat.
- Defeat monsters encountered at sea.

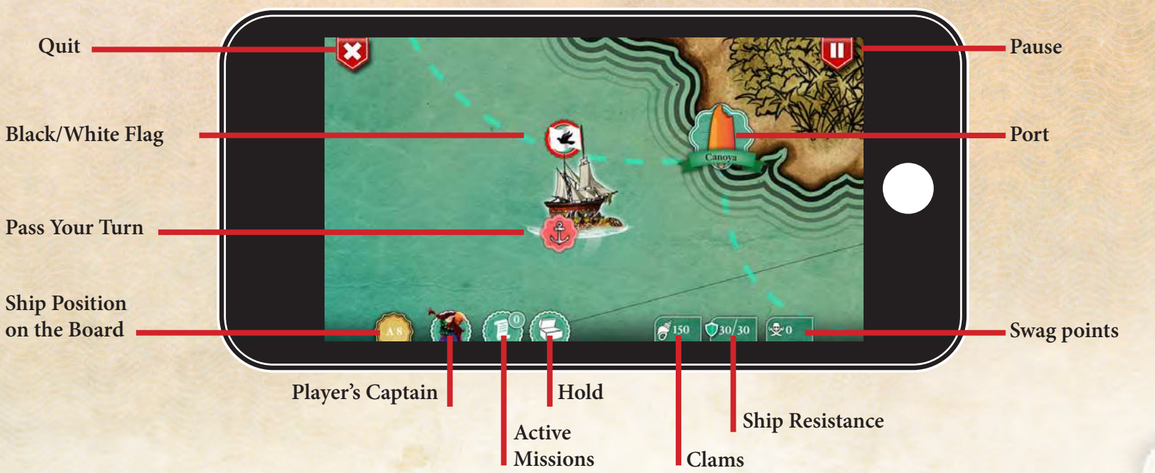
During the game, your wealth is measured in *Clams*, which is the *Yo-Ho* currency.
Gain *clams* by completing missions. You can spend Clams on equipment to be ready to face *Yo-Ho* dangers.



Swag



Clams



Game Overview

Starting with the first player (selected randomly by the app at the start of the game), each player takes a turn, clockwise. During your turn, you may to perform **2 actions** by selecting the following buttons.



Pass your turn
You may pass your turn.



End of turn
Mark the end of your turn after performing your 2 actions.



Move
You can move your ship to an adjacent tile if it is unoccupied and no island fully separates both tiles. Movement can only be performed orthogonally. In multiple phones mode, movement is performed by physically moving the phone from one tile to another.



Attack another player
If you are on a tile adjacent to another player, and neither of you is on a tile containing a port, you can attack this player (an attack cannot be performed diagonally). Refer to Combat on page 8 for more details.



Perform a sea repair
You can repair your ship at sea. In this case, the number of *Resistance* points recovered depends on your *captain*'s *Know-How* characteristic.



Perform a specific action depending on a mission or an event
Depending on which tile you are on, you may perform an action specific to a mission or an event (attacking a monster is available through an event).



Visit a port
You can dock your ship at one of the 12 ports located on the game board and perform all the tasks you want by going to the following places:



If you want to leave a port incognito, you have to pay a tax. If you choose not to pay, these consequences apply:
• Other players may be offered Rival missions based on the ones you just took at the port.
• Another player visiting this port during future turns will be able to see what items you bought at the market.



Barracks: Consult a mission board and choose up to 3 to try to complete.



Tavern: Consult the game leaderboard where all players are sorted by *Swag* points.



Shipyard: Pay to repair your ship and restore lost *Resistance* points. The more damaged, the costlier.



Market: you can buy and sell combat items, *captain* equipment, or *ship* upgrades.

Missions

When you visit a port, up to 3 missions are available in the barracks. Choose the missions you want to complete up to 3 active missions at once.
Complete a mission by achieving its objectives.
Some missions have a limited time expressed in turns. This duration specifies the number of turns you can complete without achieving its objectives before it fails. You can cancel an active mission at any time.

There are three kind of missions:
• **Adventure:** Complete these missions by going to a specific tile on the map, hinted at in the mission description. A mission might tell you that its objective is off a specific island or on a trade route between two specified ports. Once you are on the correct tile, you can perform a specific action to complete the mission objective.
• **Courier:** Complete these missions by visiting a specific port.
• **Combat:** Complete these missions by winning a battle against a specific player. This kind of mission will fail if you lose a combat against the specified player.

Mission Card

Your choice of missions can have consequences. Other players may be offered missions relative to the ones you accepted in certain circumstances.

Rival Mission
When you accept a mission in a port, if you don't pay the tax to leave it *Incognito*, rival missions may be offered for that mission to other players during their turn. These missions can have the same objectives as yours or will ask the player to intercept you by winning a battle against you. If another player completes his rival mission, then your mission, will fail. If you complete, fail, or abort your mission all rival missions related to your mission will fail.

Vengeance Mission
When you fail or abort a mission, vengeance missions may be offered to other players. These missions are always combat missions.



Port Barrack screen, *drag and drop missions from right to left to accept them.*



inactive player



active player

If you are on a tile adjacent to another player, besides attacking, you can access a port or an objective situated on the other tile as if you were on it.

All actions can be performed twice during a turn, except Attack another player which can be performed only once.

End of Game

Each time the last player in turn order ends a turn, all players' *Swag* points are checked by the app. If at least one player reached the score chosen during game setup, the game ends.

The winning player is the one with the most *Swag* points.

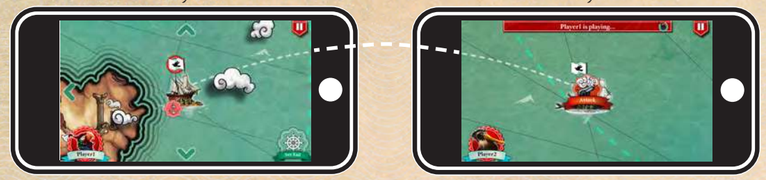
Combat

A combat between two players is executed in three consecutives steps:
attack declaration, programming, then resolution.

1 Attack Declaration

The active player clicks on the attack button on the player's phone he wants to combat.

Player 1 *Player 2*



Player1 can attack Player2 by tapping on the "Attack" button of his opponent's screen.

2 Programming

Both players take their phones in hand. Starting with the attacking player, players alternate placing combat items (that they bought in the market) in their combat line. The number of items that can be played depends on the attacked player flag state (see ***Ship Flag on page 11***). Items are placed face-up or face-down according to their kind. A combat always starts in **shooting phase** and if the **melee phase** is reached during the combat, there is no turning back.

Here is your captain and his current *Strength* value: 4.

Here is your opponent's combat line. This is where he will play his combat items.

Here is your opponent. You cannot see his *Strength* value.



Here are the combat items stored in your ship's hold.

Here is your combat line. This is where you will play your combat items.

This button is used to pass your turn if you don't have or don't want to play an item.

Different Kinds of Objects



Shoot (face-down)
These items inflict damage to your opponent, depending on their *Strength,* during the **shooting phase**. They cannot be played during the melee phase.



Maneuver (face-up)
These items influence the course of the combat. For example, **Boarding grapnel** will switch combat to the **melee phase**.



Melee (face-down)
These items inflict damage to your opponent, depending on their *Strength*, during the **melee phase**. They cannot be played during the **shooting phase**.



Ruse (face-down)
These items have an impact on the next item you will play. For example they can increase their *Strength* or to protect them from cancellation.



Cancel (face-up)
There is a single item of this kind, **Oars**. This item cancels the effect of the last item (shoot, melee, or maneuver) your opponent played.

3 Resolution

Both players put their phones back on the board so everyone can see the combat result.
The effects of the items played during programming are resolved one after the other. Each player's score is calculated by adding his captain *Strength* to the *Strength* of the items played. The combat winner is the one with the higher score. The winner earns *Swag* points and plunders his opponent's hold by randomly stealing 1 to 3 combat items. Whatever the outcome of the combat, both players lose the items they played, and their *Resistance* is reduced by an amount equal to the *Strength* score of their opponent.

combat example



	Player1	Player2	
1	+5		You play ***Red cannonball,*** with a *Strength* between 4 and 6 and gains 1 *Strength* point each following turn.
2			Your opponent plays ***Boarding grapnel***. Combat switches to **melee phase**. Shoot items cannot be played anymore. Grapnel gains 1 *Strength* point each following turn.
3	+1 +1		You play ***Smooth talker's sword*** with a *Strength* of 1. ***Red cannonball*** gains 1 *Strength* point.
4		+4 +1	Your opponent plays a ***melee item.*** You know which one only during resolution. This is **Sword duel** with a *Strength* of 4. ***Boarding grapnel*** gains 1 *Strength* point.
5	+5 +1		You play ***Explosive keg*** with a *Strength* of 5. ***Red cannonball*** gains 1 *Strength* point.
6		+1	Your opponent plays ***Oars*** which has the effect of cancelling the last item you played, which is ***Explosive keg.*** ***Boarding grapnel*** gains 1 *Strength* point.
	8 + 4 = 12	6 + 5 = 11	Captain *Strength* values are added to each player's score to obtain final score. +4 for Player1 and +5 for Player2. Player1 wins.

item face down.



combat item details

Combat Against a Monster

When a monster appears, you must choose between one of the 2 following actions:

• **Attack:** You fight the monster and the combat result is automatically determined. A *Strength* score is computed for you and the monster. Its is computed by drawing a random value between 1 and 6 and adding your respective *Strength* values. Both of you lose *Resistance* points equal to your opponent, score.
For daring to defy the monster, you earn *Swag* points.

• **Flee:** If it is possible, you flee by moving to an adjacent tile like a normal move. You still suffer a small attack from the monster and loose *Resistance* points.

When hurt, a monster keeps its Resistance value until next combat.
If after a fight its *Resistance* value is positive, a monster disappears and will appear again later during the game. On the other side, if its *Resistance* is reduced to 0, it is defeated and the player responsible for this earns a *Swag* bonus as well as a rare *ship upgrade*. In this case, the monster is killed and will never appear again during the game.

Captains and *Ships*

During game setup, each player must select a *captain* and a *ship*.



The 4 playable *captains* are the **Parrot**, the **Walrus**, the **Shark,** and the **Pelican**.
All *captains* share 3 characteristics for which they have different values.



Captain Equipment:
Captain equipmenti is items you can buy at the market in some ports. These items may modify one of your *captain*'s characteristics or offer you a special ability. When your ship's hold is plundered after losing a combat against another player, there is a small risk that one of your stolen items is a *captain* equipment.



Each *captain* has a flaw. For more details, consult captain cards.

Strength: This value is added to your score when fighting another player or a monster. The higher it is, the easier it is to win a combat.

Charisma: The purchase price of items in the *Market* depends on your *Charisma*. The higher it is, the lower prices will be at the Market.

Know-how: This value represents the number of *equipment items* your captain can have.
It also determines the quality of repairs at sea.



The 4 playable *ships* are the **Whale**, the **Jellyfish**, the **Turtle,** and the **Swordfish**.
As the *captains*, *ships* share 3 characteristics for which they have different values.



Ship upgrade:
Ship upgrades are items you can buy at the market in some ports. These items may increase your maximum *Resistance*, provide a *Swag* bonus each turn, or offer you a special ability.



Each *ship* has a quality. For more details consult ship cards.

Size: This value represents the number of combat items your ship can store in its hold.

Resistance: This is the amount of damage the ship can sustain during combat. Each player has a *Resistance* value which is reduced after combats and can be increased by performing repairs. This value cannot exceed your *ship Resistance*.

Upgrade: This value represents the number of *ship upgrades* you can install.

Events

After a move or at the beginning of your turn, a random event may occur, depending on your location. This event may be beneficial and offer you a special action, or prevent you from choosing some actions.

Here are some examples:



Bottle at Sea
You can use a special action to consult and accept (or not) a special mission.

Shipwreck
You can use an action to search for items in a shipwreck.

Storm
You cannot use the action Move action, until the end of your turn.

Do not hesitate to bluff during combat. You are a Pirate after all!



Make temporary alliances during your games, but know that there will be only one winner!



Games are automatically saved at the end of each player's turn. So you can resume an interrupted game at any time.



KO
At any time, if your *Resistance* falls to 0, you are KOed and the following consequences apply:
• All your active missions automatically fail.
• You cannot start a combat against another player as long as your *Resistance* is equal to 0. You must first repair your *ship*.
• Attacking a KOed player will earn you no *Swag* points if you win the combat.



Ships Flag
Your *ship*'s flag can have two different states: white flag or black flag.
When you attack another player, your *ship* automatically switches to black flag.
During combat, the state of the attacked player's ship flag has an influence on combat progress.

Flag	Number of combat items players can play	Number of items stolen by the winner
	3	2
	5	3

During your turn, you can switch your flag at any time, except after attacking another player.

Credits

Art Direction and Original Idea:	Étienne Mineur
Game Design:	Farid Ben Salem David Calvo Tristan Genevet Ryad Godard Julien Hognon Étienne Mineur
assisted by	Benjamin Gallier
Technical Direction:	Julien Hognon
Development:	Tristan Genevet Julien Hognon
Narrative Design:	David Calvo
Illustration:	Amélie Jourdain Marie Magny
3D Modeling:	Marie Magny
Graphic Design:	Ferdinand Dervieux Étienne Mineur
assisted by	Alice Blot Julie Chane-Hive
Communication:	Farid Ben Salem
Music & Sound Design:	Jean-Jacques Birgé
Animation:	Walter Mazoyer
Proof Reading:	Sébastien Adamowicz Gabriel Durnerin Jamie Parsons Rémy Mineur Jeff Quick
Production Manager:	Mourad Salhi
Production:	Étienne Mineur Cedric Littardi
assisted by	Marion Allard

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Rules upgrades can be found at this address: www.yoho.io/rules

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World of Yo-Ho was developed in partnership between les éditions Volumiques and IELLO.

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Visit us at: www.yoho.io



Minimal Configuration for the free Application *World of Yo-Ho.*

iOS
- iPhone 3GS and higher
- iPod Touch 3rd generation and higher
- iPad 2 and higher (only in single phone mode)
- iOS 5.1.1 and higher

Android
- screen between 3.5 and 5.0 inches
- Android 2.3 and higher
- accelerometer
- Tablet (only in single phone mode)

General
- Wi-Fi connection (one of the phones can be a hotspot).

Disclaimers:
A phone is required to play.
Phones shown in this rule book are for demonstration purpose and are not supplied with this game.

0-3

Warning: This product contains small parts that can be swallowed and may not be suitable for use by children under 36 months.
This product is not a Toy.

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