

Yoggity

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Yoggity is a game of resource management, industrial production, and paint. Lots of paint. You compete with other players to collect resources and fill orders for all sorts of products in a variety of eye-catching colors. You'll need to snap up the parts you need, manage your funds, and be willing to cut a deal if necessary to get your products out of the factory door.

Object

Your goal is to score more points than the other players. You get points by collecting order and color cards, which are worth varying numbers of points. You collect order cards by putting together the correct parts to build the product shown on the order. You collect color cards by using the correct paint to deliver the product in the color the customer ordered. You can also get these order and paint cards by trading with other players for parts, coins, paint, or anything else they want that you have.

Initial Preparation, or Fun with Stickers

When you first get the game, you'll need to apply the stickers provided to the appropriate disk tokens to get everything set up correctly. Place the stickers in the center of one side of the tokens. The stickers should be placed as follows:

Paint:

- 3 Red Paint stickers on the red disk tokens
- 3 Yellow Paint stickers on the yellow disk tokens
- 3 Blue Paint stickers on the blue disk tokens

Parts:

- 4 Triangle stickers on four of the black disk tokens
- 4 Stick stickers on four of the black disk tokens
- 4 Square stickers on four of the black disk tokens
- 4 Circle stickers on four of the black disk tokens

Parts

Once you've stuck the stickers to the tokens (see above), the game should include the following parts:

- *60 Yoggity cards* – these cards make up your hand. You'll try to build sets of them to collect the parts and paint you need. See *Yoggity Cards* below for more information on the different card types.
- *22 Order cards* – these cards represent the products that you need to build. Each has a score value.
- *22 Color cards* – these cards are coupled with the Order cards to determine the specific product ordered. Each has a score value. For example, if the Order card is a TV Set, and the Color card is Purple, then you'll need to provide a Purple TV Set to fulfill the order and collect the points.
- *16 Part tokens of four types* – these are the parts you'll use to build the items indicated on the Order cards.
- *12 Paint tokens of three colors* – these are the paints you'll use to paint the items you build the proper color shown on the Color cards.
- *Game Board* – this board is where you store the parts and paint tokens until players collect them. The parts go in the factory section, and the paints in the paint shop section. The game board also shows how many Yoggity cards you'll need to play to collect a part or paint token.
- *20 Coins* – These coins are the currency of the game. They have a variety of uses – see *Using Coins* below for more information.

Setting Up the Game

You can be ready to play in just a few simple steps:

- 1) Place the game board in the center of the playing area. The side with all of the circle spaces and part costs should be facing upwards. The other side is just for show.
- 2) Place all 16 part tokens on the Factory section of the game board on the circular spaces in the appropriate row (i.e. triangle tokens on the triangle spaces, square tokens on the square spaces)

- 3) Place all 12 paint tokens on the Paint Shop game board on the circular spaces in the appropriate row (i.e. blue paint tokens on the blue paint spaces – this isn't rocket science).
- 4) Give each player three coins to start, and place the rest of the coins in a pile by the game board
- 5) Shuffle the Order cards and put them next to the game board. Draw the top one and put it on the Game Board in the spot marked *Current Order*. This is the first product ordered.
- 6) Shuffle the Color cards and put them next to the game board. Draw the top one and put it on the Game Board in the spot marked *Current Color*. This is the color of the first product ordered.
- 7) Shuffle the Yoggity cards and deal five to each player. Place the remaining cards next to the game board to make the Draw Pile.
- 8) Choose who goes first in a non-violent way. If you can't think of anything else, then the player who has the best used-car salesman smile goes first. Turns pass clockwise from the starting player around the playing area.



Step 3: Discard - If you have more than five Yoggity cards in your hand, discard the card face up next to the draw pile.

These steps are described in more detail below.

Step 1: Draw – this should be pretty obvious. Take the top card from the Draw Pile. If there are no cards left in the Draw Pile, then shuffle the discards to refill the Draw Pile.

Step 2: Make a Play – You can make one play per turn. This is either to play Yoggity cards

from your hand, or to fill the current order. These plays are described below.

Playing Yoggity cards – Play a card or set of cards to the discard pile and take the appropriate action. Note that you can make only one of these plays (collecting a part, collecting paint, collecting a coin, or canceling the order) per turn, and if you make one of these plays, you can't fill the current order on the same turn. The different ways to play cards are as follows:

Part cards – Use these cards to collect matching part tokens off the game board. Depending on how many parts are left on the game board, you'll need different numbers of matching part symbols to collect them.

The first part of each type requires only one matching part card, but then they get harder to collect as shown in the table on the right. These costs are also shown on the game board next to the part token spaces.

<i>Part tokens left on Game Board</i>	<i>Matching symbols needed to collect</i>
All 4	1
2-3	2
1	3
None	3 (Steal)

Stealing - If there are no part tokens of the kind you want remaining on the game board, you can still play three cards to steal one from any player who has one. Take their part token and add it to your store of parts.

Double part cards – These cards count as two symbols for collecting parts. For example, if you need three circles for the next circle part, you could use a single circle card plus a double circle card to collect the token. It's OK to play more symbols than you need – you still get the part token.

Playing the Game

On your turn, you can take some or all of the following steps:

Step 1: Draw - Draw one Yoggity card from the Draw Pile

Step 2: Make a Play – you can make one (and only one) of the following plays on your turn.

Play Cards - If you wish, play Yoggity cards from your hand to:

- acquire a part token
- acquire a paint token
- collect a coin
- cancel the current order

Fill the Order - If you wish, fulfill the order by playing the appropriate part and paint tokens

Paint cards –

Collecting paint tokens works much the same as collecting part tokens (see above). You must play the appropriate number of paint cards of the proper color to collect the token. The costs for paint are slightly different from the cost for parts(see the table on the right). Like the part tokens, if you have three matching paints, but no paint tokens remain on the game board, you can steal one from any player who has one.

<i>Paint tokens left on Game Board</i>	<i>Matching cards needed to collect</i>
All 3	1
2	2
1	3
None	3 (Steal)

Wild cards – If you don't have enough parts or paints, you can play a Wild card to substitute for any paint card (of any color) or single part card (of any type) that you need. You can play multiple wild cards to complete a set. You can even use all wild cards if you have enough.

Collecting a Coin – you can always play three matching cards (paint cards or part cards) to collect a coin from the pile of unused coins. The three must match exactly (same color for paints, same shape for parts). You can use wild cards to complete your set of three here too. If you play three matching cards to get a coin, you can't also get a part or paint token.

Cancel Order – if you play this card, you cancel the current order. Remove the current Order and Paint cards from the game board and set them aside – they are cancelled and will no longer be used in this game. Replace them with new ones from the Order and Paint card piles.

Filling the Order – You may also fill the current order in your turn, but if you do, you can't play Yoggity cards in the same turn. The current order is shown by the Order card and the Color card displayed on the game board. Each Order card shows an object with a set of 2-4 parts needed to build the object. Each Color card shows a color and a set of 1-3 paints needed to paint the object the proper color. For example, a purple TV Set requires a circle part and a square part for the object, and a blue paint token and a red paint token combined to paint it purple.

If you have, on your turn, all of the required tokens for the parts and paints required to build and paint the object, you can turn these tokens in to complete the order. Turn in your part and paint tokens by placing them back on the Game Board in the appropriate rows, filling in from right to left (i.e., use the rightmost Steal spot first if it's open, then proceed left so that the parts or paints you put back require the highest cost possible).

These parts and paint tokens are now available for the next player to collect at whatever cost is shown on the game board (and in the tables above).

Once you've turned in the appropriate parts and paints, you can collect the current Order and Color cards from the Game Board. You will score the points indicated on the cards at the end of the game (unless you trade them away later – see *Trading* below). Draw the next Order and Color cards from their respective piles and place them on the game board. These new cards are the next order to fill. If there are no more order cards, the game is over; count up the scores and see who wins (see *Ending the Game* below).

Step 3: Discard – If you come to the end of your turn and you have more than five cards, you must choose cards to discard to get down to five cards in your hand. You can't have more than five at the end of your turn. Note that it is common to have less than five cards if you've played a set to collect a part, paint, or coin, or if you've traded cards away. It's also possible to have more than five cards for a while if you trade to get cards, but you must get down to five at the end of each of your turns. However, you never need to do any discarding until the end of your turn, after you've made any play you wish.

Using Coins

You have three coins to start the game, and you can get more by playing a set of three identical parts or paints (see *Collecting a Coin* above). You can use these coins in a couple of ways:

- **Complete a set –** If you do not have enough part cards or paint cards to collect a part or paint token, you can use coins to substitute for the cards you are missing, like Wild cards described above. However, you can't use only coins to get a part – you must have and play at least one of the appropriate part or paint cards or a wild card, to collect the token you want. For example, if the next blue paint token costs three blue paint cards, you could play two blue paint cards and one coin to collect it, or you could play a wild card and two coins, or some other combination of blue paint cards, wild cards, and coins, but you could not play three coins and no cards.
- **Shoddy workmanship –** if you have the part tokens you need to build the current order but you do not have the paint tokens you need to make it the right color, you can use a coin to bribe the customer to

accept the product without painting it. In this case, you collect the current Order card and score the points for the order, but you discard the current Color card – it will not be used again in this game, and nobody gets points for it.

If you use a coin in either of these ways, place it in the pile of unused coins. You may also use coins in trades (see *Trading*, below).

Trading

At any time in the game, you can trade anything you have (cards, part and paint tokens, coins, the order and color cards you've collected) for anything another player has. The terms of the trade must be agreed on by both players, and you cannot cheat on a trade – you must deliver the items you pledge in exchange for the items you are pledged by the other players. You can change your mind or back out of a trade up until the point where the items are exchanged, but once the traded items have been exchanged, you cannot undo or go back on the trade. You can of course try to make a new trade to get your items back. Trades can involve more than two players as long as all players agree. Trades cannot involve anything that is not an actual game part (card, token, or coin). For example, you cannot trade for two points of score (unless you have a card worth two points, in which case you can trade for that card). Likewise, you cannot trade for a backrub, or doing the dishes, or five dollars, or anything like that.

Optional Rule: Trades involving uncertain future resources – All players should agree at the start of the game whether trades can involve items which may or may not come in some future turn (e.g., I'll give you two blue paint cards now if you give me the next Order card you collect). If you decide to allow this kind of trade, the following guidelines are suggested:

- The terms of these trades must be honored as soon as possible – that is, as soon as the player has the resources needed.
- If two trades like this are in conflict, the trade made first must be settled first.
- It is a good idea to write the terms of these trades down at the time they are made to prevent confusion.
- A player making this kind of trade should realize that it may never be fulfilled – the needed resources may never be collected, or the game may end before the trade can be completed.

Ending the Game

When the last Order card is filled or canceled and there are no more Order cards to draw, the game is over. Players should add up the points shown on their collected Order and Color cards to determine their score. The highest score wins the game. If two players are tied, use coins to break the tie – the tied player with the most coins remaining beats out the other tied players. If two players have the same score and the same number of coins, then they remain tied and should shake hands and pat each other on the back.

That's all you need to know to play! Good luck, and have fun!

Yoggity is published by Plankton Games. It is currently available for sale through The Game Crafter at

<http://www.thegamecrafter.com/yoggity>

Please visit our website at <http://planktongames.com> for game information, tips, and other valuable stuff.

If you have any comments, suggestions, or questions, please contact the author at dave@planktongames.com

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