Rulebook

Introduction

This is going to be a tough school year. So many subjects, so many tests, so much to remember! The key thing is to be ready and prepared. Unfortunately, organization is not your, or your friends', thing. You are sure you are going to forget everything you need (pens, pencils, textbooks and gym shoes) to do well at school. However, if you work together, communicate effectively and share supplies with your friends, you might just do well.

Overview

Yabai is a cooperative communication game in which players exchange information on the cards (supplies) in their hands and what those cards do in order to 'pass' class cards. Players are aiming to pass ten classes in seven minutes to achieve an 'A+' grade at school.
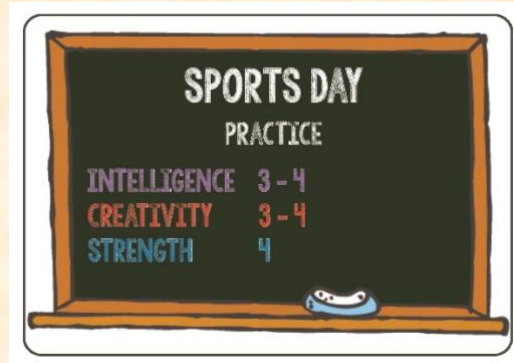
Cards

Class Cards

The class cards tell you which class you are now in and how many points worth of supplies you need to pass the class. There are three types of points required: creativity, intelligence and strength. To pass a class, players must play supply cards that grant points in these three areas. They must play enough points in each area – without going over – to pass the class. In some cases, harder classes will require an exact number.

For example: To pass the *P.E. - Dance* class card, you need to play supplies that will give you from 7 to 9 strength points and 4 to 6 creativity points. This class does not require intelligence. Should be pretty easy, right?
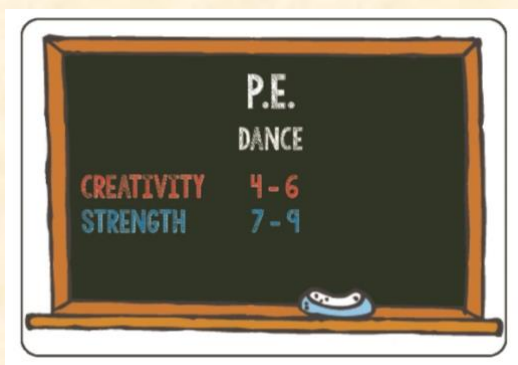
To pass the Sports Day Practice card is more difficult. You must play supplies that will score you from 3 to 4 in both intelligence and creativity as well as scoring exactly 4 strength points. Good luck!

Note, if a class card does not have anything written for one of the types (Intelligence, Creativity, or Strength) of that point, you do not need to worry about that area even if you play cards that grant points in that area.

Supply Cards

Each player will have a hand of supply cards that only they can see. Players can talk about what they have but cannot show their cards to other players. These cards must be played face down next to the class card to contribute points towards passing that class. Once a card is played it may not be looked at or picked up. Any number of cards can be played by any player to pass the class. Cards contain symbols that will tell you what points this card will contribute:

| Intelligence | Creativity | Strength |

Once a class is thought to be passed, players move the class and supplies to the side and begin the next class. At the end of the game the players will flip over the supply cards and count the points played to see if they passed the classes.

For an easier game, players may place the supply cards face up so everyone can see and then determine whether they passed or failed the class.

Season Cards

A supply card's points values are not fixed. The season cards will tell players how much each supply card is worth. For example, in Spring, a *Pen* is worth 2 creativity, in Summer it is worth 3 and in Fall it is worth 1 (just like in real life). Each player will only

be able to see one, or some, of the four season cards. This means they will have to communicate with each other to work out what each supply card is worth.

Special Cards

Special Cards are used to help players when they find it difficult to pass a class. One special card is given to each player. Players can play these at any time to obtain the benefit. Once the card is used it is removed from the game.

Set Up

Shuffle and place the stack of class cards in the center of the play area. Then decide which season you are playing; Spring is the easiest of the seasons and Winter is the hardest. In a two-player game each player will have two season cards, in a three-player game one of the players will have two, in a four-player game each player will have a card. From five players and up some players will not have a card.

Now deal each player a number of supply cards depending on how many players there are. This will also determine the maximum number of cards a player can hold.

2-3 players: 5 cards
4 players: 4 cards
5-6 players: 3 cards
7-8 players: 2 cards

Sequence of Play

Set a timer for seven minutes. Start the timer and flip the top card of the class deck over.

Players now communicate and play supply cards to pass the class. After players think they have passed the class, players move the class card with the supply cards to the finished class pile.

Each player now draws one new card from the supply pile if they are not at their hand limit. Then flip over the next class card.

Special Cards can be used to help gain the items needed to pass the class.

Players can choose to move a class to the finished pile if they realize they don't have the supplies to pass it. Move any supplies used for that class with it to the finished pile.

Play continues this way until the timer, class card deck or supply card deck runs out.

At the end of the game the players check to see if they passed the classes. They then count how many classes they passed and subtract from that the number of classes they failed or skipped. This will give the players their grade for that day of school!

Grades:
10 classes passed: A+
9 classes passed: A
8 classes passed: B
7 classes passed: C
6 or fewer passed: D

Other Rules

The 'Wi-Fi' supply card is special and counts as one type of the three categories (intelligence, creativity or strength) chosen by the player who plays the card.