Game rules

The origin

Yummell is a magic word whose meaning has never been clarified. Apparently "Yummell" meant the back of the legendary Yongholl, but the books do not state what a Yongholl was nor how it was possible to disinguish its back from the front (we neglect here some unrelevant hypotheses).

In older times, Yummell was a contest of speed, skill and luck. The land on which the game was played was a magical land that changed continuously. The plains became swamps; the hills became woods, etc. Who arrived first at the finish line achieved "*Yummell*"; it was a very popular race and the winners were hailed and received honors and high positions, even if they were stupid. Later the word *Yummell* indicated the finish or, in a wider sense, a target, a goal, or a horizon...

It was Homberflupp the Magician who made it a magical game. From the arrangement of the tables, he would obtain information about the future and complex answers to simple questions. But mostly, the winner who would shout "*Yummell*" at the finish line would unlock his most desired wish, and his life would change. The magic word is closely linked to victory and must be pronounced with a loud, or soft, tone of voice at the end of the race. The second and third to finish will have benefits, but minor ones. To read the arrangement of the *Yummell* tables, we refer to the interesting assay written by J.F. Gilmore, "The incomprehensible Yummell Tables," in which the author claims any answer can be found in the tables, but not the questions, which, it is assumed, were lost in another game.

Introduction

Welcome. Allow me to introduce myself. I am Yhop the Wise, the oldest judge of this sport and I am pleased to guide you through the game rules.

In Yummell, each player guides the representative of one race from the fantastic world of Kfoorp in a competition of speed. He/she who will be the first to cross the finish line will be declared the winner.

But simply going fast is not enough! There are many pitfalls that await the players. The magic will certainly not stand by on the sidelines, and could play some tricks, sometimes nice and sometimes naughty, on everyone. Only those who can best use their magic arts and capture the opportunities as they are made available will be Yummell champions.

Contents of the box

If no mischievous goblin has played a dirty trick on you, you should find the following items in the box that is in your hand:

- 10 Track Tiles
- 8 pawns depicting a character in the race
- 8 pawns that determine the player sequence
- 8 Character Sheets
- 8 Advantage Cards
- 1 deck of 90 Playing Cards
- 1 bag to draw from
- 1 miniature Yhop the Wise (yours truly). I function as a powerful good luck charm and I am the supreme judge of all the rules of the game (you may consult me if you have any questions)
- 1 complete rulebook, which is what you're reading now!
- Protective Sleeves for the cards (for the deck of Playing Cards, Advantage and Supporter Cards)
- 1 bag of three randomly assorted Supporter Cards
- 1 Certificate of Authenticity so that you can register your game with the Yummell fan club.

The Track Tiles

The game has 10 maps, called tiles, which will be used to create a track on which the race takes place. Generally, the track starts from the start tile (number 1) and finishes with the finish tile (number 2). Between the start tile and finish tile, others will be added according to the players' wishes, as described in the Start to Play section.

The track tiles are divided into squares, each of which has a cost called Movement Points, which depends on the type of terrain it occupies.
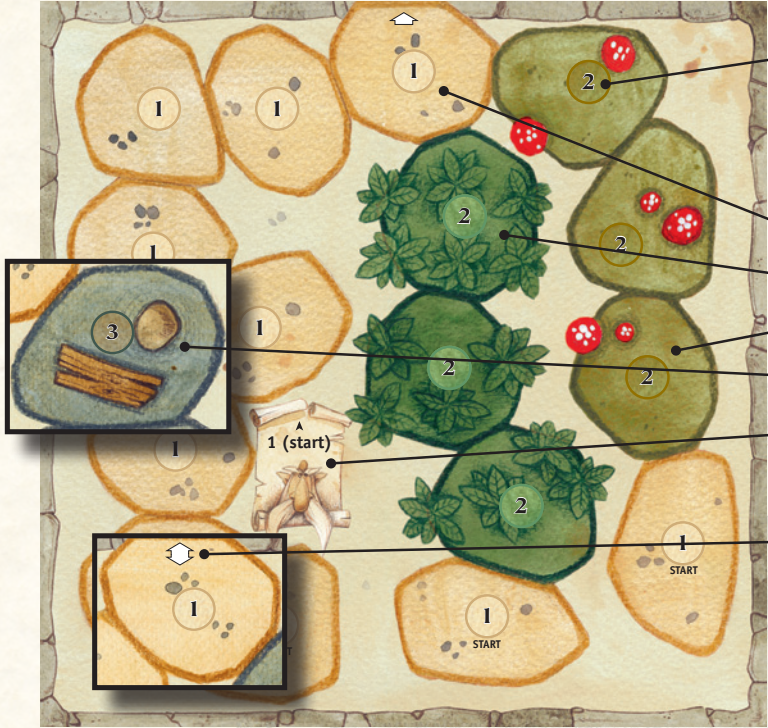
Each square cannot contain more than two characters

(but you can still surpass a square that is occupied by two characters if you have enough Movement Points, see p. 6).

The Characters

In the game there are eight characters. They are the champions that have been chosen to represent their people in the race. Each character has four Characteristics (Strength, Agility, Sympathy, and Magic) and also has a special Ability according to his/her race.

The Characteristics are indicated with a number (the higher the number is, the stronger the character is in that Characteristic) and are used to determine outcomes in Challenges with the Creatures that are encountered along the way, and to overcome other difficulties.

The Ability can be used - depending on the player's choice - only once per turn. Success when using the Ability is automatic.

Example of a race track tile

The number in each square indicates the Movement Points required to enter it.

Each square can contain only one type of terrain:

Plain (1 Movement Point)

Woods (2 Movement Points)

Hills (2 Movement Points)
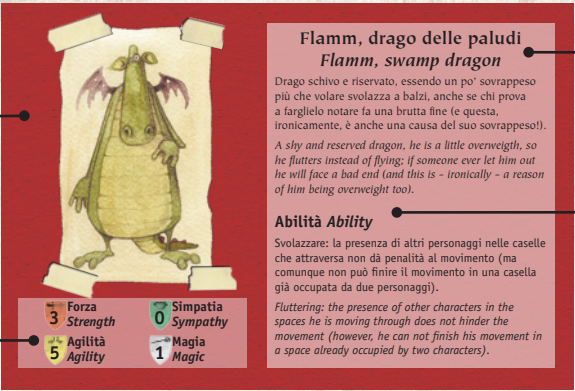
Swamp (3 Movement Points)

The legend shows the number of the card and its orientation (useful for determining how to arrange a track, see p. 8).

The junction symbol in the squares that are on the edges allows you to easily identify where the card can be joined with others.

Character cards

Reference colour: each character has a background colour that is the same as the pawn that represents that character in the game, in order make him/her easier to recognise.

Number values of the four Characteristics that all characters have.

Flamm, drago delle paludi
Flamm, swamp dragon

Drago schivo e riservato, essendo un po' sovrappeso più che volare svolazza a balzi, anche se chi prova a farglielo notare fa una brutta fine (e questa, ironicamente, è anche una causa del suo sovrappeso!).

A shy and reserved dragon, he is a little overweigth, so he flutters instead of flying; if someone ever let him out he will face a bad end (and this is - ironically - a reason of him being overweight too).

Abilità *Ability*

Svolazzare: la presenza di altri personaggi nelle caselle che attraversa non dà penalità al movimento (ma comunque non può finire il movimento in una casella già occupata da due personaggi).
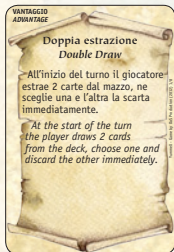
Fluttering: the presence of other characters in the spaces he is moving through does not hinder the movement (however, he can not finish his movement in a space already occupied by two characters).

	Forza *Strength*		Simpatia *Sympathy*
	3		0
	Agilità *Agility*		Magia *Magic*
	5		1

Character names and descriptions.

The character's Ability and an explanation of how it works.

In addition to the card, each character is represented by two pawns: the one with the character's picture will be used on the path. The other will be placed in the bag to determine the player sequence.

Drago
Dragon

The Advantages

VANTAGGIO
ADVANTAGE

Doppia estrazione
Double Draw

All'inizio del turno il giocatore estrae 2 carte dal mazzo, ne sceglie una e l'altra la scarta immediatamente.

At the start of the turn the player draws 2 cards from the deck, choose one and discard the other immediately.

The Advantages are the character's additional skills. At the beginning of the game, each player will receive a random Advantage (how to assign an Advantage is explained in the Start to Play paragraph, further ahead).

The Advantage is for the player's use throughout the game, and the player may utilize it as many times as he/she likes (but never more than once per turn), provided that the conditions in which the player is in will permit using an Advantage. Success in playing the Advantage, when used, is also automatic.

The Deck of Cards

The Yummell playing cards are in a deck of 90 cards divided into three types (Artefact, Creature, and Event) that are easily distinguishable because of the title in the top left corner as well as for their colour. Regardless of the type, all the cards have a number in the upper right corner. On many occasions, players must use the cards considering only that number and ignoring all other information.

Artefacts are powerful magical items that can be found and used by players to gain an advantage or to put their opponents at a disadvantage. Before they can be used, the Artefacts need to be activated. All Artefacts are used one time only and then discarded; there is no limit to the number of active Artefacts that a player can have in the game, even at the same time.

The Creatures are living beings that players may encounter during the game. Each of these cards has a general description and a Characteristic with a number value. The higher the value, the stronger the Creature is in that Characteristic, and it will be harder to defeat that Creature in a Challenge after an encounter.

Events are special random episodes that may occur during the course of the game, and they are in effect during the entire duration of the player's turn when they are played.

When the cards have been played and they have had their effect, they are to be placed in the discard pile (if a number of cards are played at the same time, the player who uses them will determine the order in which they are discarded). Once there are no more cards to draw from the draw pile, the discard pile must be shuffled in order to make a new draw pile the players can use. Repeat this procedure each time the draw pile runs out.

Start to Play

Yummell is a game for 2-8 players, though according to my wise judgement the optimal number is 5. Remember that the more players you have, the longer the game will last (but it will be even more fun!) To start playing, prepare the following.

Assign characters. Each player is assigned a charac-

Artefact card example (light blue background)

ARTEFATTO - *ARTEFACT*
2

Squame di Ftoll
Scales of Ftoll

Scegli un giocatore. Costui dovrà scartare una carta che ha in mano. Scarta dopo l'uso.

Choose a player to discard 1 card. Discard after use.

— Type of card
— Numerical value
— Name
— Effects in the game; the Artefacts must be discarded once they are used

Creature card example (okra background)

CREATURA - *CREATURE*
1
4

Fiddish sfigato
Fiddish Lose

Passa le giornate a raccontare storie tristi per raccogliere le lacrime di chi lo ascolta e poi venderle come ingrediente di pozioni magiche.

Spends his days telling sad stories to collect the tears of his audience and then sell them as an ingredient for magic potions.

— Type of card
— Numerical value
— Challenge (only on Creature cards). It is the number that the character must overcome when faced with a Challenge as a result of an encounter. The symbol represents the Characteristic. After the Challenge, whatever the outcome, the Creature is discarded
— Name
— Description. It does not have any effect on the game, but it increases the player's knowledge about the Kfoorp world!

Event card example (green background)

EVENTO - *EVENT*
2

Radici spinose
Thorny Roots

← Scegli un personaggio. Se si trova in Bosco costui dovrà retrocedere di 1 casella.

← Choose a Character. If they are in a Woods square they must move back 1 square.

— Type of card
— Numerical value
— Name
— Effects on the game when the card is used as an Event. If the Event is drawn as an encounter, if it has the arrow symbol (←), it is to be played against that player who drew the card in order to determine the effect

ter. They can be chosen by mutual agreement amongst the players or randomly. With the latter situation, put the pawns depicting the eight characters in the bag and then extract one per player. As a result of this reckless action, each player will be assigned the character on the pawn. Each player then places the corresponding character sheet in front of him so that it is visible to other players.

Assign Advantage. Advantages also are assigned randomly. Shuffle the Advantage cards and have each player draw one. He/she will place the Advantage card next to the character sheet. Assigned Advantages shall always be visible to the other players, who

will be able to consult the card.

Choose the Track. If you are novice players, or you want to try out tracks that have already been prepared, you should choose one of those suggested on pages 10-11. If you want to experience the thrill of creating a track, follow the optional rule in the box below.

Hand out the initial cards. Shuffle the deck of cards. Each player draws 4 cards from the deck, without showing them to the other players.

Creating a race track (optional rule)

Each race involves bringing into play a certain number of tiles, depending on the number of players. In addition to start and finish tiles, 2 tiles per player if there are two players, 1 tile per player if there are 3 or more players. Start lining up the start tile, then follow the rule that determines the player sequence and establish who is the first player who must choose a tile and place it on the table, making sure that the path of the last tile that was placed on the table is connected to the new tile, and that there is space to connect another tile. (See examples). When all players have positioned their tiles, put the finish tile in place. The track is ready to host the race.

In this first example, the player chooses to connect tile 6. The player can position the tile in either one of the two positions shown, because both allow connection.


Yes

Yes

In the second example, the player must place the fourth path tile, number 9. The player cannot position it as shown in the figure on the left because this arrangement would mean no other player would have the space to position their tile.

NO

Yes

The start tile

The racetrack's start tile (marked with the number 1 and depicted below) is special compared to the others. It has three different paths that can be chosen by the player when he/she starts to move. Each player is free to start with the one he/she prefers according to which is most advantageous at the time. Once the character has moved, he/she cannot change his/her mind, and must continue the race on that chosen path.
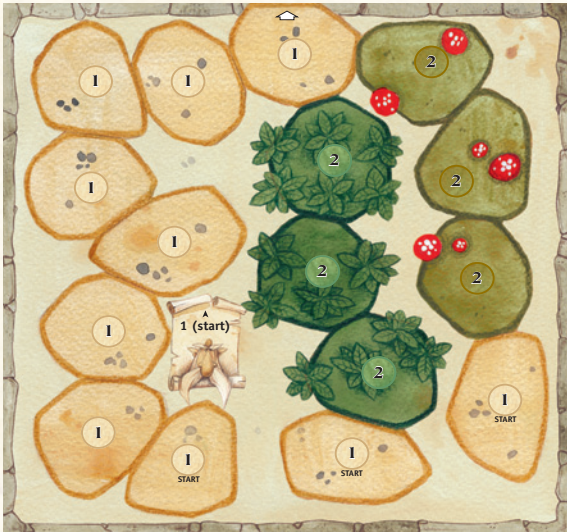
Determine the player sequence

The player sequence in each round is determined by random draw. The pawns of all of the characters taking part in the race are put in the bag. Then a player draws the first character who will be the one to begin playing. When that player has finished, he/she removes a second pawn, and so on until all pawns have been drawn. Afterward, all of the pawns are put back into the bag and the players start drawing once again to determine a new sequence.

Turn sequence

Each player's turn consists of *actions* (optional) and *phases* (mandatory). The phases must be performed in sequence as follows. The actions can be performed, if the player wants, at any time they are allowed.

1. Preparation Phase. The player draws a card from the deck. The player may not take action before this stage.

2. Movement Phase. The player must play a card to move. The number on the card that was used to move is the only thing that is considered. All other aspects are ignored. The number indicates how many Movement Points can be used to move the character. Playing this card is required unless you decide to *Rest*, see p. 6.

3. Encounter Phase. At the end of the movement, the character that has moved will have an encounter, drawing a card from the deck and reacting according to the card he/she has drawn. The details of how an encounter works can be found on p. 6.

4. Replenishment Phase. The player replenishes the cards in his/her hand, up to a maximum of 4. If he/she has more, the player discards the excess cards by choosing the ones he/she prefers. If the player has less than 4 cards, he/she draws from the deck as many as are needed in order to have 4. Finally, if the player has Artefacts that are being activated (see p. 5), now they are ready to be used. Once replenishment is complete, no actions can be performed.

Actions

The actions are optional, and a player can perform them at his/her discretion during his/her turn. The actions can be performed at the beginning or the end of a phases, but never during it.

Example. The character that has the Advantage to steal an Artefact when stopping in a square that is occupied by another character cannot move and then stop in a square with another character, use the Advantage, and then continue moving. If the player chooses to stop next to another character, he/she has completed the movement phase and can then use the Advantage. He/she cannot then keep moving even if there are still unused Movements Points.

Play an Event card or - alternatively - **begin to activate an Artefact**.

When an Event is played, it begins functioning and remains active until the end of the player's turn. Alternatively, the player can begin to activate an Artefact from his hand by playing the chosen Artefact, which will not be functional until the end of the card replenishment phase of the same player's turn (basically it begins to be functional during the next turn, when the Preparation phase begins).

Example. The player has just completed the Preparation phase by drawing a card from the deck. Among the cards in the player's hand there is a Dragon Sneeze and the player wants to use it to obstruct an opponent. He/she can do it by playing that card immediately, or after the Movement Phase, or even after the Encounter Phase. The player cannot use it for this turn after having replenished his/her cards with the Replenishment Phase. In any case, regardless of when it is played, if the Event is in fact played, during this turn the character cannot play any other Events or Artefacts from the hand.

Use active Artefacts. The player can use an active Artefact. To use it, the player simply states which one will be used, he/she applies the effects and then discards the card by putting it in the discard pile. During his/her turn, a player may use as many Artefacts as he/she wants as long as they have been activated. There is no limit to the number of active Artefacts that a character can have.

Use your Ability. During a turn, a player can use his/

her Ability as long as the conditions are in place to do so. How the Abilities work is on the character sheet and the effects apply immediately. Each Ability can be used once per turn. All Abilities are used only at the beginning or at the end of a Phase.

Using your Advantage. Using the Advantage is similar to using the Ability. During a turn, a player can use the Advantage that he/she has as long as the conditions are in place to do so. An explanation of how Advantages work is on the card and the effects apply immediately. Just as for the Abilities, the Advantages can be used once per turn and only at the beginning or the end of a Phase.

Movement Phase

When a player plays a movement card, he/she considers only the number on the card, ignoring all of the other characteristics. The number represents the Movement Points the player can spend to advance his/her character along the path. The characters move by advancing (characters cannot voluntarily go backwards) or Resting (see below). When the character moves, he/she can advance as long as he/she has the necessary Movement Points to enter the squares that are along the path. If the character does not have enough Movement Points to enter a square, the Movement phase ends and the unused points are lost. The player can voluntarily use less Movement Points than those that are available.

In any case, a square must cost a minimum of 1 Movement Point.

Presence of other characters. Entering a square in which there is another character costs 1 Movement Point extra per character. Remember that each square can host a maximum of two characters. If a player has a sufficient number of Movement Points, the squares with two characters can be surpassed. If, at the end of the Movement Phase, the character ends up in a free square or one that is occupied by only one other character, the player stops. If, however, the character ends up in a square that is occupied by two characters, he/she must go back to the first square that can host that character (an empty one or one with only one character).

Rest

If the player so wishes, he/she may rest. Resting means that the player will skip the Movement and Encounter Phases. Skipping the Movement Phase means the player will not play a movement card. However, the resting character can perform actions. When a character rests, all active Curses on himself/herself are removed.

Encouters

When a character has moved, if he/she has not rested and has advanced at least one square, there will be an Encounter. If the character has moved into a square with another character, the players must remember two things:
1) the encounter (and the encounter's result) will be for the moving character, whereas the other character

Examples of movement

The character is located in position A. To get to position C the character must spend 4 Movement Points: 2 to arrive at position B and enter in the first Hills square, and another 2 to arrive at position C, which is the second Hills square.

The character is located in position D, and there is another character in position E. The cost for the character located in space D to arrive at square E is 3 Movement Points (2 for the hill and 1 for the presence of another character).

Similarly, if the character in square D wants to move to position F, that character would be need 5 Movement Points (2 for the hills in E + 1 for the character in E + 2 for the hills in F).

will be completely immune.

2) if the moving character has Abilities or Advantages that he/she can use, the character will choose whether to use them before or after the encounter.

Example. Fulmergh, the caretaker elf, has the Ability of Cleptomania, which allows him, at the end of the movement, to grab one of the Artefacts of the character who occupies his own square and place it amongst his active Artefacts. During movement, Fulmergh ends up in a square that is already occupied and has to have an encounter. But before he does, he can decide to use his Ability on that character. If he decides not to use it, he proceeds with the encounter. After the encounter, if the character remains in the same square, he can still use his Ability on his companion in that square.

To determine the type of encounter, the player draws a card from the pile. If the player draws a Creature, he/she will face a Challenge. If it is an Artefact, the player adds it to the player's active Artefacts. If it is an Event, it is considered an event that is played "against" that player, and the player will face the consequences, both negative and positive.

Challenge. When a Creature card is drawn, the player must challenge it by beating it in the Characteristic that is featured on the card. To solve the Challenge, the player plays a card and adds its numeric value to the value of the Characteristic of the Challenge. If the player has cards, he/she cannot voluntarily refuse to play a card.

If the sum of the characteristic plus the value of the card is higher than that of the Creature, the character wins the Challenge and advances a square (if it is able to host the character. Otherwise the character remains stationary). If the player loses, he/she will need to backtrack to the first available square.

Example. Player draws the Salamander of Mount Ohrk, a Creature with a Strength of 9. The character's Strength is 5. If the player wants to win the Challenge he/she must play a card with a number of 5 or higher (5 + 5 = 10). If that happens, the character moves forward one square. If the player plays a card with a lower number, the character loses and has to backtrack one square.

The Challenge is lost even if the player does not have a card to play, regardless of the Characteristic's number value.

Example. A player draws the Horrgrop the Evil, a Creature with a Strength of 7. The character's Strength is 5 and has Heroism, an Advantage that provides a +4 bonus to all the Characteristics in the Challenges. The player decides to use it, and now the character has a Strength of 9. However, because of what has happened during the player's turn, he/she has no more cards to play. Despite the use of the Advantage, not being able to play any cards, the player automatically loses the Challenge.

Artefact. When an Artefact card is drawn, the player picks it up and places it amongst his/her active Artefacts. If the player wants, and the conditions allow for it to happen, it can be used immediately.

Event. When an Event card is drawn, that card is considered to be played against the character who has the encounter and he/she will be subjected - if possible – to the effects (both negative and positive). In many cases, the Event may have no effect (for example, there may be a movement penalty, but since the character has already moved, the card has no consequences). For simplicity's sake, in the Event cards that can have effects on the player who draws them as an encounter, there is an arrow symbol (←) preceding the text.

Example. The player draws Hills Guide, an Event that gives a bonus when moving amongst the hills. Since the character has already moved, the Event has no effect and nothing happens.

Example. The player draws Wind, an Event that pushes back a character who is located in the plains. Since it is to be considered a card played against that character (there is an arrow icon on the card to remind players), the player should check his/her position. It the character is in a Plain square, he/she must backtrack. Otherwise it will have no effect (remember it that the card has been played against the character, so the other characters, even those who find themselves in the same square, are immune).

End of the game
and proclamation of the winner

The character who is first to arrive at the last square of the last track tile is the winner of the game. In the last square there are no encounters; only celebrations and congratulations for having finished the race. If there are a number of players in the same round who arrive at the last square, it is the first to arrive who will be deemed the winner.

When a character reaches the final square, he/she becomes immune to events and cards played by other players. It is as though that character were out of the game. However the current round continues until all of the characters have made their moves to determine the second and the third place. After this round, the positions that were reached on the path are considered arrival spaces, no matter how far away from the finish line they are. Should two characters be side by side in the same square, it will be considered a draw.

How to properly interpret the rules

In addition to the rules, in Yummell there are Abilities, Advantages and especially the cards, which may modify and contradict what the basic rules may say. So what do we do? Just follow two main rules of thumb. If they can co-exist, then all indications must be respected. Otherwise the information on the cards has precedence upon Abilities, and the Abilities have precedence over the rules. Should there be further confusion, the correct interpretation the one most favourable to the player involved. Here are some concrete examples.

Example. The character has the Climbing Advantage (all Hills squares cost 1 Movement Point less). The player would like to use the Hills Guide Event (all hill squares cost 1 Movement Point less for this turn) because he/she believes that the cost of Movement Points on the hills is now zero (-1 thanks to the Event and -1 thanks to the Advantage). But the movement rule, at p. 5, states that the minimum cost of each square is 1. Given that the information provided by the rules, the Abilities and the cards can coexist, the correct interpretation is that in this case the cost of the hills is 1 Movement Point, thus making it unnecessary to use that Event or Advantage.

Example. The character has the Climbing Advantage (all Hills squares cost 1 Movement Point less), but the Mushroom Curse has been played against that character in the previous round (all Hills square cost 1 Movement Point more until you stop to rest). The player plays the Hills Guide Event (all hill spaces cost 1 Movement Point less for this turn). The final Movement Points for each Hills square this round will be equal to 1 (2 as per the rule, -1 for the Advantage, +1 for the Curse, -1 for Guide). The use of the Hills Guide Event has temporarily cancelled the effects of the Curse, but the Curse re-

mains active for that character until the character stops to rest.

Example. During the game, the Dragon must surpass the Troll. The Dragon has a Ability which states: the presence of other characters does not affect Movement costs. The Troll has the Ability that states: to overcome a Troll, characters must spend 1 extra Movement Point. Which prevails? Neither. Both apply. When the Dragon surpasses the Troll, he spends 1 additional Movement Point. To the extra Movement Point for the presence of another character (which is a rule, and which is eliminated by the Dragon's Ability) the player will add the extra Movement Point due to the Troll's Ability.

Still have doubts?

No rules are perfect and crystal clear . . . especially if the magic, the Abilities and the Advantages of the characters that populate the world of Kfoorp are consistently able to act against an order or set practices. Twists, unexpected card combinations and an imaginative use of the Abilities all offer many new and unimaginable situations. And we want it to be so because in Yummell victory is declared on the field. However, if there are still disputes about the rules, there are three ways to resolve the issue.

1 - re-read the rules and pay close attention to what they say. Do not interpret the words according to your wishes. Follow the meaning. If the rules state that the Abilities can be used at the end of the movement, it means that: a) the Ability can be used (and does not need to be used; it is up to the player to choose whether to use it or not), b) the use of the Ability occurs at the end of the movement and not in other phases (and the Movement Phase ends before the Encounter Phase).

2 - consult Yhop the Wise! Indeed, there is a tried and tested mechanism that allows you to resolve all controversies about rules in a truly wise and neutral way. When you have a question, ask me a simple yes or no question. For example: can I use my Artefact before the event has taken effect? Now take my miniature, put the wisdom stone inside, shake me so I can think profoundly about what is the right solution, and then open me up and you will see my response. If you see a Y, your response is affirmative and this interpretation will be valid for the entire game.

3 - consult the Internet (www.yummell.com) for any correction and official clarifications.

Supporter Cards

Supporter cards are recognizable because they have no number value, and the background and the back of the cards are purple. These cards are optional, and all participants in the game must agree to use them. In a tournament, the organisers will decide whether the use of these cards is allowed or not.

Using Supporter cards

At the beginning of a game, each player can enlist a minimum of 0 to a maximum of 3 Supporter cards. Players cannot enlist more than two of the same cards. To enlist Supporter cards, the player positions them in front of himself/herself face down. After all players have chosen their cards, they must be revealed. The cards remain visible at all times during the game. The use of the cards is regulated by the instructions on the cards themselves. Once the card has been used, it is to be discarded and it does not come back for the entire duration of the game.

Some examples of race tracks

Here are shown some examples of race tracks already prepared for your first matches of Yummell, including historical background, the graphical layout and the guide on how to lay correctly the different tiles to reproduce the track without mistakes.

First run
Very often the participants choose short and simple tracks to test their competitive abilities and to get acquainted with the race. The suggested track is intended just to introduce the new players to the world of the races. Due to the short distance of the track it is good for fast games as well.
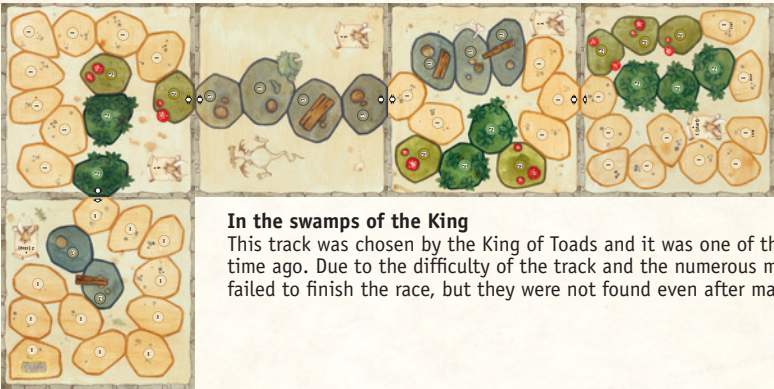
In the swamps of the King
This track was chosen by the King of Toads and it was one of the first races of Yummell to be run, a long time ago. Due to the difficulty of the track and the numerous marshes, many of the participants not only failed to finish the race, but they were not found even after many years.

Horrgrop's path
When Horrgrop the Evil was asked to design a track to run a Yummell race, he, boasting about his skills as a sprinter, planned a track that would favor essentially the speed. In doing so, Horrgrop did not take into account his scarce reserves of breath and every time he took part in this race he has always finished last. He eventually decided to quit the competition to ambush the other participants, obtaining the same results while competing.

After practicing, you are encouraged to use the rule explained at page 4 to create your own custom track, thus adding another creative touch to the game.
Have a good race!

Forest run

The track winding through the Forest of Thompf is one of the most beloved by the dragons that dwell there and that can count to have home delivery service for food...
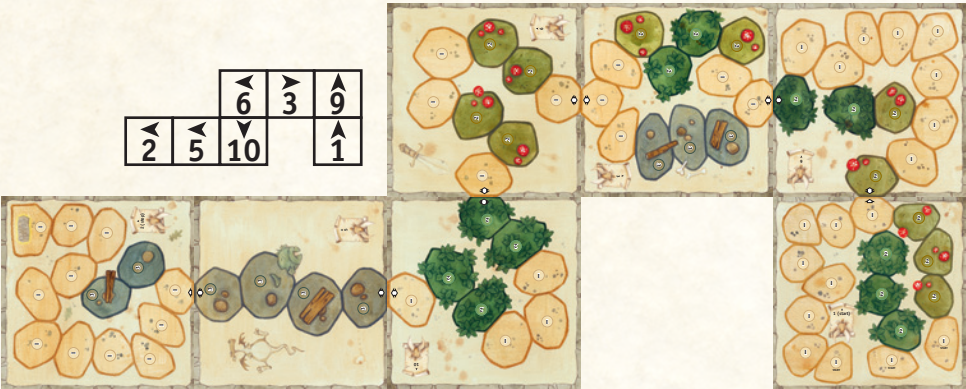

↑	◄	
10	**1**	
↓	◄	►
6	**4**	**2**

◄	◄	◄	►	↑
2	**7**	**3**	**4**	**9**
				↑
				1

The race in the Forest of Goosh

The track presented here was designed by Urghull the Mage for his personal pleasure. The abundance of woods along the way makes the race particularly appreciated by the participants with good orienteering skills.

In honor of the King of Toads

To celebrate his birthday, the King of Toads devised a track that winds through the swamps dearest to him. This route has always been considered one of the toughest races in the history of Yummell: continuous changes of land and the long extension makes it suitable for participants with strong resistance, or with great luck (preferably both!).

◄	►	↑
6	**3**	**9**
◄	◄	↓	↑
2	**5**	**10**	**1**

Turn sequence

Each player's turn consists of *actions* (optional) and *phases* (mandatory). The phases must be performed in sequence as follows. The actions can be performed, if the player wants, at any time they are allowed.

1. Preparation Phase. The player draws a card from the deck. The player may not take action before this stage.

2. Movement Phase. The player must play a card to move. The number on the card that was used to move is the only thing that is considered. All other aspects are ignored. The number indicates how many Movement Points can be used to move the character. Playing this card is required unless you decide to *Rest*.

3. Encounter Phase. At the end of the movement, the character that has moved will have an encounter, drawing a card from the deck and reacting according to the card he/she has drawn.

4. Replenishment Phase. The player replenishes the cards in his/her hand, up to a maximum of 4. If he/she has more, the player discards the excess cards by choosing the ones he/she prefers. If the player has less than 4 cards, he/she draws from the deck as many as are needed in order to have 4. Finally, if the player has Artefacts that are being activated, now they are ready to be used. Once replenishment is complete, no actions can be performed.

Actions

The actions are optional, and a player can perform them at his/her discretion during his/her turn. The actions can be performed at the beginning or the end of a phases, but never during it.

Play an Event card or - alternatively - **begin to activate an Artefact**. When an Event is played, it begins functioning and remains active until the end of the player's turn. Alternatively, the player can begin to activate an Artefact from his hand by playing the chosen Artefact, which will not be functional until the end of the card replenishment phase of the same player's turn (basically it begins to be functional during the next turn, when the Preparation phase begins).

Use active Artefacts. The player can use an active Artefact. To use it, the player simply states which one will be used, he/she applies the effects and then discards the card by putting it in the discard pile. During his/her turn, a player may use as many Artefacts as he/she wants as long as they have been activated. There is no limit to the number of active Artefacts that a character can have.

Use your Ability. During a turn, a player can use his/her Ability as long as the conditions are in place to do so. How the Abilities work is on the character sheet and the effects apply immediately. Each Ability can be used once per turn. All Abilities are used only at the beginning or at the end of a Phase.

Using your Advantage. Using the Advantage is similar to using the Ability. During a turn, a player can use the Advantage that he/she has as long as the conditions are in place to do so. An explanation of how Advantages work is on the card and the effects apply immediately. Just as for the Abilities, the Advantages can be used once per turn and only at the beginning or the end of a Phase.