

YELLOW MONS

RULEBOOK

GAME PIECES



X55 **PEE** TOKENS



X55 **SNOW** TOKENS



X3 BOARD SECTIONS

X1 CALENDAR

X1 SIX-SIDED DIE



YELLOW SNOW



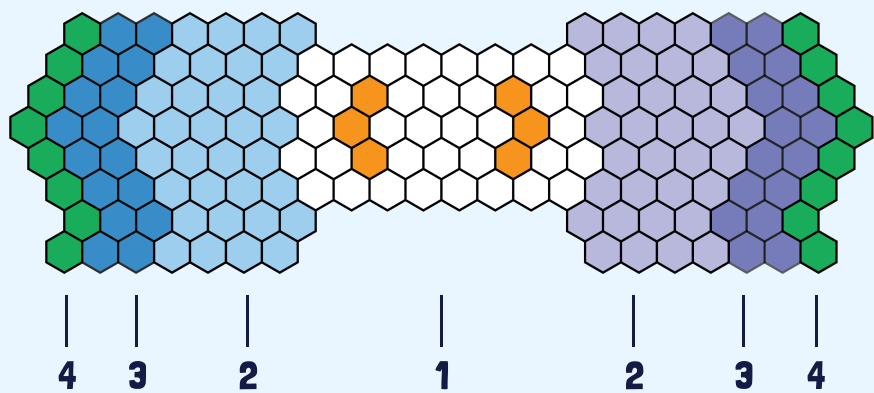
A messy king-of-the-hill battle between two teams to see who can cause the most destruction in the snow! Strategically **PEE** in enemy territory to gain points, or defend your turf by building **SNOW** walls.

PLAYERS

Yellow Snow is meant to be played with 4-6 players split amongst 2 teams. *If this is a 3v2 game, the team of 2 adds +1 to all their movement and snow token rolls.*

BOARD

There are 3 parts that make up the game board– 2 team sections, and 1 neutral zone. Connect one team zone on each side of the neutral zone. Players may choose to start in the following spots on their side of the board: either the 3 gold hexes marked in the neutral zone, or anywhere in their healing zone.



ROUNDS

START

Each player begins the game with 3 tokens– this can be the player’s choice of any mixture of **PEE** and **SNOW**.

On top of drawing a card, players also draw a **PEE** or **SNOW** token at the start of a round. There is no cap to the amount of tokens a player can hold.

DAY

Harsh Sunlight

The sun is beating down on the playing field, melting things down and causing **PEE** to flow! At the start of a day round, roll 1d6. If result is 1, teams can move any enemy **PEE** tokens on ally turf by 1 hex.

NIGHT

Blizzard Hazard

SNOW is piling up from a massive storm. At the start of a night round, roll 1d6. If result is 6, teams can rearrange ally **SNOW** tokens on ally turf by 1 hex.



1. NEUTRAL ZONES

SNOW and **PEE** tokens cannot be placed here by either team

2. OUTER ZONES

Zones right outside the neutral area. **PEE** tokens placed here count for 1 POINT.

3. INNER ZONES

Zones behind the outer areas, far deeper into team territory. **PEE** tokens placed here count for 2 POINTS.

4. HEALING / SAFE ZONES

The deepest part of team territories. As stated in the **BASIC ACTIONS** section, a character in their own team’s healing zone heal 1E per turn inside and cannot be attacked, but they are unable to perform any actions. A character cannot enter the enemy team’s safe zone.

OBJECTIVE

Gain the most points by the end of 20 rounds– 10 days and 10 nights– or by the time a team gets wiped out.

POINTS

Points are calculated based on the number of **PEE** tokens you have in the enemy territory, and are counted at the END of the game. The further into enemy territory you go, the more points the tokens are worth.

TURN ORDER

A player’s turn follows this order:

1. DRAW CARDS
2. MOVE
3. Take a BASIC ACTION



BASIC ACTIONS

1. PLAY A CARD
2. BASIC ATTACK
 - a. Can do 1 DMG to **SNOW** token.
3. PLACE **PEE**
 - a. In any hex adjacent to your character. Cannot stack.
4. PLACE **SNOW**
 - a. Place 1d6 linking tokens, starting from a hex adjacent to your character. Hexes with snow tokens on them cannot be peed on until snow is destroyed. Snow tokens have 1E health each and can be stacked up to 2 on one hex. Snow can be moved through, but takes up the player’s whole turn; no other actions can be made.
5. **SNOWBALL** ATTACK
 - a. If you have 5 **SNOW** tokens, you may consume them to create a **SNOWBALL** that rolls in a 2 hex wide straight line
 - b. This removes any **PEE** that it runs into, and deals 1 DMG to any player in its way
 - c. The **SNOWBALL** can only be launched from a hex adjacent to the player
6. HEAL
 - a. Only available in your team’s HEAL zone. You are safe from attack and recover 1E, but may not take any other actions in the round.