

# YŌTEI



RULEBOOK

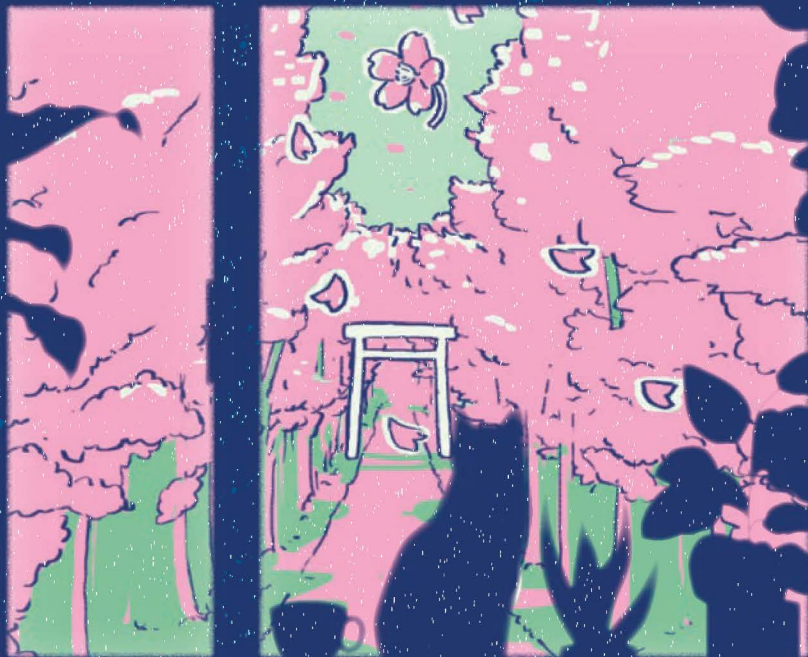
## At the foot of Mt. Yotei, Hokkaido

Seasons breathe life into this land — wildlife in spring, harvests in summer, and world-class snow in winter.

As a town builder, your job is to shape its future.

Will you create a snowy ski resort, a farm town rich in food culture, a thriving nature reserve, or a mix of all three?

How you build will define its charm, leading you to victory.



A game about Hokkaido, designed by the locals, inspired by where they live

## OVERVIEW

### Game Objective

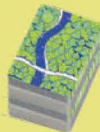
Your goal is to win by collecting the most **Charm Points** ❤️ at the end of the game. Cards you collect throughout the game will help you reach that goal!

### Game Summary

In *Yotei*, each player is a developer competing for cards in the middle of the play area. During **PLACEMENT PHASE**, you will take turn placing **character tokens** 🧑, and paying **potatoes** 🥔 to occupy cards. In the **HARVEST PHASE**, you will attempt to collect the cards you have occupied.

Cards collected provide you with permanent elements, mystery powers, and **Charm Points** ❤️! As these elements stack up, you will have the option to collect even stronger cards, and gain advantage over your opponents. The game will play over several rounds. Each round is played like the last, with the starting player rotating from one person to the next.

## Components



4 decks, 82x play cards



36x potato tokens



12x character tokens



1x starting token



4x hiding screens



6x bidding boxes



# SET UP

 : 4 player games |  : 3 player games |  : 2 player games

① FORM A PILE of **potatoes** , bidding boxes , and the starting token .

 : use 6x bidding boxes .

 : use 5x bidding boxes .

 : use 4x bidding boxes .

② EACH PLAYER TAKES **5x potatoes**  and a hiding scene to hide them!

 : each player takes 2x character tokens .

 /  : each player takes 3x character tokens .

③ FORM 3 ROWS in the middle of the play area.

 /  : follow this layout (*refer to page 4*):

SHUFFLE the  **Tier III: Vending Machine** deck, REVEAL **3** cards in a top row.

SHUFFLE the  **Tier II: Potatoes** deck, REVEAL **4** cards in a middle row.

SHUFFLE the  **Tier I: Forest** deck, REVEAL **5** cards in a bottom row.

 : cards layout is **3-3-3** (see below)



④ SHUFFLE the  **Mystery Cards** and put them in an area within everyone's reach! Leave some spaces for discarded cards.

# READY TO PLAY?

Each round has 2 PHASES: **PLACEMENT PHASE** and **HARVEST PHASE**.



The person who went hiking last can take the starting token and put it in front of them. The game will play over several rounds.

## 1. PLACEMENT PHASE

If you have the starting token , start first! Place ONE of your character tokens on a card. The player to your left then places ONE of their token on a card. This process repeats around the table until no one has any tokens left. Once all tokens are placed, the **PLACEMENT PHASE** ends.

The game proceed to **HARVEST PHASE**, where you will collect the cards (pg 10).

There are 3 possible ways to place:

① PLACE ON A FACE UP CARD.

② TURN A CARD FACE DOWN , THEN PLACE ON IT.

③ DIRECTLY PLACE ON TOP OF THE DRAW PILES.



⚠ Only one character tokens can occupy each card, UNLESS it's a bidding card

(refer to pg8 for a detailed explanation).

## Reading the cards

**ELEMENTS:** are added to your collection permanently. You can keep using them to fulfill the conditions to collect cards.

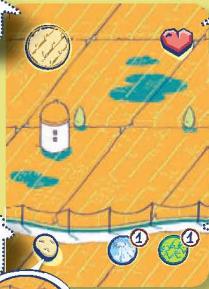
**REWARDS:** either **Charm Points** , or **Mystery Cards** .

**CONDITIONS:** you need to have the correct type and # of elements to collect this card.

**POTATO COST:** you have to place this amount of **potatoes**  with a **character token**  on this card.

ELEMENTS

REWARDS





POTATO COST

CONDITIONS

BIDDING CARDS

special cards that have a box symbol (see *bidding cards*, pgs)

EX: this **Farmland** rewards **1 Charm Point** , and requires **1 potato**  to occupy. To collect it, you need to own at least a **Forest** and a **Mountain**

## Understanding the card tiers and their elements

### TIERS

#### Tier I

Land cards to start your development. These elements are essential to collect **Tier II** and **Tier III** cards.

#### Tier II

Small developments that rewards a modest number of **Charm Points** . Provide elements to collect **Tier III** cards.

#### Tier III

Attractive developments that are expensive but rewards the most **Charm Points** .

### ELEMENTS



Tier I  
Mountain



Tier I  
Farmland



Tier I  
Forest



Tier II  
Tourism  
Developments



Tier II  
Local  
Produces



Tier II  
Forest  
Bounties



Tier III  
Ski Resort



Tier III  
Food  
Culture



Tier III  
Wilderness

## 1 PLACE ON A FACE UP CARD



You may place one of your **character tokens** on any card that is not occupied. If there is a **potato cost**, YOU MUST PUT THE REQUIRED AMOUNT ON THE CARD AS WELL.

You don't need to meet the card conditions to place your tokens — as long as you can fulfill them by the **HARVEST PHASE**.

EX: Miki wants this **Farmland** card that require 1x **Forest** to collect! She doesn't have any **Forest** at the moment, but she is confident about securing one during her turn in **HARVEST PHASE**. Therefore, she pays the **potato cost** to place a **character token** here.



BIDDING CARDS

**BIDDING CARDS** Multiple players can bid for the same card. These cards offer better rewards, but unlike regular cards, instead of a **potato cost**, they have a **bidding box** icon.

To bid, you must secretly put any number of **potatoes** (even zero) into a **bidding box** and place it together with your **character token**.

Other players may do the same on their turn, as long as there are remaining **bidding boxes**. Once a bid is placed, you cannot change or rebid for the same card.

During the **HARVEST PHASE**, all bids are revealed (*details on pg10*)

## ② TURN A CARD TO FACE DOWN ↴, THEN PLACE ON IT

Every card has two sides you can choose from. Instead of placing on a face up card, you may choose to flip it and place your **character tokens** 🧑 to gain it's [FACE DOWN ↴] effects.

*\*In early rounds it is normal to flip **Tier I** and **Tier II** cards to get a **Forest** 🌲 or **potatoes** 🥔 as they don't require conditions to collect. You may use this mechanism to block other players from getting the cards!*

[FACE DOWN ↴] effects



[FACE DOWN ↴] **Tier I - Forest**

Gain a **Forest** 🌲, no cost!



[FACE DOWN ↴] **Tier II - Potatoes**

Gain **2x potatoes** 🥔, no cost!



[FACE DOWN ↴] **Tier III - Vending Machine**

Gain **1x Charm Point** ❤️, costs **2x potatoes** 🥔.

## ③ DIRECTLY PLACE ON TOP OF THE DRAW PILES

You may place one of your **character tokens** 🧑 on one of the three draw piles. In **HARVEST PHASE**, you collect these cards as a [FACE DOWN ↴] card. Do NOT flip them up when collecting. You may, however, look at the other side of the card if you wish.



EX: Miki places her **character token** 🧑 on the **Forest** 🌲 draw pile. In **HARVEST PHASE**, she will collect the top card from the deck for a **Forest** 🌲 element, regardless of what's written on the other side.

## 2. HARVEST PHASE

### Collect your rewards!

The player with the **starting token** 🏠 begins by taking back their **character tokens** 🧑, and collect the cards they were occupying, one at a time. Each time, check the card's conditions out loud so other players can follow. If all the conditions are met, you have succeeded collecting it. Place it in front of you so other players can see it! Its elements and rewards activate immediately. Any **potatoes** 🥔 placed on the card is spent. Once all of your **character tokens** 🧑 have harvested, the next player does the same. Once all players have taken their turn, the **HARVEST PHASE** ends. Players proceed to prepare for a new round (pg11).

⚠️ If a player fails any of the conditions upon collecting the card, they must take back the **character tokens** 🧑 AND any **potatoes** 🥔 on it. The card will remain in play.

### Resolving a bidding card

All participants must prove they can meet the card's conditions. You can take back the **character tokens** 🧑 - even out of turn - to prove you are qualified to participate in the bidding.

The player who offered the most **potatoes** 🥔 wins the card. If there's a tie, the player who placed their bid earlier wins. If you win the bid, collect the card. Other people take their **potatoes** 🥔 back.

*\* In some rare cases, fulfilling one bid depends on the outcome of another. Just follow the chain in order, and let each player check their conditions as needed.*





## Collecting a Potatoe Card

Take **2x potatoe** 🥔, and put the card facedown into a discard pile. If the **potatoe deck** 📁 runs out, shuffle the discarded cards to form a new deck.

## Collecting a Mystery Card ?

When you collect a card with a **P** symbol, draw one Mystery Card **P** from the deck. **DON'T** show it. Each card has a unique power and can be played once at **ANY TIME!** Instead of using their powers, you may cash them back in for the # of **potatoe** 🥔 shown on the card's top left corner. (🥔=1, 🥔=2, 🥔=3x potatoe 🥔🥔).



⚠️ You can only hold **3** Mystery Cards **P** at a time.

PLAY OR CASH THEM  
BACK FOR MORE ROOM

## 3. PREPARING FOR A NEW ROUND

If the end-of-game condition isn't met, a new round begins. **REFILL** any empty card slots to prepare for the next **PLACEMENT PHASE**. **PASS** the starting token 🏠 to the next player to the left, and begin a new round.

## 4. END-OF-GAME, VICTORY



The game ends at the end of the **HARVEST PHASE** when a player collects a total of **2 STARS** 🌟 symbols (tier III cards).

Everyone adds up their total **Charm Points** 💖. Every **3x potatoe** 🥔 you have is also worth 1 extra **Charm Point** 💖. The player with the most **Charm Points** 💖 wins! In case of a tie, the player with more leftover **potatoe** 🥔 is the winner. If it's still a tie, you share the victory.

\* During the game, if any of the decks run out of cards, shuffle the discarded cards to form a new deck. If any person can't place all of their tokens, the game will also end.

## CREDITS

### **Game Design & Graphic Design**

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### **Publisher**



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