

Yargh!

“An Odyssey of Odd Dice.”

Ahoy!

Welcome to the Seas of Fate, Pirate. Here, dice control your destiny. Your dice will take you from one island to the next, where you will find treasure, Monsters, and Glory. But beware - a **Terror of the Sea** awaits you at the end of your voyage, ready to banish your Crew to Davy Jones’s locker! If you can defeat the Terror, you’ll be the richest to ever sail the Seven Seas!

Goal

Every player in Yargh! is a **Pirate** and every Pirate is part of the same **Crew**!

During their voyage, the Crew must fight a **Terror of the Sea!** Any Pirate who dies during this battle **loses the game**. All Pirates who survive the battle with the **Terror of the Sea** are winners, but the Pirate with the highest score of these **survivors** is the **ultimate winner**.

Scoring

Score is calculated by adding a Pirate’s Charms, points from Artifacts, and Final Dice Roll:

| |
|---|
| Final Roll Sum (each Pirate rolls all their dice and counts the sum) + |
| (number of unused Charms × 5) + |
| Artifacts that count towards the Pirate’s final score [these will say “Points” at their bottom] = |
| Total Score (ties are settled with Duels). |

First Time Pirates

The best way to learn Yargh! is by playing a single turn. This rulebook is structured so that if you read it in order, you will set the game up and play through one turn of gameplay. This book will start with a quick **Game Overview** and a diagram of the game’s components then will walk you step-by-step through one turn of gameplay.

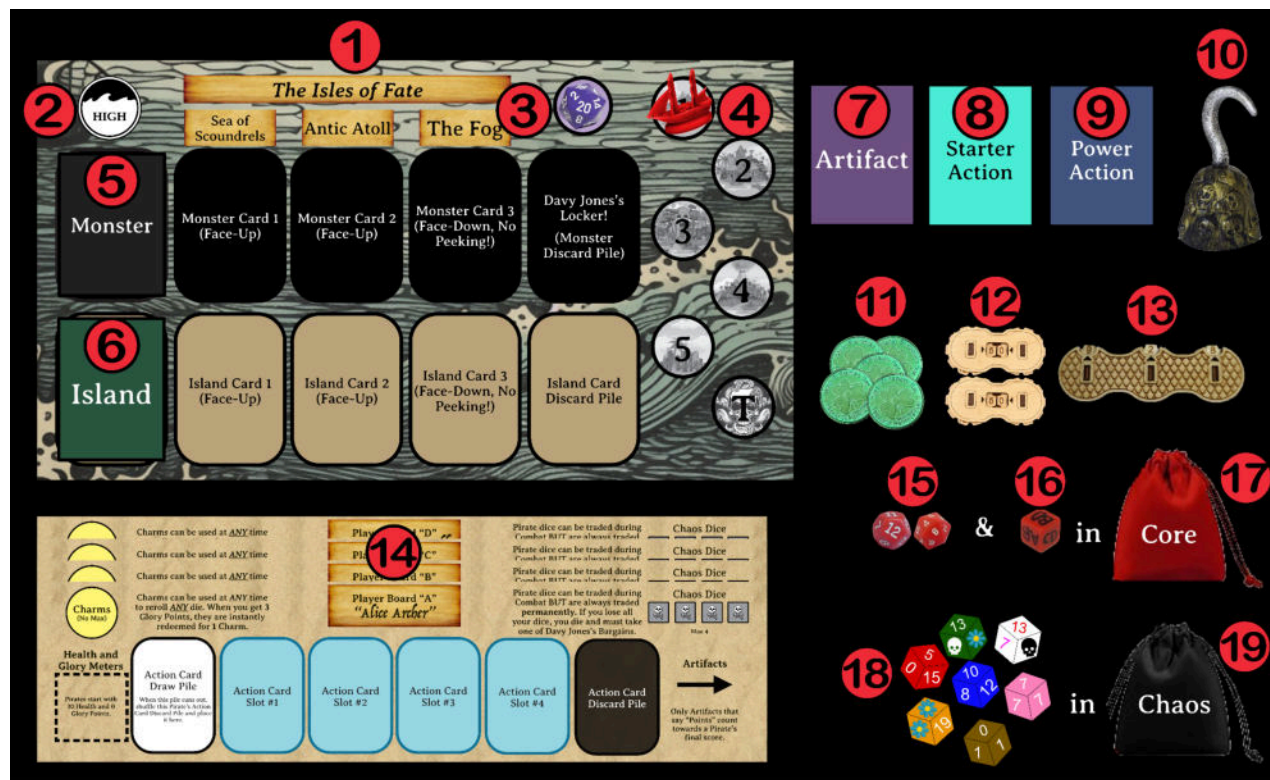
Game Overview

1. *Sea Change*: Flip Tide Coin and Roll Fate Die.
2. *Navigation*: Draw and Place Island and Monster Cards. Choose Island-Monster Pair to Visit.
3. *Combat*: Fight Monster.
4. *Loot*: If the Crew defeated the Monster, surviving Pirates Loot the Monster.
5. *Island*: (Dead Pirates Respawn.) Visit Island.
6. *Clean-Up*: Place used Monster and Island Cards in their respective Discard piles. Advance the Ship to the next Island.
7. Repeat from Step #1 until you reach the Terror's Island.

ENDGAME

When you reach the Terror's Island, perform a Sea Change (Step #1) then search through the Monster deck until you find a Terror of the Sea. Fight this Terror. Surviving Pirates proceed to the Scoring Phase. Dead Pirates lose.

Board Setup



| | | | |
|----|-----------------------------------|----|---|
| 1 | Shared Game Board | 11 | Green and Gold Charms |
| 2 | Gold Tide Coin (in Red Core Bag) | 12 | 4 Wooden Player Health Counters |
| 3 | Purple Fate Die (in Red Core Bag) | 13 | Wooden Monster Health Counter |
| 4 | Ship Counter (in Red Core Bag) | 14 | 4 Pirate Boards labeled "A" through "D" |
| 5 | Black Monster Card Deck | 15 | Monster Attack Die (D12 & D20) (in Red Core Bag) |
| 6 | Dark Green Island Cards | 16 | Targeting Die (in Red Core Bag) |
| 7 | Purple Artifact Deck | 17 | Red Core Bag |
| 8 | Teal Starter Action Card Deck | 18 | 20 Multi-Colored Chaos Dice in Black Chaos Bag |
| 9 | Dark Blue Power Action Card Deck | 19 | Black Chaos Bag |
| 10 | Glory Hook | | |



Setup

1. Shuffle all the decks.

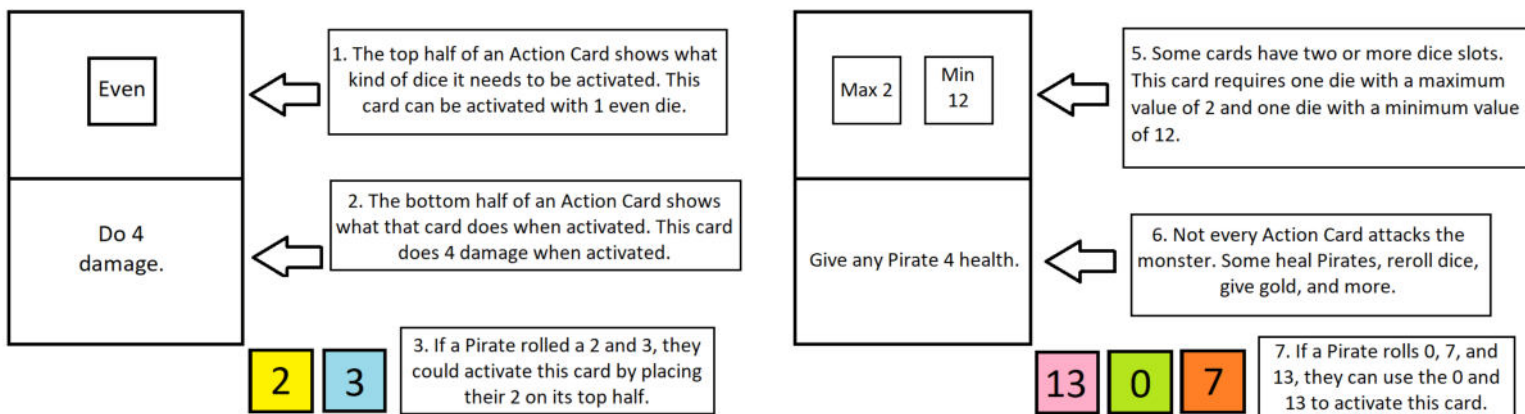
Pirate Board Quick Setup



| # | Component | Starting Amount |
|---|---------------------------------|--|
| 1 | Green and Gold Charms | 3 Charms. |
| 2 | Wooden Health and Glory Counter | 30 Health, 0 Glory Points ("G" symbol on bottom of counter). <i>Top:</i> Health. <i>Bottom:</i> Glory. |
| 3 | Teal Starter Card Deck | Deal out the cards from the Teal Starter Card deck to each Pirate. Pirates should shuffle the cards they are given and place them in their personal Action Card Draw Pile on their Pirate Board. |
| 4 | Multi-Colored Chaos Dice | Pull 3 from Chaos Bag, pick 1 to keep. Return remaining dice to Bag of Chaos. First Time Pirates: Pick a dice at random. |
| 5 | Artifacts | None. |

Action Cards

Action Cards are what Pirates use to fight Monsters *during Combat*.



Chaos Dice

Every die in the Bag of Chaos is unique! To be successful on the Sea of Fate, you'll need to find the right Action cards for your Dice and the right Dice for your Action cards!

Pirates can gain more dice by defeating Level 3 Monsters, visiting certain Islands, and activating certain Artifacts.

Dice faces with Flower icons take the value of the Fate Die (see "Sea Change" section.)



Any dice that has a skull face is considered "Dead". It cannot be used in almost any context.

Dead faces can be rerolled. If a die rolls "Dead" in a Duel, its owner loses the Duel.

Artifacts

Artifacts are powerful cards that can change Tides, manipulate dice, and most importantly, **count towards your final score**.

Most Artifacts can be played at any time. However, some Artifacts only take effect upon certain events such as Death, being attacked, or particular dice rolls. **You do not need to use an Artifact right away. Many Artifacts are discarded immediately upon use** (as indicated on the card.)

Artifacts do **not** go into the Pirate's Action Card deck but are placed to the side of each Player's Personal Board.

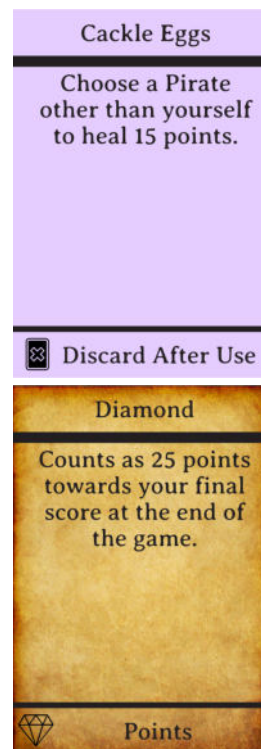
Pirates **cannot** trade Artifact cards with other Pirates OR freely give them away.

Artifacts are obtained by killing Level 2 or 3 Monsters and visiting certain Islands.

Only Artifacts that say "Points" at their bottoms count towards a Pirate's final score!

Charms (continues on next page)

Charms can be used to reroll **ANY ONE (1)** die within **Yargh!** This includes any **Chaos Die**, any **Monster die**, the **Fate die**, the **Targeting die**, and any other die. This includes **any** other Pirate's die in **any** situation at **any** time. (It does **NOT** include the Tide Coin.) You only reroll one die per Charm.



Rerolls take effect immediately. Pirates can immediately use a Charm to reroll a die that has just been rerolled. ***You must take the new value of the die.***

Any Charm that is not used by the end of the game counts towards its owner's final score. **Each Charm is worth 5 points.** Charms can be used to reroll your dice or another Pirate's dice during the Scoring phase. However, Charms used during the Scoring phase don't count towards a Pirate's score - so reroll wisely!

The Pirate Code: What to Know Before Your Voyage

Duels: How Pirates Settle Ties

Every Pirate in ***Yargh!*** is part of the same Crew. They have no Captain, so they must make decisions that affect the entire Crew collectively, such as which Islands they will explore. When there is disagreement amongst the Crew, ***they can vote to reach a decision.*** Simple majorities rule.

When the Crew cannot agree on a decision, the disagreeing Pirates (or groups of Pirates) Duel. The winner of the Duel gets their way. ***Duels are NOT necessary when the Crew is in agreement.***

Pirates can Duel to decide **ANY** group decision, including which Islands to visit and who gets what loot. They can even use Duels to settle disagreements about the rules of ***Yargh!*** (when the rulebook does not provide a clear answer)!

To commence a Duel, each Pirate chooses one of their **Chaos Dice**. The Pirates roll their die. During **Low Tide**, the Pirate who rolled the lowest die wins. During **High Tide**, the Pirate who rolled the highest die wins. In the case of a tie, the tied Pirates re-duel with the same dice.

Gameplay Quick Guide

Every turn in ***Yargh!*** follows 6 phases:

Sea Change → ***Navigation*** → ***Combat*** → ***Loot***
→ ***Island*** → ***Cleanup***

The game ends when the **Crew** chooses to fight a **Terror of the Sea** during the **Navigation** phase **OR** is forced to fight a **Terror of the Sea** because they reached the **Terror Island**. By following this guide, you will walk through every step of your voyage!

1. Sea Change

Flip the **Tide Coin** and roll the **Fate Die**.

Tide Coin

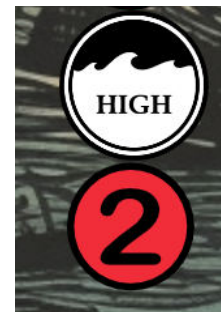
One Pirate (it doesn't matter who) flips the **Tide Coin** to determine whether it is High Tide or Low Tide. Certain Artifacts, Monsters, and Island cards can also turn the Tide.

High Tide:

- During Duels, the **highest** numerical die wins.
- During Combat, the Monster attacks **before** the Crew. (This is generally bad.)

Low Tide:

- During Duels, the **lowest** numerical die wins.
- During Combat, the Monster attacks **after** the Crew. (This is generally good.)



Fate Die

Any die with a Flower face takes the current value of the **Fate Die**.

If a die shows a Flower Face and that **Fate Die** is currently 20, that die is now a 20.

The **Fate Die** can be rerolled with a Charm!



2. Navigation



| What to Do | Example |
|---|---|
| <p>a. Draw 3 Island cards from the Island Card deck. Place the 1st card face-up in the “Island Card #1” slot on the game board, the 2nd card face-up on the “Island Card #2” slot, and the 3rd Island Card face-down in the “Island Card #3” slot (without looking at its face).</p> <p>b. Draw 3 Monster cards from the Monster Card deck. Place the 1st card face-up in the “Monster Card #1”, the 2nd card face-up on the “Monster Card #2”, and the 3rd card face-down on the “Monster Card #3” slot (without looking at its face).</p> <p>c. The Crew must now collectively decide which PAIR of Islands and Monsters they will explore. (Monster #1 is paired with Island #1, etc.) If the Crew cannot agree on which Island-Monster pair to visit, Duel. When the crew decides on an Island, all Pirates must fight the respective Monster and visit that Island. (The Crew is NOT able to know what the third Island-Monster pair is until they choose it - it is random.)</p> <p>d. When the Crew has decided on which Monster-Island PAIR they will explore, DISCARD all other cards into their respective Discard piles.</p> | <p>Jack, Anne, Henry, and Zheng are in a Crew.</p> <p>After revealing the three Island-Monster pairs, Jack wants to go to the Sea of Scoundrels because he is unlikely to lose dice on that Island. Henry wants to go to the Antic Atoll because he has dice with low values (and thus is likely to win 3 Artifacts or 30 Gold.)</p> <p>Anne, by contrast, wants to go to neither of those Islands. She wants to go to the Fog. Zheng is ambivalent about all of the Islands.</p> <p>Anne is able to convince Zheng to vote for the Fog. Since they have a plurality, the Crew goes to the Fog.</p> <p>The Crew discards the other two Island-Card pairs then turns over the pair in the Fog.</p> |

3. Combat

Goal

The Crew's goal is to bring the Monster's Health to zero or below before their Health reaches zero or below.

Pirates that **DIE** during Combat must take one of **Davy Jones's Bargains** (see Loot section.)
Pirates that **SURVIVE** the battle get to **LOOT** the Monster (see back page). **Loot** can include **Power Action Cards**, **Artifacts**, and **Dice**.

Overview

Every round of Combat follows the below order:

Roll & Draw → Plan → Activation

Combat ends when either the entire Crew or the Monster dies.

Combat Components



| | |
|----|--------------------------------|
| 1 | Monster Card (Entire Card) |
| 2 | Monster Level |
| 3 | Monster Name |
| 4 | Image of Monster |
| 5 | Monster's Starting Health |
| 6 | Monster's Attack Strength |
| 7 | Monster's Targeting Style |
| 8 | Monster's Special Ability |
| 9 | Monster Health Counter |
| 10 | Monster Attack Die (D12 & D20) |
| 11 | Targeting Die |

Combat Flow

1. **Setup**: Note the **Monster's Health**, multiply it by the number of Pirates in the Crew, and set the **Monster Health Counter** to that number. Note the Monster's Attack die and Targeting die and remove them from the **Core Bag**, if applicable. A Monster's special ability may affect which dice it uses.
2. **Roll and Draw**: Pirates roll all their dice. One Pirate (doesn't matter who) rolls the Monster's dice. Pirates draw 4 **Action Cards** and place them on their Pirate boards.
3. Pirates combine their dice with their Action Cards to create Actions. Dice can be **permanently** traded.
4. **Activation**: One Pirate (doesn't matter who) yells, "**All Hands on Deck!**" Every Pirate then yells how much damage they are doing to the Monster that turn.
5. The Pirate who does the most damage can yell, "Yargh!" and claim 1 Glory Point. When a Pirate obtains 3 Glory Points, those points are instantly redeemed for 1 Charm.
6. During **High Tide**, the Monster's Attack activates first. During **Low Tide**, the Crew's cards activate first. Monster and Player Health Counters are updated accordingly.
7. **Cleanup**: Pirates place all their Action Cards (regardless of whether they were used) in their Action Card Discard Pile.
8. Repeat from step #2 until Monster or Crew are dead.

Key Combat Mechanics

Monster Health

The starting health of every Monster scales with the number of Pirates in the crew. For example, if a Monster's health is **10P** ("P" stands for number of Pirates) and there are **3** Pirates, that Monster's starting health is **30**.



Targeting

The targeting style of each Monster determines who it will attack on a given turn. If the Targeting value on the Monster card says "**Roll**", use the Targeting Die to determine which Pirate(s) the Monster will attack. If the value says "**All**", it will attack **All** Pirates every turn.

The letters on the Targeting Die determine which Pirate(s) the Monster will attack. For example, if the Targeting Die shows an "AC", it is attacking the Pirate with an "A" on the top of their Pirate Board and the Pirate with a "C" on the top of their Pirate Board. The Monster's Attack is **NOT** divided between these two players - full damage is applied to each Pirate.



If the Targeting Die shows letters that do not correspond to any Pirate, that portion of the attack does not hit anyone. For example, if two Pirates are playing with the "A" and "D" boards, a "BD" roll would **ONLY** hit the "D" Pirate and a "BC" roll would hit **NO** Pirate.

Glory

After damage calculation, the Pirate who was able to inflict the **most damage** during that turn gains **1 Glory Point**. When a Pirate obtains 3 Glory Points, those points are instantly redeemed for a **Charm**. To claim Glory, this Pirate must grab the Hook and exclaim, "**Yargh!**" If two Pirates are both eligible for Glory (they did the same amount of damage), whoever grabbed the Hook **first** gets the Glory!



Trading Dice

During combat, it will often be advantageous for Pirates to swap dice with each other. During the Planning phase, Pirates can trade dice with each other BUT must always exchange the same number of dice. (Players can trade one die for another, but cannot lend dice to another player for free.) **All dice trades are permanent.**

Looting and Death

Monster Defeated

| Monster Level | Loot |
|---------------|---|
| 1 | Deal a number of cards from the Power Action Card deck equal to the number of Pirates in the Crew. Place these cards face-up in front of the Crew. Every Pirate gets one of these cards. |
| 2 | Level 1 Loot THEN Deal a number of cards from the Artifact deck equal to the number of Pirates in the Crew. Place these cards face-up in front of the Crew. Every Pirate gets one of these cards. |
| 3 | Level 1 Loot THEN Level 2 Loot THEN Each Pirate grabs a die at random from the Bag of Chaos (if they have 3 or less dice) OR draws 2 Artifacts. |

Pirate(s) Defeated

When a Pirate loses all their Health or Dice, they must take one of Davy Jones's two Bargains:

1. **Sell Their Soul:** Lose one *die*. (A Pirate can only select this option if they have two or more dice.)
2. **Sell Their Possessions:** Lose all *Artifacts*.

After a Pirate has taken one of Davy Jones's bargains, they respawn with 30 Health when the Crew visits the next Island. If they died because they lost all their Dice, they draw 1 die from the Chaos Bag.

Dead Pirates do NOT get to participate in the Looting of any Monster.

If the entire Crew dies during Combat, Combat ends. Play continues with each Crew member taking one of Davy Jones's Bargains.

5. Island

Islands can be full of grave danger or priceless loot, including powerful Artifacts and Chaos Dice!

During the Island phase, simply follow the instructions on the Islands.

Example

Blackbeard, **Anne**, **Henry**, and **Zheng** are in a Crew and just defeated a Monster in Combat. **Anne** and **Zheng** died during this Combat. They visit “Horseshoes” Island (top-right).

Since the Crew is visiting an Island, **Anne** and **Zheng** respawn.

Each Pirate rolls one of their dice. **Anne** rolls a 1, **Zheng** rolls a 19, **Blackbeard** rolls a 17, and **Henry** rolls a 16. The Fate Die is a 13, so Henry is currently in line to gain a die from this Island.

However, **Anne** uses a Charm to reroll the Fate Die. It becomes a 20, so now **Zheng** wins a die from the Island!

Horseshoes

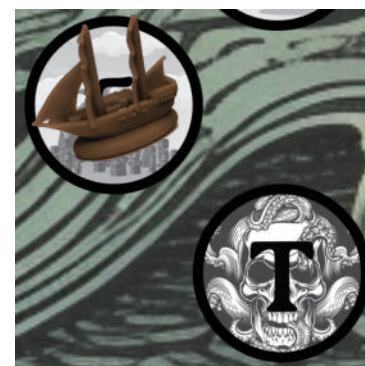
Each Pirate chooses one of their dice and rolls it. The Pirate with the number closest to the Fate die gains a die from the Bag of Chaos (if they have 3 or less dice) OR 2 Artifacts.

Doctor Kragg's

Roll all of your dice and gain that much Health.

6. Cleanup

At the end of the turn, move the Ship figurine to the next Island on the chain of Islands shown on the right of the shared board. The game must face a **Terror of the Sea** when the Ship reaches the Terror’s Island, marked “T”.



Game End

Terror of the Sea

Every game of ***Yargh!*** culminates in a battle with a **Terror of the Sea**.

Crews enter battle with a Terror of the Sea when their Ship counter reaches the Terror’s Island or they choose to fight a Terror of the Sea during the Navigation phase.

When the Crew reaches the Terror’s Island, they ***draw from the Monster deck until a “Terror of the Sea” is found.*** This is the Terror the Crew will face.

Fight the Terror as you would any other Monster card.

However, any Pirate that is dead when the Terror is defeated has **lost the game**. **If all Pirates die during this battle, the Crew loses and the voyage is over. Barnacles!**

If the Terror is defeated, the surviving Crew Members proceed to the Scoring phase.

Scoring

| |
|---|
| Final Roll Sum (each Pirate rolls all their dice and counts the sum) + |
| (# of unused Charms × 5) + |
| Artifacts that count towards the Pirate's final score [these will say "Points" at their bottom] = |
| Total Score (ties are settled with Duels). |

Glossary

| Term | Definition |
|-------------------------------|---|
| Flip the Tide Coin | The Crew must actually Flip the tide coin, not just turn it over. Whoever flips the Tide coin should put enough spin on it that the Crew cannot predict which face will come up. |
| "P" (on Monster Card) | The number of Pirates currently playing. If a Monster has health equal to 10P and there are 3 Pirates in the game, that Monster has 30 health. |
| "S"/Special (Monster Card) | Some Monsters have an Attack, Targeting, or Health value of "S." Follow the instructions on the bottom of these cards. |
| Steal | Take X resource from one Pirate/Monster and give it to yourself. Artifacts, Dice, and Health can all be stolen. Stealing does count towards Glory in Combat. |
| T (Monster Level) | Terror of the Sea. |
| "Skull" or "X" (on Dice Face) | Dead Face. This die face cannot be used in any situation. If you roll this in a Duel, you lose. Any rolled die that shows this face in Combat cannot be used. If a skull is rolled during a Duel or on an Island, its roller loses the Duel/the Island's event.. |

FAQ

Player

| Question | Answer |
|--|---|
| Is there a maximum number of Health a Pirate can obtain? | 99 Health. |
| Is there a maximum amount of Chaos Dice a single Pirate can have? | Four dice. |
| Is there a maximum amount of Charms or Artifacts a single Pirate can have? | No. No. |
| Can Pirates permanently trade Action Cards, Dice or Artifacts ? | No (except at the "Tortuga" island.) |
| When does a Pirate move their Action Card Discard Deck into their Action Card Draw Deck and shuffle them together to create a new Action Card Draw Deck ? | Pirates only do so when there are no cards left in their Action Card Draw Deck AND they need to draw a card. Pirates DO NOT shuffle their Action Card Draw Deck at the start or end of Combat. |
| What do the Flowers on the dice mean? | Any die face with a flower (i.e., not a number or Skull) will take the value of the Fate die. If the Fate is rerolled, the die takes the new value of the Fate Die. |
| When can I use an Artifact? | You can use an Artifact at any time (unless noted on the card.) |
| What is a D12? D20? | A D12 is a 12-sided die and a D20 is a 20-sided die. |
| What if I run out of dice? | If you run out of dice, you die! Since you cannot lose any more Dice, you must take Davy Jones's "Sell Your Possessions" Bargain: you lose all your Artifacts. When you respawn, you will draw 1 die from the Bag of Chaos. |
| When I get a new Power Action Card, where does it go? | It goes in the Pirate's Action Card Discard Pile. |
| Is zero odd or even? | Even. |

| | |
|--|---|
| What happens if I roll a Skull during an Island Visit? | If the Island does not explicitly tell you how to interpret the Dead Face, interpret the Dead Face as the worst possible result. If you are in competition with another Pirate or the Island itself, you lose and take whatever penalty that Island prescribes. |
|--|---|

Board

| | |
|---------------------------------------|--|
| When is the Tide Coin flipped? | At the start of each round AND when a Monster , Island , or Artifact requires it to be. |
| When is the Fate Die rerolled? | At the start of each round AND when a Monster , Island , Charm , or Artifact requires it to be. |

Combat

| | |
|--|--|
| What does “ P ” mean on the Monster cards? | It is the number of Pirates currently playing. If a Monster has health equal to 10P and there are 3 Pirates in the game, that Monster has 30 health. |
| What is Glory and what does it reward? | Pirates can score Glory by doing the most damage to a Monster during a turn of Combat and yelling, “Yargh!” When a Pirate scores Glory, they immediately gain 1 Glory Point. When a Pirate gains 3 Glory points, those Points are instantly redeemed for 1 Charm . |
| What happens if two or more Pirates are eligible for Glory? | The Pirate who grabbed the Hook first gets it. |
| Do you Loot or visit an Island after fighting a Terror of the Sea? | No. |