YUMYUM ISLAND

GOAL OF THE GAME

Yum Yum Island is a cooperative game. You have to feed the animals by dropping *Food* tokens into their mouths... but you can't see anything!

When an animal has eaten its fill, it is rescued.
You win the game only if all the animals are rescued before the giant's throat is full!

A SHORT STORY

Once upon a time, on Yum Yum Island, a pig, a panda, and other animals of all kinds used to live together in peace until the day when the giant Ferdinand showed up and devoured all their food!

Your mission, as crew members of the Pelican 1 Air Squadron, is to rescue the animals by airdropping them food while preventing the giant from stealing it. Put your aviator goggles on and get ready to take off. Be careful though, the bad weather will interfere with your mission!

CONTENTS AND SETUP

✻ *1 giant:* Place Ferdinand (yep that's him!) in the center of the table;

✻ *4 trees* (so easy to assemble): Place one tree at the tip of each of Ferdinand's feet and hands;

✻ *12 animals:* For your first game, take **the Lion**, **the Spider**, **the Panda**, **the Kangaroo**, **the pig**, and the **Mama Elephant**, and place them randomly around the giant. Your island is ready!

✻ *1 giant turtle:* Place it between 1 to 2 inches from the animals of the island, in front of the first player (the youngest), its head pointing to the left (in turn order) and the pelicans runway pointing to the island.

✻ *70 Food tokens,* pink (meat, fish, insects) and green (grass, leaves, vegetables, fruits). Fill the supply that is on the turtle's back without sorting the tokens.

✻ *5 pairs of aviator goggles:* Each player puts their aviator goggles on, the elastic strap resting against the back of their heads and the lenses resting on their foreheads while they wait for their turn to take off!

✻ *1 die:* Each player will use it on their turn.

CLEARED FOR TAKEOFF!

COCOW, OUR SPACE MASCOT!

Cocow will be by your side while you'll read this booklet. She will give you a few bits of advice and instructions to help you experience this game to its fullest!

GAME TURN

After placing the giant turtle in front of them, 1 to 2 inches from the island, the squadron leader (the active player) **rolls the die** and applies its result:

The squadron leader must immediately take 1 green *Food* token and 1 pink *Food* token from the turtle and place them in the giant's throat.

Then, they must try **to feed the animals** (see "*HOW TO FEED THE ANIMALS*"). **The other players can help the active player by giving them instructions!**

COCOW'S INSTRUCTIONS!

When the die shows 💬, the other players may speak to help the Squadron Leader feed the animals.

To help your leader, you can tell them anything that might be useful to them **for taking, flying, dropping**, such as "to the left", "to the right", "move forward", "back", "higher", "lower", "stop", "drop", "you took two green tokens", "the one you touch is pink", etc.

If the "left" and "right" instructions are confusing, you can say "toward this or that player", or use any element in the room in which you are playing: "toward the door", "toward the kitchen", "toward the couch", etc.

Touching the hand or the arm of the active player to guide them is a big no-no!

The squadron leader must try **to feed the animals** (see "*HOW TO FEED THE ANIMALS*"), but **the other players cannot guide them and must keep quiet**.

The squadron leader chooses **an animal that has at least 1 *Food* token in its mouth and rescues it**.

IMPORTANT: If no animals have food, no animals can be rescued.

Then, the squadron leader **turns the die following the direction of the black arrow** and must perform the action shown on the new side.

HOW TO FEED THE ANIMALS

With the squadron's consent, the player chooses the animal they want to feed. They memorize the *Food* tokens they need on the turtle's back, then **lower their goggles on their eyes** (the weather conditions are particularly harsh around Yum Yum Island). Cleared for takeoff!

Then, the player must take 1 or more *Food* tokens from the turtle's back – **without seeing anything and in a single trip** – and pile them up with one hand before dropping them off into the mouth of one or more animals.
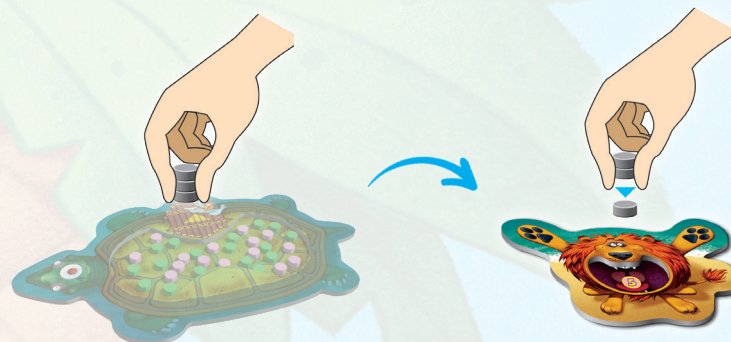
Food tokens that do not directly land in the animal's mouth (but end up on the table, on the giant, or on the animal itself but not in its mouth) **are immediately placed in the giant's mouth and pushed down his throat!**

Each animal has a specific food diet – green or pink (except for the pig that eats everything!). If *Food* tokens that do not match the food diet of the animal land in its mouth (wrong color or token(s) in excess), they too are placed in the giant's mouth.

5 = 5 🟢   3 = 3 🔴

COCOW'S INSTRUCTIONS!

IMPORTANT: Should the Squadron Leader unintentionally touch the table or any other component of the game (except for the trees and the turtle), the other players shout "CRAAAASH!" When this happens, the player must drop their load and their turn is over. The tokens are distributed by applying the normal rule. The Pelican has come too close to the ground and its flight has ended in the sand!

Once an animal has received the RIGHT quantity of *Food* tokens, it is RESCUED. The animal AND its *Food* tokens are put back in the box as they will no longer be used during this game.

Some animals – such as the lion and the spider – trigger special effects when they are rescued. These effects are described on the last page of this booklet.

When a player has ended their turn, the next player (going clockwise and following the direction of the turtle's head) slides the giant turtle in front of them and becomes the new squadron leader. It is their turn to roll the die.

EXAMPLE OF A GAME TURN:

It is Cocow's turn to play. She is the squadron leader for this turn. She rolls the die and gets the following result:

1. As shown by the die, Cocow places 2 *Food* tokens in the giant's mouth, then pushes them down his throat.

2. Then, Cocow and her squadron crew members decide what animal Cocow will try to feed. As the die shows 💬, she can be guided by the other players. 3 **green** *Food* tokens are missing to rescue the mom elephant!

3. Cocow takes a close look at the animals and the food supply (from the turtle's back), then she puts her goggles on.

4. Guided by the other players, Cocow takes 2 **green** and 1 **pink** *Food* tokens, then she first tries to feed the Mama Elephant.

5. Once the food has been dropped, Cocow puts the goggles back on her forehead and notices that her flight was definitely not a successful one: 1 **pink** token was dropped by mistake in the mom elephant's mouth and 2 **green** tokens landed outside her mouth. Therefore, these 3 tokens are placed in the giant's throat! Hopefully, Cocow will do better next time round and will rescue the mom elephant!

COCOW'S RECOMMENDATIONS!

THE TREES:
4 trees stand on Yum Yum Island. They serve as landmarks to the pelicans. During their flight, a player may touch them to help themselves. But be careful: if a tree falls, it is uprooted and put back in the box until the end of the game.

THE RUNWAY:
The giant turtle is equipped with a state-of-the-art runway! Before takeoff, the player can orient the runway toward an animal they wish to feed and touch it to take their bearings after they have put their goggles on.
IMPORTANT: the runway can never touch an animal (the turtle must be placed 1 to 2 inches from the island).

END OF THE GAME

The players win if **ALL the animals have been rescued.**

On the other hand, if **the giant's throat is so full that it can no longer receive any additional** *Food* **tokens**, or **if there are not enough** *Food* **tokens left on the turtle's back** to feed the animals, the game is lost!

YOU WIN!

YOU LOSE!
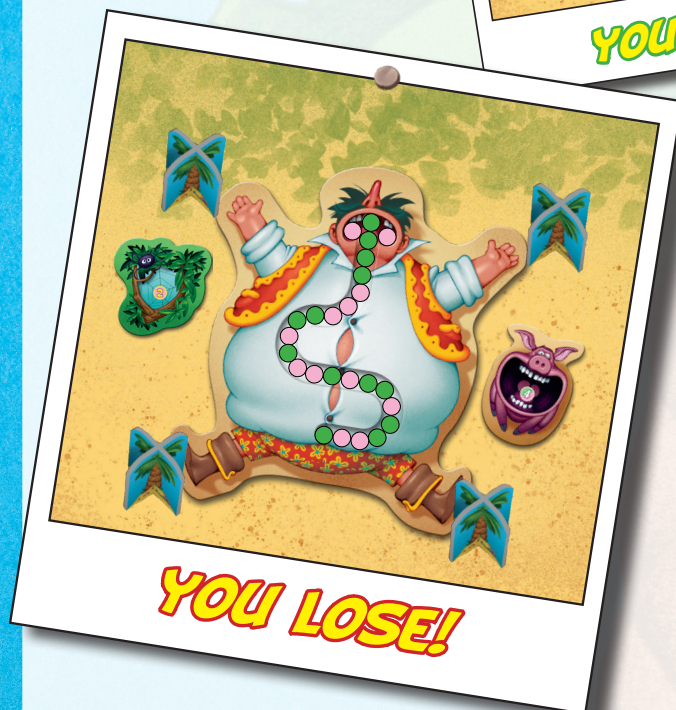
WHAT'S NEXT?

If you wish to increase the difficulty level of the following games, just add 1 or 2 animals and/or replace the ones from the initial setup by any available animals (see opposite).
And feel free to create your own effects!

COCOW THANKS YOU!

Cocow is grateful to all the Earthlings who tested this game! Thanks again!

ANIMALS AND THEIR EFFECTS

Some animals trigger effects **when they are rescued*** (fully fed or rescued thanks to the 🏝️➡️ side):

THE LION* bites the giant's buttocks. It is placed under the giant who is lifted up to the trees and let fall flat. All the tokens that come out of his throat are put back in the box. If some animals collect Food tokens corresponding to their diet, so much the better for them!

THE SPIDER* tidies up the turtle's supply. Players can now sort the Food tokens. Place the pink tokens on one side and the green tokens on the other one.

THE GORILLA* frightens the other animals when it beats its chest out of happiness!
Remove 1 green token from the mouth of each animal when the gorilla is rescued.

THE BEAVERS* cannot help themselves but fall the 4 trees which are put back in the box. The trees can no longer be used as landmarks.

THE BOAS hypnotize the other animals of the island. Thus, as long as the boas are not rescued and removed from the island, no animal can trigger its effect when it is rescued.

THE ELEPHANT CALF is placed on the mom elephant at the start of the game and fully obstructs its mouth. So, the elephant calf will have to be rescued before the mom elephant that will never leave without its offspring!

❗The animals that trigger effects are identifiable by the yellow numbers and outlines:

2 3