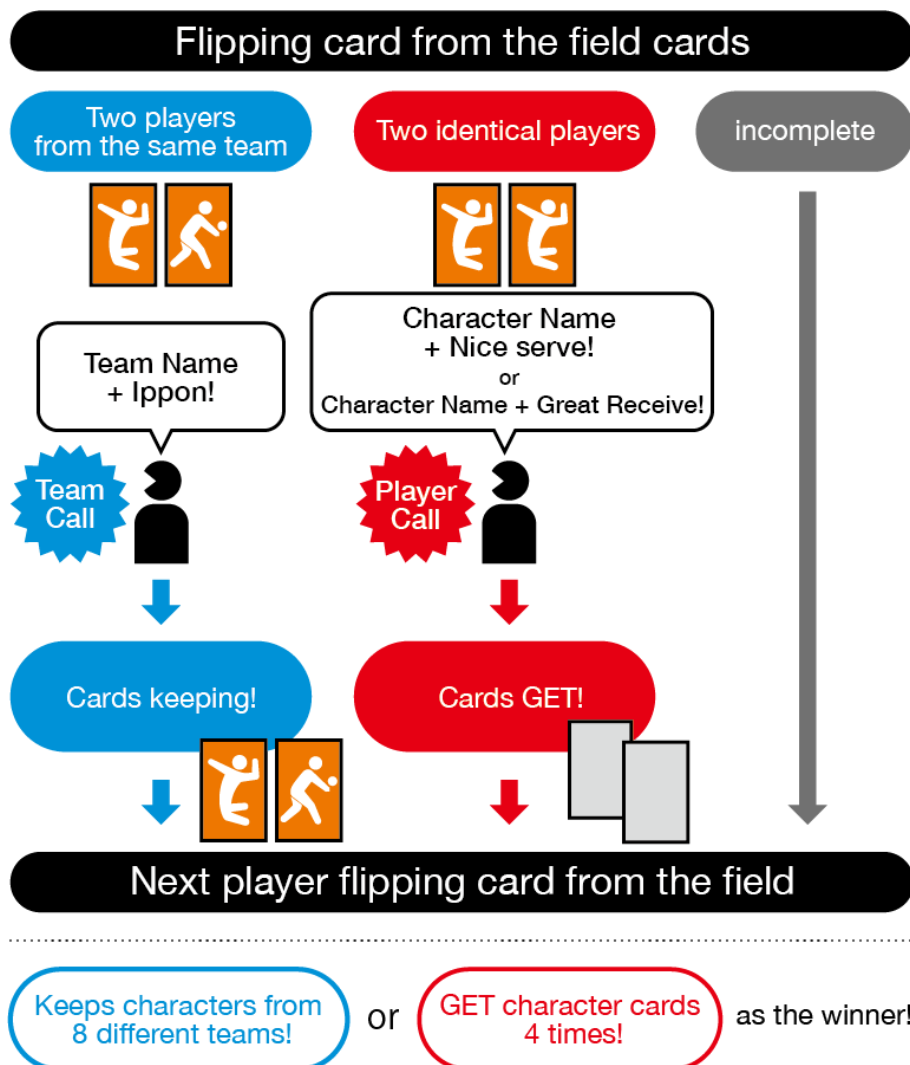


# Haikyu!! YELL!! Board Game

- Number of Players: 2-6
- Play Time: 10 minutes and up
- Recommended Age: 10 years and older

## Game Summary

Haikyu!! YELL!! is an easy-to-play game where all you need to do is call out the names of volleyball players and teams. Follow the steps below and keep playing until someone meets the winning criteria.



## Contents

- Character Cards × 212 (53 players × 4)
- Rule book × 1

## About Character Cards

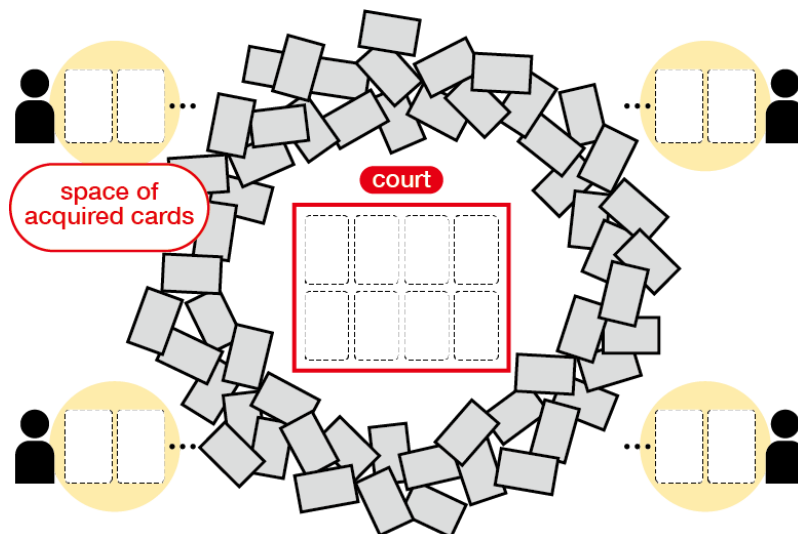
These are volleyball player cards from "Haikyu!!". Each player has four different card designs.

Each card features the player's high school name (team name) and their name.

## Game Preparation

- Shuffle the Character cards face down and spread them out in a circle within the play area. The number of cards should fit comfortably in the space available. This setup is referred to as the "field cards." Any extra cards should be returned to the box.
- Create a designated area in the center of the field cards to align the character cards. This area will be known as the "court."
- Ensure each player has a space in front of them to place the cards they acquire during the game.

Once everything is set up, the game starts with the player who seems most prepared. Players then take turns flipping cards from the field one at a time, arranging them on the court. As soon as a team or player combination is complete, the first to call out successfully claims the match.



## <Caution>

### Card Flipping Technique

To ensure fairness by not peeking at the card's front side first, quickly flip the card so that its face is towards the other players.

## Perform a "Team Call" to keep character cards.

When two players from the same team are on the court, shout "Team Name + Ippon!" to make a Team Call.

The quickest to call gets two cards from the called team and places them face-up in front of them. This is known as "keeping". Make sure the kept cards are visible to others.

## <Caution>

Missing a call results in a one-turn penalty.

The following are considered call mistakes, resulting in a penalty where you cannot call on the next turn:

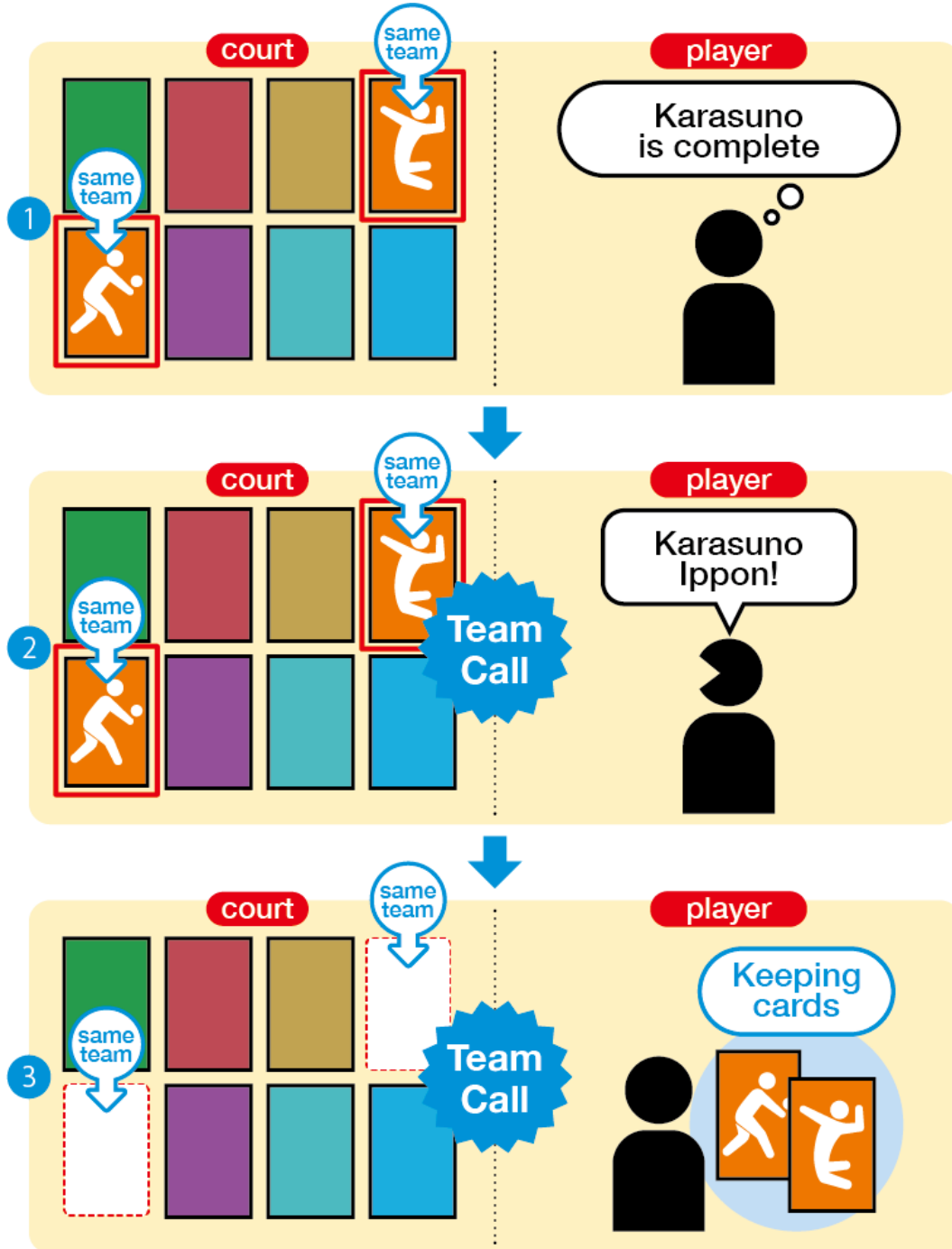
- Incorrect team or player name\*
- Incorrect method of calling
- Calling when it's not appropriate

\*Note: Nicknames or common names are not considered mistakes.

A call is a one-time action and cannot be corrected. If someone makes a call mistake and another person calls correctly, the latter gets the cards.

## Example of a Team Call:

Shoyo Hinata's card was revealed and placed on the court. With Kageyama Tobio already there, two Karasuno High School players were united.



## Initiate a 'Player Call' to acquire character cards.

If two identical character cards are found either on the court or among the cards kept by any player (including yourself), announce the player's name followed by "Character Name + Nice serve!" to perform a Player Call.

A Player Call is a chance to claim a card kept by another player, but be cautious not to lose your own cards. If a Team Call and a Player Call happen simultaneously, the Player Call takes precedence.

The first person to make the call can place the two called character cards face down in front of themselves. This action is termed as 'GET'. Unlike kept cards, acquired (GET) cards cannot be taken by others.

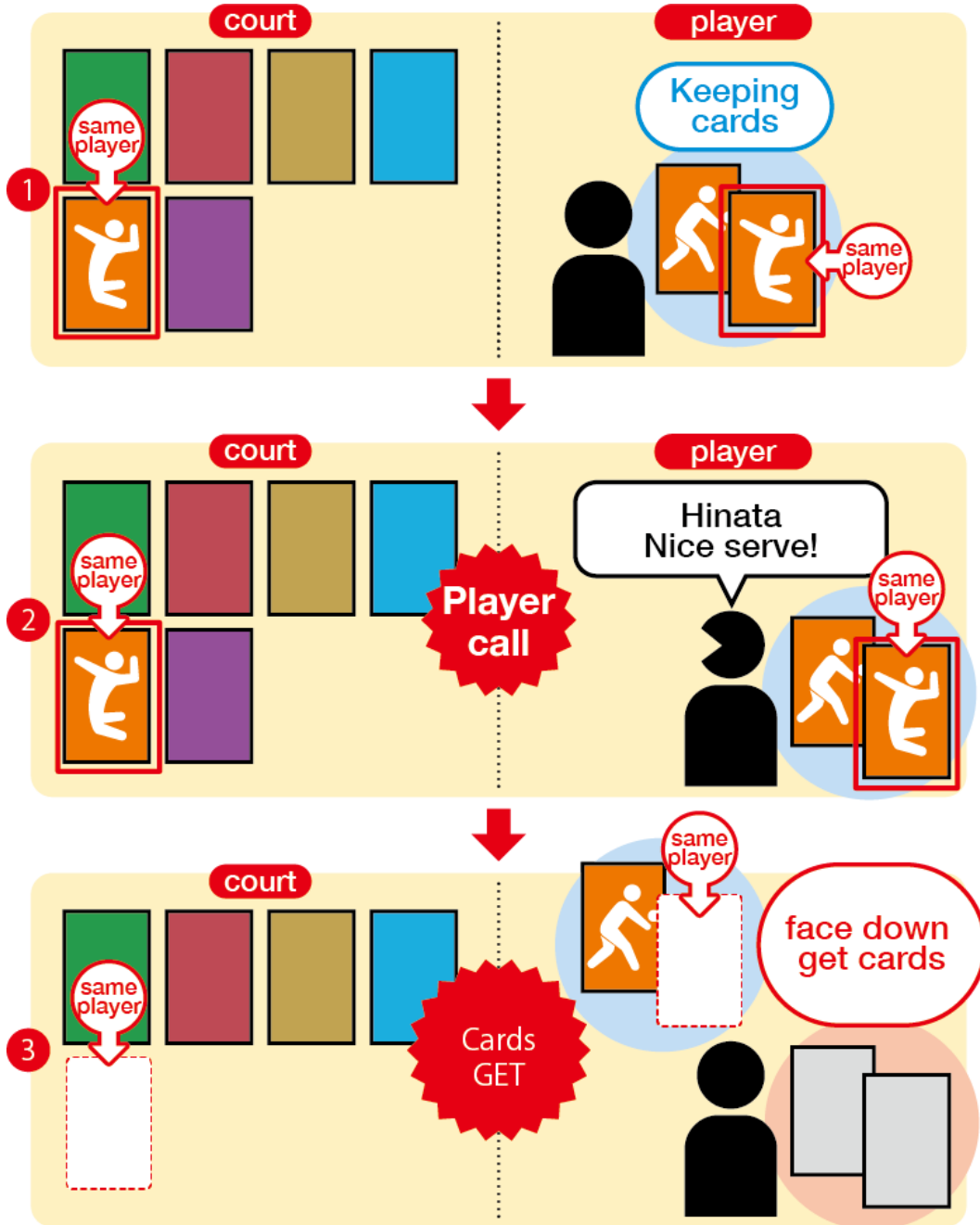
<Note>

### Special Player Call for Libero Position

The Libero is a role focused on receiving; they don't serve or spike. When you gather all the Libero player cards, call out 'Player Name + Great Receive!' Libero cards are marked with an 'L'.

## Example of Player Call

Shoyo Hinata's card was revealed on the court. Another player had also kept a Shoyo Hinata card, resulting in two Shoyo Hinatas.

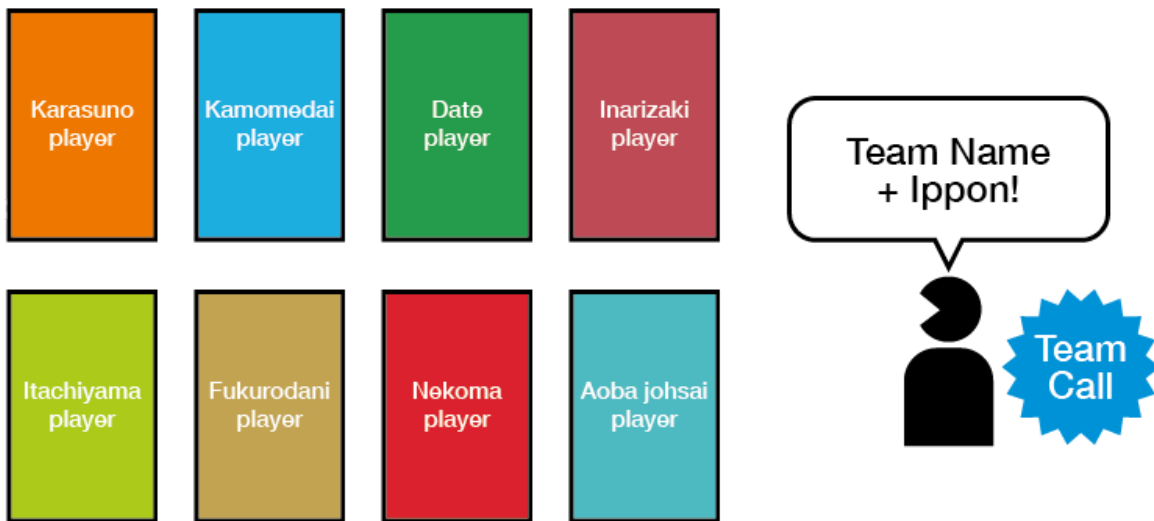


## Game End and Winner Determination

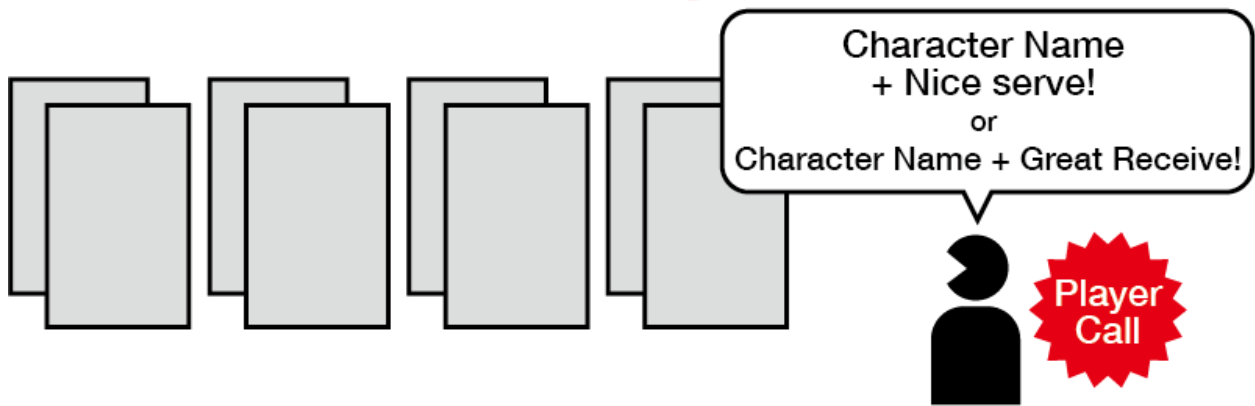
Victory goes to the best supporter!

The game concludes when a player either keeps characters from 8 distinct teams or GET character cards 4 times, signifying their superior support and crowning them as the winner.

### Winning Condition A: Keeps characters from **8 different teams!**



### Winning Condition B: GET character cards **4 times!**



## Q&A

Q: What should be done when two or more players call at the same time?

A: The player with fewer cards should be given priority. If there's a tie, decide with rock-paper-scissors.

Q: Is it possible to make a team call with players from the same team on the court and on someone's kept card?

A: No, it's not possible. Team calls are only applicable to cards on the court. Making a call otherwise results in a missed call.

Q: What if a player realizes a missed call or mistake after a card has been taken?

A: Calls for missed cards are acceptable once realized. If a mistake is caught before the next card is flipped, another player can make the call. If the next card has already been flipped, play continues as usual.

Q: Can I call out if the same player as on my acquired card appears again?

A: No, you cannot. Cards you've acquired are not eligible for calls.

Q: Does acquiring the same player twice count as two wins towards the victory condition?

A: Yes, it does.

Q: Can the number of teams a player is holding decrease?

A: Yes, it can decrease. This may happen if a player acquires or loses a player through a call. However, as long as at least one card from a team remains, the team count does not decrease.

## Expert Call

In "Haikyu!! YELL!!", you can enhance your game with the Expert Call mode. This mode allows you to replace the team calls with phrases from the original banners and the player calls with individual lines spoken by the characters. Feel free to use your favorite quotes for the player calls.



<Note>

### Expert Calls Take Precedence

In this mode, making a standard call is still acceptable and won't count as a mistake. However, if a player makes an Expert Call after a standard call, the Expert Call takes precedence. The player who made the Expert Call will then claim the card.