

Yarntown Needs Heroes

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Yarntown Needs Heroes is a game where you and your friends will compete to try to stop a Wizard who has trapped Yarntown and its neighbors by erecting borders from smoke and magic.

To play get 6 or more six-sided dice, something to write with, and a small object as a pawn or piece for each player. Then cut out the cards that make up the rest of this document.

Each of you will play a yarn hero who has their own ideas for how to overcome the Wizard.

Choose a character card from: *The Talker, The Fighter, The Solver, The Sneaker, The Noticer, The Endurer, or The Knitter.*

You will all start in Yarntown and try to get 6 hearts from Yarntown and the neighboring lands in order to get to the Cave of Smoke where the Wizard can be confronted.

Take the Yarntown card and put it in the middle of the table. Take the Cave of Smoke card and put it to the side. Then shuffle the other Land cards into a face down deck. Read the rules summary to the right, and then read Yarntown.

Playing Yarntown Needs Heroes involves players taking turns. Each turn a player gets 1 to 3 actions depending on their Hearts and Guilt (see character cards).

During an action your hero can:

- Gain a Heart – can only gain 1 Heart from each Land
- Find an Echo – only have one Echo from each Land
- Leave a Land – see travel to an adjacent land (below)
- Remove Guilt (Yarntown only)
- Confront the Wizard (Cave of Smoke only)

Skills: Talking, Fighting, Solving, Sneaking, Noticing, Enduring, and Knitting.

When you use a skill: roll the dice indicated on your character card, plus one die for each Echo that aids that skill. The highest value over all those dice is your result.

When you fail a skill roll: you must choose a different skill if you try again, unless you leave that Land first.

When you travel to an adjacent land: Choose up, down, left, or right.

- If there is a Land card in that direction travel to it.
- Otherwise, draw a card from the Land card deck and place it there. If you can't, go to the Cave of Smoke.
- Go to the Cave of Smoke, if you have 6 or more Hearts.

Yarntown

Yarntown begins in the center of the table. Each player chooses a figure or pawn for their hero. Randomly determine who goes first, and then turns proceed to the left.

Gaining a Heart:

In the town square the yarn folk have assembled to see their champion. They freely give you a Heart of Yarntown. No roll is required.

Removing Guilt:

You visit the vast Tapestry of Heroes, taking an action to reflect on their deeds and your own actions. Remove one Guilt.

Leaving Yarntown:

The smoke of the border are steep mountains that must be traversed arduously. This gives you too much time to think about your mission, and lose your determination. To hold fast roll your chosen skill, but no matter the outcome you travel to an adjacent world.

On a 3 or less, you gain a Guilt as you doubt your abilities.

Waterland

If you draw Waterland choose a phrase describing it:

Tropical islands under blue sky Amidst a coral reef

Icebergs connected by bridges

Gaining a Heart:

In a town hall you find the worried leaders of Waterland. Either *Endure* a challenge to prove your heroism or *Notice* which of them is most sympathetic to your cause. On a 4 or more, you gain a Heart of Waterland.

Finding Your Echo:

Your echo is in a tavern, and will aid you only if you defeat them in a riddle contest. Either use your wit by *Talking* or wisdom by *Solving*.

On a 4 or more, you gain a thread to your Water Echo.

Water Echo – roll +1 die for Sneaking and Enduring.

Leaving Waterland:

The smoke on the border has taken the form of wispy sharks. To get past them, you can *Sneak*, *Fight*, or *Knit* a net to capture them.

On a 3 or more, you travel to an adjacent world.

On a 4 or less, you gain a Guilt as you put innocent sea creatures at risk to make your escape.

On a 6: Gain a Gift in addition to success:

Potion of Deep Water – discard to set a die rolled for Solving or Enduring to a 5.

Fireland

If you draw Fireland choose a phrase describing it:

Buildings hanging over volcanos Multicolored fire castle
City of brass and iron in the inferno

Gaining a Heart:

The firefolk have been affected by an ashen plague. Either *Knit* to heal some of the afflicted or comfort them by *Noticing* their plight.

On a 3 or more, you gain a Heart of Fireland.

On a 4 or less, you gain a Guilt, feeling you could have done more.

Finding Your Echo:

Your echo seeks to end the plague, you must convince them your quest will do that. You can *Talk* them into it, prove it using *Solving*, or prove your honesty by *Enduring* the hottest fires.

On a 4 or more, you gain a thread to your Fire Echo.

Fire Echo – roll +1 die for Fighting and Noticing.

Leaving Fireland:

The smoke on the border has taken the form of dragons who breathe ash. To get past them, you can *Sneak* or *Fight*.
On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Charcoal of Alluring Glow – discard to set a die rolled for Sneaking or Fighting to a 5.

Musicland

If you draw Musicland choose a phrase describing it:

Giant musical instruments Garden with musical plants
Painted desert where stone formations sing in the wind

Gaining a Heart:

You find an orchestra, practicing a difficult piece of music. Either *Solve* their difficulty or *Talk* them into another song that harmonizes with your quest.

On a 4 or more, you gain a Heart of Musicland.

Finding Your Echo:

Your echo wants you to defeat their band before joining you on your quest. You can *Notice* what the crowd and judges want to hear, sabotage their band by *Sneaking*, or just *Fight* a musical battle.

On a 4 or more, you gain a thread to your Music Echo.

Music Echo – roll +1 die for Talking and Knitting.

Leaving Musicland:

The smoke on the border has taken the form of a melancholy melody. You can *Endure* it or *Knit* earmuffs to keep it out.

On a 3 or more, you travel to an adjacent world.

On a 4 or less, you gain a Guilt as the melody affects you.

On a 6: Gain a Gift in addition to success:

Song of Inspiration – discard to set a die rolled for Knitting or Noticing to a 5.

Memoryland

If you draw Memoryland choose a phrase describing it:

Vast library City covered with murals and paintings
Countryside with shrines on every hill and tree

Gaining a Heart:

You come upon a reverie, a remembrance ceremony. But you need them to hope for the future. Either inspire by *Talking* or *Sneak* a symbol of heroism into their ceremony.

On a 5 or more, you gain a Heart of Memoryland.

On a 3 or more, you remove a Guilt, from recalling why you are questing.

Finding Your Echo:

Your echo is deeply contemplating an ancient history. You can challenge them to a *Fight*, *Solve* the mystery they are obsessed with, or *Knit* something too beautiful to ignore.

On a 4 or more, you gain a thread to your Memory Echo.

Memory Echo – roll +1 die for Solving and Enduring.

Leaving Memoryland:

The smoke on the border has taken the form of ancient soldiers, challenging all who wish to leave. You can *Talk* your way through or simply *Endure* their questioning.

On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Diary of the Hero – discard and spend an action to remove one Guilt.

Cloudland

If you draw Cloudland choose a phrase describing it:

Misty mountaintop villages Floating islands in the sky
Fortress and towers made of cloud

Gaining a Heart:

Cloudland is under assault by vicious four-winged smoke birds. Wade into the fight, by attacking using *Fighting* or defending the cloudfolk by *Enduring* the onslaught yourself.

On a 4 or more, you gain a Heart of Cloudland.

Finding Your Echo:

Your echo is saving people from the attackers and you must find them. Ask around by *Talking*, build a safe defense by *Knitting*, or *Sneak* through the attackers.

On a 3 or more, you gain a thread to your Cloud Echo.

On a 4 or less, you are caught up in the battle, gain a Guilt.

Cloud Echo – roll +1 die for Sneaking and Solving.

Leaving Cloudland:

Since the smoke has already invaded, the hard part to leaving is discerning between cloud and smoke. You can *Notice* or attempt to *Solve* where the border is from a map.

On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Cloud Transformation Potion – discard to set a die rolled for Sneaking or Enduring to a 5.

Rubbishland

If you draw *Rubbishland* choose a phrase describing it:

Rolling hills of garbage Huge factory transforming junk
Vast complex of shelves holding the forgotten

Gaining a Heart:

You find rubbishfolk assembled around a fire. Either *Talk* to them about your quest or *Knit* a gift to remember you. On a 3 or more, you gain a Heart of Rubbishland. On a 4 or less, you gain a Guilt, worrying you will be forgotten too.

Finding Your Echo:

Your echo is lost in the rubbish. To find them either *Notice* where they are or *Endure* a long search of the treacherous terrain.

On a 4 or more, you gain a thread to your Rubbish Echo.
Rubbish Echo – roll +1 die for Noticing and Enduring.

Leaving Rubbishland:

The smoke on the border has taken the form of a giant serpent wrapped around this land. To get past them, you can *Sneak*, *Fight*, or *Solve* the serpent's riddle. On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Pet Rat – discard and spend an action to gain a Gift as if you had rolled a 6.

Scissorland

If you draw *Scissorland* choose a phrase describing it:

Metal plain with sharp blades A world of cloth and thread
Giant pair of scissors sticking up from a wasteland

Gaining a Heart:

Scissorland is being overrun by a smoky goo that binds up the blades of its people. Either *Knit* a covering to hold back the goo or *Fight* to free scissorfolk from this hazard. On a 4 or more, you gain a Heart of Scissorland.

Finding Your Echo:

Your echo is busy guiding their friends and family to safety. Help carry them over a goo patch with *Sneaking* or find a clear escape with *Noticing*. On a 3 or more, you gain a thread to your Scissor Echo. On a 4 or less, you gain a Guilt as your echo must abandon some friends or family to the goo.
Scissor Echo – roll +1 die for Fighting and Knitting.

Leaving Scissorland:

To get past the smoky goo on the border, you can *Talk* to the scissorfolk for a safe route, *Endure* a rough slog through the goo, or cleverly find a way using *Solving*. On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Soul Scissors – discard to set a die rolled for Fighting or Noticing to a 5.

Cubeland

If you draw *Cubeland* choose a phrase describing it:

Perfect geometric shapes Assembled from a building toy
Everything is made up of equal-sized cubes

Gaining a Heart:

Smoky monsters have begun to dismantle and steal precious parts. You can *Sneak* into their lair and regain the stolen pieces, *Talk* the beasts into returning some, or use *Solving* to rebuild without them. On a 4 or more, you gain a Heart of Cubeland.

Finding Your Echo:

Your echo is finishing a building project, to help complete it so they can come with you, either work hard to assemble things using *Enduring* or *Fight* with some particularly difficult pieces. On a 3 or more, you gain a thread to your Cube Echo. On a 5 or more, you feel accomplished, remove one Guilt.
Cube Echo – roll +1 die for Knitting and Solving.

Leaving Cubeland:

The smoke beast have burrowed pit traps along the border. *Notice* where they are or *Knit* a rope to escape the traps. On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Puzzle Cube – discard to set a die rolled for Solving or Talking to a 5.

Tornadoland

If you draw *Tornadoland* choose a phrase describing it:

Inside huge tornado Grassland surrounded by tornados
Jeweled cities in a desert traversed by friendly whirlwinds

Gaining a Heart:

Out in the carefree streets of Tornadoland, you must convince the people that your quest is worthy. Either persuade by *Talking* or debate by *Solving*. On a 5 or more, you gain a Heart of Tornadoland. On a 3 or more, you remove a Guilt, from just being around the excitement of the tornadofolk.

Finding Your Echo:

Your echo is in a dancing house, and will aid you only if you defeat them in a dance contest. You can use your agility by *Sneaking*, show ferocity by *Fighting*, or precision by *Noticing*. On a 4 or more, you gain a thread to your Tornado Echo.
Tornado Echo – roll +1 die for Fighting and Talking.

Leaving Tornadoland:

The smoke on the border is a cloying barrier in the winds. You can *Endure* smoke or *Knit* a wind craft to fly above. On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Vortex of Alacrity – discard to gain an additional action on your turn, but any 6 you roll is treated as a 5.

Forestland

If you draw Forestland choose a phrase describing it:

Deep and dark woodland Colorful rainforest
Thick and bright bamboo forest

Gaining a Heart:

You must gain an audience with the well-hidden Forest Monarch. Either *Sneak* into the throne room or *Notice* which of forestfolk is actually the monarch. On a 4 or more, you gain a Heart of Forestland.

Finding Your Echo:

Your echo must undergo a vigil night above the trees. Either use your *Knitting* to provide comfort or *Endure*. On a 3 or more, you gain a thread to your Forest Echo. On a 5 or more, you may remove a Guilt, as the vigil gives you determination on your path.

Forest Echo – roll +1 die for Sneaking and Noticing.

Leaving Forestland:

The smoke on the border has taken the form of shadowy wolves. To get past them, you can *Talk* to scare them off, *Fight* them directly, or use *Solving* to locate and avoid them from their calls. On a 4 or more, you travel to an adjacent world.

On a 6: Gain a Gift in addition to success:

Tree-Talker Charm – discard to set a die rolled for Talking or Knitting to a 5.

The Cave of Smoke

If you are the first to enter the Cave of Smoke choose a phrase describing the Wizard:

Twisted with dark energy Cloaked in shifting illusions
Transformed into a hideous beast Tired and sad

Confronting the Wizard:

Describe how you use your hero's skill to overcome the Wizard, as you confront the Wizard on behalf of all the people who placed their hope in you. Roll dice equal to your Hearts.

On a 5 or 6, you mark the Wizard. Three marks means you have overcome the Wizard and the smoke borders will disipate. Congratulations, you have won the game!

On a 5 or lower, you gain a Guilt from the smoke's influence.

On a 4 or lower, you lose a Heart, as the smoke steals your resolve. Choose which Land's heart you lose.

If Your Guilt Ever Equals or Exceeds Your Hearts:

You are cast out by the smoke, and find yourself in Yartown.

Spookyland

If you draw Spookyland choose a phrase describing it:

Decrepit carnival Seemingly abanoned city
Giant castle surrounded by perpetually stormy night

Gaining a Heart:

A group of spookyfolk have been waylaid by mischievous smoke-monkeys hellbent on destroying their masks. Either *Fight* the monkeys or *Endure* them long enough to lure them away. On a 4 or more, you gain a Heart of Spookyland.

Finding Your Echo:

Your echo's mask has been destroyed. Either make a new one by *Knitting* or operate the arcane Mask Machine by *Solving*.

On a 4 or more, you gain a thread to your Spooky Echo. **Spooky Echo** – roll +1 die for Talking and Noticing.

Leaving Spookyland:

The smoke-monkeys taunt who ever tries to leave. You can try to *Sneak* away, *Talk* back, or *Notice* their insecurities. On a 3 or more, you travel to an adjacent world. On a 4 or less, you gain a Guilt as some of their taunts hit home.

On a 6: Gain a Gift in addition to success:

Wizard's Mask – discard to set a die rolled in the Cave of Smoke to a 6.

The Talker

You are the Talker. You believe the best way to deal with the Wizard is to convince him to stop what he is doing and let the lands be open and at peace again.

You roll 2 dice for *Talking*.

You roll 1 die for *Fighting*, *Solving*, *Sneaking*, *Noticing*, *Enduring*, and *Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Fighter

You are the Fighter. You believe the best way to deal with the Wizard is to defeat him with force.

You roll 2 dice for *Fighting*.

You roll 1 die for *Talking*, *Solving*, *Sneaking*, *Noticing*, *Enduring*, and *Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Solver

You are the Solver. You believe the best way to deal with the Wizard is to outsmart him and trick him into ending his smoke onslaught.

You roll 2 dice for *Solving*.

You roll 1 die for *Talking*, *Fighting*, *Sneaking*, *Noticing*, *Enduring*, and *Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Sneaker

You are the Sneaker. You believe the best way to deal with the Wizard is to steal his implements and powers.

You roll 2 dice for *Sneaking*.

You roll 1 die for *Talking*, *Fighting*, *Solving*, *Noticing*, *Enduring*, and *Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Noticer

You are the Noticer. You believe the best way to deal with the Wizard is to understand why he is doing what he is and what it will take to make him stop.

You roll 2 dice for *Noticing*.

You roll 1 die for *Talking*, *Fighting*, *Solving*, *Sneaking*, *Enduring*, and *Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Endurer

You are the Endurer. You believe the best way to deal with the Wizard is to show him that his magics are nothing compared to your resolve.

You roll 2 dice for *Enduring*.

You roll 1 die for *Talking, Fighting, Solving, Sneaking, Noticing, and Knitting*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

The Knitter

You are the Knitter. You believe the best way to deal with the Wizard is to show him how much better it would be to be knitting than being an evil wizard.

You roll 2 dice for *Knitting*.

You roll 1 die for *Talking, Fighting, Solving, Sneaking, Noticing, and Enduring*.

Hearts – list the lands you have hearts from

Guilt:

On your turn:

If your Hearts + Guilt is 2 or less – take 3 actions

If your Hearts + Guilt is 3 to 5 – take 2 actions

If your Hearts + Guilt is 6 or more – take 1 action

Echoes – your Echoes give you +1 die each for two skills

Gifts – when you use a gift, erase or cross it out

This game was designed for Game Chef 2017, as a game of overcoming borders, finding your echoes among other peoples, and learning the subtle power of yarn in a dangerous world.

Yarntown Needs Heroes is at first glance just a board game. But like many things, it may be more than it appears.