

# Yellowstone<sup>®</sup>

YELLOWSTONE IS THE AVALON HILL GAME COMPANY'S  
TRADEMARK FOR ITS NATIONAL PARK GAME

## Rules of Play

*It is recommended that new players read the rules thoroughly at least once before attempting the first game. After that, refer to them only when deemed necessary to clarify any confusion.*

**Parts List** Before commencing play, please check the game components. There should be the following:

- 46 large printed cardboard playing pieces (animal counters)
- 40 small printed cardboard playing pieces (animal and food counters)
- 1 playing board (containing map and Seasonal Events Charts)
- 2 six-sided dice
- 1 four-page rules booklet (this is it)
- 1 pad of Scoring Worksheets (for calculations)
- 1 *Gamer's Guide to Yellowstone*.

Should any of these be missing, replacements can be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214).

### The Herds:

#### Bison



Male



Female



Young

#### Bighorn Sheep



Male



Female



Young

#### Elk



Male



Female



Young

#### Mule Deer



Male



Female



Young

### 1. The Herds

**Yellowstone** is a game for two to four players, each taking the role of a single herd of animals in the wild—bison, bighorn sheep, elk (wapiti) or mule deer. The players may choose which herd they play in any manner agreeable to all. (It is suggested that the dice be rolled; the player rolling highest has first choice, the second highest second choice, and so forth.) Each herd has the potential of having three adult Males, four adult Females, and five Young. This mix may never be exceeded; animal counters not in play should be kept at hand.

Each herd is identified by the picture on the counter as well as the distinctive color (blue for bison, purple for elk, green for mule deer, and red-orange for bighorn sheep). This color matches the border that defines that herd's ranges on the mapboard. Note also that the *shade* of the counter indicates the type of animal in the herd—darkest for the adult Males and lightest for the Young. Each animal counter has two sides—one with a white cross across the face to indicate an injured animal. All animals begin the game healthy, and are flipped to the injured side as directed by the rules. If and when healed, simply flip the counter back to its healthy side.

### 2. The Mapboard

The 22" by 24" mapboard portrays the area in which the herds operate. All play will be confined to this region. Playing pieces, of any type may not exit from the edges.

Four types of terrain—clear, forest, lake, mountain—are significant for the play of the game. (The geyser in the upper quadrant of the mapboard has no part in the game and is merely decorative.) A hexagonal grid is superimposed over the terrain features in order to regularize movement and positioning of the playing pieces. The type of terrain within a hex determines whether an animal may *enter* that hex or may indicate that an animal may not move further that turn. The terrain is always considered to be the slowest type wherever two or more co-exist (i.e., many hexes have clear terrain as well as mountain or lake or forest; these hexes are not clear but the other type present).

Beyond these terrain features, each herd has a Winter Range and a Summer Range. These are outlined by the same color as found on their counters. Any and all playing pieces may enter hexes on the range; the colored border does not interfere with movement in any manner.

Also found on the mapboard are the *Seasonal Event Charts*, which determine events affecting the herds during each game turn. The use of these charts are explained in Section 6 below.

### 3. Object of the Game

The object of **Yellowstone** is to move the herd from its *Winter Range* to its *Summer Range*, collecting as many Food Points as possible. With the onset of the Fall, the players must make the return trek from their *Summer Range* to the proper *Winter Range*. After Winter conditions are applied to all herds, the number of surviving herd members must be adjusted in relation to the remaining *Food Points*. Finally, points are tallied for each herd member still in play and the player with the most *Animal Points* wins.

### 4. Preparation for Play

Before play commences, a number of counters must be placed on the mapboard. First, turn all Food counters (as explained in Section 8 below) numbered side down, mix them thoroughly, and place them still face down—one to a hex—on the hexes listed *Food*. Note that there are more Food counters than the listed hexes; place the surplus Food counters, still face down, to one side as they play no further part in the game. Next, place a single healthy Coyote counter (as explained in Section 9 below) in each hex marked *Coyote*.



Finally, each player must place his herd on the board in its respective *Winter Range*. At the beginning of play, each herd consists of three Males, four Females and two Young. (More Young may be born through the game and other members of the herd eliminated and replaced, but the restrictions of the counter mix are always enforced.) Males and Females must be placed in separate hexes; each Young must be placed with a Female, or both may be placed with a single Female. (Simply place the smaller Young counter atop the Female counter; throughout play this convention will indicate that a Young is accompanying a Female and will move with it.) Beyond these rules, any animal of the herd may be placed in any hex of the *Winter Range*. All animals begin the game healthy.

Players roll the dice to see who will move first; the one with the highest dice roll will commence the play. The first season is Spring.

## 5. Player Turn

**Yellowstone** is played in turns, each player taking his in sequence with play proceeding clockwise around the board. Each player will conduct his turn in the same manner. Each player turn has three distinct segments. One must be completed before the next is conducted.

First, the player whose turn it is will roll the two dice and consult the proper Seasonal Events Chart. These charts differ from season to season (as explained in Section 6 below). The event that is dictated by the appropriate Chart must be immediately applied.

Next, the player will move members of his herd (as explained in Section 7 below). He need not move any, nor need he utilize all his possible movement points. Once an animal has been moved, it may not be moved again in that same player turn. All movement must be completed before proceeding to movement of Predators.

Finally, the player will roll the two dice to see if he is allowed to move a predator (as explained in Section 9 below). If the type of predator he is allowed to move is in play, he may move any one of that type. He is not required to move the predator, nor is he required to utilize all possible movement points. Should the Seasonal Events Chart have directed him to move a predator and the dice roll allow him to also move that type of predator, the same animal may be moved without penalty.

Upon conclusion of predator movement, it is the next player's turn. He repeats the three steps above. Play proceeds in this manner until the last surviving herd animal reaches its *Winter Range* at the end of the Fall Season.

## 6. The Seasons

The game encompasses all four seasons, with variable effects—notably in terms of the Seasonal Event Charts. The seasons, in sequence, are as follows:

**SPRING**, the season of rebirth. Players will read the Seasonal Events for Spring. All Young *must* accompany a Female (no more than two may be with a Female). Spring lasts until *one* player gets *all* surviving members of his herd inside the boundary of its Summer Range. At that point, Summer immediately begins.

**SUMMER**, the warm season. Players must now read the Seasonal Events for Summer. Any herd that begins its turn completely within its Summer Range during this season gains 10 Food Points. This is awarded each turn the conditions are met. (If, after all surviving herd members have arrived, any leave the area for any reason, there is no penalty applied; that player simply does not get the bonus 10 Food Points.) On the Summer Range, orphaned Young can pair with a Female; to do so, merely end the Young's movement on any Female without two already. Summer lasts until *all* players get their herds completely inside the appropriate Summer Range. At that point, Fall immediately begins.

**FALL**, the waning season. Players must read now the Seasonal Events for Fall. All herds now begin the return to their Winter Ranges. In the Fall, the rules for Predators change (as explained in Section 9 below). Young may also be separated from the Females at any time during this season and may travel further (three spaces as opposed to two spaces) than usual. During the late Fall, any herd that begins its turn completely within its Winter Range gains 5 Food Points. This is awarded each turn the conditions are met. (If, after all surviving herd members have arrived, any leave the area for any reason, there is no penalty applied; that player simply does not get the bonus 5 Food Points.) Fall lasts until *all* players get their herds completely inside the appropriate Winter Range. At that point, Winter arrives.

**WINTER**, the deadly season. There is only one dice roll for the Seasonal Events for Winter. This is made by the next player and affects all players equally. Adjustments are made to the Food Points, and the game ends. Following this, players must make their calculations to determine the winner.

At the beginning of each Player Turn, the player will roll two dice and consult the appropriate Seasonal Event Chart. The number rolled will give a random event, which may prove a boon or disaster for the player. All such events should be read aloud, then enacted immediately. When a season changes due to movement on the mapboard, the next player uses the new Seasonal Event Chart. All players, including those with their entire surviving herd within the appropriate Summer or Winter Range, must commence each turn by rolling on the Seasonal Event Chart.

## 7. Movement

Each animal in the game is able to move up to its movement allowance once each turn, but need not move at all if the herd's movement is insufficient or the player does not desire to move it. Each *herd* may expend up to ten movement points, unless limited by a Seasonal Event. Any number of animals in the herd may be moved, so long as the total number of hexes moved does not exceed ten nor an individual member exceed its movement allowance. The following limits are imposed upon each member of the herd, regardless of species:

	Healthy	Injured
Male	4	3
Female	3	2
Female with Young	2	1
Young*	2	1

\*—In the Fall, Young traveling alone may do so at the rate for Females (i.e. three hexes if healthy and two hexes if injured).

During movement, no animal may move into or through a hex occupied by another animal. There are but two exceptions to this. A Young may accompany a Female of the same herd (limited to two Young for each Female) or join a Female once on the Summer or Winter Range. A Predator may be moved into any hex containing an animal; in some cases this will result in the elimination of one or the other animal (as explained in Section 9 below). These are the only two exceptions to the rule prohibiting animals from entering hexes containing others.

Some animals are adapted better than others to movement in certain types of terrain. The chart below indicates the limits imposed by terrain for each type of animal:

	Normal Movement	Mountain Hexes	Lake Hexes	Forest Hexes
Bison	*	No	1 Hex	Yes
Bighorn Sheep	*	Yes	No	1 Hex
Elk	*	1 Hex	1 Hex	Yes
Mule Deer	*	1 Hex	1 Hex	Yes
Mountain Lion	5	Yes	1 Hex	Yes
Grizzly Bear	4	Yes	1 Hex	Yes
Coyote	3	1 Hex	1 Hex	Yes
Human Being	1	1 Hex	1 Hex	1 Hex

Key: \*—The movement of the herd animals depends on age, health and sex of individual (see above chart).

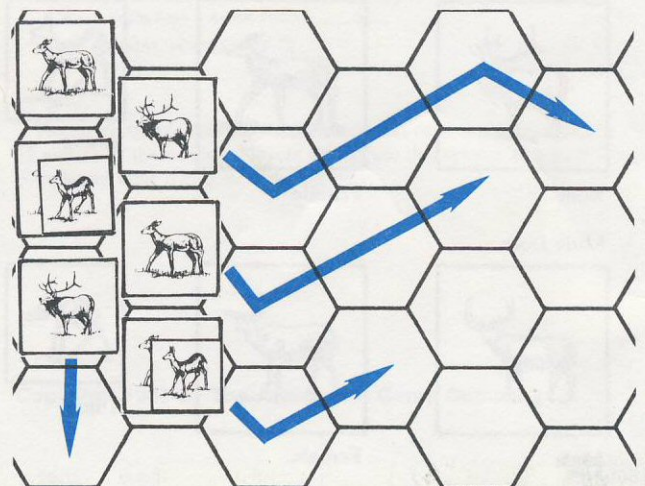
Yes—Animal may move into and through the hex without hinderance from this terrain.

No—Animal may neither move into or through the hex.

1 Hex—Animal may move into but not through the hex; it must end its movement immediately upon entering this terrain.

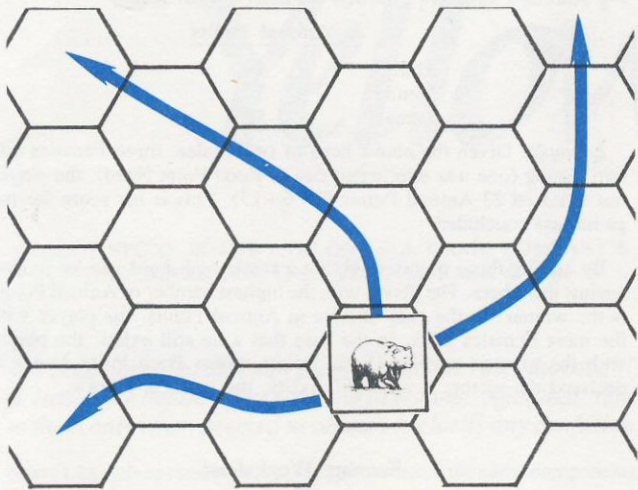
### Examples of Movement:

One possible move of the herd of Elk.





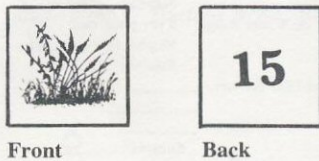
Several possible moves of a Grizzly Bear.



## 8. Food Points

Food Points must be accumulated in order to enable as many of the members of the herd to survive the Winter as possible. Players may keep track of their Food Points on the Scoring Worksheet. Food Points may be earned in a variety of ways.

### Food Counter



The Food counters which were placed at the beginning of the game may not be moved. These may be picked up by simply moving any animal of the herd through the clear terrain hex in which the counter is placed; the animal need not stop but may continue its movement if possible. The face-up side of the counter reveals only the presence of such a bonus; the reverse side indicates the actual number of Food Points the counter represents. This value should not be revealed to other players; the player can simply place the counter in front of him until the end of the game and tally all his Food Points then. Any Food counters still on the mapboard at the end of play are ignored.

When the first member of the herd reaches any hex within the boundaries of the Summer Range, the player gains 25 Food Points immediately. Circle this on the Scoring Worksheet.

When the final surviving member of the herd reaches any hex within the boundaries of the Summer Range, the player gains 50 Food Points immediately. Circle this number on the Scoring Worksheet.

For each turn during the Summer that the entire herd begins within the Summer Range boundaries, the player gains 10 Food Points. The player may simply mark the number of such turns on his Scoring Worksheet and then multiply by ten at the conclusion of the game.

For each turn during the Fall that the entire herd begins within the Winter Range boundaries, the player gains 5 Food Points. The player may simply mark the number of such turns on his Scoring Worksheet and then multiply by five at the conclusion of the game.

Food Points may also be randomly awarded by the Seasonal Events Charts. These should be recorded on the Scoring Worksheet as they occur.

Food Points may also be lost due to the Seasonal Events Charts. As with the additions, these should be recorded on the Scoring Worksheet and subtracted in the final calculations.

## 9. Predators

Also on the mapboard will be various *Predators*. These are the carnivorous animals that prey upon the herds of Yellowstone. All predators are the same color, distinguished from one another by the picture. Predators do not belong to any single player. Other than the Coyotes that commence the game in place on their dens, they may be placed on the mapboard only when directed by the Seasonal Events Charts. They must be placed as directed—usually the Mountain Lions and Grizzly Bears on their dens and the Human Beings on any Winter Range hex. Predators are moved by a player in one of two instances.

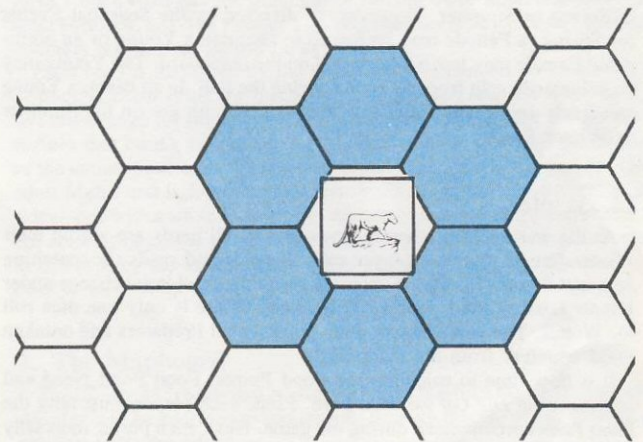
At the beginning of each Player Turn, the player may be entitled to place or move a Predator as directed by the Seasonal Events Chart. All Predators commence play healthy. Predators may be moved in the same manner as the herd animals (as explained in Section 7 above). However, only one Predator may be moved at a time. The following limitations are placed upon the movement of each type of Predator:

	Healthy	Injured
Mountain Lion	5	4
Grizzly Bear	4	3
Coyote	3	2
Human Being	1	0

Some Predators are very territorial. In addition to the above restrictions, and those of the movement chart in Section 7, Grizzly Bears and Mountain Lions may not be moved into any hex that is adjacent to any hex occupied by a healthy Grizzly Bear or Mountain Lion. This limitation is applied without regard for terrain or season. However, should either animal be injured they may be moved into the same hex, in which case the injured Predator is immediately removed.

### Example:

Grizzly Bear/Mountain Lion Territory



Predators may also be moved as the last activity of a Player Turn. The player rolls two dice. The number rolled will indicate that he may move a certain type of Predator, as on the listing below. All rules for the movement of Predators above still apply. If the proper type of Predator is not on the board, there is no movement of a Predator during this Player Turn.

Die Roll	Predator Moved
2-5	Coyote
6-7	Grizzly Bear
8-10	Mountain Lion
11-12	Human Being

Unlike the animals of the herds, Predators can move into hexes containing other animals (with the exception of Mountain Lions and Grizzly Bears as explained above). If the Predator may normally enter the terrain of the hex and has the movement to do so, it may end its movement in an occupied hex. The uninjured Predator can then kill the animal if allowed by the chart below; the animal so killed is removed immediately from the mapboard. Only healthy Predators may kill another animal; two injured Predators have no effect on each other even if in the same hex.

Predator	Prey
Mountain Lion	Any Injured Animal, All Young of Any Injured Female, Any Unaccompanied Young
Grizzly Bear	Any Injured Animal, All Young of Any Injured Female, Any Unaccompanied Young
Coyote	Any Injured Young, One Young of Any Injured Female, Any Unaccompanied Young
Human Being	Any Animal

Note that in the Fall, no Predator (except uninjured Human Beings) may take any uninjured animal—including the Young (who are now old enough to defend themselves). At that time, all Predators but Human Beings may take *only* injured animals.



## 10. Injury and Healing

The herds face numerous dangers beyond the Predators. The wilderness is a very unforgiving place and injuries to both hunter and hunted are common. The weak and wounded rarely survive. In any situation where the Seasonal Event Chart demands that an animal be injured, immediately flip the counter over to the injured side. All injured animal counters are readily recognizable by the broad white cross on the counter.

Besides the fact that injured animals are prey for Predators, they move slower. Each injured animal has a movement allowance one less than normal (for example: an injured Mountain Lion moves only four hexes maximum; an injured Male of a herd moves only three hexes). All other rules for movement still apply.

Animals remain injured until eliminated or healed. Animals may be healed only if directed by the Seasonal Events Charts. Animals which suffer a second injury while already injured are immediately eliminated.

## 11. Births and Orphans

As directed by the Seasonal Events Charts, new Young may be occasionally added to the herd. These must be placed with a Female that already occupies a hex on the mapboard. No more than two Young may ever be with any single Female in a hex.

Young animals may not be voluntarily abandoned by the Females in Spring or Summer. However, as directed by the Seasonal Events for Spring, a Female may be forced to abandon a Young or an eliminated Female may leave Young still on the mapboard. The Young may be voluntarily split from a Female during the Fall. In all cases, a Young can freely rejoin any Female of the herd if both are on the Summer or Winter Range.

## 12. Winter

At the end of Fall, when all members of all herds are within their Winter Range, the next player rolls the dice and reads the matching Seasonal Event. All players enter the resulting Food Point change under *Winter Loss* on their Scoring Worksheet. There is only one dice roll for Winter. The game is now over. Remove all Predators and untaken Food counters from the mapboard.

It is now time to calculate the Food Points, Food Point Need and any resulting *Die-Off* for each herd. First, each player must tally the Food Points accumulated during the game. Next, each player must tally the Food Point Need his herd demands. Simply multiply the number of surviving animals of each type by their Food Point Need. The requirements for each animal is applied regardless of injuries. These requirements are as follows:

	Food Point Need
Male	25 Food Points
Female	15 Food Points
Young	10 Food Points

If the total Food Points is *greater* than the total Food Point Need, the player may proceed directly to the next step.

If the total Food Points is *less* than the total Food Point Need, enough animals must be eliminated to bring the new Food Point Need below the available Food Points. These animals are removed, one at a time; the choice when one is available (as with injured animals) lies with the player. A die-off priority exists which must be adhered to by all players when eliminating animals. In order, this is: first, Injured Animals; second, Young; third, Males; fourth, Females.

*Example:* Suppose a player has accumulated 20 Food Points from Food counters, 25 for the arrival of the first herd member on the Summer Range and 50 for the arrival of the last, 20 because the herd was on the Summer Range for two Summer turns, and 10 because the herd was on the Winter Range for two Fall turns. The Food Point total is 125. The Winter Seasonal Event indicates a Moderate Winter (#4) with a five point loss. The final tally is 120 Food Points.

The surviving herd has two uninjured Males, three uninjured Females, and three uninjured Young. The Food Point Need equals 125 (50+45+30). The player needs 125 Food Points but only has 120! He will have to reduce the food need by at least 5 Food Points. Since there are no injured animals, he must eliminate—according to the die-off priority—a Young, which makes his Food Point Need ten less than before. Thus, he need eliminate no further herd members.

## 13. Animal Points

Following the determination and adjustments to Food Points (for eliminated animals), each player is ready to calculate his Animal Points. The number of each surviving type of herd member should be entered on the Scoring Worksheet. Each member of the herd has a different

value, relative to their importance in the continuation of the herd. Injuries make no difference in the assigning of these points. The following Animal Points are awarded for each animal type:

	Animal Points
Males	1
Young	3
Females	5

*Example:* Given the above herd of two Males, three Females and two Young (one was eliminated due to Food Point Need), the player has amassed 23 Animal Points (2+6+15). This is his score for the game just concluded.

By adding these points to obtain a total, each herd can be judged against the others. The player with the highest number of Animal Points is the winner. In the case of a tie in Animal Points, the player with the most Females wins. In the case that a tie still exists, the player with the greatest *surplus* (Food Points minus Food Point Need) is declared the victor. If a tie still exists, the game is a draw.

## Scoring Worksheet

YourHerd:       E/k      

### Food Points:

Calculate the number of amassed Food Points

Accumulated Food Chips: 20  
 First Herd Member on Summer Range: 25 (circle when happens)  
 Entire Herd on Summer Range: 50 (circle when happens)  
 Present on Summer Range: 10 per game turn  
 Number of Turns 11  
 Subtotal: 20  
 Present on Winter Range: 5 per game turn  
 Number of Turns 11  
 Subtotal: 10  
 Seasonal Lists Bonuses: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Subtotal: 0  
 Winter Loss: -5

TOTAL FOOD POINTS = 120

### Food Point Need:

Calculate the need of the surviving herd members.

2 Males times 25 Food Points = 50  
3 Females times 15 Food Points = 45  
3 Young times 10 Food Points = 30

TOTAL FOOD POINT NEED = 125

### Seasonal Die-Off:

If the TOTAL FOOD POINT NEED is less than the TOTAL FOOD POINTS, skip this step and proceed directly to the Animal Point calculations below. If, however, the TOTAL FOOD POINT NEED is greater than the TOTAL FOOD POINTS, some of the herd must die off until that point when the reverse is true. A priority for eliminating animals of the herd is imposed as below:

Die-Off Priority: 1 Any injured animal. Food Point Need: —  
 2 Any Young. Food Point Need: 10  
 3 Any Male. Food Point Need: \_\_\_\_\_  
 4 Any Female. Food Point Need: \_\_\_\_\_

### Animal Points:

Calculate the Animal Points awarded for surviving herd members.

2 Males times 1 Animal Point = 2  
3 Females times 5 Animal Points = 15  
2 Young times 3 Animal Points = 6

TOTAL ANIMAL POINTS = 23

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The above sample Scoring Worksheet depicts the example used in Sections 12 and 13 of these rules. Players should use this system as a guide when completing their own sheets during play.



# Scoring Worksheet

Your Herd: \_\_\_\_\_

## Food Points:

Calculate the number of amassed Food Points

Accumulated Food Chips: \_\_\_\_\_

First Herd Member on Summer Range: **25** (circle when happens)

Entire Herd on Summer Range: **50** (circle when happens)

Present on Summer Range: **10** per game turn

Number of Turns \_\_\_\_\_

Subtotal: \_\_\_\_\_

Present on Winter Range: **5** per game turn

Number of Turns \_\_\_\_\_

Subtotal: \_\_\_\_\_

Seasonal Lists Bonuses: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Subtotal: \_\_\_\_\_

Winter Loss: \_\_\_\_\_

TOTAL FOOD POINTS =

## Food Point Need:

Calculate the need of the surviving herd members.

\_\_\_\_\_ Males times 25 Food Points = \_\_\_\_\_

\_\_\_\_\_ Females times 15 Food Points = \_\_\_\_\_

\_\_\_\_\_ Young times 10 Food Points = \_\_\_\_\_

TOTAL FOOD POINT NEED =

## Seasonal Die-Off:

If the TOTAL FOOD POINT NEED is less than the TOTAL FOOD POINTS, skip this step and proceed directly to the Animal Point calculations below. If, however, the TOTAL FOOD POINT NEED is greater than the TOTAL FOOD POINTS, some of the herd must die off until that point when the reverse is true. A priority for eliminating animals of the herd is imposed as below:

Die-Off Priority: **1** Any injured animal. Food Point Need: \_\_\_\_\_

**2** Any Young. Food Point Need: \_\_\_\_\_

**3** Any Male. Food Point Need: \_\_\_\_\_

**4** Any Female. Food Point Need: \_\_\_\_\_

## Animal Points:

Calculate the Animal Points awarded for surviving herd members.

\_\_\_\_\_ Males times 1 Animal Point = \_\_\_\_\_

\_\_\_\_\_ Females times 5 Animal Points = \_\_\_\_\_

\_\_\_\_\_ Young times 3 Animal Points = \_\_\_\_\_

TOTAL ANIMAL POINTS =