



YUM YUM ISLAND

Yum Yum Island is the first Space Cow game,
Space Cowboys' label dedicated to kids.

RESCUE THE ANIMALS OF YUM YUM ISLAND!

A game designed by, **Laurent Escoffier**.
Artwork wise, **Julien Loïs** was in charge!



Vos contacts

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IMMEDIATE TAKEOFF FOR YUM YUM ISLAND (PRONOUNCE YUM YUM AS YOU WISH!)

THE STORY

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! Luckily, the Pelican 1 Air Squadron that was in the vicinity decided to intervene and rescue the animals.

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!

HOW TO PLAY!



1 • ROLL THE DIE AND FIND OUT IF YOUR TEAM MEMBERS WILL BE ALLOWED TO GUIDE YOU... OR NOT!

2 • TRY TO FEED THE ANIMALS WHILE YOUR EYES COVERED BY YOUR AVIATOR GOGGLES.

3 • DROP THE FOOD DIRECTLY INTO THE ANIMALS' MOUTHS TO SAVE THEM!



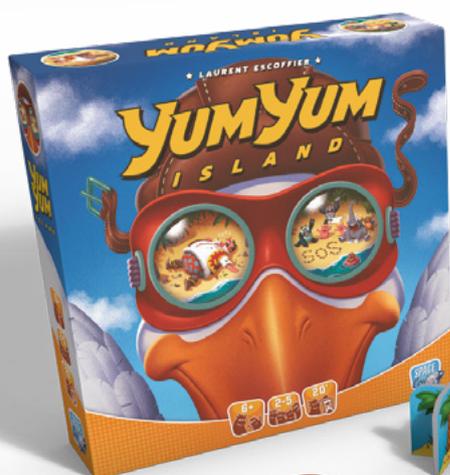
A COMMUNICATION AND DEXTERITY GAME



The distinctive feature of this game is that it is played **BLIND**. Players will have to communicate as efficiently as possible with the blindfolded squadron leader (opaque goggles) to help them feed the animals.

Communication is paired with dexterity: the squadron leader must know when they to drop food into the animal's mouth otherwise the giant will eat the leftovers!

A FUN GAME for adults and children alike. The setup with the initial six animals allows players to get familiarized with the game. Later, they can play with any 12-animal combination to diversify the difficulty levels.





LET'S HAVE A LOOK AT YUM YUM'S ANIMALS

LUCKILY, SOME ANIMALS WILL COME TO YOUR RESCUE...

AN ANIMAL'S EFFECT IS TRIGGERED FROM THE MOMENT IT HAS BEEN RESCUED.

The **LiON** will have you save precious minutes by biting the giant's buttocks who will let go of the food lodged in his throat.



Once rescued, **THE SPIDER**, a real storage maniac, will sort your food supply by placing the green tokens on one side and the pink tokens on the other.

... OR NOT!



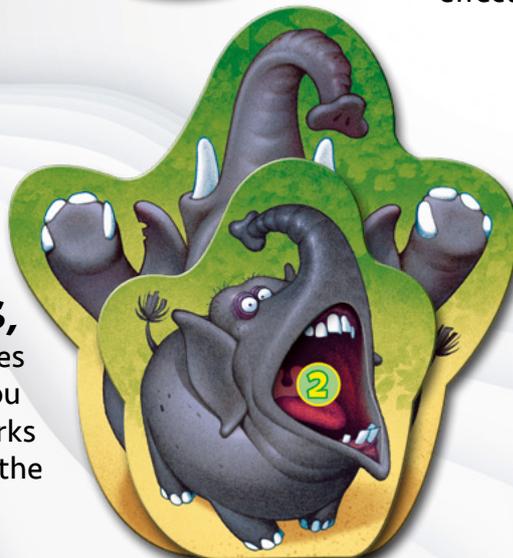
The **GORILLA** frightens the other animals when it beats its chest out of happiness! Remove 1 green token from the mouth of each animal when the gorilla is rescued.



The **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.



Unfortunately, the **BEAVERS**, gnaw on the trees and will leave you with no landmarks until the end of the game...



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 FIRST SPACE COW GAME, DESIGNED BY LAURENT ESCOFFIER AND ILLUSTRATED PAR JULIEN LOÏS



LAURENT ESCOFFIER, designer of Yum Yum Island, has also designed Looney Quest, Cap Color, Pix... Multi award-winner of CreaGames, the game designers contest of Boulogne Billancourt. Yum Yum is no exception to the rule as it was rewarded in 2007!

After working with the "Chinese Man" group and at "AAARG" a bi-monthly comics, **JULIEN LOÏS** experiences for the first time the world of board games.

LES VACHES DE L'ESPACE



SPACE COW

is the Space Cowboys' kids' label dedicated to board games for kids 4 years old and up. The team is composed of Benoît Forget, creator of Purple Brain and the tales & games range, and Wilfried Fort, designer specialized in kids' games with a Golden Ace to his credit and selected Kinderspiel des jahres.



SPACE COWBOYS

is a game publishing studio created in 2014 by industry old-timers. Driven by its first success, Splendor, finalist of the famous Spiel des jahres, the studio has since accumulated many successful titles: *Unlock!* (Game of the year 2017), *T.I.M.E Stories*, *Sherlock Holmes Consulting Detective* (Spiel des jahres in 1985)...

A QUICK GAME!



How many paws can you find in this file? Send your answer to hannah@spacecowboys.fr and get a surprise! (end of the game: September 30th, 2019, at midnight)

