



YAK-O BALL

Instruction Manual

What is Yak-o Ball?

Yak-o Ball is a beach game that is typically played on a sand beach.

The objective of the game is to roll balls, referred to as Yak-o Balls, into holes or troughs in the sand that are part of a “course” each with an assigned point value.

Points are scored when a player rolls one of their balls into one of the holes on the course. The game continues until one of the teams scores the points required to win the game.

What Do You Need to Play Yak-o Ball?

Yak-o Ball Essentials

A Yak-o Ball (also known as YB) Set is required to play the game which includes:

- Yak-o Balls (8 balls – four blue and four yellow)

- YB Course Markers

- YB Shovel

- 2 – 4 Players

Where to Play?

Yak-o Ball can be played on most sand beaches but the best type of playing surface is a smooth and compact sand, typically after high tide and the tide has started to go out.

As the tide goes out, you want to find a spot where there are minimal shells or debris.

As the tide goes out, you want to find a spot where there are minimal shells or debris.

If you are interested in learning more about tides, please refer to the following website for information on tide predictions:

http://tidesandcurrents.noaa.gov/tide_predictions.html

Getting Started

The Course

Yak-o Ball is played on a Yak-o Ball “Course” which consists of a series of holes and troughs that are made in the sand on a beach.

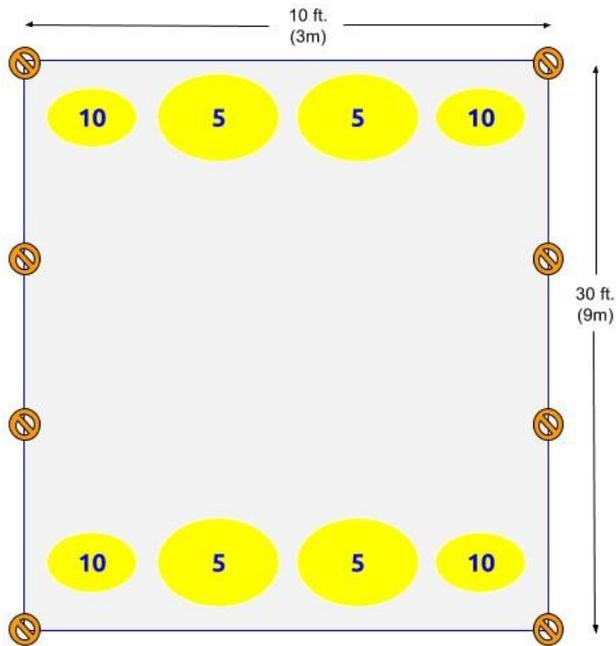
The course can be one that you created yourself or can be one of the many courses designed by the Yak-o Ball Team. The possibilities are endless!

Constructing the Course

All YB courses start with the following steps and guidelines including:

- Mark off a 10 feet (3 meters) by 30 feet (9 meters) rectangle, placing a course marker on each corner and the center point of each side,
 - A standard hole should be 6 inches (15cm) wide and deep which is the same length as the YB shovel blade.

- Note: The exact dimensions of the holes may vary by course design.
- Once the course is marked, you and your fellow players must select a course from the included course designs or you can get creative and design your own course.
- Using the course designs in this manual, dig the appropriate holes in the sand, and troughs if part of the selected course, on one side of the course based on the following guidelines:
- In most cases, the edge of each hole should about one YB



shovel length, or about 13 inches (33cm) apart from each other.

- When the holes, and if required troughs, are completed on one side, then duplicate the layout on the other side of the course, The setup on either side should mirror each other as best as possible.
- Once you complete creating the course, proceed with marking each hole with the assigned value based on the course design.

You are now ready to start rolling!

Game Play

A typical Yak-o Ball game involves 2 teams with 2 players on each team but it is possible to play 1 vs. 1 player as well.

Team members stand on opposite sides of the course from each other.

One side starts with all 8 balls (4 of each color) as players will alternate rolling his / her team's Yak-o Balls towards the holes or troughs on the other end of the course.

The game starts with the youngest player between both teams rolling first.

Note: All balls must be rolled, if a ball is thrown it results in a forfeit of any points for that roll. When rolling a ball, it must stay within the course boundary or lines to score any points.

The team who scored the most points in the previous turn rolls first for the next round.

The teams continue to play until a team scores the winning number of points for a particular course.

Pro Rules

Exact Points

If on any roll a team goes over the winning point total, that ball is removed from the hole and those points do not count and the game continues until the exact winning points are scored.

Cover Up

When both teams roll a ball(s) in the same hole, the team with “the last ball in” is the only team who receives points. For example, the blue team rolls a 20 on their first roll. The yellow team then rolls a ball in the same hole. The yellow team receives 20 points while the blue team receives 0. If the blue team happened to roll another ball in the same 20, then the blue team would receive 20 points and the yellow team would receive 0. If a team rolls 2 balls in the same hole after an opponent, they would get credit for both.

Trough Rule

For courses that have a trough that leads to a hole, the ball must be in the hole to score the point values for that hole. If the ball stops in a trough before reaching the hole, negative points are awarded based on the course design.

“I was YB’d Rule”

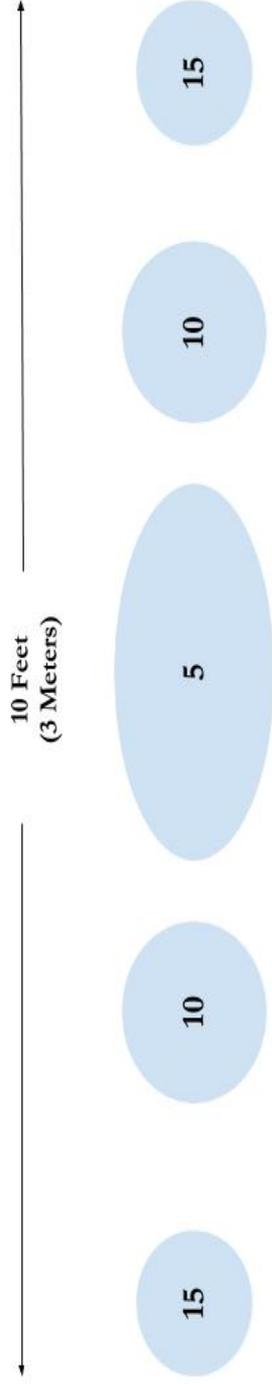
This rule allows a player to specify three different holes before a roll and if the player is able to get three of their four balls into those specified holes, that team instantly wins the game. If the player does not roll a ball into the three holes specified, that team goes to zero points. A team can only use this tactic once in a game.

Yak-o Ball Courses

There are a number of different types of Yak-o Ball Courses that have been provided in this manual ranging from beginner to “pro” level courses. This range of courses allow the players to decide the type of course used based on the level of play for that particular game either based on the age of the players, level of skills, and the beach conditions available.

In addition to the courses provided, players are encouraged to use your own creativity and design your own courses.

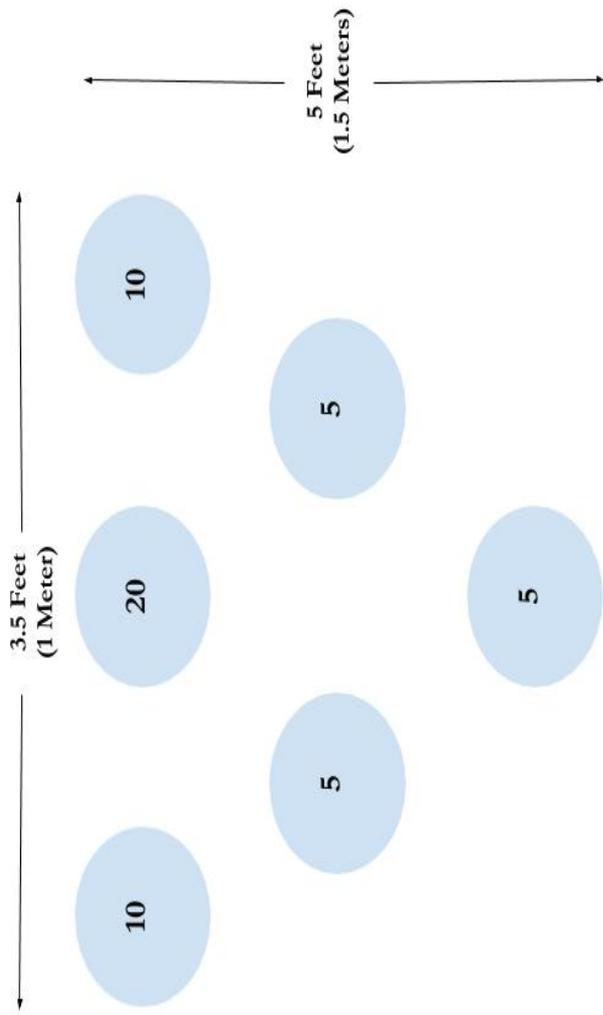
If you design your own course, you can register it by sending a diagram or photo to yako.ball@yakogames.com.



Beginner Course 1

Hole Dimensions: (5) Point - 2 x 1 YB Shovel Lengths (26 inches / 66 cm), (10) Points - 1 YB Shovel Length (13 inches / 33 cm), (15) Points - .5 YB Shovel Length (6 inches / 15 cm) and 1 YB Shovel Length apart (13 inches / 20 cm)

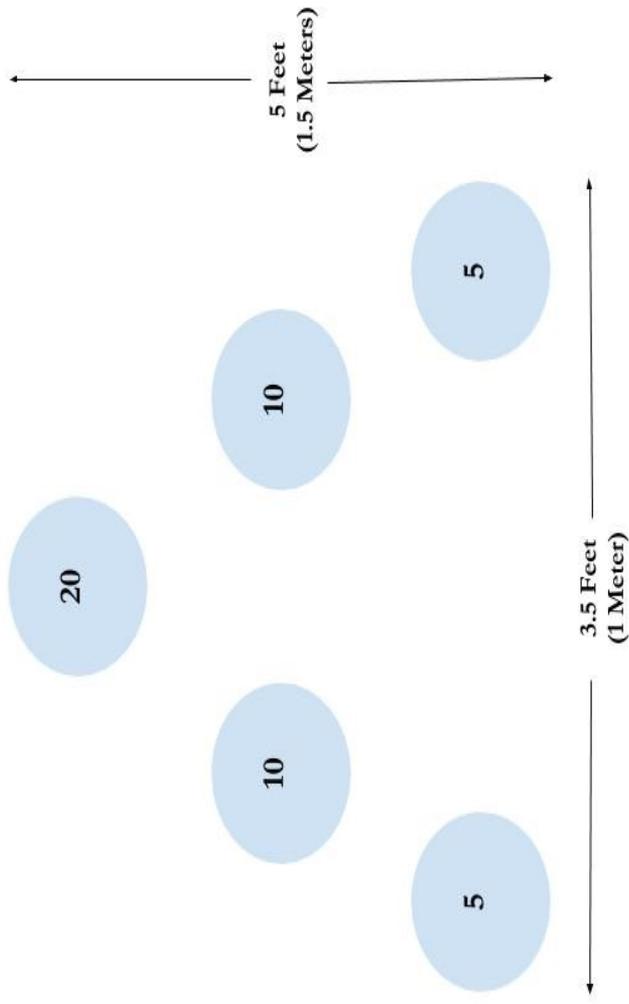
Note: Example of One End of a Course with the Other End Duplicated to Match.



Beginner Course 2

Hole Dimensions: All holes - .5 YB Shovel Length (6 inches / 15 cm) and 1 YB Shovel Length apart (13 inches / 20 cm)

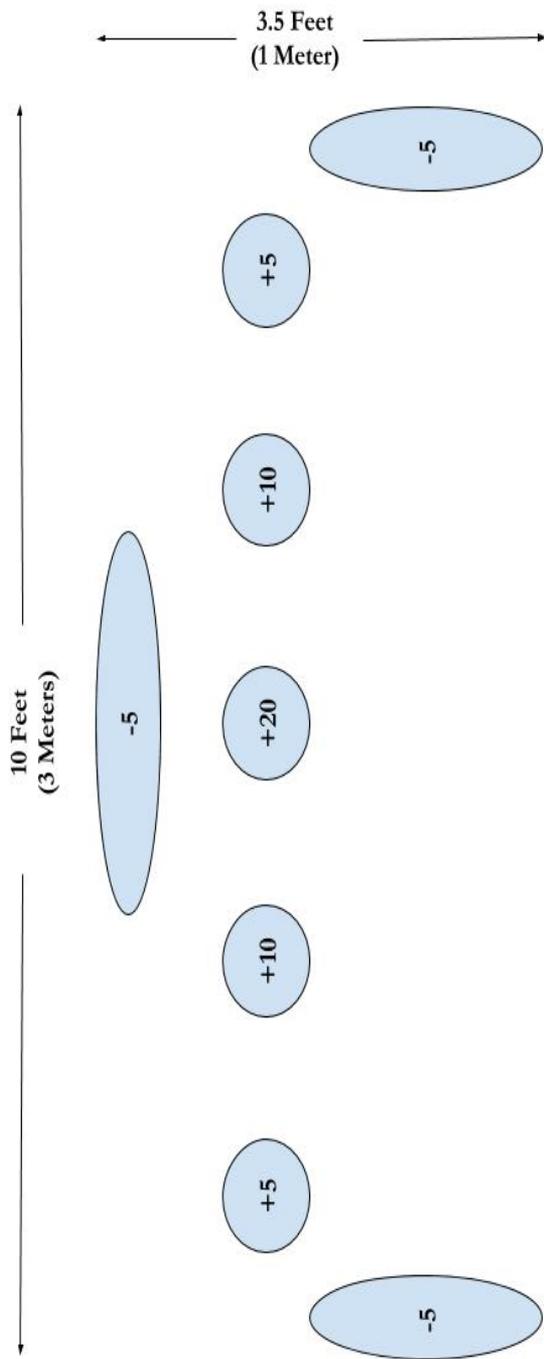
Note: Example of One End of a Course with the Other End Duplicated to Match.



Beginner Course 3

Hole Dimensions: All holes - .5 YB Shovel Length (6 inches / 15cm)

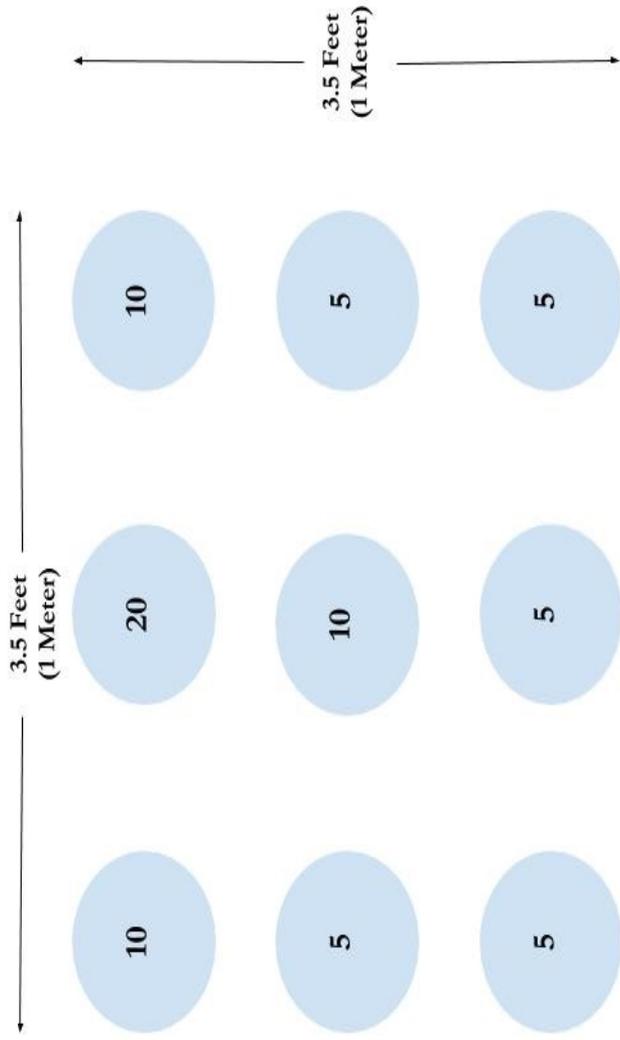
Note: Example of One End of a Course with the Other End Duplicated to March.



Intermediate Course 1

Hole Dimensions: All holes -.5 YB Shovel Length (6 inches / 15 cm) and 1 YB Shovel Length apart (13 inches / 20 cm), Troughs are 2 YB Shovel Lengths (26 inches / 40 cm) in Length and .5 YB Shovel Lengths Wide

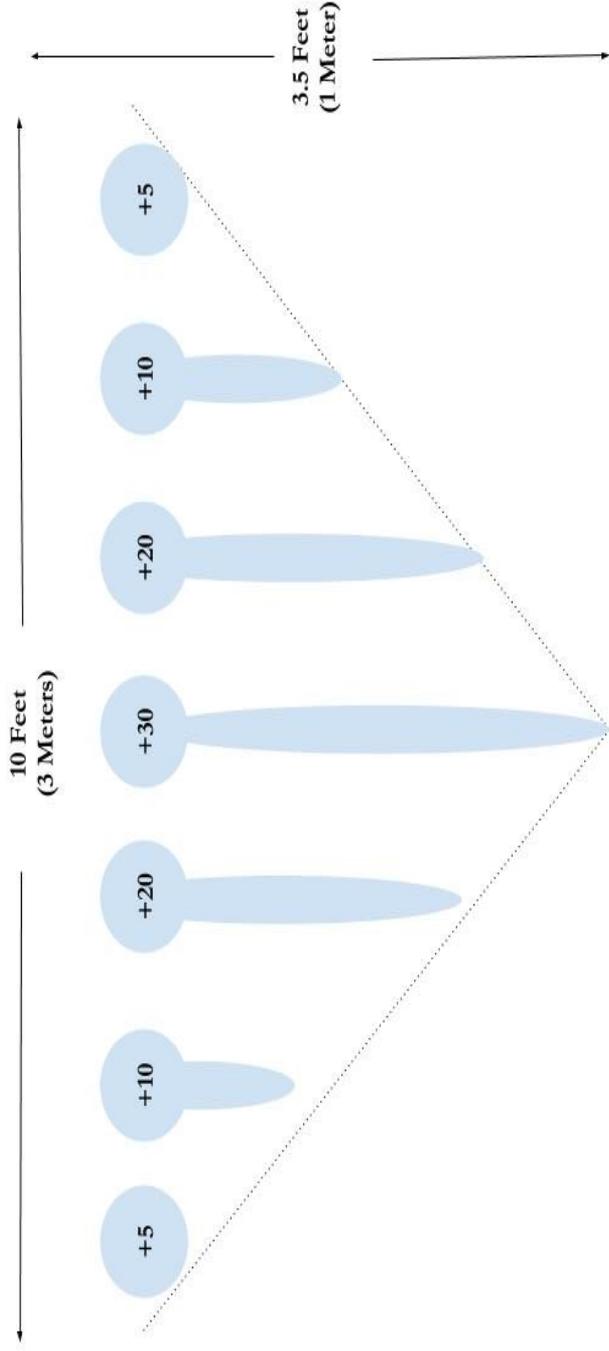
Note: Example of One End of a Course with the Other End Duplicated to Match.



Intermediate Course 2

Hole Dimensions: All holes - .5 YB Shovel Length (6 inches / 15 cm) and 1 YB shovel length apart (12 inches / 30 cm)

Note: Example of One End of a Course with the Other End Duplicated to Match. Three holes in a row on this course is an Instant Win.

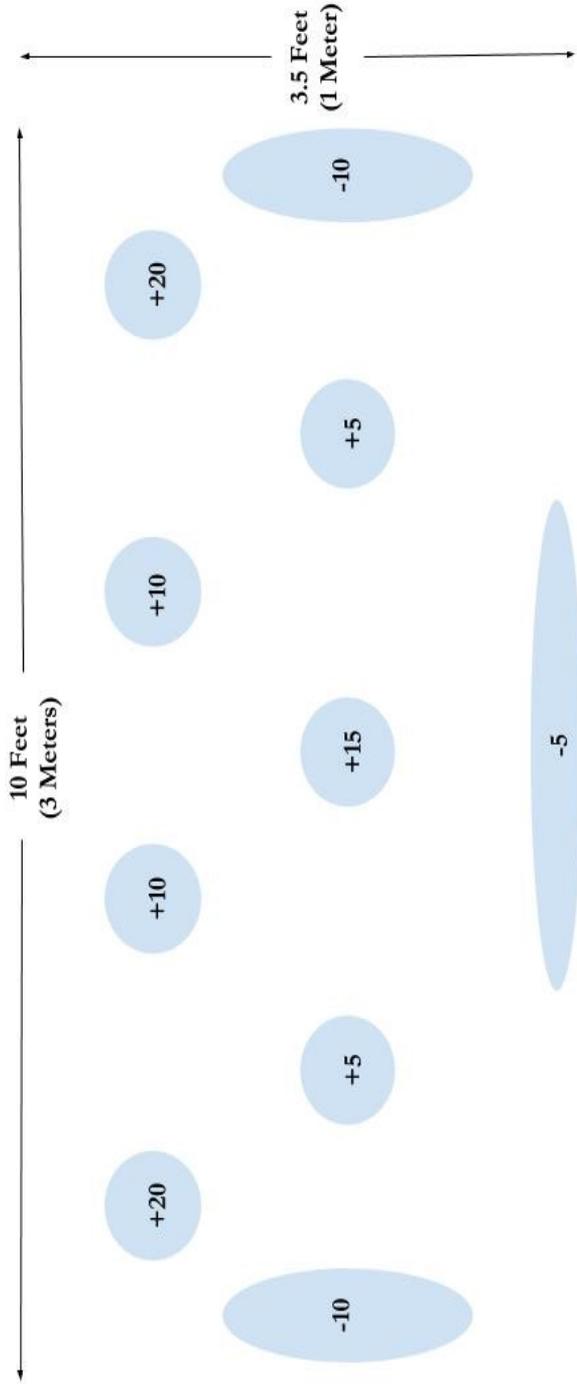


Professional Course 1

Hole Dimensions: All holes - .5 YB Shovel Length (6 inches / 15 cm), Troughs are .5 YB Shovel Lengths Wide and the Length is based on the dimensions above.

Scoring: In order for a score to count if a ball enters a hole, the ball must pass through a minimum of half of the trough.

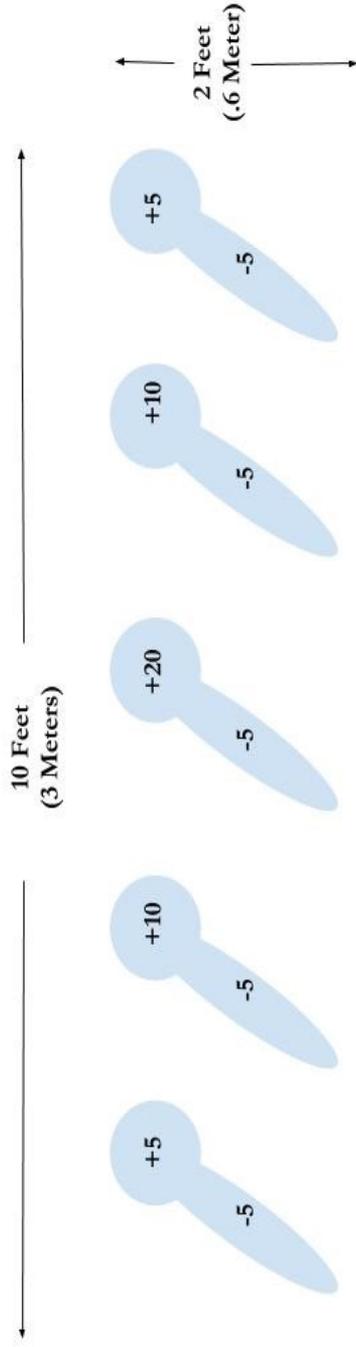
Note: Example of One End of a Course with the Other End Duplicated to Match.



Professional Course 2

Hole Dimensions: All holes $.5$ YB Shovel Length (6 inches / 15 cm) and 1 YB Shovel Length apart (13 inches / 20 cm), Troughs are 2 YB Shovel Lengths (26 inches / 40 cm) in Length and $.5$ YB Shovel Lengths Wide

Note: Example of One End of a Course with the Other End Duplicated to Match.



Professional Course 3

Hole Dimensions: All holes - .5 YB Shovel Length (6 inches / 15 cm), Troughs are .5 YB Shovel Wide and the 1 YB Shovel in Length.

Scoring: When rolling, if player rolls ball into hole the point value is awarded if when rolling ball gets stuck in trench then -5 is deducted. In order for a score to count if a ball enters a hole, the ball must pass through a minimum of half of the trough.

Note: Example of One End of a Course with the Other End Duplicated to Match. All trenches pointing up slope if possible away from the water.

Yak-o Ball History

Yak-o Ball has a long history and has been a favorite game for our family for years.

We have a passion for the game and hope you enjoy playing it as much as we do!

Contact Us

We welcome you to contact us and tell us what you think about Yak-o Ball and how we can improve it.

Please feel free to contact us at:

Email: yako.ball@yakogames.com

Web: www.yakoball.com

Yak-o Ball is a creation of Yako Games LLC.

