

해녀

Rules

8+

2~5

30'

Sea Divers of Jeju



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Watch the how-to-play video on the Happy Baobab website and YouTube:
www.happybaobab.com

I. Components



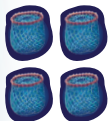
4 Scoring tiles
(double-sided)



1 Round marker



1 Starting player
marker



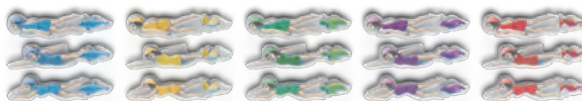
4 Net markers



1 Main board

9 Shallow sea cards
(with four areas)

9 Deep sea cards
(with six areas)



15 Haenyeo meeples (3 for each color)

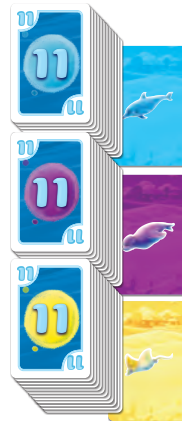


5 Player boards (double-sided)

Sand side: sand-colored
background, no ★. Used only with
Module 2: Nest Egg.



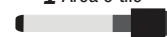
★ side: ★ in the upper-right
corner. Used in the base game.



5 Sets of Dive cards
(0-11 for each color)



1 Area 0 tile



5 Marker pens



Front Back

16 Event cards
(used only with Module 1:
The Changing Sea)

note Remove the protective film from the haenyeo meeples before your first game.

note After the game, wipe your player board clean with the eraser on the pen cap.





Haenyeo [heh-nyuh]

Haenyeo are women divers from Jeju who dive without using oxygen tanks or other special equipment. With only simple tools such as a bitchang (iron bar), galgori (hook), or jeongge-homi (sickle), they collect conch, abalone, seaweed, and sea mustard. Sometimes they even catch fish with a spear.

A typical dive goes down about 5 meters, and they usually stay underwater for around 30 seconds before coming up. Skilled Haenyeo can dive as deep as 20 meters and hold their breath for over 2 minutes. When they return to the surface, they make a unique whistling breath sound called “sumbi sori”, which has become a symbol of Jeju’s ocean culture.

In 2016, Jeju Haenyeo culture was officially listed as a UNESCO Intangible Cultural Heritage of Humanity.



Tewak

A round floating tool that helps Haenyeo rest or move on the sea surface.



Mangsi-ri

A net bag attached to the tewak, used to store seafood collected during diving.



Dolharubang

Dolharubang are traditional stone statues from Jeju.

They were usually placed at village entrances or gates to serve as guardians protecting the community. They are recognizable by their big eyes, flat nose, smiling face, and hands resting on the belly. Today, Dolharubang are widely known as a symbol of Jeju Island.

II. Setup

- 1** Place the main board in the center of the table. Place the Area 0 tile over the Area 0 action printed on the main board. Place the 4 Net markers near the main board.
- 2** Shuffle the 4 scoring tiles, draw 1 at random, and place it next to the main board with a random side faceup. Place the round marker on the first space of the round track on the left side of the scoring tile. Return the other scoring tiles to the box.
- 3** Separate the Shallow sea cards and the Deep sea cards into two decks, and shuffle each deck (it does not matter which side of the cards faces up). Place the Shallow sea deck to the right of Areas 1–4 and the Deep sea deck to the right of Areas 5–10 on the main board.

note Align the card backgrounds with the board illustration.

- 4** Each player takes 1 player board and places it ★ side up (the side with the ★ in the upper-right corner). Each player also takes 1 marker pen.
- 5** Each player chooses a color and takes the 3 haenyeo meeples and 12 Dive cards of that color. Each player places 1 of their haenyeo beside Area 0: this is their third haenyeo, which they can gain from space 3 of their Turtle Egg track (see page 6). Each player starts the game with 2 haenyeo.
- 6** The player who most recently visited the ocean takes the starting player marker.

note The Event cards are used only with Module 1: The Changing Sea, and the sand side of the player boards only with Module 2: Nest Egg (pages 10–12). For the base game, leave the Event cards in the box.



III. Gameplay

The game is played over 8 rounds. Each round consists of 4 phases:

1 Select Dive Cards

2 Place Haenyeo

3 Haenyeo Actions

4 Prepare Next Round

1 Select Dive Cards

Players decide where to place their haenyeo.

- Choose a number of Dive cards equal to the number of haenyeo you have. (You start the game with 2 haenyeo, so choose 2 cards. Once you have gained your third haenyeo, choose 3 cards.)
- Place the chosen cards facedown in front of you (with the animal side visible).
- The number on each card indicates the area where the haenyeo will be placed and perform an action.



2 Place Haenyeo

- After all players have chosen their cards, reveal them simultaneously.
- Place your haenyeo on the main board according to the numbers on your cards.
- Haenyeo must always face toward the deeper side of the sea. The sea creature placed with each haenyeo is positioned in the area one step shallower.
- Haenyeo act in their current areas, while sea creatures help maintain connections.

Example



If you play a "3" card, your haenyeo is placed in Area 3, and the sea creature with it (a turtle in this example) is placed in Area 2.

3 Haenyeo Actions

- Each haenyeo performs the action of the area where it is placed. To perform this action, a haenyeo must be “connected” to the surface.
- To be connected, every area from Area 1 down to the haenyeo’s area must hold at least one haenyeo or sea creature. These pieces do not have to belong to the acting player.
Note: A meeple always occupies two adjacent areas.
- Area 0 is the surface and is always connected. An empty Area 0 does not break the connection.
- If an area is empty, that area and all deeper areas are disconnected. Haenyeo in disconnected areas cannot perform their action.

Example

Empty
areas



Area 0 is empty, but this does not affect the connection. Areas 1–7 each hold at least one haenyeo or sea creature, so they are connected, and the haenyeo in Areas 2–7 perform their actions. Area 8, however, is empty, so Area 8 and all deeper areas are disconnected: haenyeo in those areas cannot perform their actions.

Area Actions

Connected haenyeo perform the action of their area, area by area, from Area 0 to Area 11. If several haenyeo are in the same area, they act in clockwise order, beginning with the starting player. When all haenyeo in an area have finished, the haenyeo in the next area act.

Area 0: Gain Turtle Eggs

If only 1 haenyeo is in Area 0, that haenyeo gains 2 Turtle Eggs. If 2 or more haenyeo are in Area 0, each of them gains 1 Turtle Egg.



Area 0 tile:
1 haenyeo → 2 Turtle Eggs
2+ haenyeo → 1 Turtle Egg each

note Mark each Turtle Egg you gain on your Turtle Egg track right away (see page 6).

note 2-player game: NPC haenyeo in Area 0 also count toward the number of haenyeo there (see page 8).



Area 1~10 : Collect Items

Haenyeo in these areas collect sea life, Turtle Eggs, and trash.

The items in each of Areas 1–10 are shown in that area's spaces: the space printed on the main board (Areas 1–7 only) and the spaces of the faceup sea card next to that area.

- If several haenyeo are in the same area, players take turns in clockwise order, beginning with the starting player. On your turn, choose 1 space, take the item(s) shown there, and place a Net marker on that space. Continue until all items have been taken.

note If only one haenyeo is in the area, that haenyeo takes all items in that area.

note If a space shows 2 icons (for example, 2 sea life or 2 Turtle Eggs), take both together.

- Mark each item you collect on your player board right away, according to its type:

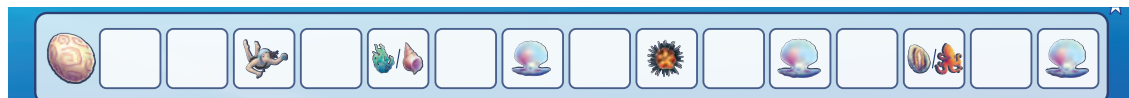
Sea life: Mark the leftmost empty box on the track for that sea life.

Trash: Mark the type of trash you collected. If you collect a type of trash you have already marked, mark nothing.

Turtle Egg: Mark the leftmost empty space on your Turtle Egg track (see below).



Turtle Egg Track



A sea turtle has asked you to find its lost eggs. Recover the eggs scattered throughout the sea and receive rewards in return!

Whenever you gain a Turtle Egg (in Area 0, by collecting in Areas 1–10, or from any other effect), immediately mark the leftmost empty space on the Turtle Egg track at the top of your player board. If the marked space shows a bonus, gain that bonus immediately:

- Third haenyeo (space 3):** Take your third haenyeo from beside Area 0. From the next round on, choose 3 Dive cards in Phase 1 (Select Dive Cards).
- Sea life (spaces 5, 9, and 13):** Gain the sea life shown. Space 5: 1 Seaweed or 1 Conch. Space 9: 1 Sea Urchin. Space 13: 1 Abalone or 1 Squid.
- Pearl (spaces 7, 11, and 15):** Gain 1 Pearl. Mark the leftmost empty space on your pearl track and gain its bonus, if any.

note Leftover Turtle Eggs score no points at the end of the game.

Area 11: Collect Pearls



Every haenyeo in this area gains 1 Pearl. Mark the leftmost empty space on the pearl track of your player board and immediately gain the bonus shown, if any:

- **Sea-life icon with a number:** Gain that many sea life of your choice.
- **Trash can:** Gain 1 trash type of your choice (mark any trash type you have not marked yet).

note Important: Each marked space on your pearl track is worth 15 points. At the end of the game, score all of your marked spaces (for example, 3 marked spaces = 45 points).



Pearl track: Mark from left to right. Each space is worth 15 points. Pearl track bonuses: space 1 – no bonus; space 2 – 1 sea life of your choice; space 3 – 1 trash type of your choice; space 4 – 2 sea life of your choice; space 5 – 1 sea life of your choice + 1 trash type of your choice

note Full tracks: If a track is full (Turtle Egg track: 15 spaces; each sea-life track: 20 boxes; pearl track: 5 spaces), anything more of that kind you would gain is lost. Do not mark it; it has no effect.

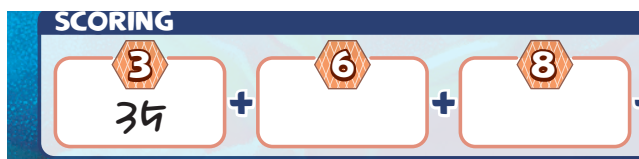
4 Prepare Next Round

After all haenyeo have performed their actions:

- 1 Retrieve all your haenyeo and used Dive cards.
- 2 Discard the top card of the Shallow sea deck and of the Deep sea deck to reveal a new card on each deck.
- 3 At the end of rounds 3, 6, and 8, score according to the scoring tile and write the result in the matching box (③, ⑥, or ⑧) of the scoring row on your player board. Different sea life score in each scoring round, so plan which sea life to collect first!
- 4 Pass the starting player marker to the player on the left.
- 5 Move the round marker to the next space of the round track on the scoring tile.

note Each time you score, count all the sea life marked on your player board at that moment, including sea life gained in earlier rounds.

Example



At the end of round 3, the scoring tile shows Seaweed = 3 and Abalone = 5. You have 5 Seaweed and 4 Abalone, so you score $5 \times 3 + 4 \times 5 = 35$ points and write 35 in the ③ box.

IV. End of the Game

The game ends after round 8.

Final scoring: Add the following to your scores from rounds 3, 6, and 8:

- **Trash:** Score points for the number of different trash types you marked, as shown on your player board.

Trash types → points: 2 = 10 3 = 15 4 = 20 5 = 30 6 = 40 7 = 55 8 = 70 9+ = 90 (1 type scores nothing)

- **Pearls:** 15 points for each marked space on your pearl track.

- **Turtle Eggs:** Leftover Turtle Eggs score nothing.

Write each score in the scoring row: ③ + ⑥ + ⑧ + Trash + Pearls = Total. The player with the highest total wins.

In case of a tie, the tied player with the higher trash score wins. If there is still a tie, the tied players share the victory.

Example



Round 3: 35 + Round 6: 45 + Round 8: 78 + Trash (7 types): 55 + Pearls (3 spaces × 15): 45 = 258 points.

2-Player Rules

In a 2-player game, add an NPC (non-player character).

- The NPC uses the 3 haenyeo and 1 set of Dive cards of an unused color. Shuffle the NPC's Dive cards to form a deck and place it facedown.
- During Phase 2 (Place Haenyeo), draw 3 random Dive cards from the NPC's deck and place the NPC's haenyeo accordingly.
- In any area where the NPC has a haenyeo, the NPC always acts first. Starting with the NPC, everyone there takes turns choosing 1 space at a time, as in Areas 1–10: Collect Items. The NPC always takes the leftmost remaining space in that area; if that space shows 2 icons, the NPC takes both.
- NPC haenyeo and sea creatures keep areas connected, just like the players' pieces.
- NPC haenyeo count toward the number of haenyeo in Area 0. For example, if your haenyeo and an NPC haenyeo are both in Area 0, you gain only 1 Turtle Egg.
- The NPC never gains or marks anything; it only takes items away. It is never included in "most" or "fewest" comparisons on the scoring tile.
- The NPC does not reshuffle its used cards between rounds. Instead, draw 3 new cards from the remaining deck each round. After rounds 3 and 6, reshuffle all of the NPC's Dive cards.

note Playing with Module 1: The Changing Sea? See page 11 for how the NPC works with Event cards.

Scoring Tiles

There are 4 double-sided scoring tiles. Each side shows a round track (①–⑧) on the left; the hexagons ③, ⑥, and ⑧ mark the scoring rounds. At the end of each of these rounds, score every icon in the box next to that hexagon and add up the points.

The examples below show each kind of icon. The sea life and the numbers differ from tile to tile.



3 points per Conch.



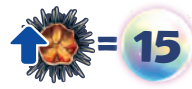
6 points per set of 1 Abalone and
1 Sea Urchin.



8 points per pair of Conches
(2 Conches).



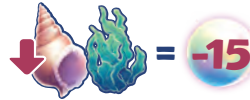
Multiply your number of Seaweed by
your number of Abalone.
(Example: 3 Seaweed and 4 Abalone = 12 points.)



15 points for the player with the most
Sea Urchins (all tied players score).



–15 points for the player with the fewest Squid
(all tied players are penalized).



–15 points for the player with the
fewest sets of Conch + Seaweed
(all tied players are penalized).

	1	2	3	4+
	10	20	30	40

10/20/30/40 points for 1/2/3/4 or
more sets of Seaweed, Conch,
Abalone, and Squid (1 of each per set).

	2	4	6	8+
	5	10	15	25

Score only the value for the highest count
you have reached. If you have fewer than the lowest
count shown, you score nothing for this icon.
(Example: 7 Conches = 15 points; 1 Conch = 0 points.)

note “Most” and “fewest” compare players only; in a 2-player game, the NPC is never included.

Optional Modules

Once again today, the sumbi sori of the haenyeo echoes across the blue waters of Jeju. As they follow familiar paths and dive deep beneath the waves, a different seascape awaits them each day depending on the tides, weather, and underwater conditions. Sometimes unexpected currents arise, while at other times the sea offers an opportunity for a bountiful harvest.

Once you know the base game, add the optional modules to experience the waters of Jeju in even more varied ways. You may use either module on its own or combine both.

Module 1: The Changing Sea

Many unexpected events can occur at sea. Check the new Event card revealed each round, and plan your dives more carefully as the conditions of the sea continue to change!

► **Components:** 16 Event cards

Setup

Follow the base game setup, with the following change:

- Shuffle all 16 Event cards and place them facedown to form a deck. Reveal the top card and place it faceup next to the deck. This card applies to round 1.

note Use the ★ side of the player boards as usual. If you also play Module 2: Nest Egg, use the sand side instead.

How to Play

Follow the base game rules, with the following changes:

- 1 Each round, the faceup Event card applies. It may provide bonuses or impose restrictions.

The icon at the top of each Event card shows how and when it works:



Water-drop icon: Place the Event card next to the matching sea area(s) of the main board (the number on the card is the area number). For this round, the effect of each matching area changes as shown on the card.



Round-marker icon: At the end of the round (in rounds 3, 6, and 8, before scoring), every player who met the condition on the left side of the card during this round gains the reward on the right side. Each player can gain this reward only once.



Lightning icon: When the card is revealed, all players immediately gain one of the rewards shown.



2 During Phase 4 (Prepare Next Round), once all end-of-round rewards and scoring for the round are finished, discard the Event card used this round and reveal a new one. Do not reveal a new card after round 8.

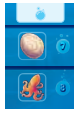
note Turtle Eggs gained from Event cards are marked right away, like any other Turtle Egg.

note **Timing:** At the end of each round, after all haenyeo have finished their actions and before you retrieve them (so you can still see which haenyeo were disconnected), first resolve the current Event card if it is a round-marker card. Then score (rounds 3, 6, and 8 only), and only then reveal the next Event card. A lightning card's reward is gained as soon as the card is revealed.

Event Cards

Water-Drop Cards (9)

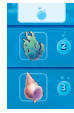
Extra items: During this round, players can collect the additional item shown from that area. It counts as an extra space to the right of the area's existing spaces.



Area 7: +1 Turtle Egg
Area 8: +1 Squid



Area 9: +1 Abalone
Area 10: +1 Sea Urchin



Area 2: +1 Seaweed
Area 3: +1 Conch



Area 5: +1 trash can
Area 6: +1 trash can

note Trash can: Gain 1 trash type of your choice (mark any trash type you have not marked yet).

Crossed-out sea life: During this round, players cannot collect the crossed-out sea life from that area. They may still collect all other items there.

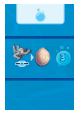


Area 2: Conch cannot be collected



Area 3: Seaweed cannot be collected

Haenyeo • Turtle Egg: Every connected haenyeo in this area gains 1 additional Turtle Egg.



Area 3: each connected
haenyeo +1 Turtle Egg



Area 6: each connected
haenyeo +1 Turtle Egg



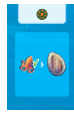
Area 11: each connected
haenyeo +1 sea life of your
choice (in addition to the
Pearl)

Round-Marker Cards (4)

At the end of the round (in rounds 3, 6, and 8, before scoring), every player who met the condition on the left during this round gains the reward on the right. Each player gains the reward only once, even if they met the condition several times.



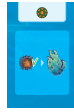
Disconnected haenyeo • 1 Turtle Egg: If at least 1 of your haenyeo could not act this round because it was disconnected, gain 1 Turtle Egg. Even if several of your haenyeo were disconnected, you gain only 1 Turtle Egg.



Squid • 1 Abalone: If you gained at least 1 Squid this round, gain 1 Abalone.



Trash • 1 Turtle Egg: If you gained at least 1 trash item this round, gain 1 Turtle Egg. This also counts if you collected a trash type you had already marked. Even if you gained more than 1 trash item, you gain only 1 Turtle Egg.

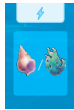


Sea Urchin • 1 Seaweed: If you gained at least 1 Sea Urchin this round, gain 1 Seaweed.

note "Gained" means gained in any way during this round: for example, by collecting, in Area 0 (including Module 2 exchanges), or from Turtle Egg track or pearl track bonuses.

Lightning Cards (3)

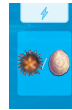
When the card is revealed, every player immediately gains 1 of the 2 rewards shown (each player chooses for themselves).



1 Conch or 1 Seaweed



1 Squid or 1 Abalone



1 Sea Urchin or 1 Turtle Egg

2-Player Game: NPC and Event Cards

- Extra spaces added by a water-drop card count as being to the right of the area's existing spaces. Since the NPC always takes the leftmost remaining space, it takes from the existing spaces first.
- The NPC skips any sea life crossed out by a water-drop card: it takes the leftmost remaining space that can be collected this round.
- The NPC never gains Event card rewards.

Module 2: Nest Egg

Play with the original Area 0 action: save up Turtle Eggs, then spend them to gain your third haenyeo and/or exchange them for sea life or a Pearl.

► **Components:** Sand side of the player boards, Area 0 action printed on the main board

Setup

Follow the base game setup, with the following changes:

- 1 Each player places their player board sand side up (sand-colored background, no ★).
- 2 Do not place the Area 0 tile. Use the Area 0 action printed on the main board.

How to Play

Follow the base game rules, with the following changes:

Area 0: Spend Turtle Eggs

Spend Turtle Eggs to gain your third haenyeo and/or exchange them for sea life or a Pearl.

Third haenyeo: Spend 2 Turtle Eggs to gain your third haenyeo. You can do this only once per game. From the next round on, choose 3 Dive cards in Phase 1 (Select Dive Cards).

Exchange (choose one):

- Spend 1 Turtle Egg to gain 1 sea life of your choice.
- Spend 2 Turtle Eggs to gain 2 sea life of your choice.
- Spend 3 Turtle Eggs to gain 1 Pearl (mark it on your pearl track and gain its bonus, if any).

note In a single action, you may both gain your third haenyeo and perform one exchange.

Turtle Eggs on the Sand Side

- Whenever you gain a Turtle Egg, circle the leftmost empty space on the Turtle Egg track at the top of your player board. The Turtle Egg track on the sand side has 20 spaces and no bonuses.
- When you spend a Turtle Egg, cross out (X) one of your circled spaces.

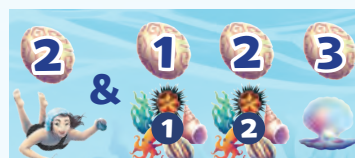
note If every space on your Turtle Egg track has been circled, any further Turtle Eggs you gain are lost.

Scoring

At the end of the game, each unused Turtle Egg (circled but not crossed out) is worth 1 point. Write this score in the Turtle Eggs box of the scoring row: ③ + ⑥ + ⑧ + Turtle Eggs + Trash + Pearls = Total. All other scoring is the same as in the base game (Pearls: 15 points per marked space).

Combining with Module 1

You can play this module together with Module 1: The Changing Sea. Turtle Eggs gained from Event cards are circled on your Turtle Egg track right away.



2 Turtle Eggs → third haenyeo
1 / 2 / 3 Turtle Eggs → 1 sea life / 2 sea life / 1 Pearl

Credits

Game Design Hisashi Hayashi

Illustrations Christopher Matt

Art Director Ian Parovel

