

# Hold your Breath!

by  
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In Mayday Games *Hold Your Breath!* you revisit the crazy adventures of your favorite stupid and lazy pirates. In Mayday Games *Walk the Plank!* you found yourself on a ship full of mayhem and chaos. As much as you struggled to avoid your fate, you walked the plank and found yourself in the cold ocean. The cold was not the worst part—you know what came next: a fierce man eating shark to devour you and your fellow pirates. Everyone knows that you do not have to out swim a shark; you just have to out swim your fellow pirates... In *Get Bit!* you raced with your fellow pirates to avoid the deadly jaws of a ferocious shark.

Finally you see land and this crazy adventure is over.... Well, not quite over. One of your fellow pirates begins boasting that he can dive down into the water further than any other pirate here. Yes, it is a stupid idea. Land is in sight and you are so close to safety. But, being a stupid pirate, you cannot let a fellow pirate boast of his greatness when you know you can swim deeper than he can. Are you going to chicken out, play it safe, and swim to the land? No way! You have come this far and you will not leave these waters until you and your fellow pirates have decided who can swim the deepest. There is nothing to wager, nothing to gain...well, maybe bragging rights if you return to the surface alive.

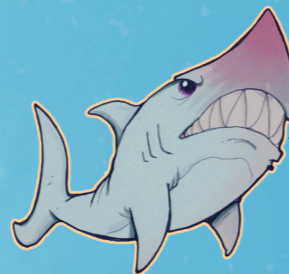
Since you are a stupid pirate you now find yourself in a pointless contest to find out who can *Hold Your Breath!* and swim the deepest. You know it's risky and you know there are sharks in the water—maybe even more dangers lurk below?! Can you out smart and out maneuver your fellow pirates in this silly contest and prove that you are the best pirate?

## Overview:

In *Hold your Breath!* players use the cards in their hands to see whose pirate can dive deepest into the ocean and return to the surface before the game ends. The player whose pirate swam the deepest and makes it back to the surface before the game ends wins!

## Contents:

- Dive Deck (68 cards)
- 4 Pirate tokens
- 4 Anchor tokens
- Depth Board
- Rule sheet



*Hold your Breath!* is played in two phases: the *Descent* phase and the *Ascent* phase. In the *Descent* phase, players play *Air* and *Swim* cards to move their pirates down on the *Depth Board*. In the *Ascent* phase, they play *Air* and *Swim* cards to move their pirates back up on the *Depth Board*. Each phase ends when the *Dive Deck* runs out. The game ends once the *Ascent* phase comes to an end.

## Icons:



**Air:** Provides enough air to swim either 5 or 10 this turn.



**Swim:** Moves the player's pirate 5 or 10 on the *Depth Board*. A player may not play cards for a greater *Swim* amount than he has played *Air* this turn.

## Action Effects:

Many cards in *Hold your Breath!* have multiple actions: A player may play a card for its *Air* or *Swim* amount OR for its action effect, but not both.

## Panic!

**Panic:** A player may play a *Panic* card on another player. Additional *Panic* cards cannot be played on a player who already has a *Panic* card in front of him. If a player has a *Panic* card in front of him, he cannot play any *Swim* cards on his turn until the *Panic* card is discarded.

## Calm

**Calm:** A player may play a *Calm* card to discard a *Panic* card in front of him OR to move the *Shark* from in front of him to any other player.

**The Shark:** A player may play the *Shark* on another player (even if the player already has a *Panic* card in front of him). It acts as an additional *Panic* card, preventing that player's pirate from swimming.

**The Kraken:** A player may play the *Kraken* for one of two effects;

- 1) Discard the *Shark* from in front of him.
- 2) Force all players with exactly five cards in their hands to discard one card.

*Example:* Zack currently has the *Shark* in front of him. It's Eliza's turn. Eliza can't play the *Kraken* from her hand to discard the *Shark* because it's in front of Zack.



**Discard:** A player may play a *Discard* card to force a player with five cards in his hand to choose and discard one card.



**Draw:** A player may play a *Draw* card to draw one card from the top of the *Dive Deck*.

**The Dolphin:** The *Dolphin* card is a wild card: A player may play the *Dolphin* card as if it were any other card in the game! (*Air* 5 or 10; *Swim* 5 or 10; *Panic*; *Calm*; *Shark*; *Kraken*; *Discard*; or *Draw*)



## Setup:

Place the *Depth Board* and *Dive Deck* in the center of the table. Each player takes a *Pirate* & *Anchor* token of the same color and places the *Pirate* token on the *Surface* of the *Depth Board* (keep the *Anchor* for later). Shuffle the *Dive Deck* and deal five cards to each player.

The player who has most recently been swimming plays first...



1. Dive Deck
2. Discard Pile
3. Surface
4. Depth Board
5. Player's hands & Anchors

Continue...

## The Descent

Each player begins his turn by playing cards from his hand, resolving each card's chosen effect before playing the next card. A player may play as many cards as he chooses from his hand, **but**:

A player must play at least one *Air* card on his turn. If he cannot, then he must take one card from his hand (or from the top of the *Discard Pile* if he has none) and place it face down in front of him as a *Panic* card.

A player may play as many *Air* cards as he wants in his turn but he may only play *Swim* cards that total equal to or less than the total *Air* cards played.

*Example: Zack plays an Air 10 card. He has a Swim 5 card and a Swim 10 card in his hand. He can play either the Swim 5 card and move his pirate 5 down the Depth Board OR he can play the Swim 10 card and move his pirate 10 down the Depth Board. He can't play both because he only played an Air 10 card.*



After a player has played all the cards he chooses to play from his hand, he may discard any remaining cards in his hand and draw cards from the top of the *Dive Deck* until he has five cards in his hand. Any cards he played are discarded, except if he played a *Panic* or *Shark* on another player those cards stay in play.

Play then passes to the player to his left.

## End the Descent

When a player draws the last card from the *Dive Deck*, the *Descent* phase ends. The player who drew the last card finishes his turn and each other player in the round takes a final turn. Make sure each player has the same number of turns. Do not reshuffle the *Dive Deck*. Draw cards that are played have no effect.

Each player keeps any cards left in his hand, as well as any *Panic* or *Shark* cards he might have in front of him.

Each player places his *Anchor* token on the *Depth Board* at the same depth as his pirate.

## The Ascent

To begin the *Ascent* phase, shuffle the *Discard Pile* to create a new *Dive Deck*. Deal cards from the top of the *Dive Deck* until each player has five cards in his hand.

The player who is closest to the surface on the *Depth Board* takes the first turn.

*Example: Green player plays first because he swam the shallowest and Blue player swam the deepest.*



Beginning with the player who is closest to the *Surface*, play continues just as it did in the *Descent* phase except players move up on the *Depth Board* when they play *Swim* cards.

## End the Ascent

The game ends when the *Ascent* phase is over. The *Ascent* phase end one of two ways:

- When a player draws the last card from the top of the *Dive Deck*. The player who drew the last card finishes his turn and each other player in the round takes a final turn and the game ends.
- When the player's pirate whose *Anchor* is at the deepest depth on the *Depth Board* reaches the *Surface* the game ends. If multiple players' *Anchors* are at the deepest depth, the *Ascent* ends when the first of these players reaches the *Surface* the game ends.

## And the WINNER IS???

When the game ends, the player whose *Anchor* is deepest on the *Depth Board* and whose pirate has returned to the *Surface* is the winner! Any player who failed to return his pirate to *Surface* before the game ends loses no matter how deep his pirate swam. If no one's pirate made it back to *Surface* before the *Dive Deck* ran out then the player's whose pirate swam the furthest down and back up wins!

### Credits:

**Game Design:** Christopher Urinko and Daniel Jenkins

**Art:** poopbird.com

**Graphic Design and Art Production:** Max Holliday

**Rulebook:** Daniel C. Peterson, Max Holliday & Dave Bailey

**Editor:** Dave Bailey

**Play Testing:** The Board Game Designers Guild of Utah.



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## Designers Notes...

*I first got the idea while watching my 4 year old son at swimming lessons. Daniel Jenkins and I began to work on the game immediately. Daniel designed all of the prototype artwork, while I worked on rules and card distribution. The first version of Hold Your Breath! was a card game for two players only. The original game did not have pirates as the theme it was just swimmers diving down and back. The Board Game Designers Guild of Utah helped immensely by play testing and providing encouraging feedback and suggestions that eventually shaped Hold Your Breath! into what you see today. We were excited to get Hold Your Breath! Guild Certified before submitting it to the Ion Award Competition.*

*Hold Your Breath! won the 2013 Ion Award for best light game. The Ion Award is given out at SaltCON each year. The Ion Award recognizes excellence in unpublished games. The Ion Award is for any game designer with an unpublished game. When Hold Your Breath! won the Ion award it was still just a card game and did not have the elements of a board game yet. The judges strongly encouraged us to make it a 4 player game, which is a suggestion we immediately worked on developing. Luckily, the design came fairly quickly by adding a few more cards and creating two extra rules to prevent players from ganging up on each other. After SaltCON, Daniel Jenkins and I reviewed the offers we got from publishers and decided to go with Mayday Games because the game theme could be modified to fit with their existing pirate series of games, Get Bit! and Walk the Plank!*

*Mayday Games made a few changes by bringing the board game elements into Hold Your Breath! Mayday Games added the Depth Board, Pirate Tokens and Anchor Tokens. Additionally, Mayday Games brought in Mike Groves to do all the artwork. Mayday Games also added the ability to The Kraken that forces all players to discard a card.*

*I hope your family and friends enjoy playing Hold Your Breath! by Mayday Games as much as my family and friends enjoy playing it.*

*-Christopher Urinko.*