



# HOOPYAH

## INSTRUCTION MANUAL

# HOYAH

## NAVY SEALS CARD GAME

**Created by Mike Fitzgerald**

This game is dedicated to the Navy SEALs,  
a special breed of men whose bravery and courage  
help keep us safe and make us proud.



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10 9 8 7 6 5 4 3 2 1

Made in China

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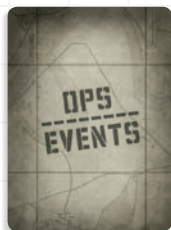
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# OBJECTIVE

**HOOYAH** is a cooperative card game where 1 to 4 players take the roles of Navy SEALs trying to complete a real-life inspired Navy SEAL Mission. You either win or lose as a group. You win if you meet the requirements of the Mission and all players have survived. If any player gets to zero health, the game ends without completion of the Mission.

## COMPONENTS



### OPS/EVENTS DECK

75 Ops/Events Cards



For each of the 5 colors, there are 14 cards, numbered 1 to 5. This deck has a dual purpose. The number/color combination at the top relates to the **OPS**. The bottom indicates the task associated with the **EVENT**. These two aspects of the card do not work in tandem.



### 1 Insertion Card

Placed into the Ops Deck when called for by a Mission. Not all Missions (games) use the Insertion Card.



## SKILLS & EQUIPMENT DECK

### 50 Skills Cards



There are 10 of each of these colors in the deck.

### 20 Equipment Cards



Each color has 4 different versions. These cards can be used for the color they represent, or for the “bonus” information on each.

INCREASE THE TIME COUNTER BY 2.

### 5 Cross Training Wild Cards



A Wild Card may be used as any color.



## 10 NAVY SEAL CARDS



At the beginning of the game, each player receives a Navy SEAL card, and assumes that identity throughout the game. These cards indicate the specific skills of each Navy SEAL.

### EXAMPLE: PLATOON CHIEF CARD



The Platoon Chief is the only player that can give a card to another player. Each SEAL has one (or more) unique capability, different from the other SEALs.



Once per Prepare Phase you may **give one card** to another player.

DETAIL OF THE PLATOON CHIEF CARD

**Note:** Navy SEAL specialty facts, located at the bottom of each card, do not affect game play.

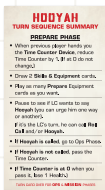


## 5 MISSION CARDS & HOLDER



These 5 Mission Cards represent five different games. Each time you play HOOYAH, you will choose a Mission Card.

At the beginning of the game, the Holder is ..... assembled into a 3-sided stand, with slits to display the Mission Card.



## HOOYAH TURN SEQUENCE CARD

As a quick reference, this card outlines the game-play sequence of HOOYAH. Players may choose to display this card in the Mission Card Holder.



## TIME COUNTER DEVICE

The Time Counter tracks how much time the SEAL team has to complete each Op.



## 30 HEALTH TOKENS

Throughout the game, players will gain and lose Health Tokens. If any player loses all his Health, he is "dead" and the game is over.



PLAYER 1

Area for  
extra and  
discarded  
Health  
Tokens



PLAYER 2



Discard area for  
Skills & Equipment  
Cards



DRAW  
DECK



PROVISIONS AREA



Mission  
Card



5th OP



4th OP



3rd OP



2nd OP



1st OP

PLAYER 4



PLAYER 3





# GAME SETUP

## MISSION CARD

Select one of the 5 large Mission Cards and place it in the Mission Card Holder. For your first game, we suggest you play **Mission #1 Compound Raid**, or **Mission #2 GOPLAT Assault**. Refer to the Mission Card you select for any special instructions on it. Look in the Missions Section (pgs. 28-38) for game play details.

## NAVY SEAL CARDS

Choose a game leader and give that player the Lt. Commander (LC) Card. (The LC has more duties during the game than the other team players). Shuffle the remaining Navy SEAL cards and deal 1 to each of the other players. (Optionally, you may choose your own Navy SEAL card to play with, making sure one player is the LC.) Each player reads out the abilities of his Navy SEAL to the rest of the players. Players will be depending on each other to help complete the Mission and these abilities will be important.

## HEALTH TOKENS

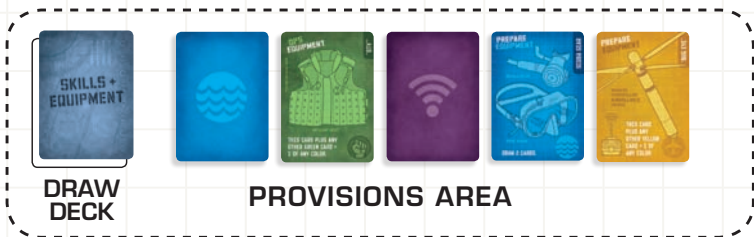
Each player receives 5 Health Tokens and places them next to his Navy SEAL card.

## OPS AREA

Shuffle the Ops/Event Deck and deal 5 rows of 2 cards face-down beside the Mission Card as shown. Each of these rows is an Op, or a round of play. Place the rest of the deck face down on the table. Turn over the first Op.

## PROVISIONS AREA

Shuffle the Skills & Equipment Deck and turn over 5 cards face-up. Place the rest of the deck face down next to face-up cards, as the Draw Deck.



## TIME COUNTER

Add up the values of the 2 face-up Ops cards and set the Time Counter to the total. In the example shown (pg. 6 diagram), it's 8 ( $3+5=8$ ).

Put the Time Counter in front of the Lt. Commander. The LC goes first and play continues clockwise around the table.

# GAME PLAY

## THERE ARE 3 PHASES TO A GAME:

- Prepare Phase – The team accumulates Skills & Equipment cards.
- Ops Phase – The collected cards are played for each Op of the Mission. Players also face Event cards in this phase.
- Mission Phase – After 5 Ops Phases have been completed, this is the final challenge to win the game.

## PREPARE PHASE

The goal of this phase is for all players, working cooperatively, to collect enough cards of the colors called for by the Op. In this example, the team needs to get 3 red and 5 purple cards.

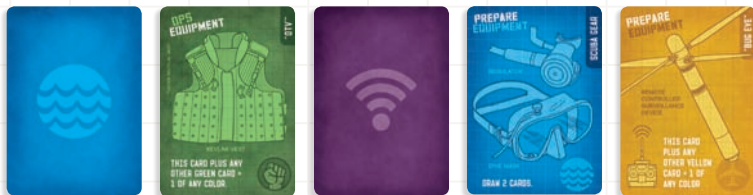
1st OP



Note: The Event shown at the bottom of the purple 5 card is ignored here, since it does not affect this part of the game.

## ON YOUR TURN:

- Draw 2 cards, one at a time, from the Provisions Area. You may take a card from the top of the Draw Deck, or one of the 5 face-up cards. If you take one of the face-up cards first, replace it (from the Draw Deck) before choosing your second card.
- In the example, the 5 face-up cards in the Provisions Area are as follows.



Always replace the card in the Provisions Area before you draw your second card.

Since the team needs 5 purple, you would take the purple card for your first choice. For your second draw card you may opt to choose from the Draw Deck (since the team doesn't need blue, green, or yellow for the 1st Op.) But then notice the blue **Scuba Gear** card. The instructions on the bottom left read: "Draw 2 Cards." If you take this card as your second card (as permitted by your turn), you can immediately play it and draw TWO cards from the Draw Deck or the Provisions Area.

- During your turn, you may play as many Prepare Equipment cards as you want.

There is **NO LIMIT** to the number of cards you may have in your hand.

- When you're done with your turn, pass the Time Counter to the next player, who will reduce the number by one. (Unless "Hooyah" is called as described on p. 19.)



## ABOUT THE TIME COUNTER

The Time Counter tracks how much time you have to complete the Op in front of you. Navy SEALs train to be able to accomplish their tasks within small windows of time!

In our example (pg. 6 diagram) the game begins with the Counter set at 8. The Lt. Commander would go first. After he has taken his turn (taking two cards, and playing any Prepare Equipment cards he wants to) he passes the Time Counter to Player 2, who reduces the number by one, to 7. Player 2 then picks two cards, and finishes his turn by passing the Time Counter to Player 3 who reduces it by one, to 6. And so on.

If the Time Counter gets passed with the number zero on it, the player passing it loses one Health. This will continue until the LC calls "Hooyah" and starts the Ops Phase. (See pg. 19.)

---

**Note:** The higher the number on the Time Counter, the better it is for your team. If an Op is completed before the Counter reaches zero, team members will be awarded extra Health Tokens. (See details under Op Success on pg. 22.)



## ABOUT THE SKILLS & EQUIPMENT CARDS

As mentioned earlier, there are three different types of cards in this deck: Skills, Equipment, and Cross-Training (Wild) cards.

### Skill Cards:

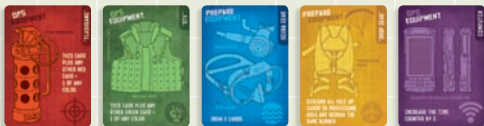
Always played for their color.



### Equipment Cards:

Can be played for the color OR for the instruction ("equipment benefit") on the card—BUT NOT BOTH at the same time.

Whether it's an OPS or PREPARE Equipment card is indicated in the upper left corner of the card.



The **PREPARE** Equipment cards offer benefits that can be utilized during the **PREPARE** Phase, (e.g. "Increase the Time Counter by 2.") **OPS** Equipment cards help during the **OPS** Phase. (E.g., "This card plus any other red card = one of any color.")

### Wild Cards:

Can be used as any color.



### Draw Deck:

During game play the Draw Deck may become depleted. When this happens, take the discarded Skills & Equipment cards, shuffle them, and place them face down to form a new Draw Deck.



What skills do the different colors represent?

#### BLUE:

Water skills like diving and planting underwater explosives.

#### RED:

Marksmanship skills.

#### YELLOW:

Air skills like piloting and parachuting.

#### GREEN:

SEAL strength training and survival skills.

#### PURPLE:

Technology skills that SEALs need in the field.

## COMBINING CARDS TO MAKE DIFFERENT COLORS

## SPECIAL METHODS

### 1. OPS EQUIPMENT CARDS



These 2 cards are examples of how Ops Equipment cards are combined with other cards to achieve the color needed.

### 2. SEAL CARD SPECIAL ABILITIES



The Sniper, Explosives, Diver, and Communications SEAL cards all allow the player to make one card count as two cards.

**1B**  
**2B** Once per Ops Phase you may play **one blue** card to make **two blues**.

DIVER CARD DETAIL

### 3. FOUR CARDS OF THE SAME COLOR

Any player can use FOUR cards of the same color to make them count as ONE of a different color.



## ROLL CALL

As the Prepare Phase proceeds, players accumulate more and more of the cards needed to complete the Op. In order to determine how close the SEAL team is to being prepared to begin the Ops Phase, the team members need to count and communicate how many playable cards each SEAL holds in his hand. This is done by means of a Roll Call, through which each player, in turn, indicates the number of color cards they might be able to contribute to the Op. Roll Call is not necessarily a precise count, but offers a good indication of how strong and ready the team is.

- Roll Call is the duty of the Lt. Commander, who may ask for a Roll Call at the end of his/her turn. The LC is the one who makes the decision to have a Roll Call, but other players may encourage the move and discussion is allowed, since this is a team effort.
- Once Roll call is announced, the Lt. Commander states the **maximum number of a single color** he could currently produce with the cards in his hand.
- Going clockwise, each player decides what one color to announce, taking into account:
  - > what color cards and how many of each are in his hand
  - > what color cards are needed for the Op
  - > what other players have announced

**IMPORTANT:** During each round of Roll Call, players may announce **ONLY ONE COLOR**, even though they may hold other relevant cards in their hands.

- Players should also remember that they can combine cards to make different color cards. They may count both Skill cards and any unused Equipment cards of the appropriate color.
- The announcement a player makes during a Roll Call is not a commitment to play the exact cards during the Ops Phase.

After all players have made their announcements, the LC may decide to do another round of Roll Call immediately, so players can announce other colors.

After Roll Call, if it has been determined that there are not enough cards to begin the Op, players resume collecting cards.

**Note:** The LC has to consider how much time is left on the Time Counter in deciding if players can take more turns collecting cards.

The team should know that before beginning the Ops Phase, players will face Events. Sometimes Events mean the loss of Skills & Equipment cards. So when deciding to begin the next phase, the team should make sure they have not only enough cards to complete the Op, but a **sufficient buffer to face Events** as well.

After a Roll Call, the LC may call another Roll Call, say “Hooyah” to start the Ops Phase, or pass the Time Counter so the team can continue to draw cards.

# EVENTS

**EVENTS represent challenges and unforeseen circumstances that SEALs face on missions.**



*Example: The top portion of the Event card is disregarded when facing Events. (In this example, the green color and number "2".) All the player needs to concern himself with here is presenting a blue card.*

In the Prepare Phase, you and your team have been collecting cards in order to face the 1st Op. However, another important aspect of the game are the EVENTS.

At the start of the Ops Phase, each player must face an Event card (or multiple Event cards) and perform the task it requires.

## TYPES OF EVENTS

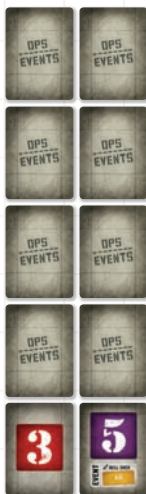
### 1. Skill Checks

Most of the Event cards ask you to make a Skill Check with a certain color. You can do this in two ways:

- Play a card (or cards) from your hand that fulfills the color needed.
- Draw up to 3 cards from the Skills & Equipment Deck. As soon as you draw the color needed (or a Cross Training Wild Card) you pass the Skill Check and do not need to draw any more cards. (The player does not take these cards into his hand. The cards drawn for the Event are discarded.)

When making Skill Checks, keep in mind the Navy SEAL's special abilities (shown on the SEAL cards). Some SEALs pass certain Skill Checks automatically. Plus, all Navy SEALs are





Marksman, so they can all draw 5 cards instead of 3 when facing a red Skill Check.

**If you cannot pass the Skill Check you lose one Health Token.** Cards drawn for a Skill Check are discarded.

## 2. Mission Events

When an Event card reads “Look at Mission Card and do Mission Event”, you must refer to the Mission Card that is set up on the game table.



Mission Events are always shown in the upper right corner of the card. In this example the Event is “Lose 1 Health,” in which case, you would put one of your Health Tokens in the discard area.

**NOTE:** When an Event tells you, or causes you, to lose Health Tokens that would bring you down to 0 or less Health, you and the other players lose the game.

## OTHER EVENT TYPES

**EVENT**

DRAW 2 MORE  
EVENTS AND  
RESOLVE THEM NOW.

When an Event tells you to draw two more Events and resolve them, you must face both of those drawn Events before the next player gets an Event. These extra Events do not count toward the Event total for the Ops Phase.

**EVENT**

DISCARD 1 CARD FOR  
EACH COMPLETED OP.  
IF NO COMPLETED  
OPS DISCARD 1 CARD.

When an Event tells you to discard a number of cards and you do not have that many, you discard your entire hand. For example, if your team has completed 4 Ops, and you only have 3 cards, you must discard all 3 cards.

**EVENT**

DISCARD 1  
EQUIPMENT CARD  
WITHOUT USING IT.

When an Event tells you to discard an Equipment card and you do not have one, you do not have to do anything.

**EVENT**

LOSE 1 HEALTH FOR  
EACH COMPLETED OP.  
IF NO COMPLETED  
OPS LOSE 1 HEALTH.

When an Event tells you, or causes you, to lose Health Tokens that would bring you down to 0 or less Health you and the other players lose the game.



If an Op card does not show an Event, the player does not have to do a task.

Remember: The upper area (number/color) of an Event card has no bearing on the Event (the text) in the lower portion of the card.

# "HOOPYAH" : OPS PHASE

Announcing "Hooyah" indicates that the Prepare Phase is over and the Ops Phase has begun. This is done by the Lt. Commander when he feels that the team is ready to face the current Op cards as well as deal with the Event cards.

## **HOOPYAH!**

- The LC can say "Hooyah" after a player (including himself) has taken his turn, but before he passes the Time Counter.
- Once Hooyah is called, the Time Counter does not change and does not get passed.
- The LC determines the number of Events the team must face (see yellow box above), and takes that many cards from the Ops/Events Deck. He deals the Events cards one at a time, face-up in front of each player, starting with the player who has the Time Counter.
- Each player must perform the task on his Event card before the next Event is played in front of the next player. (Go clockwise from the first player.)

After all the Events have been faced, it is time to complete the Op. To complete an Op, the players must collectively play the number and color of the cards indicated on the Op cards.

## **HOW MANY EVENTS DOES THE TEAM FACE FOR EACH OP?**

The number of Events cards the team must face is determined by adding up the number of players, plus the number of the Op the players are facing. For example, if three players are facing the 1st Op, there will be 4 Events drawn. If four players are playing their fourth Op there will be 8 Events drawn.

# COMPLETING THE OP

You and your team have just spent time carefully planning and preparing to complete the 1st Op. Now, we will find out if your planning was sufficient. Things have happened that you did not plan on (Events); how you handled these situations will have everything to do with your success or failure on the entire Mission.



Starting with the player who has the Time Counter (last player to complete his turn), each player plays **as many cards as they want** towards completing the Op requirement. In our example (pg. 4) the 1st Op cards are 3 red and 5 purple.

## EXAMPLE PLAY:

Tom plays first. He starts by placing 2 purple cards, face up, in front of him and announces "2 purple". He has a Cross Training (Wild) Card in his hand but wants to see if another player will play a purple so he might be able to save the Wild Card for later.

## IMPORTANT

You may not play a **PREPARE** Equipment card for its special benefits during the Ops Phase. The cards retain their color, and can be played only for their color. You may play as many **OP** Equipment cards as you want when you are in the Ops Phase.



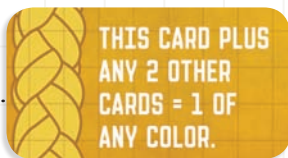
Bill's turn is next. He puts down 1 red card but announces "2 red". Because he is the Sniper, he has the ability to turn one red card into 2 once per Op.

1R  
2R

Once per Ops Phase you may play **one red card** to make **two reds**.



Sarah plays next and puts down the cards shown at left. She announces "3 purple and 1 red." The RED is made by using an Ops /Equipment card.



OPS /EQUIPMENT CARD DETAIL



It doesn't matter that the Ops/Equipment card is yellow; nor does it matter that the other 2 cards are blue and green.

See pg. 9 for special methods of combining cards to make different colors, as Bill and Sarah used in the examples above.



Ops aren't always completed with the first three players' turns (as in our example.)

Play continues clockwise around the table (which may be several times around) until enough cards have been played to meet the requirements for the current Op.

Note: If a player is unable to play any more cards on the current Op, he must PASS. Once a player passes, he may not play again on the current Op.

## OP SUCCESS

If the numbers are met, you have completed the Op. To get ready for the next step of the game do the following:

- Discard all the played Skills & Equipment cards to the Skills & Equipment discard pile.
- Put the 2 cards of the just-completed Op near the Lt. Commander. (Place them face-up in one pile as a way to track how many Ops you have completed.)
- Look at the number on the Time Counter. This will be the number of new Health Tokens the team will receive (from the extra Health Token pile). The Lt. Commander decides how to distribute them among the team.

For example, the Time Counter points to 2. The LC takes 2 Health Tokens, and can give both to any one player (including himself), or one each to two different players (including himself) who may have lost Health.

## OP FAILURE

If after the team has played all the cards they can towards completing the Op and **have not** met the requirements, they have failed the Op. In which case do the following:

- Each player puts one of their Health Tokens into the Health Counter discard pile. (1 Health lost per team member.)
- Discard all the played Skills & Equipment cards to the Skills & Equipment discard pile.
- Each player discards all of the Skills & Equipment cards in their hands (to the discard pile.)
- Put the 2 cards of the just-failed Op into to the Ops Discard Pile. Then, place 2 new Ops cards (from the Ops/Events deck) in their place. **The failed Op must be played again.**

NO ADDITIONAL HEALTH TOKENS ARE GIVEN OUT (from the Time Counter total).

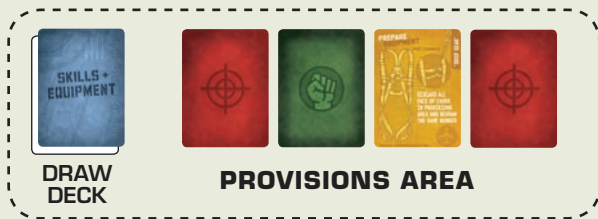
## THE NEXT NEW OP

Once the team has OP SUCCESS, they can proceed to the next Op row. (If the team has just completed the 5th Op they would start playing the final Mission Card. See pg. 36.)

To begin the next Op (in our example, this would be the 2nd Op), the team proceeds as follows:

- The Lt. Commander turns over the 2 cards for the 2nd Op.
- The Lt. Commander selects one of the face-up cards in the Provisions Area and discards it. (For each subsequent Op, there is one fewer card in the Provisions Area.)
- The Time Counter is reset. (To the added-up values of the 2 face-up Ops cards.) For the example setup below, it would be 5.

All players have kept the cards that were in their hands (not played) during the 1st Op Success. (You would start with no cards after an Op Failure.) A new Prepare Phase begins.



2ND OP SETUP DETAIL

## WHO GOES FIRST?

As per the Example Play on pgs. 20 & 21, Tom was the first player to lay down his cards. As such, he would have been the **last player** who had a complete turn in the 1st Op Prepare Phase.

Tom will now give the Time Counter (reset to 5) to the player to his left (in this case Bill).



Tom was the last player to have a turn in the 1st Op/Prep Phase, and the first player to lay down cards in the 1st Op/Ops Phase.

It's now Bill's Prep Phase turn. He starts the new 2nd Op/Prep Phase by taking the Time Counter from Tom, and drawing 2 new Skills/Equipment cards from the Provisions Area or Draw Deck.

Even though Sarah was the last to take a turn during the OPS PHASE, she does NOT begin the new Prep Phase.



For Ops 3-5, continue in the same way through the Prepare Phase, Events, and Ops Phase.

# MISSION PHASE

After completing the 5th Op you are ready for the final step of the entire game: the Mission Phase.

Each Mission is different, and there are variations of the basic game play (described in the previous pages) for all Missions. The Mission details will affect not only the Mission Phase of the game, but also how the Prepare and Ops Phases are played. Refer to the Mission details in this Manual (starting on pg. 28) for specific instructions on how to play each distinct game.

## COMPLETING THE GAME

As soon as the 5th Op is completed:

- Each player ***immediately*** faces one Event.
- Starting with the Lt. Commander, the team plays the colors shown on the Mission Card to win the game.



***Congratulations SEAL team! Mission accomplished!***

Make sure you have the necessary colors in hand before completing the 5th Op, since there is no time between the 5th Op and the Mission Card to get more Skills & Equipment cards. Even early in the game you should be thinking about the colors listed on the Mission Card when you are collecting and playing cards.

## **SCORING**

Even though HOOYAH is not meant to be a scoring game, you may want to compare your play results from game to game. You can determine the score this way:

- 50 Points for completing the Mission
- 10 Additional Points for each successful Op completed
- 10 Points for each remaining Health Counter the team has left
- 1 Point for each Skill card left in players' hands

## **MISSION DIFFICULTY**

The Mission descriptions on the following pages will have a way to make each game easier or harder for each different Mission. Feel free to pick and choose for the kind of game experience your group will enjoy.

The Mission Background sections provided on the following pages do not affect game play. This information is included for historical interest only.

## MISSION 1: COMPOUND RAID

**MISSION: COMPOUND RAID**  
**OBJECTIVE:** To capture or kill Osama bin Laden



OPERATION NEPTUNE SPEAR



Start the game with **one fewer Health Token** for each player.

**TO COMPLETE MISSION:**  
2 Yellow, 3 Red, 2 Blue

MISSION EVENT



LOSE 1 HEALTH

TO COMPLETE MISSION



- Start the game with **one fewer Health Counter** for each player.

### TO COMPLETE THE MISSION:

Immediately after completing the 5th Op, each player faces one Event and then the team needs to play 2 yellow, 3 red and 2 blue. These represent the helicopter problems with the Air Skill cards, the shooting in the compound with the Marksman Skill cards, and burying bin Laden at sea with the Water Skill cards.

**MISSION EVENT:** Loss of one Health Counter.

- To make this Mission easier, add one to the Time Counter during each New Ops Phase.
- To make this Mission harder, change the Mission Event to a loss of two Health Counters.

## COMPOUND RAID BACKGROUND

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**MISSION OBJECTIVE:** To capture or kill Osama bin Laden.


**MISSION OPERATION:** The Mission was carried out by two teams of DEVGRU SEALs, a.k.a. SEAL Team Six. Despite the crash of one of two MH-60 Black Hawk helicopters as the assault forces landed, the raid on bin Laden's compound in Abbottabad, Pakistan proceeded without a hitch. The entire operation took 38 minutes from touchdown to exit with no SEAL casualties.

**MISSION RESULT:** Bin Laden was killed with two shots to the chest and head from an Heckler & Koch 416 military assault rifle. Following the fatal headshot, the SEAL shooter radioed the code for Mission accomplished: "For God and country—Geronimo, Geronimo, Geronimo, Geronimo, E.K.I.A." (enemy killed in action).



## MISSION 2: GOPLAT ASSAULT

**MISSION: GOPLAT ASSAULT**  
**OBJECTIVE:** Retake Persian Gulf oil platform captured by insurgents



Reduce the Time Counter number by 1 at the beginning of the game and during each new Op.

**TO COMPLETE MISSION:**  
2 Yellow, 3 Blue, and 2 Red

MISSION EVENT  
DISCARD ONE CARD

TO COMPLETE MISSION

2

3

2

➤ **Reduce the Time Counter number by 1** at the beginning of the game and during each new Op.

**TO COMPLETE THE MISSION:** Immediately after completing the 5th Op each player faces one Event and then the team needs to play 2 yellow, 3 blue and 2 red. These represent the Helicopter insertion of Navy SEALs from above with the Air Skill, the synchronized attack from the water by the Divers, and the securing of the platform with the Marksman Skill.

**MISSION EVENT:** Discard one card from your hand.

- To make this Mission easier, have the Lt. Commander deal 6 cards from the Skills & Equipment Deck among the players in any way he wants before the start of the game.

- To make this Mission harder, change the Mission Event to “discard 2 cards from your hand.”

## **GOPLAT ASSAULT BACKGROUND**

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As part of Operation Iraqi Freedom, U.S. forces needed to seize and secure the Iraqi petrochemical infrastructure before it could be destroyed by Saddam Hussein’s “scorched earth” program.


### **MISSION OBJECTIVES:**

- Simultaneously seize two sea-based GOPLATs (gas and oil platforms) in the Al Faw Peninsula.
- Secure land-based refinery and pumping stations with no warning, no delays, and minimum destruction.
- Clear insurgent mines and explosives from waterways and offshore platforms.

**MISSION OPERATION:** More than 1000 Allied personnel, including U.S. Air Force and Marines, were involved with the assault. Using SEAL Delivery Vehicles, SWCC Special Ops Crafts and Rigid Hull Inflatable Boats, the assault was made from the sea, with SEAL sniper cover from Navy HH-60 Seahawk helicopters.

**MISSION RESULT:** The twin assaults on the two GOPLATs were achieved with complete success. Platform One was taken by Navy SEALs, and Platform Two by Polish commandos. In all, 32 crewman were taken prisoner with no fatalities or injuries. EOD teams found explosives and diving gear aboard the platforms. Damage was successfully averted. All facilities were turned back over to the Iraqi people.

## MISSION 3: PANAMA INVASION

| MISSION: PANAMA INVASION  |  | MISSION EVENT              |
|---|--|----------------------------|
|  <p>OPERATION JUST CAUSE</p> <p>PANAMA CANAL</p> <p>BALBOA HARBOR</p> <p>PAITILLA AIRPORT</p> <p>BAY OF PANAMA</p> | <p><b>OBJECTIVE:</b> Weaken PDF and depose dictator Manuel Noriega</p> <p>After each completed Op, each player loses one Health Token. Lose the Health before passing out any extra Health from the number left on the Time Counter.</p> <p><b>TO COMPLETE MISSION:</b><br/>5 Blue, 5 Yellow</p> | <p>DRAW 2 CARDS</p>        |
|   |  | <p>TO COMPLETE MISSION</p> |

➤ **After each completed Op each player loses one health.** Lose the Health before passing out any extra Health from the number left on the Time Counter.

**TO COMPLETE THE MISSION:** Immediately after completing the 5th Op each player faces one Event and then the team needs to play 5 blue and 5 yellow. This represents blowing up the boats with the Water Skill and the airfield attack with the Air Skill cards.

**MISSION EVENT:** Draw 2 cards from the Skills & Equipment Deck.

- To make this Mission easier, add one to the Time Counter at the start of the game and during each new Ops Phase.

- To make this Mission harder, subtract one from the Time Counter at the start of the game and during each new Ops Phase.

## **PANAMA INVASION BACKGROUND**

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The U.S. invasion of Panama was code named “Operation Just Cause.” One of its phases was the SEALs’ plan to prevent Noriega’s escape, which was dubbed “Operation Nifty Package.”

**MISSION OBJECTIVE:** To apprehend or prevent the escape of Panamanian dictator Manuel Noriega and to weaken his defense forces.

**MISSION OPERATION:** The first Navy SEAL team was tasked with destroying Noriega’s private jet at Punta Paitilla airport. Under fire from the PDF stationed at the airfield, four SEALs from the first platoon were killed and eight more wounded. SEALs still managed to destroy Noriega’s plane with an AT4 Rocket. As part of the second group assigned to sabotage Noriega’s gunboat in Balboa Harbor, two SEAL divers swam to the bottom of the harbor and blew up Noriega’s gunboat.

**MISSION RESULT:** Noriega’s plane and gunboat were destroyed, so he could not escape Panama. He attempted to take refuge in the Vatican Embassy, but the use of psychological warfare drove him out. Noriega eventually surrendered.

## MISSION 4: HVT EXTRACTION



### MISSION: HVT EXTRACTION

**OBJECTIVE:** To capture and extract for interrogation a High Value Target.

See Manual for where to put Insertion Card in Ops/Events Deck.

When Insertion Card is found, put it aside and complete the current Event drawing. **All players then lose 2 Health** and start playing cards to complete the current Op. When Op is completed all players discard all cards in their hands.

**TO COMPLETE MISSION:**  
2 Red, 2 Green, 2 Yellow

MISSION EVENT



TO COMPLETE MISSION



After placing the 5 Ops on the table, set aside the following number of cards from the Ops/Event Deck and shuffle the Insertion Card into these cards and place them on top of the Ops/Event Deck face down.

- **SOLO GAME:** Set aside 8 cards and add Insertion Card to these and shuffle these cards.
- **2 PLAYERS:** Set aside 11 cards and add Insertion Card to these and shuffle these cards.
- **3 PLAYERS:** Set aside 14 cards and add Insertion Card to these and shuffle these cards.
- **4 PLAYERS:** Set aside 17 cards and add Insertion Card to these and shuffle these cards.
- **As soon as you find the Insertion Card** put it aside and complete the current Event drawing. All players then lose 2

Health and start playing cards to complete the current Op. When Op is completed all players discard all cards in their hands.

**TO COMPLETE THE MISSION:** Immediately after completing the 5th Op each player faces one Event and then the team needs to play 2 red, 2 green, and 2 yellow.

**MISSION EVENT:** An Air (Yellow) Skill Check.

- To make this Mission easier, do not discard your hand after finding the Insertion Card and completing the Op.
- To make this Mission harder, you need to play 2 of each color when you get to the Mission Card.

## **BACKGROUND** (Part of Operation Iraqi Freedom)

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**MISSION OBJECTIVE:** To find and capture for interrogation a high ranking Iraqi Air Force general charged with conducting rocket attacks against U.S. targets. To seize a missile guidance box.


**MISSION OPERATION:** A SEAL Team 5 platoon stormed a house where the general was believed to reside, but had the wrong address. The SEALs quickly regrouped and attacked the correct house next door. The SEALs captured the Iraqi officer and his wife minutes after entering the house, despite a short firefight with a security officer who dropped his weapon and fled.

**MISSION RESULT:** The SEALs turned over the Iraqi general and his missile guidance box to CIA agency interrogators who gathered valuable intelligence and ultimately saved many American lives. Mission accomplished. Zero casualties.

## MISSION 5: US POW RESCUE

### MISSION: US POW RESCUE

**OBJECTIVE:** To rescue US Army supply clerk taken prisoner by Iraqi forces




**See Manual** for where to put Insertion Card in Ops/Events Deck and dealing the cards.

During each turn of the Prep Phase, **players draw only 1 card** instead of 2.


When Insertion Card is found, the team must face **2 more Events** than normal (during Event draws).

**TO COMPLETE MISSION:**  
Play 1 card of any color.

MISSION EVENT



TO COMPLETE MISSION



1 OF ANY COLOR

After placing the 5 Ops on the table, set aside the following number of cards from the Ops/Event Deck and shuffle the Insertion Card into these cards and place them on top of the Ops/Event Deck face down.

- **SOLO GAME:** Set aside 19 cards and add Insertion Card to these and shuffle these cards.
- **2 PLAYERS:** Set aside 24 cards and add Insertion Card to these and shuffle these cards.
- **3 PLAYERS:** Set aside 29 cards and add Insertion Card to these and shuffle these cards.
- **4 PLAYERS:** Set aside 34 cards and add Insertion Card to these and shuffle these cards.

- The Lt. Commander deals 10 cards from the Skills & Equipment Deck any way he likes among the players before the start of the game. (In Solo game use 10 cards and you do not have to be the LC.)
- During each turn of the Prepare Phase, **players draw only 1 card instead of 2.**
- **As soon as you find the Insertion Card** put it aside. From that moment on during the Event draws the team must face 2 more Events than normal. This includes the Event draws when you find the Insertion Card. (Drawing the Insertion Card does not count as one of the Events you must face.)

**TO COMPLETE THE MISSION:** Immediately after completing the 5th Op each player faces one event and then you need to play 1 card of any color.

**MISSION EVENT:** A Marksman (Red) Skill Check.

- To make this Mission easier, have the Lt. Commander deal out 12 cards before the game starts.
- To make this Mission harder, have the Lt. Commander deal out 8 cards before the game starts.



## POW RESCUE BACKGROUND

(Part of Operation Iraqi Freedom)

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**MISSION OBJECTIVE:** To rescue Pvt. Jessica Lynch, a U.S. Army supply clerk, who was injured during enemy ambush of convoy and taken prisoner by Iraqi forces.

**MISSION OPERATION:** After gathering intelligence on Lynch's location, U.S. Army Rangers, Special Forces, and a platoon of Navy SEALs assaulted Saddam Hospital to rescue Pvt. Lynch. Rangers provided perimeter security, Special Forces blocked hospital exits to the west, and SEALs attacked the hospital from the east to extract Pvt. Lynch without a shot fired.

**MISSION RESULT:** Found alive but wounded, Pvt. Lynch was transferred to a waiting Blackhawk medical evacuation helicopter. The bodies of 12 other U.S. Army soldiers were recovered from the hospital. Mission accomplished.

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## PLAYER COMMUNICATION

Feel free to adjust the rules on how to communicate with each other. Many groups like each player to announce one color and number after each turn. Others enjoy the challenge of playing the game with no communication at all (very difficult). We suggest starting with the rules as written in this Instruction Manual and then adjusting them if your team wants to. You can even play with all hands open if you would like. (This makes the game easier to win.)

## PLAYING SOLO

- HOOYAH works very well as a solitaire game. This is a great way to get training for being a Lt. Commander in a multi-player game.
- When setting up for a Solo game each Op row will only have one card, instead of two.
- You do not need to be the LC; you can play with any of the Navy SEALs.
- There are no Roll Calls. After any Prepare Phase, you can simply start the Ops Phase.
- Face the required number of Events and then play cards to complete the Op.
- If you are successful, simply add any remaining numbers on the Time Counter to your Health.
- Scoring works the same when playing solo.

## GOOD LUCK!

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# NOTES



