

MISTWIND

In the newly explored frontiers of the Mistwind Islands, bustling cities are filled with hard-working townsfolk, from fungus farmers to deep-mist divers. Transport whales are seen soaring above the thick mist, ferrying citizens and cargo from port to port. Mistwind is growing rapidly, and our leaders are looking to connect with neighbouring nations to expand trade networks that will pay dividends for many years to come. You are the head of a trade company with a chance to make a name for yourself. You've trained your transport whales well, and now you need to gather resources to build your outposts and maximize your network's efficiency while keeping up with the demands of the local territories.

Mistwind is a strategic game of building networks that allow your transport whales to move goods more efficiently. By placing Action Discs each turn, players will collect resources to build outposts or train transport whales, gather and deliver cargo to fulfill Capital and Territory demands, and complete networking contracts with neighbouring nations in an effort to become the most Trusted Trader in Mistwind. There are 7 different ways to gain Victory Points (VP) throughout the game. The player with the most points wins!



RESOURCE BOARD



LABOUR BOARD



ROUND MARKER



5 PLAYER AIDS



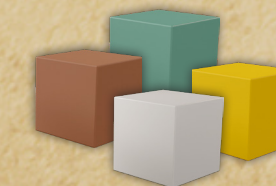
MAIN GAME BOARD



5 PLAYER BOARDS



36 CARGO
(6 PER COLOUR)



20 PLAYER RESOURCE
MARKERS (5 PER COLOUR)



15 TRANSPORTS
(3 PER COLOUR)



60 OUTPOSTS
(12 PER COLOUR)



25 ACTION DISCS
(5 PER COLOUR)



20 PLAYER CONTROL
MARKERS (4 PER COLOUR)



48 TERRITORY DEMAND
TOKENS (12 PER REGION)



12 CAPITAL DEMAND
TOKENS (3 PER REGION)



24 ACHIEVEMENT TOKENS
(6 PER LETTER)



FIRST PLAYER
MARKER



12 NETWORK TOKENS
(3 PER REGION)



36 CHARACTER CARDS



26 PORT CARDS



15 NETWORK CARDS



A

Place the Game Board in the middle of the table. Place the Resource Board (👉) on the left and the Labour Board (👉) on the right of the game board, with the “A” side up. (Match the symbol to the one on the Game Board.)

B

Shuffle all the Port Cards and place them face down in the Port Deck slot at the Bottom of the board. Reveal the first 5 cards, placing them in the slots numbered 1-5.

C

Shuffle the Character Cards and place them face down in the Character Deck slot at the Top of the board. Reveal the first 5 cards, placing them in the slots numbered 1-5.

D

Separate the Achievement Tokens into their matching letter groups (A, B, C, D). Shuffle each letter separately and place 1 face up from each letter group at the bottom left of the game board. Return the unused tokens to the box.

E

Separate the Network Tokens by their Region colour, shuffle each Region separately, and randomly place one per Region in the matching corner of the game board. The spots are next to the Capital Ports (🏰). Choose the Token side based on the number of players.

F

Sort the Demand Tokens into stacks by their Region colour and Victory Point value (Capital = 2VP, Territory = 1VP). Shuffle each stack separately and place them into one of the removable inserts (ideally, Green/Purple in one insert and Silver/Brown in the other). Place the inserts on the appropriate side of the board so that the tokens are within reach of all players.

From the inserts, take 2 Capital Tokens of each colour and place them Cargo side up on the matching coloured spots in the corners of the game board.

GAME SETUP

C



B

H

Sort and split the Cargo between the two inserts.

I

Sort the Network Cards (Easy, Medium, Hard) and deal one of each difficulty level to each player.

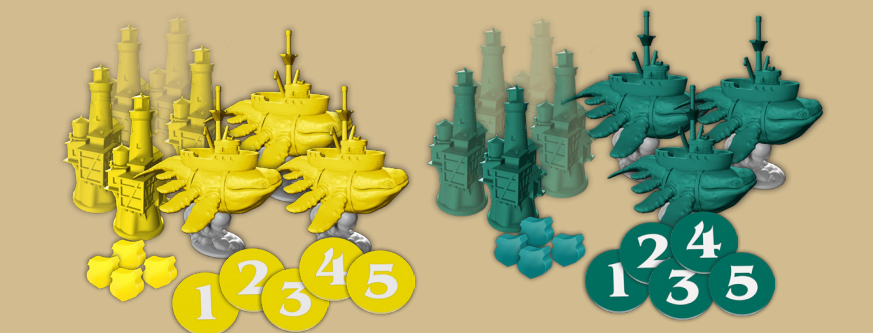
J

Place the Round Marker on the left-most Round Tracker spot on the map.

K

Randomly decide who will be the First Player and give them the First Player Marker.

Each player should have in their chosen colour 12 Outposts, 3 Transports, 4 Network Markers and 5 Action Discs numbered 1-5.



Each player should have a player aid, a player board and one marker for each type of resource. Each player should adjust their markers to start with 1 Steel, 1 Wood and 2 Coin.

The First Player starts with 1 Krill, the Second Player 2 Krill, the Third Player 3 Krill, the Fourth 4 Krill and the Fifth Player 5 Krill.

Before starting the first Round, in turn order, each player must place a Transport on any Territory Port (🚢). Transports may share Port spaces with other players' Transports as well as your own.

on board the	where of	from	in captain, bound for the Port of	Steel	Wood	Coal	Spice	Gold	Other
0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7
8	8	8	8	8	8	8	8	8	8
9	9	9	9	9	9	9	9	9	9

OVERVIEW

Players will place Action Discs to collect resources, build Outposts and Transports to claim Network Rewards, and use their Transports to deliver Cargo to Capitals and Territories in order to claim Demand Tokens. There are 7 different ways to gain Victory Points (VP) throughout the game.

GAMEPLAY

Each Round has 3 Phases:

A. NEW ROUND PREPARATION

Each player secretly selects one Action Disc to discard for the current round. Place the discarded Disc number side down on the compass on the game board. This discarded Disc will not be used this round. (See Page 9 for 5-player changes.)

B. PLAYER TURN

Players take turns in clockwise order, starting with the First Player. A player's turn consists of up to four actions, which must be performed in order. The first action (1) is mandatory: play one Action Disc. The optional actions are (2) move, (3) load or unload, and (4) claim rewards. Players continue taking turns this way until all players run out of Action Discs.

Each round, players may play a disc in only ONE of the numbered locations on the Resource Board (left) and ONE of the numbered locations on the Labour Board (right). They may play in more than one of the numbered locations in the Character Card row (top) and Port Card row (bottom).

IMPORTANT: Each numbered location can only have ONE disc. The only exception is the Port Cards row (bottom), where locations can have multiple Actions Discs. If there is already a Disc on a card, place the next one on top to create a Disc stack.

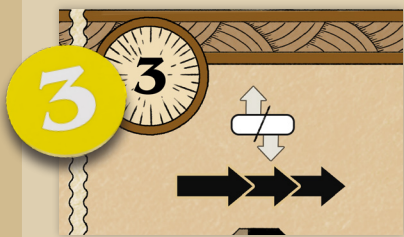
1. PLAY AN ACTION DISC (MANDATORY)

Play an Action Disc to an available numbered location and take the action. Note: The number of the Action Disc played must match the number of the location. There are 4 types of Numbered Locations:

- i. **Resource Board (each player may play only one Disc here per round):** Take all of Resources shown on the chosen location.
- ii. **Character Cards:** Pay the cost shown on the top right of the card to hire a Character and take the Card. When a Card is taken, it is not replaced until the end of the round. There are 4 types of Character Cards: instant use (!), one-time use (↻), permanent (∞), and end game scoring (☆).

Keep the Character Cards you purchase face up in your play area. Instant use cards must be used immediately when purchased, but one-time use abilities can be used at any time on your current or later turn. Once used, flip the card over to show that it can't be used again.

- iii. **Labour Board (each player may play only one Disc here per round): Each location has a different ability.**
 - 1) Draw 2 Character Cards, keep 1 for free and discard the other.
 - 2) Build up to two Outpost(s)/Transport(s). 3 Coin per Outpost, 5 Coin per Transport. (Example: Maximum of 2 Outposts for 6 Coin)
 - 3) Move one Transport up to 3 spaces. No Krill required. You may load or unload once at any time during this Movement.
 - 4) Take the First Player Marker and gain 2 Krill. You may exchange any number of resources for other ones (Coin - Wood - Steel).
 - 5) Pay 1 Coin to use one of the available Port Bonuses.



B1iii3. Yellow Player takes the #3 action on the Labour Board. This allows one Transport to move up to 3 spaces, ignoring normal Krill requirements, with one cargo load or unload during this movement (see Page 6).

Yellow moves 3 spaces to reach the Green Territory, picking up Coal along the way. But it cannot unload until later on Yellow Player's turn, after the optional action of "Movement." Then Yellow Player may choose the optional action of "Unloading" (see Page 7).

- iv. **Ports Cards: if there is already a Disc on the location you want to use, place your Disc on top to create a stack.**

May build one Outpost or Transport on the Port shown on the top left of the card. Pay the required resources, adjusting your Player Board accordingly: *Outpost* = 1 Wood & 1 Steel. *Transport* = 2 Wood & 2 Steel.



B1i. Place your Action Disc to take the action. In this case, you gain 1 Wood, 1 Steel, 2 Krill, 2 Coin

Character Card Anatomy



Port Card Anatomy

May build 1 Outpost or 1 Transport on this Port. If not building, gain 1 resource for each Disc in the stack. (1 resource type only)



Port Bonus

Instead of building, you may choose ONE type of resource (Wood, Steel, Krill, Coin) and gain a number of that resource equal to the number of Action Discs on that location, including the one you just placed.

Note: A player can have only ONE Outpost per Port, but any number of players may all have an Outpost on the same Port. Transports may share Port spaces with other players' Transports as well as your own.

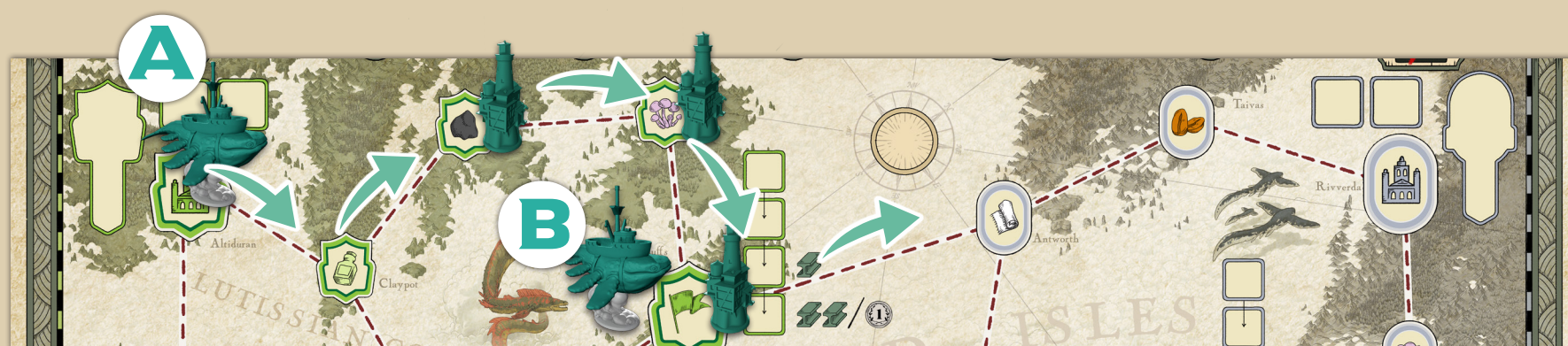
At the end of the round, the player(s) whose Action Disc is on top of a stack will claim the Port Bonus shown at the bottom of the Port Cards.

2. MOVE A TRANSPORT (OPTIONAL) ➡

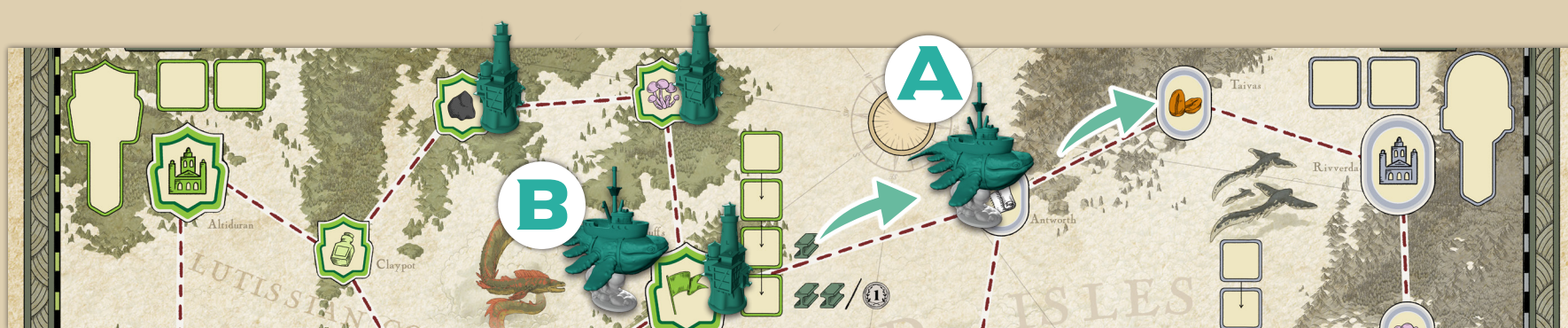
You may move *any number* of your Transports *any number of spaces*, but you **must** finish the movement of one Transport before moving the next. Movement must follow these rules:

- When a Transport is **leaving** a port where you **do not** have an Outposts or Transports, you must pay 1 Krill.
- When a Transport is **leaving** a port where you **do** have an Outposts or Transports, you do not need to pay 1 Krill.

Reminder: You must finish the movement of *all your Transports* before taking the next Optional Action (Load/Unload Cargo).



Teal wants to move "Transport A" from the Green Capital Port to the Silver Textiles Port. Teal will have to pay 1 Krill to move from the Green Capital Port and 1 Krill from the Green Medicine Port. Once "Transport A" is on the Green Coal Port, it will be on a network of Teal Outposts/Transports, allowing it to move without paying Krill.



After fully completing the movement of "Transport A," Teal can now move "Transport B." To move "Transport B" to the Silver Coffee Port, Teal will not need to pay Krill since there is a Teal Outpost on the Port it is leaving. And since "Transport A" was moved first, it is now allowing "Transport B" to move from the Silver Textiles Port without needing to pay Krill.



B1iv. At the end of the round, Yellow Player's Disc is on top of the Disc stack, which means they gain 3 Coin from the "Port Bonus."

3. LOAD OR UNLOAD CARGO (OPTIONAL) ⬆

i. Load Cargo

You may Load one cargo onto each of your Transports, taking the cargo from the supply. The type of cargo loaded must match the cargo type shown on the Port where your Transport is currently located. If you already have cargo on your Transport, you may discard it to load the new type.



Note: If you load at a Krill port, move the Krill marker on your Player Board accordingly. You may load Krill even if you are carrying cargo; no discarding is necessary.

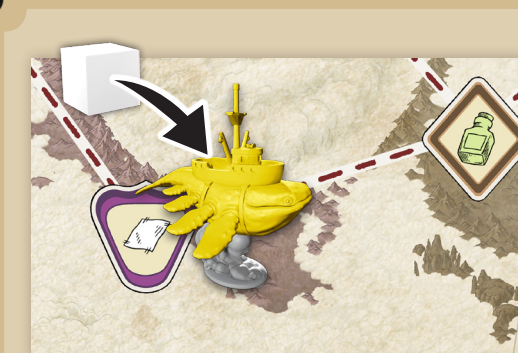
ii. Unload Cargo (at a Territory () or Capital Port ())

This will allow you unload cargo from your Transport(s) to claim the demand token(s) of a matching type. Each Transport can claim only one token for the cargo it unloads. Any face-up Territory or Capital Demand Token on the demand track is available. Each Territory Port and Capital Port has Demand Tokens matching their Region colour.

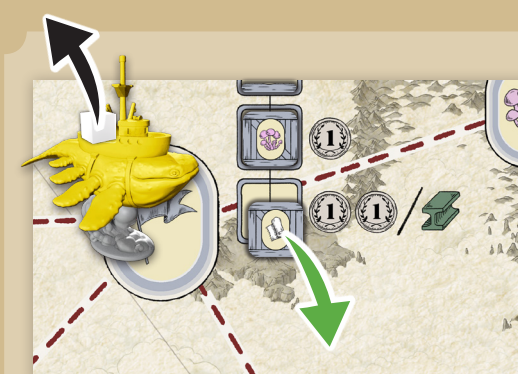
If there is an empty slot on a Territory Demand track, immediately slide the Territory Demand Token above that slot down to fill the empty space. If you need to fill the top slot, take an appropriately coloured Token from the supply.

If you claim one of the Territory Demand Tokens at the bottom of the demand track, you may choose to gain the resources shown.

If claiming a Capital Demand Token, fill the now empty slot with an appropriately coloured Token from the supply.



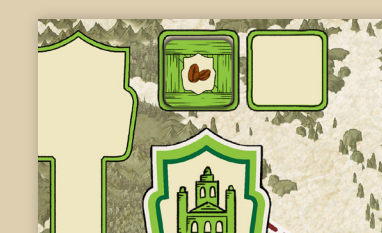
B3i. If your transport is stationed in a Textiles Port, you may load a Textiles cargo from the supply onto that transport.



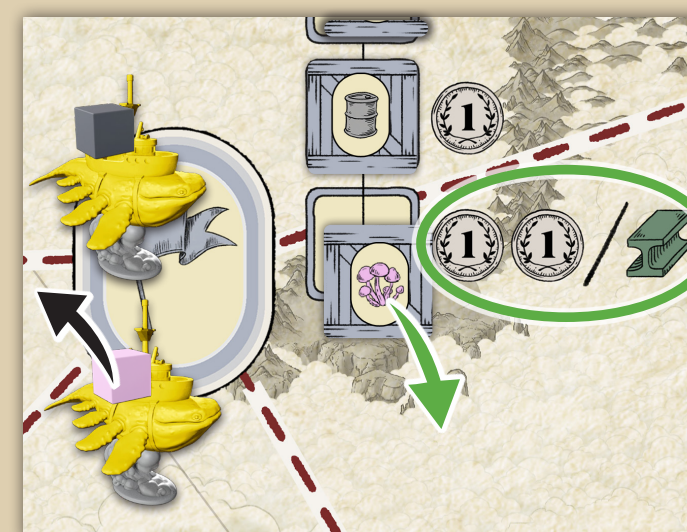
B3ii. Yellow is unloading Textiles cargo which is on the bottom slot. They gain either 2 Coin or 1 Steel.



When claiming Territory Demand Tokens, slide the tokens down to fill the slot immediately.



When claiming Capital Demand Tokens, fill the empty slot with a Token from the supply.



Yellow has two Transports loaded with cargo and can choose which to unload first. Unloading the Fungus gains Yellow the bottom bonus of 2 Coin or 1 Steel. The Demand Tokens immediately slide down to fill in the empty slot. Yellow can now unload the Oil and gain the bottom bonus again.

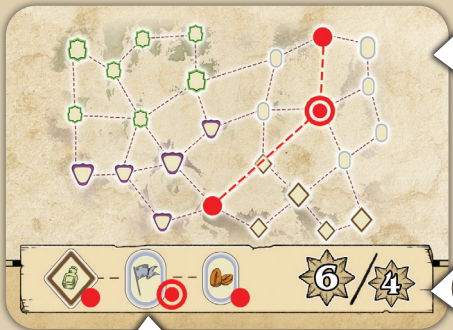
4. CLAIM REWARD(S) (OPTIONAL)

At the end of their turn, players may claim rewards. This includes:

- i. **Network Cards:** Reveal your secret Network Card if you have achieved all connection requirements.
- ii. **Network Tokens:** Place one of your Player Control Markers on the slot you wish to claim. Any number of players may claim the bottom slot. Each player can have only one Marker per Network Token.
- iii. **Achievements:** Claim the Achievement if you are the first player to have met the requirements.

To claim a Network through either a **Network Card** or a **Network Token**, you must create an unbroken chain of Outpost(s) and/or Transport(s) connecting the Capital/Territory Port to the specified destination Port(s) shown on the reward (including the Capital/Territory Port and destination Port) at the time you claim the Network.

Network Card Anatomy



Connect the Territory shown (●) to one or both Ports (●) with an unbroken chain of Outposts and/or Transports.

This Territory wants to connect to other Ports.

Gain the larger reward if you connect both during the game, and the smaller reward if you connect only one by the end of the game.

Once a Network has been claimed, Transports may move off the Port on a later turn and break the network chain without losing the reward.



B4iii. As shown in the graphic below, Teal player can claim this Achievement since they have built 6 Outposts.



B4ii. Teal player can claim this Network since they have an unbroken chain of Outposts and Transports connecting the Capital (●) Port and the destination Port (●).

C. END OF ROUND

1. In ascending location order, players may claim the Port Bonuses shown on the bottom of the cards. If there are multiple players on a card, the player whose Disc is at the top of the stack claims the bonus.
2. In turn order, players may claim rewards they newly qualify for.
3. Retrieve all Action Discs (including the one discarded in Phase A).
4. Discard any remaining Character Cards and all Port Cards from their rows and draw new ones from the deck to refill their slots.
5. Move the Round Marker to the next spot. At the end of Round 2, players must discard one of their Network Cards. The game ends when the Round Marker reaches the spot matching the number of players.

C4.



C5.



SCORING



For player counts of 1-4, the game ends after 4 Rounds. The player with the most VP wins. Players score the following:

First Player Marker: Gain 2VP for having the First Player Marker.

Cargo Total: 1VP for each Territory Demand Token collected.
2VP for each Capital Demand Token collected.

Cargo Majority: 5VP for the most delivered cargo per Region.
1VP Tokens count as 1 for majority, and 2VP Tokens count as 2.
If there is a tie, the tied players split the points evenly, rounding down.

Achievements: Score all VP gained from claimed Achievements.

Network Tokens: Score the VP shown on each Regions' Network Token where you claimed a slot.

Network Cards: Score the higher VP shown on the Network Card if you revealed the card during the game.
The lower VP is scored if you had only a partial connection at the end of the game.

Character Cards: Score the VP shown on the Character Cards you purchased during the game.

In case of a tie, the tied player with the most Wood + Steel left over is the winner. If still tied, you share the victory.

5-PLAYER RULES

GAMEPLAY CHANGES: The game plays over 5 rounds.

NEW ROUND PREPARATIONS: Each player secretly selects TWO Action Discs to discard for each round.



2-PLAYER RULES

Additional Setup: Choose the Action Discs of two unused player colours for the Automated Players (AP). Place the stacks of discs between the players to simulate turns alternating between the players (PL) and the AP (*Turn order: AP, PL, AP, PL*). The game will start with one of the AP as the First Player, and they will mimic players placing Action Discs. The AP does not build any Outposts or Transports, take any Character Cards, make any cargo deliveries or claim Achievements. However, the AP will take the First Player Marker if they happen to place their Disc on the #4 slot on the Labour Board.

The AP will always choose their Action Disc placement following these rules:

- 1. Draw a random Action Disc for AP and, Starting in Zone 1, follow these steps:
- 2. Check to see if the AP has played a Disc in this zone. If yes, move to the next Zone and repeat step 2. If no, move to step 3.
- 3. Check to see if the numbered location corresponding to the drawn Disc is available. If yes, place the AP Disc in the corresponding numbered location. If it is not available, move on to the next Zone, starting again with step 2.
- 4. If the AP reaches Zone 4, they will always place their Disc even if they already have a Disc in this zone. If there is another player's Disc on the location matching the drawn Disc, place the AP Disc on top following normal game rules.

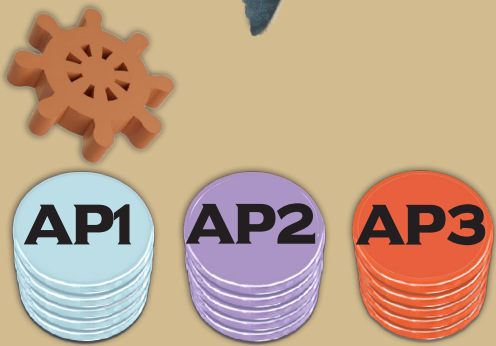


SOLO RULES

Solo Setup

Follow normal game setup as if it were a multiplayer game. Please note the Zones 1-4 on Page 10 as they are also used in a Solo game.

Choose 3 unused sets of Player Action Discs to simulate 3 Automated Players (AP 1,2,3). Shuffle each set and place the 3 stacks of discs face down within reach. Make sure to place them in a way that helps you remember the player order. Give one of the AP the First Player Marker. The 3 AP players will go first, and you will start the game as the Fourth player. This means you will start with 4 Krill; mark your player board accordingly. Player turn order can change during the game if you or one of the other AP takes the First Player Marker.



The AP does not build any Outposts or Transports, take any Character Cards, make any cargo deliveries or claim Achievements. However, the AP will take the First Player Marker if they happen to place their Disc on the #4 slot on the Labour Board.

Gameplay

The Game lasts 4 rounds. Follow the normal game rules with the following exceptions:

In Phase A, when discarding your Disc, remove the top disc from each AP stack and place them face down on the Compass on the Game Board.

In Phase B, if it's the first round and AP1 has the First Player Marker, take AP1's top disc, reveal the number and add it to Zone 1, covering the corresponding numbered location with the AP's matching numbered Disc. Continue doing this for AP 2 and AP3's discs. If the numbered location for the revealed AP Disc is already occupied, then add the Disc to the corresponding numbered location in the next Zone. These action spaces will be blocked for you.

On future turns, each AP can have only one disc in Zones 1-3. Always check to see if the AP has a disc in Zone 1. If yes, proceed to place the disc in the next Zone and so on as in the 2-player rules. When you add an AP Disc to a Port Card on the bottom row, take the Territory Demand Token at the bottom of the revealed tokens that matches the Region (colour) of the Port Card Location. For the purpose of scoring Cargo Majority (Page 9), the 3 AP will share all of the collected Demand Tokens and score as one entity.

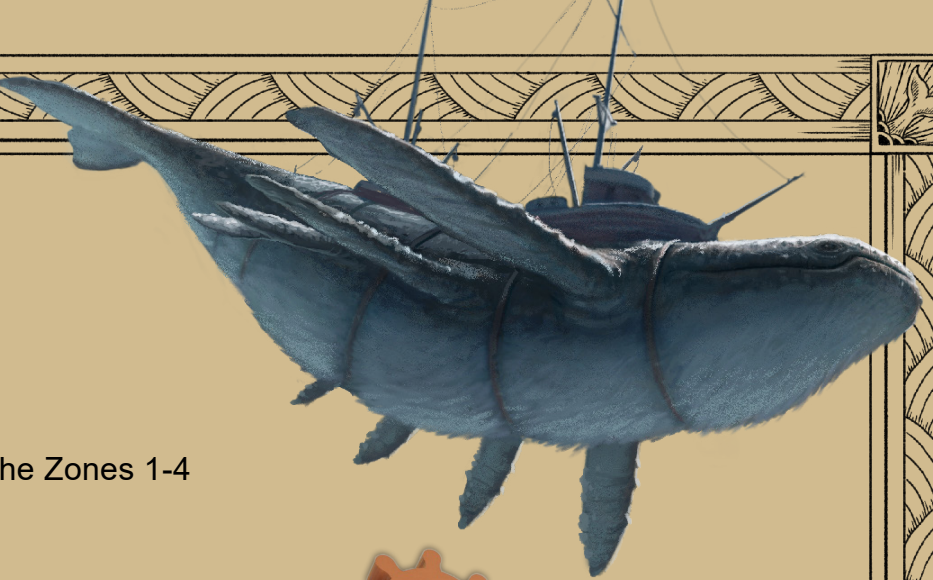
See End of Round (Page 8) for other end-of-round steps and preparations for the next round. The game ends after 4 rounds. See End Game Scoring (Page 9) for scoring details.

Winning the Solo Game

Easy – Claim 1 Achievement and 1 Network Token, and have at least 30 Points.

Medium – Complete your Network Card, claim 2 Achievements and 2 Network Tokens, and have at least 45 Points.

Hard – Complete your Network Card, claim 3 Achievements and 3 Networks Tokens, and have at least 60 Points.



CHARACTER ABILITY GLOSSARY

	Use the Port Bonus on one of the available Port Cards		Gain 4 Krill		3 VP for every set of Outposts/Transports in all 4 Regions
	Load any number of your Transports with any Cargo of your choice		Move your Disc to the top of the stack		2 or 3 VP for every Location shown with at least one Outpost or Transport
	Move one of your Transports up to 4 spaces. May load/unload once during this movement		Gain Coin/Krill according to the number of the Disc played		1 VP for each Character Card/Krill/Coin
	Move one of your Transports to any Port. May load/unload after movement		Place a new Transport on any Port		2 VP for each non-bisected loop of Outposts or Transports
	Move 1 of your Outpost to any Port		Place a new Outpost on any Port		1 VP for each Outpost in your longest unbroken chain of Outposts (no reuse)
	When you place a Disc on the Resource Board, gain 1 extra resource		Place a new Outpost on a Port in the Region shown		Look at one of the Discs in the discarded stack (once per round)
	When you Build, gain 1 Coin or Krill		May spend Krill as Coin or Coin as Krill		+/- 1 when placing your Disc (once per round)
	Gain the resources shown and take the First Player Marker		May spend Krill as Coin or Coin as Krill		Place your Disc on a Location where another player has a Disc (once per round)

ACHIEVEMENT GLOSSARY

	Connect all Territories with Outposts and/or Transports		Collect 5 Demand Tokens from the specified Region		Have 4 Outposts in the specified Region
	Connect 3 Krill Ports with Outposts and/or Transports		Collect 1 Demand Token from each Region		Have 1 Outpost in each of the four Regions
	Connect any 1 Capital Port with one Port from each Region		Collect 6 Demand Tokens from any Region		Have 6 Outposts
	Connect 2 Capital Ports with their matching Territory Ports		Collect 1 Demand Token of each of cargo type (6 types)		Have 1 Outpost on each of the four Capital Ports
	Connect 3 Capital Ports together with Outposts and/or Transports		Collect 3 Demand Tokens with a matching cargo type		Collect any combination of 12 Wood & Steel Resources
	Connect 5 or more Ports in a loop with Outposts and/or Transports		Purchase 4 Character Cards		Build all 3 Transports

PORT ABILITY GLOSSARY

	Gain 2 Steel or 2 Wood		Gain 3 Coin
	Load any number of your Transports with the Cargo shown		Gain 3 Krill
	Move one of your Transports to a Port in the Region shown. May load/unload after this movement		Use the Port Bonus of the Port Card to the left or right of this card
	Build any number of Outposts/Transports on the Port/Region shown		Move any number of your Transports up to 4 spaces collectively. May unload after this movement
			Place a new Outpost on a Port in the Region shown

SIDE BOARD GLOSSARY (A)

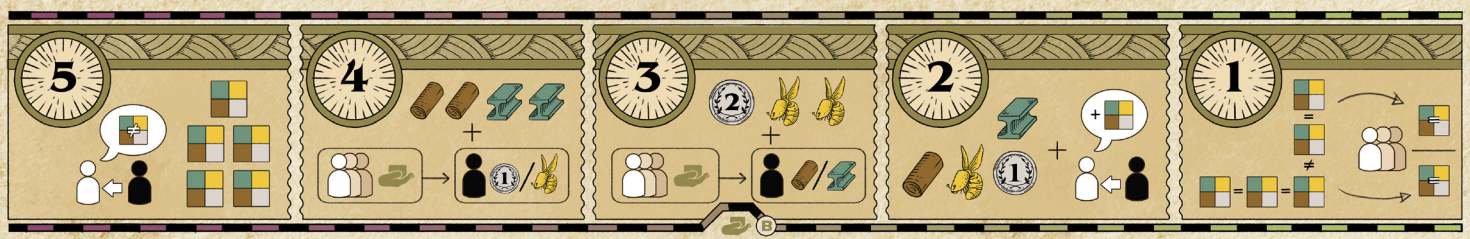
	Gain 2 Steel, 3 Wood and 1 Krill		Gain 2 Steel, 2 Wood, 1 Krill and 1 Coin		Gain 1 Wood, 1 Steel, 2 Krill and 2 Coin		Gain 1 Wood or Steel, 2 Krill and 3 Coin		Gain 1 Steel, 1 Krill and 4 Coin
	Draw 2 Character Cards from the deck. Keep 1 for free and discard the other.		Purchase up to 2 Outposts/Transports with Coin. Pay 3 Coin for each Outpost. Pay 5 Coin for a Transport.		Move one Transport up to 3 spaces, ignoring Krill requirements. May load or unload during this movement.		Gain the First Player Marker and 2 Krill. May exchange any number of Steel-Wood-Coin.		Pay 1 Coin to immediately use the Port Bonus of any available Port Card.

ICON GLOSSARY

	WOOD RESOURCE		TRANSPORT		PLAYER ACTION DISC		OIL CARGO		MOVE TRANSPORT
	STEEL RESOURCE		ANY TERRITORY PORT		LOAD CARGO		FUNGUS CARGO		SPEND RESOURCES
	KRILL RESOURCE		ANY CAPITAL PORT		UNLOAD CARGO		COFFEE CARGO		GAIN RESOURCE OR FIGURE
	COIN RESOURCE		FIRST PLAYER MARKER		ANY DEMAND TOKEN		TEXTILES CARGO		
	BUILD: SPEND RESOURCES TO BUILD OUTPOST OR TRANSPORT		VICTORY POINTS		SPECIFIC DEMAND TOKEN		OIL CARGO		
	OUTPOST		PORT BONUS		SPECIFIC REGION		MEDICINE CARGO		

ALTERNATE SIDE BOARDS

The (B) side of the Side Boards has more interactive actions for a different gameplay experience. We recommend playing with the (A) side a few times before playing with the (B) side.



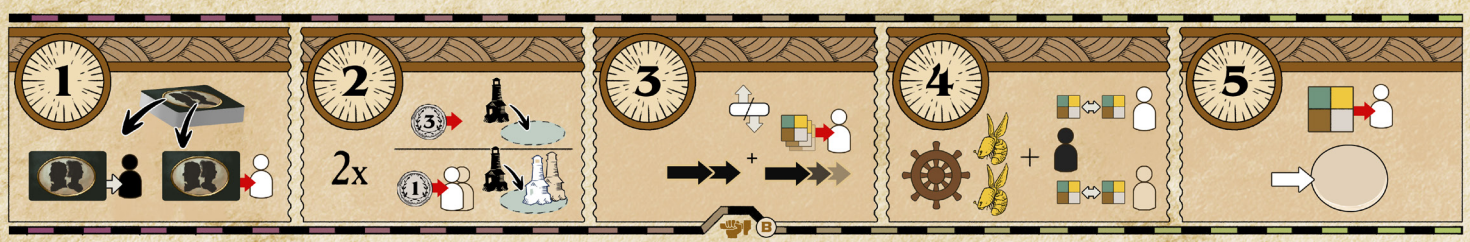
The player to your left names a resource type. Gain 5 resources that are *not* that type.

Gain 2 Wood & 2 Steel. Any time another player places a Disc on the Resource Board, you may gain a Coin or Krill.

Gain 2 Coin & 2 Krill. Anytime another player places a Disc on the Resource Board, you may gain a Wood or Steel.

Gain 1 Steel, 1 Wood, 1 Krill and 1 Coin. Also gain 1 resource chosen by the player to your left.

Gain 2 of one Resource type and 3 of a different Resource type. All other players may gain 1 Resource out of the two types chosen.



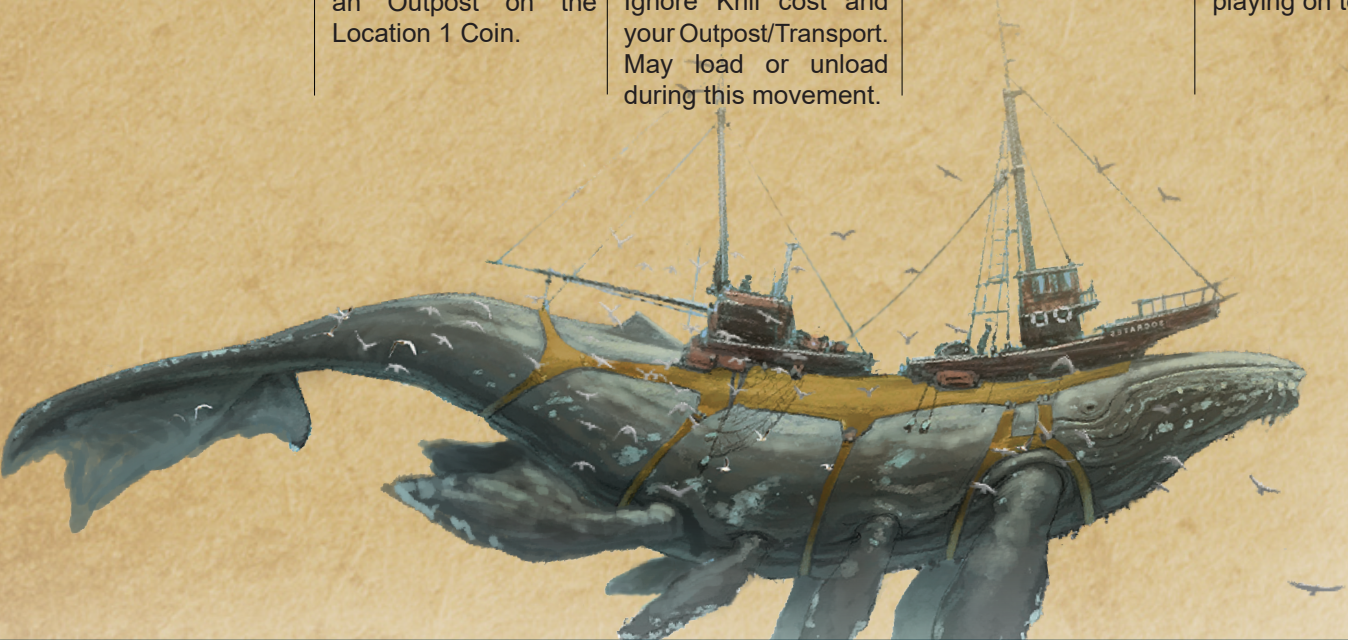
Draw 2 Character Cards from the deck. Keep 1 for free and give the other to another player.

Purchase Outposts with Coin. Pay 3 Coin if the Location has no other players' Outposts. If the Location is occupied, Pay each player with an Outpost on the Location 1 Coin.

Move one Transport up to 2 spaces. May also move any number of additional spaces by paying any player any Resource for each additional movement. Ignore Krill cost and your Outpost/Transport. May load or unload during this movement.

Gain the First Player Marker and 2 Krill. May swap 1 Resource with up to 2 different players.

Pay 1 Resource to any player to use an Action Space already occupied by another player's Disc. (You do not have to pay the player whose Disc you're playing on top of.)



THANK YOU FOR YOUR PARTICIPATION
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GAME DESIGN
Adrian Adamescu
Daryl Andrews

ILLUSTRATIONS
Gordon Oscar

GRAPHIC DESIGN
Matt Paquette & Co

PROJECT LEAD
Stephanie Kwok

GAME DEVELOPMENT
Stephanie Kwok
Gordon Oscar

3D MODELLING
Gordon Oscar

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Stephanie Kwok

MENTAL HEALTH SUPERVISORS
Nyro, Lyli & Yellow

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