

WIND & WETTER

Spielregeln



3551

WIND AND WEATHER

A turbulent game of tactics and strategy by Wil Dijkstra and Ben van Dijk for 2-4 weather masters and tourism managers age 12 and up.

AN IMPORTANT NOTE UP FRONT:

Wind and Weather is more complicated than most other family games and therefore the rules have been carefully arranged. A player should take the time to read the rules all the way through once.

Before the game, players should look over the game material to become acquainted with the characteristics of the game board, weather tiles and weather cards.

The game can then be quickly explained with the help of the headings and side comments.

If rule questions should arise during the game, the headings and side comments will also help to quickly find the appropriate rule passage.

And there is another advantage that the side passages and headings provide. If one has not played Wind and Weather for a while, they will help by providing a fast overview of the game.

TRAVEL TIME IN GOOD WEATHER

(object)

If the sun laughs, the tourists flow out of their homes into the resorts. They seek relief from their grey everyday lives and want to be spoiled by the sun. This is well known by the clever tourism managers who build cruise ships in the ports for the more exclusive holiday-goers and hotel resorts on the beaches and on mountain heights. But what happens if the weather does not play along? If instead of sunshine, rain pours from the sky? In **Wind and Weather** the players are tourism managers and weather masters at the same time. They can affect the weather conditions by providing sunshine over their own hotels and cause clouds and rain to appear over the competition!

SUN, WIND AND BLUE SEA

(contents)

1 game board

1 wind rose

53 transparent weather tiles

14 weather cards

game money (in 1000 Mark and 5000 Mark denominations)

25 white cruise ships

36 tall hotel markers (each unit = 5 hotels) in the colors blue, yellow, red and green

144 round hotel markers (each unit = 1 hotel) in the colors blue, yellow, red and green

1 bag

1 rulebook

It is best if one has the game components at hand while reading the rules because they require some explanation...

...the **Game Board**: On the board a geographical map is shown, which is divided by a coordinate system into $5 \times 5 = 25$ areas. On this map are depicted:

7 sea areas (A1, A2, A5, B3, B4, B5 and C4)

4 ports (A3, B1, C3 and C5)

4 beaches (A4, B2, C5 and D4)

4 forest areas (D3, D5, E4 and E5)

4 mountain regions (D1, E1, E2 and E3)

as well as

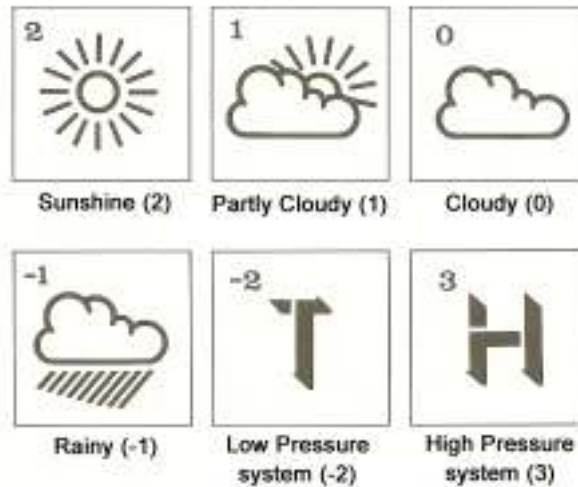
4 river zones (B1, C1, C2 and D2)



The areas B1 (port/river) and C5 (port/beach) each perform two functions.

(The letter "E" with the indicated directions stands for the English word "EAST" = "OST")

...the **weather tiles**: Transparent weather tiles are provided with a pictogram and a small printed value (number). The symbols mean:



...the **weather cards**: The weather cards are event maps, whose meaning can be determined from the symbols. For the first few games the card text may be helpful (which can be found on page 8 of this rulebook) but with later games the text shouldn't need to be consulted. The red marked areas on the reduced game board are important, indicating the areas in which the event takes place. The same coordinate system is shown on the cards as is on the board. The symbols of the weather conditions on the cards are identical to those on the weather tiles. If no weather symbols are indicated then the event applies to all weather conditions (= all areas). The symbols for hotels and cruise ships are likewise clearly recognizable. Finally the number indicates the amount per unit (ship and or hotel) in the affected area that must be paid (indicated by the "-") and/or collected (indicated by the "+").

CLOUDS ROLL IN....

(... and other game preparations)

1. Place the game board in the center of the table.
2. Six of each of the tiles with the symbols for "Sunshine", "Partly Cloudy", "Cloudy" and "Rainy" as well as one "High Pressure" tile are placed into the bag and thoroughly mixed. Then the tiles are drawn from the bag one at a time and placed on the areas of the game board. One begins with area A1, then area A2, etc. to area E5, so that one tile is on each area. A weather tile is placed into the center of each area it so that the number in the tile corner is readable (thus not upside down). It is appropriate to place the tiles all with the same orientation so for example the number on each is in the upper left corner.
3. Then each player receives seven weather tiles. First each player receives six tiles of the middle values (" +2" to "- 1"). The tiles are placed into the bag according to the following table:

	2 Pl.	3 Pl.	4 Pl.
Sunshine	3	5	6
Partly Cloudy	3	5	6
Cloudy	3	4	6
Rainy	3	4	6

After the tiles are thoroughly mixed, each player draws six tiles from the bag. Then everyone receives one more tile of the extreme value (" +3" or "- 2"). These tiles are also placed into the bag according to the following table:

	2 Pl.	3 Pl.	4 Pl.
High Pressure system	1	2	2
Low Pressure system	1	1	2

The tiles are mixed again and afterwards each player draws one tile. The players openly place their seven tiles in front of themselves on the table.

4. Now the weather cards are shuffled and each player is dealt two cards face-down. Their meaning is kept hidden from the other players until they are played. The remaining unused cards are returned, unrevealed to the box.

Board in the center of the table

25 weather tiles on the board

Each player receives:
6 weather tiles plus...

...1 weather tile (H or T)...

...two weather cards...

...one colored marker...	5. Each player receives a tall Hotel marker in the color of his choice. Everyone puts this piece on the table in front of himself. It indicates the game color of the player. This marker may not be used as a Hotel.
...10,000 Marks...	6. As starting capital each player receives 10,000 Marks (5 x 1000 Marks and 1 x 5000 Marks).
Wind rose near the board, arrow pointing South	7. The wind rose is placed beside the game board. The directions of the wind rose are aligned to match the directions of the board. At the beginning of the game the arrow of the wind rose points South (i.e., the wind blows from North). Therefore "N" is to be also seen for North in the circle of the pointer.
1 player is the banker	8. The player, who distributed the money during the preparation phase takes over the task of the banker and manager during the game. He disburses funds from the bank and collects any amounts due from his fellow players. He also sells the Hotel and Ship pieces. His money must remain strictly separate from the game cash he is administering.
Arbitrary starting player	9. Finally a starting player is determined by whatever method the players agree to. After the starting player's turn, play proceeds clockwise.

ALL HANDS FULL TO DOING (course of the game)

Several actions per turn Several actions may be performed on a player's turn:

1. Profits and losses

2. Influences of the weather and tourism investments

- Play a weather tile
- Play a weather card
- Purchase and/or sales of hotels and/or cruise ships
- Movement of the cruise ships

3. Change the wind direction

Actions 1-3: in order
Action 2: variable

Actions 1 to 3 must be performed in the order given. However, the actions a), b), c) and d) under point 2 can be completed in any order.

First turn only 2a), 2c), 3

On the first turn each player may only perform actions 2a), 2c) and possibly 3.

The exact details of each action are explained in the following:

Profits dependent on
weather tiles (value x
1000)

1. Profit and losses

On a player's turn he first calculates the profits and losses of his hotels and cruise ships. The amounts gained (or lost) depend on the weather conditions (weather tiles) in each area. The small number on the weather tiles indicates how much money (multiplied by 1000) a player receives or must pay per unit in this area.

Ex. 1: In area D3 (forest) a player built three hotels. At the beginning of his turn there is Sunshine (2). He receives payment for his three units $3 \times 2000 = 6000$ Marks.

Ex. 2: In area C5 (port/beach) a player possesses one cruise ship and five hotels (one tall hotel marker). Unfortunately it is raining (-1) in this region, so that the player must pay for his six units $6 \times 1000 = 6000$ Marks altogether.

H and T affect
neighboring territories

The High and Low Pressure systems also have influence on all horizontally, vertically and diagonally neighboring regions. With a High Pressure system the value of its neighboring weather tiles is increased by "1", with a Low Pressure system the value of close lying weather tiles is decreased by "1". If a region is affected by two or more High and/or Low Pressure systems the effects are cumulative.

Ex. 1: In area E2 Partly Cloudy (1) conditions prevail. In the neighboring region D3 is a Low Pressure system, so that the value of the weather tile on E2 is reduced by "1". That means that money is neither collected nor paid out ($1-1=0$).

Ex. 2: However, if in the previous example there is now another High Pressure system on D1, the influence of the Low Pressure system (D3) is cancelled out and the value of the weather tile on E2 (Partially Cloudy = 1) has full affect. Each unit in this area is remunerated with 1000 DM.

Ex. 3: In the sea area A2 a player owns three cruise ships. At present it is Sunshine (2) in this area. These good weather conditions are supported by two High Pressure systems on A1 and B3. The player receives 4000 Marks (2 (weather tiles) + 1 (High Pressure system on A1) + 1 (High Pressure system on B3)) for each unit, which results in a sum total of 12000 Marks for the area A2 with the three ships.

Add up all income then collect and/or pay

The income from all units on the board belonging to a player are calculated and the sum total is paid off from the bank. With a negative total the money must be paid into the bank. If the player should no longer possess sufficient cash, he must sell hotels or ships (see also Pt 2c).

During each player's first turn no money is paid out or collected since no funds were invested in hotels or ships.

Weather tiles push onto peripheral areas, taking into account wind direction

2a) Play Weather Tiles

Every turn, each player must play one of his seven weather tiles. These are pushed onto an area at the edge of the game board and must take into account the current predominant wind direction as indicated on the wind rose.

Ex. 1: At the beginning of the game the wind direction is from the North. New weather tiles can be pushed onto the board only from the North. i.e., placed on one of the areas A1, A2, A3, A4 or A5.

Ex. 2: If the wind blows from the Southwest new weather tiles can be pushed onto one of the fields A1, B1, C1, D1, E1, E2, E3, E4 or E5.

Other weather tiles shift in wind direction

Weather tiles which are in an area into which a new tile is placed are pushed onto the next area in the wind direction. Weather tiles lying there are likewise shifted in the same direction, etc., until the weather tile at the opposite side of the game board is pushed off of the board.

Ex. 1: A tile which is placed during a Westerly wind on C1, shifts the tile already lying on C1 to C2, which pushes the tile on C2 to C3, which pushes C3 to C4, which pushes C4 to C5, which finally shifts the tile on C5 off of the board.

Ex. 2: If a new tile is placed on A5 when the wind direction is Southeast, the tile lying on A5 is immediately pushed off of the board.

To make things easier during the game it is more practical to reverse the order and to first move the weather tile which is removed from the board.

Exchange tile pushed off of the board, remaining tile returned to box

The player may exchange weather tiles pushed off of the board with another tile still in his possession. However the stones High Pressure system and Low Pressure system are excluded from this rule. Now remaining weather tiles remained, all the same whether the player exchanged or not, put back into the box.

Maximum difference in weather tile value +1 and/or. -1
Exception: H and T

A further restriction when inserting a new weather tile must still be considered. The difference in the value between the newly placed tile and the tile which is already on the area may amount to at most "1". The weather tiles High and Low Pressure system are excluded from this rule. They may be placed on any area, regardless of which weather tile lies there. Also, any weather tile may be placed onto an area with High Pressure or Low Pressure.

Ex. 1: On a peripheral area is the weather tile Partly Cloudy (1). If the wind direction permits it, a player can put on this field, a tile Sunshine (2), Partly Cloudy (1) or to Cloudy (0). However, placing a weather tile Rainy (-1) is not permitted. The weather tiles High Pressure system (3) and Low Pressure system (-2) may however also be placed since they are not subject to this rule.

Ex. 2: If a player wants to put a new weather tile on an area with Rain (-1), then this tile may neither be Sunshine (2) nor Partly Cloudy (1).

Ex. 3: On a peripheral area is a Low Pressure system weather tile. Any other weather tile may be placed on this space.

If no weather tiles can be played: one tile returned to box

It may happen that a player cannot place a weather tile, because all permitted peripheral areas are occupied by tiles which deviate from their value too strongly (more than "1") from the players available weather tiles. In such a case the player must return one his weather tiles unused to the box.

Always an H on board

During the entire game there must always be at least one High Pressure system weather tile on the board. New weather tiles which would push the only High Pressure tile off of the board may not be placed, unless the new tile is likewise a High Pressure tile.

No H or T may be pushed onto the board in the last turn

In the last game turn if everyone possesses only High or Low Pressure system weather tiles, no more tiles may be pushed onto the board. That means it that a player, who possesses such a tile in the next to last round of the game must play one of these.

Play weather cards at any time during action 2, exception: first turn and last turn

Text of the weather cards on page 8

Purchase as many hotel/ships as desired/possible

Hotels = 3000 Marks

Ships = 4000 Marks

Hotel on land, ships on water, max 10 per area, exception: Docklands

Sales:
Hotel = 2000 Marks
Ships = 3000 Marks
Bankruptcy = out of game

Ship: move 2 areas

Arrow on wind rose only turns 45° in the clockwise direction

2b) Playing Weather Cards

The players may play their weather cards at any time during action 2. Is it permissible to use both weather cards in one turn, however weather cards may not be played in either the first or the last round.

The meaning of the weather cards may be determined from the symbols on the card or from the text on pg. 8 of this rulebook. The effect of the event must be executed immediately. Weather cards are returned to the box after they are played.

2c) Purchase and/or Sales of Hotels and/or Cruise Ships

The banker sells hotels and ships to the players who may purchase as many hotels and ships as they desire (and can afford). The money must be paid to the bank immediately upon purchase.

A Hotel costs 3000 Marks. The tall hotel markers represent five hotels and accordingly cost 15000 Marks. The player receives the number of hotels purchased in his color.

A Cruise Ship costs 4000 Marks. The player receives a white ship, on which he sets a hotel marker in his color.

Hotels are placed on a land area (beach, forest, mountains, river or port). Ships are placed on a sea or a dockland. On each area however there may only be a maximum of ten hotels and/or cruise ships. Only in the docklands may both ten hotels and ten ships be placed.

If a player must pay an amount but does not possess sufficient cash, the bank buys back hotels for 2000 Marks each and cruise ships for 3000 Marks each. Hotels and ships sold are removed from the board and returned to the box. If a player is unable to pay his debts despite forced sales, he must declare bankruptcy and is removed from the game. All of his hotels and ships are removed from the board.

2d) Movement of the cruise ships

Unlike hotels, cruise ships may be moved over sea and docklands. A cruise ship may sail up to two areas every turn, either orthogonally or diagonally, and may turn or bend as it pleases. The movement over both areas does not have to be implemented immediately one after another.

Other actions may be performed in between moves.

Ex.: A cruise ship in the port C3 may be set on the areas C4, C5, B3, B4, B5, A2, A3 and A5.

2a) - 2d) Examples for Elucidation

Since the player actions 2a), 2b), 2c) and 2d) may be performed in any order, here are two examples that may clarify the variety of possibilities.

Ex. 1: A player first buys hotels and places them in an area. He then plays a weather card with which he earns a pretty sum of money. He immediately invests the money earned into more hotels. Finally he pushes one of his weather tiles onto the board, thereby changing the weather conditions.

Ex. 2: A player moves his cruise ship from a sea area into a neighboring port. Afterwards he changes the weather conditions with a weather tile so that it rains on that abandoned sea area. He now plays weather card No. 5 so that all ships in Rainy sea areas must pay 1000 Marks. After his fellow players have paid for their ships standing there, he sails his ship from the port again back into this sea area. He had not used both points of movement for this ship yet.

3. Change the wind direction

A player may change the wind direction at end of his turn. If he wants to make a change he turns the arrow on the wind rose 45° in the clockwise direction. The wind therefore turns only in a pre-determined direction.

Ex.: The wind direction is North. The player may turn the arrow to Northeast or let it remain on North.

Game ends when last weather tile is played

Everyone collects income again

Sell all units

Most money determines winner

AT WHOM THE SUN LAUGHS (winning the game)

The game ends immediately when the last player has played his last weather tile.

Now each player calculates their profits and losses one last time for all of his hotels and ships on the board. The sums are paid off by the bank.

Afterwards everyone sells their units back to the bank. A hotel furnishes 2000 Marks and a ship 3000 Marks.

The player with most money wins.

The text of the weather cards

1. Snow is falling in the mountains. Thousands of winter-sports lovers travel to the resorts. For each hotel in the mountains D1, E1, E2 and E3 (with any weather tile) owners receive 1000 Marks.
2. With the sudden thaw the river overflows its banks. Those in the river basins are not prepared for it. For each hotel in the river basins B1, C1, C2 and D2 (with any weather tile) owners must pay 1000 Marks.
3. In the sea areas with clouds and rains another violent storm approaches. The passengers drink themselves some courage at the on-board bar. For each cruise ship in the sea areas A1, A2, A5, B3, B4, B5 and C4 with weather tiles indicating Rainy or Cloudy, owners receive 1000 Marks.
4. Because of windless weather, many holiday-goers seek the comfort of the beach. For each hotel on a beach A4, B2, C5 and D4 with weather tiles Partly Cloudy or Sunshine, owners receive 1000 Marks.
5. To rains and cloudy appearance now also still more closely fog close in on the open ocean. The passengers on the cruise ships are frustrated and require their money back. For each cruise ship in the sea areas A1, A2, A5, B3, B4, B5 and C4 with weather tiles Rainy or Cloudy, owners must pay 1000 Marks.
6. During a heat wave the holiday-makers look for cooling in the shady forests. For each hotel in the forest areas D3, D5, E4 and E5 (with any weather tile) its assessor receives to 1000 Marks.
7. Everywhere where the weather is rainy or cloudy, the tourists leave in droves. Insurance companies cover the losses. For each hotel and each cruise ships in all areas (A1 to E5) with weather tiles Rain or Cloudy owners receive 1000 Marks.
8. The weather forecast prophesies better weather. Many tourists extend their vacation despite cloudy sky. For each hotel and for each cruise ships in all areas (A1 to E5) with weather tiles Cloudy or Partly Cloudy owners receive 1000 Marks.
9. In the forests and mountains continuous dry weather has led to forest fires. Therefore the tourists are missing. For each hotel in the forests and mountains D1, D3, D5, E1, E2, E3, E4 and E5 with weather tiles Partly Cloudy or Sunshine owners must pay 1000 Marks.
10. The weather prospects are bad. Hail and rain are expected. Many holiday-goers therefore book a cruise into the sunny South. For each cruise ship in a port A3, B1, C3 and C5 (with any weather tile) owners receives 1000 Marks.
11. A cyclone smashes into the coastal regions. Each ship in a port suffers damage. For each cruise ship in a port A3, B1, C3 and C5 (with any weather tile) owner must be 1000 Marks to pay.
12. A very severe frost freezes the river. This rare natural occurrence attracts many visitors. For each hotel in a river basin B1, C1, C2 and D2 (with any weather tile) owners receive 1000 Marks.
13. A storm descends on the mountain regions, resulting in thunderbolt damage. For each hotel in the mountains D1, E1, E2 and E3 (with any weather tile) owners must pay 1000 Marks.
14. An alga carpet covers the sea so that the bathers stay away. For each hotel in a beach area A4, B2, C5 and D4 (with any weather tile) owners must pay 1000 Marks.