



## English Rules

Choppy sea, high waves. Wind from all points of the compass tears dauntingly at the sails of mighty Santa Timea and the convoying ships – they are almost in distress, and this time without any lifeboats at all! Players compete for orienting their ships towards the wind, to stand for as little damage as possible.

### Components / 80 Cards

#### 60 Wheel Cards

(values 1 to 14 for each direction, plus four Piratess Cards) and

#### 20 Wind Cards

(one and two damage points twice, three damage points once for all directions)

### Object of the Game

The less damage points players get, the more victory points they score. Extra points are available under certain conditions for more experienced players. The game lasts five rounds, twelve tricks are played per round and the player making most points wins.

## **Game Start**

The Wind Cards are shuffled at the beginning of each round and placed face down in the middle of the table as the Wind Card deck. The top three cards are turned face up and put in a row next to the deck so that all three can be seen conveniently by all players. The card furthest away from the deck is the wind direction for the first trick, the next one will follow in the second trick, and so on.

The Wheel Cards are shuffled and twelve cards are dealt to each player (remaining cards when playing with less than five players are put aside). Start player leading the first trick is always the player who gained most victory points so far (in case of a tie, the start player does not change). In the first round, the start player is randomly determined.

## **Game Turn**

The Wind Card furthest away from the card deck poses the challenge for this trick.

Beginning with the start player and following clockwise each player puts one Wheel Card from his hand into play. The player who puts the lowest valued Wheel Card takes the damage indicated on the Wind Card by placing the Wind Card visible to the other players in front of him.

The two remaining face up Wind Cards are moved

on a little bit, and the uppermost Wind Card from the card deck is turned face up. The played Wheel Cards go to a discard pile, and the player who has put the highest valued Wheel Card becomes the start player for the next trick. **(Example 1)**

**So far, so simple. But there are a few more things to mention:**

If a player puts a Wheel Card of the opposite direction as indicated on the Wind Card, the value of the Wheel Card becomes zero. If more than one player do so, the rank of the cards is determined by their values.

**Example 2:** The current wind direction is north, Sebastian plays the „South Eight“ Wheel Card, and Nadine plays the „South Five“. Both have the value of zero, but as Sebastian has played the higher card, Nadine gets the Wind Card.

If a player puts a Wheel Card of any other direction not identical to the one indicated on the current Wind Card, it counts only half its value.

**Example 3:** The current wind direction is east, Sebastian plays „East Five“, and Nadine plays „North Eleven“. As the direction of „North Eleven“ is not quite correct, it counts only five and a half points, but as this is still more than five („East Five“ counts full, as east is the current wind direction), Sebastian gets the Wind Card.

A Piratess Card always has the same value than the Wheel Card played beforehand.

**Example 4:** The current Wind Card indicates north wind, and Sebastian puts the „North Thirteen“. Next is Nadine, who puts „North Fourteen“. Johannes puts a Piratess Card, which counts fourteen points in this case (as the card previously played was Nadine's „North Fourteen“). And poor Sebastian has to take the Wind Card although he played „North Thirteen“ ...

A Piratess Card may only be played as first card in a trick if the opening player has no other cards left on his hand. No matter what the other players put in the trick, the Piratess Card will be the lowest valued card and will automatically get the Wind Card.

If two or more Wheel Cards played have the same value, they are out.

If only one Wheel Card remains in the trick, it is both the lowest and the highest valued card.

**Example 5:** Same situation than example 3, and Johannes puts „South Ten“. Both „South Ten“ and „East Five“ count five points, so they are put aside. „North Eleven“ is the only remaining Wheel Card in the trick. So Nadine „gains“ the Wind Card and she will be first player in the next trick.

If no Wheel Cards remain in the trick, the Wind Card is put aside, and the game continues (the lead for the next trick remains with the same player).

## Scoring

A round finishes after the twelfth trick, the remaining Wind Cards are not used. Players calculate the damage their ships have taken by the values printed on the Wind Cards they received:

First, players who managed to collect a one, two and three damage point Wind Card of identical wind direction may discard the triplet.

Then, players add the damage points on all other Wind Cards they made.

Finally, players score victory points according to the damage points they took: The player with most damage points scores one victory point, the player with second most damage points scores two victory points, etc.

If only two players participate, the player with more damage points scores no victory points (while the player with less damage points still scores two victory points).

In case of a draw, the scoring points of all players with equal damage points are added, divided by their number and as may be the case approximated. (**Example:** 5 player game, 2x 2nd place:  $4+3/2=4$ ; the next player has to take the scoring points of the 4th place.)

The victory points are recorded on a score sheet.

**Example 6:** Sebastian has a north Wind Card with one damage point, two north Wind Cards with two damage points and the north Wind Card with three damage points. Nadine has two south Wind Cards with one damage point and one east Wind Card with two damage points. Annabelle has the other east Wind Card with two damage points and a west wind card with two damage points. Johannes has a west Wind Card with one damage point, a Wind Card card with two damage points and a south Wind Card with three damage points. Sebastian discards the north wind triplet with one, two and three damage points and has only two damage points for his remaining Wind Card. Nadine and Annabelle both have four damage points, and Johannes has six. Thus, Johannes gets only one victory point, Nadine and Annabelle both get three victory points, and Sebastian gets four.

### **End of the Game**

After five rounds, the player with most victory points wins the game. In case of a draw, more than one player may win.

You can download a scoring sheet on our homepage [www.argentum-verlag.de](http://www.argentum-verlag.de).

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### **Alternative Rule for more experienced Players**

- Setting up the Wind Card deck, three more cards are layed open on the **other side** of the deck: They are kind of a long term weather forecast showing some of the winds which will not occur this round.

- If no Wheel Cards remain in the trick, the Wind Card is **not** put aside. The player who puts the lowest valued Wheel Card in the next trick has to take this Wind Card in addition.

- Players get extra victory points for damage points if they have the same Wind Card twice. As in **example 6** Nadine scores one extra point, as she has two south Wind Cards with one damage point. Sebastian does not score two extra points for his two north Wind Cards with two damage points, as he discarded one of them. Of course he could have kept the triplet, but in this case he would only gain two victory points: one for having most damage points ( $1+2+2+3 = 8$ ), plus two extra points, minus one penalty point).

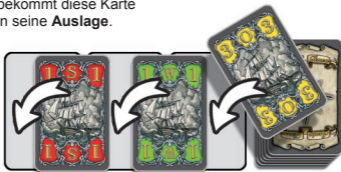
When scoring, one victory point is deducted as a penalty for each four (2-3 player game) or three (4-5 player game) Wind Cards a player collected.

## Beispiel 1 / Example 1

Im ersten Stich wird um die Windrichtungskarte **Nord 2** gespielt.



Der Spieler mit dem niedrigsten ausgelegten Wert bekommt diese Karte in seine **Auslage**.



Dann nimmt die Karte **Süd 1** den freigewordenen Platz ein, die Karte **West 1** rückt ebenso um einen Platz weiter. Nun wird eine neue Karte aufgedeckt und auf den neben dem Nachziehstapel frei gewordenen Platz gelegt. Im nächsten Stich geht es um die Windrichtungskarte **Süd 1**.

## Beispiel 2 / Example 2

Sebastian

Nadine



Windrichtung

Die aktuelle Windrichtung ist Nord. Sebastian spielt die Steuerkarte Süd 8, Nadine Süd 5. Beide Karten haben bei der vorherrschenden Windrichtung den Wert 0 (siehe Kompass). Da Sebastians Karte den höheren Wert hat, bekommt Nadine die Windrichtungskarte Nord 2 in ihre Auslage.

### Beispiel 3 / Example 3

Sebastian

Nadine



Die aktuelle Windrichtung ist Ost. Sebastian spielt die Steuerkarte Ost 5, Nadine Nord 11. Da gerade Ostwind vorherrscht, zählt bei der Steuerkarte Nord 11 nur der halbe Punktwert, also 5,5 Punkte (siehe Kompass). Da Sebastians Steuerkarte nur einen Punktwert von 5 aufweist, muss er die Windrichtungskarte Ost 3 in seine Auslage legen.



## Beispiel 5 / Example 5

Sebastian

Nadine



Johannes

Windrichtung

Dieselbe Ausgangssituation wie in Beispiel 3. Als dritter Spieler legt nun Johannes eine Süd 10 aus, die bei einem vorherrschenden Ostwind nur 5 Punkte wert ist (siehe Kompass). Da nun Sebastian und Johannes denselben Zahlenwert ausgespielt haben, stehen sie sich aus. Nadine muss die Windrichtungskarte Ost 3 nehmen und wird Startspielerin.

## Beispiel 6 / Example 6



### Auswertung eines Durchgangs einer 4er Partie:

Sebastian legt sein Nordwindset (1,2,3) zur Seite, sodass folgende Punktverteilung entsteht: Johannes (6 Schadenspunkte) erhält nur einen Siegpunkt, Annabelle und Nadine (je 4 Schadenspunkten) erhalten je 3 und Sebastian (2 Schadenspunkte) bekommt 4 Siegpunkte. Zusätzlich erhält Nadine einen Sonder siegpunkt, da sie zweimal die Karte Süd 1 hat. Da Nadine und Johannes jeweils drei Windrichtungskarten erhalten haben, müssen beide noch einen Siegpunkt abgeben.

Stand nach diesem Durchgang:

**Sebastian:  $4+0-0=4$**     **Nadine:  $3+1-1=3$ ;**  
**Annabelle:  $3+0-0=3$**     **Johannes:  $1+0-1=0$**