

Tradewinds (Coco rating: 3) Learning: Moderate

Cooperation Panorama: Collaborative (Point maximizing game)

Interaction: Collaborative manipulation of a shared board to earn points (4 players)

In this game, the players take turns attempting to “blow” cards in the direction that they score points.

Description:

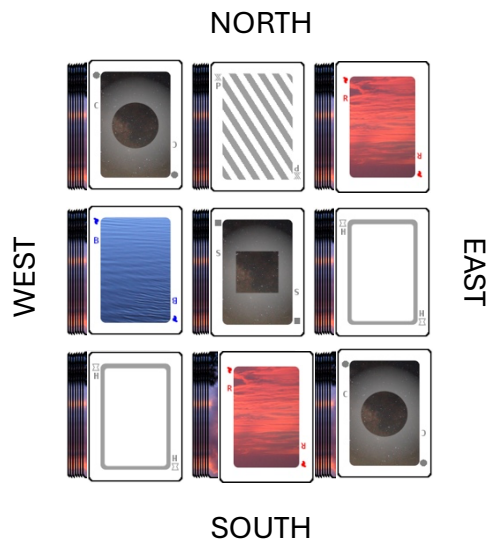
Each of the four players in this game can affect the cards on common board in a different direction. They work collaboratively to collect cards that score points and avoid collecting card that deduct points. The set of cards that score and deduct points is different for each player. Players, through planning, placement, and a good hand, try to maximize their score within the constraints of the common board.

Objective:

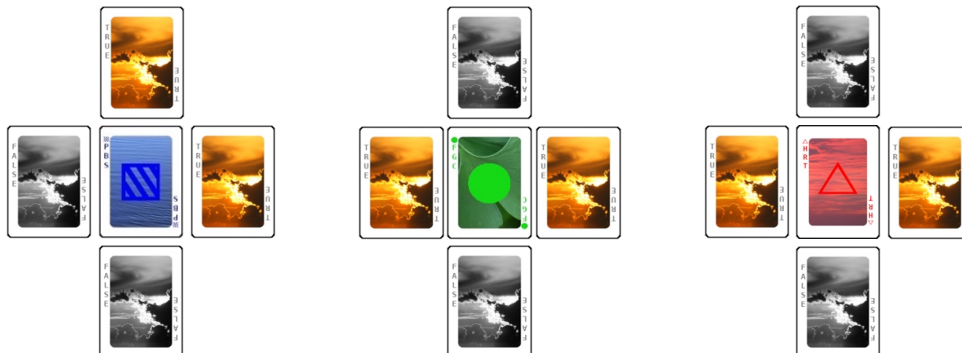
To collectively gain more cards that score points than cards that deduct points.

Set-up:

Players sit around a square table facing each other, representing the four winds – North, South, East and West. This game uses all the Singles, and all the Completes and 12 randomly selected T/F cards. Deal the 36 Singles into 9 face-down piles of 4 cards each in a 3x3 grid in the center of the playing area. Flip the top card on each pile.



Find three, covering* Completes and place them face-up on the playing area away from the grid. Shuffle the 12 T/F cards and deal them face up around the four sides of each of the covering Complete cards. These will determine for all players which Singles score points and which Singles deduct points.



*covering means three Complete cards that contain all nine characteristics: 3 patterns, 3 colors and 3

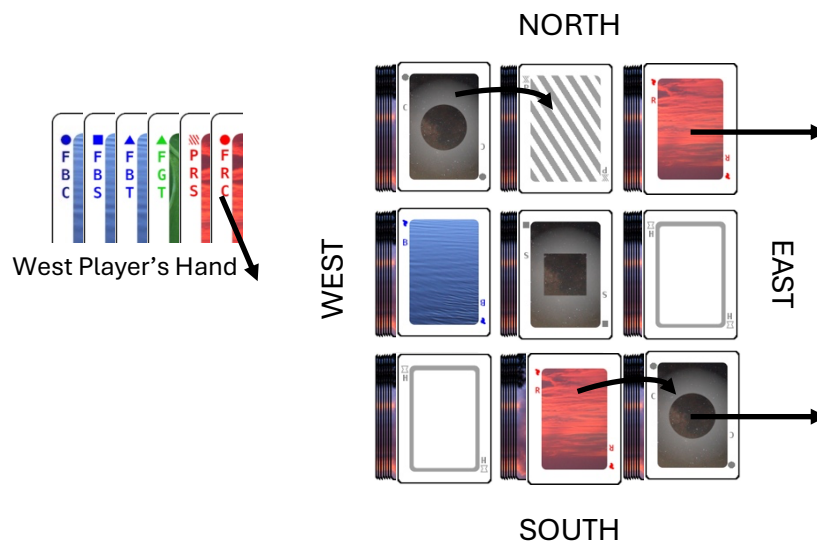
The placement of the T/F cards determine which cards score points in which directions. The True card placed to the north of the Partial-Blue-Square means that Partial, Blue, and Square Singles score points when collected by the North player. Since there are False cards to the north of the other two Complete cards, no other Singles score points for the North player. Likewise, Filled, Green, Circle, Hollow, Red, and Triangle Singles would all score points when collected by the West Wind player, because there are True cards on the “western” side of the Filled-Green-Circle and the Hollow-Red-Triangle. For the South Wind player all Singles collecting deduct points. The East Wind player will score points for any Single cards that they collect. To complete the set-up, deal the remaining 24 Complete cards to the players, 6 cards each.

Gameplay:

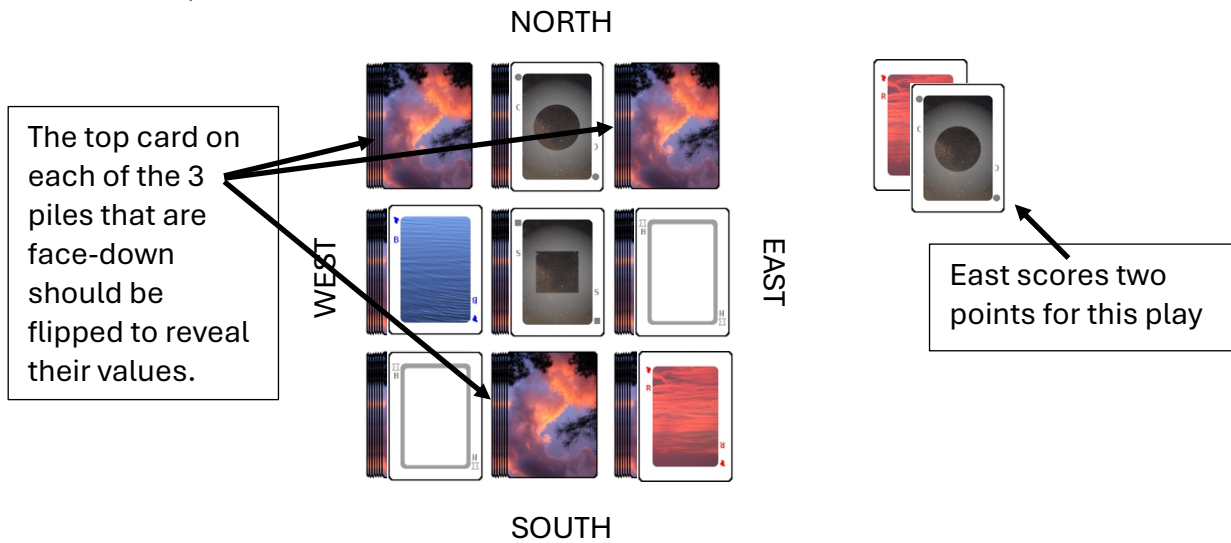
The direction that the wind last blew determines who goes first. That player places a Complete card from their hand face-down on the table in front of them. The three characteristics of the Complete card “blow” any matching Singles on the grid towards the player on the opposite side of the table (e.g. the East player blows cards towards the West player). (See Blowing Cards below). Any Singles blown off the grid will be collected by the player in that direction. The collected cards are split into two piles – those that score points and those that deduct points. After the cards have been blown, flipped over the top card on any piles that have a face-down card on top. Any piles that are emptied, remain so until the end of the game. Play then moves to the player to the left and they repeat the process, play a Complete card, blow the Single cards, opposite players collect cards blown their way.

Blowing Cards:

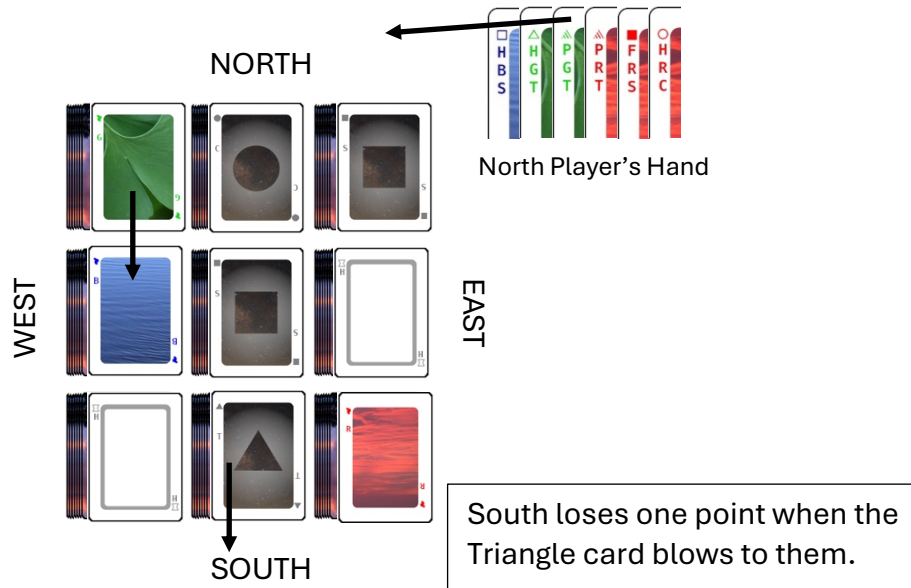
Since all Single cards deduct points for the South player, the North player must try to avoid blowing cards off the board. (An ideal card for North to play would be the Filled-Green-Triangle, which would result in no cards being blown. Conversely, all Single cards collect points for the East player, so West has many options to blow cards to East and gain points. West’s perfect play would be the Hollow-Red-Circle; this would blow 3 Singles that score points to the East player. The West player does not have that card, so instead, they play the Filled-Red-Circle. This blows the rightmost Red card and the rightmost Circle card off the board to the east player. Both of these cards will score points. The Red Single in the bottom row also blows to the right – in this case from the middle column to the rightmost column. It will go on top of the Circle card in the bottom right corner. Also, the Circle in the upper left corner will blow right and land on top of the Partial Single card. None of the other cards will blow because none of them match with the Filled-Red-Circle. To summarize, every Single card that matches the Complete card played will move one column to the right. The cards furthest to the right will move first (the ones in the right column). Next move the matching cards. In the middle column to the right (the Red card in the bottom row). Finally, move the matching cards in the left column to the right, in this case, the Circle card.



After the moves, the board looks like this:



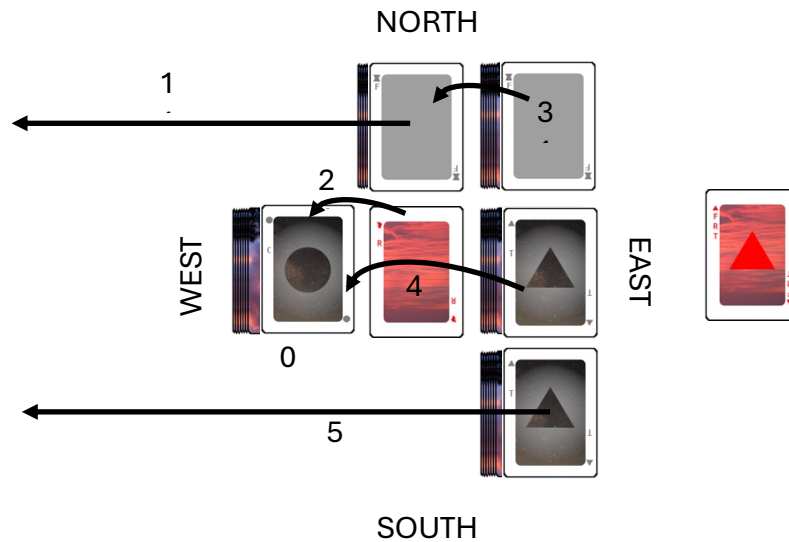
Once these face-down top cards have been revealed (see below), it is now the North player's turn. All Single cards collected by the South player deduct points, so the North player wants to play a card that does not push any cards off the board. The North player does not want to play any Complete card that has Hollow, Red or Triangle characteristics.



Unfortunately for the North player, all their cards have at least one of those characteristics (and three of them match two of the characteristics: Hollow-Green-Triangle, Partial-Red-Triangle, and Hollow-Red-Circle). The North player decides to play the Partial-Green-Triangle which blows the Triangle in the center column to the South player, which will deduct one point. It will also blow the Green Single in the upper left corner on top of the Blue Single in the left column, middle row. The pile in the upper left corner will have their top card revealed before the next player's turn.

Once a column becomes empty, it remains empty for the rest of the game. If a Single is blown into that location, it would simply continue until it lands on another pile or is blown off the board.

To illustrate blowing over missing piles, consider the configuration below at some later point in the game. If the East player plays the Filled-Red-Triangle Complete card, several Singles will be blown over missing piles.



The effect of the blowing wind starts in the leftmost column, because it is the opposite direction of the East player who played the card. The Circle is the only card in the far-left column, but it does not match the played Complete card, so nothing moves (0). Then the middle column is considered. The Filled card in the top row is blown over the gap to the West player where it scores a point (1). The Red card in the middle row is blown on top of the Circle to its left (2). Since this is the last card in the pile, this creates a new gap. Now consider the rightmost column. The Filled card in the top row blows into the middle column where the previous Filled Single used to be (3). Underneath it is a face-up Blue Single which stays there because it does not match the played Complete card. The Triangle in the middle row blows over the newly formed gap and lands on top of the Circle (4). Underneath it is another Red Single, it does match the card played, so it too blows over the gap, into the leftmost column, and on top of the Triangle that was just placed there. Then the Triangle in the bottom row blows over two missing piles to the West player and scores them another point (5). Underneath that Triangle is a face-down card. The wind has finished blowing and the Complete card that was played is discarded. Any piles on the grid topped with a face-down card, has that card flipped to be face-up.

When a face-up card is found under a card that was blown, it will be immediately affected by the wind. Face-down cards are not. Always discard the played Complete card *after* all the Singles have been blown, but *before* flipping over any face-down cards.

Game End:

Play continues in this manner until no players have any cards in their hand. (There will be a total of 24 turns, 6 for each player.) When this occurs, the game is over and points are tallied. All the players collectively add their scored points together and subtract off their deducted points. If the total score is positive, the players win together. If the total score is zero or negative, they lose together. The higher the positive score, the stronger the victory.