**Blizzard**

**Players:** 4

**Recommended Ages:** 10+

**Average Game Duration:** 1 ½ hours

**Background:** You and your neighbors throw a party to celebrate the Holidays and the New Year. Unfortunately, the New Year started with new issues! Unknowingly, you all have been snowed in by a fierce blizzard. Nothing is harder than facing off against MOTHER NATURE itself!! To survive you and your neighbors must work together through challenging scenarios.

**Objective:** The game consist of a series of rounds that require you to complete specific task. These task require energy to successfully make it through and survive the storm.

**Setup:** Each players needs a set of of pawns and an energy scale. There is one bank with the energy points and pawns and one round chart placed in the center of the playing space.

**Game Pieces**

* **Pawns:** Currency that is loaned to users in need.
* **Energy**(**Fire** and **Water** droplets)**:** Main currency of the game used to progress forward in completing task. Fire is one point of energy and water is worth two.
* **System Cards:** Round cards to inform players players of the current scenario and what is need to be competed by the end of the round.
* **Energy Scale:** Each is required by a player in order to keep track of energy gain, transfer, and storage.
* **Round Chart:** The round chart tells the requirements to survive each round.

**Setup Description:** Game consist of each player requiring to have a energy scale and a set of pawns. In the center of the [laid out] game board, place round cards, round chart, bag of energy points, and dice in given area.

**Game Play**

1. Each player needs to choose a color: purple, brown, green, or blue.
2. For every color there is a matching set of pawns in the game set. The player who chooses each color receives the matching pawn playing set.
3. The game starts with the reading of the first round card.
4. After the scenario has been read, evaluate the round chart.
5. The first column on the round chart tells which round is which. The second column tells the name of the round. Columns three through six tell what items and how much energy they require to pass the round.
6. The energy requirement increases my column and round. To evenly distribute the workload, the round chart was color coded to match the pawns. Therefore, the owner of the colored pawn set for each requirement is held accountable for their item to obtain.

**Example:** For round one: Build a Safety Kit the playing order is green, blue, brown, then purple and the green player is responsible for finding a flashlight, the blue player is responsible for finding batteries, the brown for a first aid kit, and purple a walkie talkie. Every round should be played in this manner.

7. In order to collect the items required for each round, each player has to collect enough energy points. Keep track of points earned, paid, and loaned in the energy scale chart.

8. Energy points are collected by rolling the dice. Each player gets two rolls. The youngest player rolls first, then the order continues youngest to oldest. After a player rolls, they collect the correct amount of energy points. Fire is worth 1 energy point and water is worth two energy points. Therefore, if someone rolls a five, then they’d collect two waters and one fire for a total of five energy points.

9. Once everyone has rolled for one round, then they must pay the energy they owe to the bank according to their required item from the round chart.

10. If someone does not have enough energy to collect their item, then they can borrow extra points from another player. At any time, the player can ask for their loan back, and if someone fails to pay their energy for a round, then they have one strike against them. On the second offense for not collect enough energy points, the player is booted out in the cold, and is disqualified from the game for not pulling their weight.

11. Complete steps 3-10 for rounds 2-9. Rounds 10 and 11 are optional, but for people who have not paid their owed debt of energy it can either help or them, it’s a 50/50 chance. Round 11 is different; for every element named that helped the players survive a player receives 2 energy points for every valid answer.

12. The game can end any round after round 9. If a player paid off all of their debt by the end of the game, without more than more than one strike, then they won. If no player was booted out of the house, then everyone wins.