



Norderwind

"Rich Freight on a Rough Sea"

A game by Klaus Teuber
For 2-4 Players
Ages 10+

The port cities of the Federal Trade - Norderkap, Trutzahn and Olesand - have been attacked by pirates. The battered cities ask the freelance trade captains of the Federation (the players) for help. The goal of the players is to fulfill contracts in order to supply the port cities with certain goods or gold. They also attempt to defeat pirate ships and capture their captains. Each player has a large ship, which he equips during the course of the game. To increase the chances that their cannons will defeat the pirate ships, crew members offer special benefits, and by making improvements to the sails, the players can increase the sailing distance of their ships. The player who best improves his ship and cleverly buys and sells will have the advantage. In a game with 2 or 3 players, the one who first fulfills 10 contracts will be the winner. In a 4-player game, 8 contracts need to be fulfilled in order to claim victory.

Game Preparation

A list of game materials can be found on the last page of these rules.

Before the first game:

- Remove the cardboard pieces carefully from their frames.
- Sort and set aside the cannons, trade letters, gold coins, sea tiles and the victory point board.



Cannon



Trade Letter



Gold Coins



Sea Tiles
(Back side)

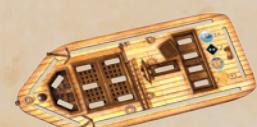
- With the remaining parts you will need to construct the ships.

Constructing the Ships

These are the parts you will need to construct each ship:



Hull



Deck



Mast



Sail

Crow's Nest

1. Hull assembly

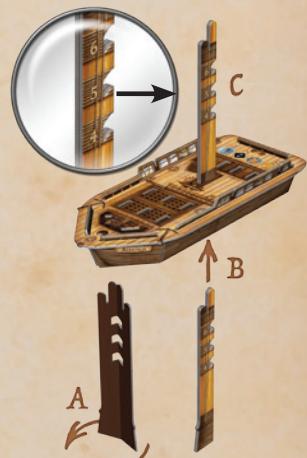
- Fold the side walls of the hull upward.
- Insert the side tabs of the hull into the long slots of the deck.
- Insert the rear flap of the hull into the slot at the rear of the deck. You will probably need to raise the deck a bit in order to do this.
- Repeat step C) with the two angled tabs on the bow of the ship.



Important: You do not have to disassemble the ships after each game. The large compartments of the game box should each hold two stacked ships (without the masts).

2. Insert mast

Fold the mast together (A) and slide it into the slot from the bottom of the hull (B) and through the slot in the deck. Make sure that the notches of the mast (C) are pointing in the direction of the stern as shown.



3. Attach sail

Slide the sail down over the top of the mast, with the sail pointing to the bow side (A). Latch it into the notch in the mast marked with a "4" (B).



4. Attach Crow's Nest

First, attach the holder for the crow's nest to the slot at the top of the mast (A). Then, attach the crow's nest, using the two small tabs (B). Note: The slot for the lookout should be positioned forward (toward the bow).



The ship is now complete.

KOSMOS

Preparation of the Sea Tile stacks

(1) Place the victory point board on either side of the table. The images of the three ports (Norderkap, Trutzhavn and Olesand) should point towards the center of the table.



(2) From the full set of sea tiles, remove the 3 port of destination tiles of Norderkap, Trutzhavn and Olesand. Place each of these tiles on their corresponding image on the victory point board (Norderkap on Norderkap, etc.).



(3) Shuffle the remaining sea tiles face down (with the back facing up) and make 3 stacks, each with 7 tiles. Place one stack below each target port card.

(4) Turn each target port tile face down and place it on top of the corresponding stack below the victory point board.



(5) Reshuffle each stack of tiles (now containing 8 tiles) and then place it back in the same position below the victory point board. Thus, all players know in which stack each target port tile is located. For example, the port of destination tile for Norderkap is in the stack below the Norderkap image on the victory point board.



Additional Game Setup

- Sort the goods:



Sort the **grain**, **fish**, **salt**, **wood** and **wine** goods figures, along with the dark blue **pirate captain** figures in the 6 compartments of the removable storage insert. Place the insert on the side of the table, opposite the victory point board, within easy reach of the players.

- Place the gold coins and trade letters near the board.
- Place the white event die and the black battle die near the board.



- Each player receives the following as his personal stock, which he keeps in front of himself:

- 5 gold as startup capital
- 1 trade letter
- 10 victory point cubes in the color chosen by player (8 cubes for a 4-player game)
- 4 light blue crew member figures
- 4 cannons



All unused materials are put back in the box.

Your Ship

Each player takes the ship in his chosen color (identified by the color of the sail) and places it in front of himself. The deck of each ship is divided into 3 areas:



- The **brig** is located in the bow. Up to 2 captured pirate captains (dark blue figures) can be held in the slots of the brig at any time.
- The **cargo hold** is located in the center of the deck. The 6 slots of the cargo hold can accommodate 6 goods. You may store a maximum of two goods of the same type.
- The **cabin** is located at the rear of the deck and can hold up to 4 crew members in their slots. The slot in the crow's nest can also hold a crew member (the lookout).

Important: Figures may only be placed in the specific areas assigned for them. For example, it is not allowed to place a pirate captain in the cabin, or to place goods in the crow's nest or brig.

Final ship preparations

- Each player takes one of his 4 cannons and inserts it into one of the 4 cannon slots on the deck.
- At the start of the game, each ship has a sailing speed level of 4. Adjust the sail to the "4" notch in the mast.



Game Play

The youngest player goes first. On a turn, each player will take the following 3 turn steps in the order listed:

1. **Gold income for the poor:** If you have no gold at the start of your turn, take 1 gold from the stock.
2. **Trading voyage:** Choose one of the three stacks of sea tiles below the victory point board that you would like to draw from. One at a time, reveal tiles from the selected stack, up to a maximum number equal to your current sailing speed.

(Therefore, at the beginning of the game each player can draw up to 4 tiles). This is the **sailing distance** of your ship. **After drawing a tile, you must resolve it before drawing the next one:**

- If you draw a “Event” tile (a tile showing fog, with an “E” in the upper left corner), you must roll the white event die.
- If you draw an “Action” tile (a tile with an “A” in the upper left corner), you can decide whether or not to take the action shown on the bottom of the tile.
- Only after resolving a drawn tile can you reveal the next one (if desired).

The actions that can be taken with the “Action” tiles, and the possible events resulting from the “Event” tiles, are described in the section **“The Sea Tiles in Detail”**.

Two-action limit per voyage: If you draw an “Action” tile, you must decide whether you want to take the action on that card or not. Making use of an “Action” tile counts as 1 action. You may only take up to 2 actions during your voyage (turn). Once you have taken 2 actions, your voyage ends immediately, even if you could still draw more tiles based on your sailing distance. If you use an “Action” tile, you indicate this by rotating the tile 45 degrees to the left.

Obtaining a trade letter: After you have finished your trading voyage, you will receive 1 trade letter, if both of the following conditions are met:

- You complete your voyage taking only 1 or no actions.
- You currently have only 1 or no trade letters, as you may not have more than 2 total trade letters in your stock at any time.

3. Shuffling the tiles: When your voyage is finished, shuffle face down **all** tiles of your chosen stack (including the tiles that were played this turn), and place the stack back in its position below the victory point board.

The next player in clockwise order now takes his turn. If he wishes, he may “cut the deck” of his chosen stack before his trading voyage, to ensure the stack is properly shuffled.

The Sea Tiles in Detail:

1. Trade Actions

“Trading port” action: A tile showing the “Trading port” allows you to buy or sell up to 2 of the goods shown, at the specified price. To buy goods, take them from the storage insert, put them in the slots of your ship’s cargo hold, and pay the necessary gold coins to the supply. To sell goods, take them from your cargo hold, put them back in the storage insert, and take the appropriate amount of gold coins as payment. Please note:

- You may store a **maximum of two goods of the same type**.
- If all 6 slots of your cargo space are full, you may not purchase any further goods unless you make space by throwing goods overboard (putting them back in the storage insert without payment).

• “Equipment port” action:

A tile showing the “Equipment port” allows you to equip your ship by paying the amount of gold shown on the tile. You may purchase either 1 sailing speed level, 1 cannon or 1 new crew member.

- To purchase a sailing speed level, pay 2 gold and move the sail to the next higher notch on the mast. The higher sailing speed level increases the sailing distance of your ship on future turns.
- To purchase a cannon, pay 1 gold and put a cannon from your personal stock into a free cannon slot on your ship.
- To hire a new crew member, pay 1 gold and put a light blue crew member figure from your personal stock into a free slot in the cabin or in the crow’s nest on your ship.

You can find an overview of the benefits of crew members on the last page of the rule book.

• “Merchant ship” action:

Depending on the merchant, you may buy or sell any **one** good for 2 or 3 gold, as shown on the tile.



Using the trade letters:

On the “Trading port”, “Equipment port” and “Merchant ship” tiles, the “A” is underlined. If you have used such a tile to buy or sell something (and only then), any of your opponents may, in turn order, also take advantage of an action on that tile by turning in 1 trade letter to the supply. He may buy or sell the same item as you did, or a different one. For example, if you have hired a crew member using an “Equipment port” tile, your opponents may instead buy a cannon, if desired. Or, if you have **sold** grain using a grain “Trading port” tile, your opponents may also sell grain, but they may choose to **buy** grain instead.

It is important to note that this only applies to tiles where the letter is underlined. If the letter is not underlined, it means that the tile has already been used for a trade action, and no other player can use it again.

2. Other Actions

“Port of destination” action: If you draw a sea tile showing a “Port of destination” (Norderkap, Trutzhavn, or Olesand), you may- if you meet the requirements - fulfill a contract for this port (see page 4 “Fulfilling a Contract”).



“Search shipwreck” action: When you take the action on a tile showing a shipwreck, you may take 2 gold from stock.



Please note: When taking either of the “Other actions”, trade letters cannot be used by your opponents.

3. Event tiles (“The fog”)

If you draw an “Event” tile showing fog, you must immediately roll the white event die, and you will either encounter a pirate ship or discover treasure, depending on the outcome of the die roll.



(a) Pirate ship

The “Pirate ship” event occurs when the die roll shows 1, 2 or 3 skulls. The number of skulls rolled represents the strength of the pirates. You now have a choice:

- Pay 1 gold to the stock and (if your sailing distance is not yet exhausted) continue your voyage by drawing another tile, or:
- Enter into a **battle** with the pirate ship.



Battle: Each cannon equipped on your ship allows you to take one shot (roll) with the black battle die. If a roll shows 1 **silver** cannonball, you have hit the pirate ship 1 time. In order to win the battle, you must score at least as many hits as the pirate ship’s strength. *For example, if your ship has 2 cannons, you may roll the black combat die twice. If the white event die shows 2 skulls, you must roll 1 silver cannonball both times in order to win the battle.*



A roll of the **blue** double cannonball only counts as a hit (scoring 2 hits at once) if your crew has a Cannoneer in it. For more information on the rules for the Cannoneer, see the last page of the rule book.



Rolling a **blank** side of the die counts as a miss.

- **Victory:** If you win the battle, you may take one dark blue pirate captain figure from the storage insert and place it in a free slot of your ship’s brig.
- **Defeat:** If you lose the battle, your voyage ends immediately.

Please note:

- If you encounter a pirate ship and have neither a sufficient number of cannons to win the battle, nor any gold to pay instead, it is immediately considered to be a defeat.
- If you win a pirate ship battle and is your brig is already full with two pirate captains, you receive 1 gold instead.
- Regardless of the outcome of an event die roll, “Event” tiles are never counted as an action.

(b) Treasure discovery

The “Treasure discovery” event occurs when the die roll shows 1 gold coin. You may then take 1 gold from the stock.



Example of a trading voyage:

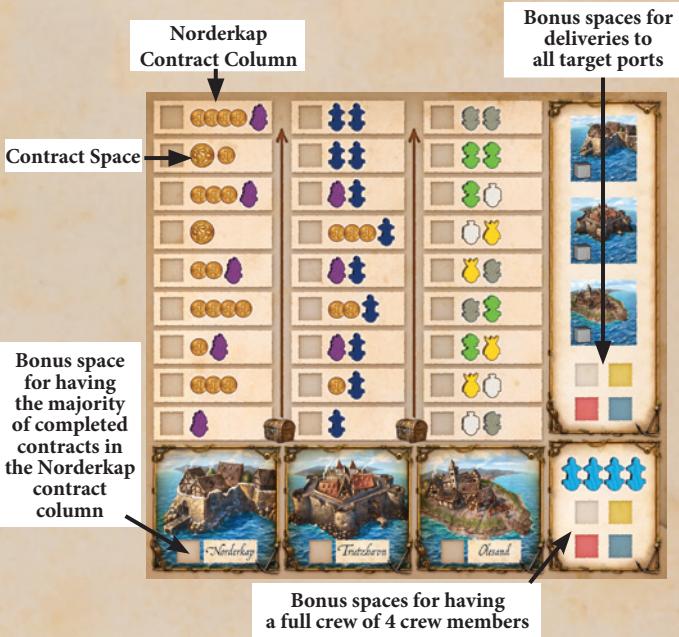
You have 1 wine in the cargo hold of your ship and you decide to fulfill the first contract in Norderkap (the following section “Fulfilling a contract” explains how this is done). Therefore, select the sea tile stack corresponding to Norderkap on the victory point board. The first tile drawn reveals an “Event” tile (1). You roll the event die, getting the treasure discovery symbol, and take 1 gold. The next tile drawn reveals a salt-trading port (2).



You buy 2 salt for 2 gold, rotate the tile 45 degrees to show that you have taken the action, and continue your voyage. The third tile drawn reveals another salt-trading port (3). You do not want to miss this opportunity to make a profit, so you sell back the 2 salt for 6 gold. Since you have now performed two actions, your voyage is ended for this turn. While you did not reach your intended goal of Norderkap (i.e., the Norderkap port of destination tile was not drawn), you now have 5 more gold than you did at the beginning of your voyage.

Fulfilling a Contract

On the victory point board, a contract column with 9 contract spaces is shown for each of the 3 ports of destination. Norderkap requests wine and/or gold to stimulate the local economy. In Trutzhavn, the captured pirate captains can be placed in the local jail. In addition, they demand wine or gold. Olesand was burned down by the pirates, and they need deliveries of wood, fish, salt, and grain in order to rebuild.



In each column, the contracts must be fulfilled from bottom to top (in the direction of the brown arrows). Thus, at the start of the game only the bottom three contracts are available to be fulfilled: 1 wine for Norderkap, 1 pirate captain delivered to jail for Trutzhavn, and 1 each of salt and fish for Olesand.

If you draw a port of destination tile and have the goods shown on the current (lowest unoccupied) contract of that port, you can fulfill the contract. Return the required goods to the stock and place one of your victory point cubes on the contract space. Each contract space may only hold 1 victory point cube.

Important: You can only fulfill the current contract on your turn. Even if you have the required goods to fulfill the next contract in the column, you must wait until your next turn to fulfill it (if it is still available).

In the figure below, the yellow and red players have each fulfilled two contracts. Currently, there are 3 available contracts (outlined): 3 Gold for Norderkap, 1 wine and 1 pirate captain for Trutzhavn, and 1 grain and 1 salt for Olesand.



Bonus Spaces for Victory Point Cubes

1. Bonus for majority of completed contracts

If you have placed the **most** victory point cubes in one of the 3 contract columns of the victory point board, you may place an additional cube on the bonus space of the corresponding port of destination. If another player completes the **same** number of contracts in the same column later in the game, he **removes** your victory point cube. Only a **sole majority** of completed contracts earns the bonus. Whenever a player gains (or re-gains) the sole majority of completed contracts in any of the ports, he may claim (or re-claim) the corresponding bonus space.



Please note: If you are the first player to fulfill a contract in any of the port of destination columns, you have the most victory point cubes at that point, and therefore you are allowed to claim the bonus space. In the figure above, the red player has fulfilled the first contract in Norderkap, and may immediately place one victory point cube on the bonus space.

2. Bonus for deliveries to all target ports

If you have fulfilled at least one contract in each of the 3 port of destination columns, you may place an additional victory point cube in your color on the matching bonus space as shown here.



3. Bonus for having a full crew

If you have hired all 4 of your crew member figures for your ship, you may place an additional victory point cube in your color on the matching "full crew" bonus space as shown here.



Game End

In a 2-or 3-player game, the first player to place all 10 of their victory point cubes on the board is the winner. In a 4-player game, only 8 victory point cubes need to be placed in order to win.



Example: In the 3-player game shown above, the white player wins with 10 victory points. In the 3 contract columns, he has placed 7 victory point cubes. In addition, he was able to place 3 victory point cubes on bonus spaces: the first for having the majority of victory points cubes in the Norderkap column, the second for fulfilling at least 1 contract in each of the 3 contract columns, and the third for hiring all 4 crew members for his ship.

Game tips:

Please read the following to all of the players!

You should try to always have enough gold on hand to be able to react flexibly to goods offers and pirate ship battles. Although you receive 1 gold if you have none at the start of your turn, this meager amount will not be sufficient in order for you to fulfill the required amount of contracts to win the game.

You can earn additional gold by buying goods for 1 gold each, and then selling them for a profit with the appropriate "Trading port" or "Merchant ship" tiles. If you know in which stack a "Search shipwreck" tile lies, you can visit this stack repeatedly and receive 2 gold each time you decide to take the "Search shipwreck" action.

The “Accountant” crew member benefit (described below) is useful, since you receive 1 extra gold from each sale of 1 or 2 goods.

Do not underestimate the “Boatman” crew member benefit (also described below). It allows you to basically exchange one good for another when using the “Merchant ship” action. So, for example, you can exchange 1 cheap wood for 1 more expensive wine. If you also have an “Accountant” in your crew, you’ll additionally get 1 gold for each such exchange.

The Crew Member Benefits

When you hire a crew member (using the “Equipment port” tile), you may select any of the 5 crew member slots (in your ship’s cabin or the crow’s nest) in which to place it. Once a crew member is placed, however, it cannot be moved. A small icon is displayed next to each slot. This icon represents the benefit that you can use when you have placed a crew member in that slot. The benefits are as follows:

Boatman



Whenever you use the “Merchant ship” action, you can buy or sell up to 2 goods instead of only 1.
Alternatively, you may buy 1 good and sell 1 other good.

Accountant



Whenever you sell 1 or 2 goods, you receive 1 extra gold (per sale action, not per good sold).

Cannoneer



When the black battle die shows a blue double cannonball during a pirate ship battle, you score 2 hits at once.

Treasurer



More gold income for the poor:
If you have no gold at the start of your turn, you receive 2 gold instead of 1.

Lookout



You may look at the top card of the sea tiles stack that you have chosen for your trading voyage. If you wish, you may discard this tile to the bottom of the stack. A tile discarded in this way does not count toward your sailing speed limit.

Game Components

64 wooden figures, including:

- 16 crew members (light blue)
- 8 pirate captains (dark blue)
- 8 bags of salt (white)
- 8 bags of grain (yellow)
- 8 wine (purple)
- 8 wood (green)
- 8 fish (gray)

1 event die (white)

1 battle die (black)

40 victory point cubes, 10 per player color

8 punch sheets, containing:

- 4 ships (each consisting of a hull, deck, mast, crow’s nest [in 2 pieces], and sail)
- 16 cannons
- 8 trade letters
- 24 sea tiles
- 30 gold coins (value 1)
- 12 gold coins (value 5)

1 victory point board

The Author: Klaus Teuber, born in 1952, lives near Darmstadt. He is one of the most successful game designers in the world. Four of his games have won the prestigious “Spiel des Jahres” Game of the Year award. Undoubtedly, his biggest success is the now-classic “The Settlers of Catan”.

“Norderwind”, his latest game, offers an exciting adventure for the whole family. Using his specially-designed 3D ships, players are immersed in the world of pirates and voyages of discovery.

Author: Klaus Teuber

www.klausteuber.de

License: Catan GmbH

www.catan.com

Illustrations: Franz Vohwinkel

Graphic Design: Imelda and Franz Vohwinkel

Editing: W. Lüdtke, R. Müller, P. Neugebauer, B. Teuber,
K. Teuber

© 2014 Franckh-Kosmos Verlags-GmbH & Co. KG

Pfizerstr. 5-7

70184 Stuttgart

Telephone: +49 711 2191-0

Fax: +49 711 2191-199

kosmos.de

Art.-Nr. 692230

All rights reserved.

MADE IN GERMANY