

GMT'S STRATEGY CARD GAME

PACIFIC

Typhoon



Battleship Indiana fires a salvo at the Kamaishi Steel Works, Japan, 14 July 1945

A BEN KNIGHT GAME
RULES OF PLAY

1	Dedication	2	10	Battle Outcome	12
2	Introduction.....	2	11	Spoils.....	13
3	Rules Summary.....	3	12	Hand Size	15
4	Battle Cards.....	5	13	Notes on Cards	16
5	Force Cards	6	14	Chronological Version	20
6	Getting Started	7	15	Short Versions.....	20
7	The Round of Play	8	16	Team Version.....	21
8	Victims of Fate	10	17	Designer's Notes.....	21
9	Bonus and Event Cards	11	18	Developer's Notes.....	23



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1 DEDICATION

To the fans of Atlantic Storm: Hearing your laughter at the gaming table when you win or lose a round is the best spoil we've earned. Thank you for your good-natured patience in waiting for this sequel game to Storm.

Special thanks to Don Greenwood and the '97 AH crew for helping to bring Atlantic Storm into existence.

2 INTRODUCTION

Pacific Typhoon is a strategy card game for 3–7 players, ages 10 to adult. It has many similarities to the card game Atlantic Storm.

► If you already know how to play *Atlantic Storm*, just read the sections marked with a ► symbol to start playing *Pacific Typhoon*.

Pacific Typhoon covers the naval and air war in the Pacific theatre during World War II, from the Japanese surprise attack on Pearl Harbor, 7 Dec 1941, to the formal surrender of Japan, 2 Sep 1945. Japan was already an Axis power and had previously occupied parts of China and the Far East when she declared war against the United States and several nations of the British Commonwealth. Being an island nation, Japan had limited national resources, and she relied on imports and open sea lanes to develop and prosper as a world power. Her military ambitions in the Pacific thus depended heavily upon the success of her navy's officers, ships and aircraft.

The war in the Pacific was a struggle for control of islands, but controlling an island meant little if you did not control the seas that connected that island to the rest of the world. The surest way to control the seas was to control the air space over them. Ships could not long survive where the enemy had air superiority. Even submarines, the naval weapon of stealth, had to fear enemy aircraft. However, air power was least effective at night, so many vicious naval gun and torpedo battles occurred during the hours of darkness in the confined waters around islands.

Japan won many victories early in the war, but Allied cryptanalysts deciphered Japanese messages that permitted the U.S. to ambush and stop Japan's militaristic expansion in June 1942 at the Battle of Midway. It took another three years of brutal fighting and two atom bombs before Japan would unconditionally surrender. The Japanese suffered severely during this period, but the Allied nations (and especially those oppressed by Japanese occupation) also paid a heavy toll in human lives lost.

Pacific Typhoon is primarily a game, but it is also a history lesson about the war and the brave sailors and airmen who fought on both sides. The cards represent many of the combatant vessels and aircraft types, as well as most of the famous naval and air battles in which they fought.

3 RULES SUMMARY

The following summary briefly describes the rules of play. Consult the appropriate rules sections for full details about any specific point.

3.1 GETTING STARTED

- Randomly determine dealer.
- Dealer shuffles Force Deck and deals a hand of 6 cards to each player. The rest go face down as the Draw Pile.
- ► Dealer shuffles Battle Deck and puts it face down. The Renewed Battle card should be in the bottom half of this deck. See Rule 6.3.
- Table talk is encouraged, but you may not show your cards to other players except when playing or discarding.

3.2 ROUND OF PLAY

- Each Battle lasts one round of the table. Dealer leads 1st round, player on his left leads 2nd round, etc.
- Round leader flips over the top two Battle cards, selects one and discards the other face up to Battle Discards.
- ► Round leader calls Time of battle (day or night) and Suit of battle (air, surface, sub or combined). See Rule 7.4.
- Each player in clockwise turn order, beginning with round leader, must do one of the following (you may not pass):
 - Play at least one legal card, including
 - » No more than one Regular card
 - » Any number of Bonus (+ combat value) cards
 - » Any number of Event (no combat value) cards
 - OR discard one card instead of playing
 - OR discard entire hand instead of playing
- Each player decides which side to fight on, but no player may play Allied and Japanese cards together.
- ► The Typhoon, Fog, Gremlins and Day or Night event cards can be played with either side. See Rule 13.
- All plays must match Year of battle.
- ► All plays must fit Time of battle. Day cards may not be played at night, and vice versa. Cards with an “Either” background may be played day or night.
- If you play a Fate card after its Victim (victims are marked by a ✕ symbol), you immediately destroy the victim (keep it as your spoil) unless the victim is a battle card (marked by a ♠ symbol), in which case the fate card’s combat values are doubled during the battle.
- A bonus card must match the type of its Parent card (aircraft, ship or sub card) or be playable alone.

- If you play an Admiral event card, you may change the declared suit to combined OR play a second regular card.
- An illegal play may be taken back into your hand before the next player has played or discarded; otherwise, the illegal play is discarded instead.

3.3 END OF ROUND

- For each player, determine the combat value of their play(s). Count only the values in the declared suit.
- ► Roll one die for each “?” to determine the combat value of that card. A ?1 is a die roll plus 1, a ?2 is a die roll plus 2, etc.
- ► A sun symbol (☀) counts as 1 extra combat point in day battles.
- ► A moon symbol (☽) counts as 1 extra combat point in night battles.
- Total the combat values in declared suit for Allies and for Japanese. The side with the highest total wins.
- The player who played the highest combat value on the winning side divides the Spoils. If tied with another player on the same side, the one who played his card(s) first divides the spoils.
- If the total combat was tied Allied vs. Japanese, place the engaged cards underneath the battle card, refill hands and fight another round for the same battle, with next round leader calling suit, etc.
- If there were no cards with combat values greater than 0 in the declared suit, discard the battle card (no winner) and any force cards in play.
- The battle winner takes the battle card and losing enemy cards and divides these spoil cards with all players who played a combat value of 1 or more on the winning side.
- ► The winning side’s cards and any cards marked ♦ (Recycle) are placed face up in the Discard Pile.
- Place your spoils in front of you, with force-card spoils face down but battle-card spoils face up so other players can see their resource and VP values.
- Players fill their hands to 6 cards. Increase your hand size by 1 card for each full resource or two half-full resource battle cards you have won, but never more than 9 cards.
- If the Draw Pile is exhausted, shuffle the Discard Pile and use those cards as the new Draw Pile.
- The next player to lead starts a new round of play.

3.4 END OF GAME

- Play through end of Battle Deck, then count up the Victory Points (VPs) each player has won as spoils.
- If two or more players are tied to win, the one who has the most battle card VPs wins.
- If there is still a tie, the one who has the battle card with the lowest card number wins.

4 BATTLE CARDS

There are 40 battle cards in *Pacific Typhoon*. Each battle card has the following information fields:

- 1 Battle Name:** The historical name of the battle.
- 2 Location or Campaign:** The name of a nearby island, island chain, body of water or campaign. This provides historical information only.
- 3 ► Victim Status:** A victim battle card has a ✕ symbol if fated by a force card. The force card fights at double combat value in that battle.



- 4 Year of Battle:** 1941 to '45. Only force cards that match the year of battle may fight in this battle. Force cards that appear after this year may not.
- 5 Date of Battle:** Historical information only.
- 6 ► Time of Day:** The background of a battle card indicates the time of battle.

Day: Sunny sky, blue sea background.

Night: Moonlit sky, black sea background.

Either: Twilight sky, gray sea background (Round leader will have the choice of declaring it a day or night battle).

- 7 Resource Value:** Your hand size increases based on the resources you win.

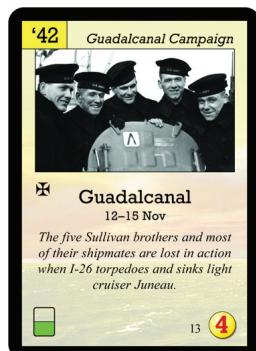
- R** Full resource (one extra card)
- G** Half resource (half of an extra card)
- No resource (no extra card)

- 8 Victory Point Value:** Ranges from 0–8 for battle cards. Game victory is determined by the number of spoil VPs each player has.

- 9 Photograph:** Taken during the actual battle in many cases.

- 10 Caption:** Historical information only.

- 11 Battle Number:** The battles are numbered 1–40 in chronological order. This has no effect on play except for breaking a tie at the end of the game.



Either Time of Day

5 FORCE CARDS

There are 110 force cards in *Pacific Typhoon*. Each force card has the following information fields:



- 1 Card Name:** The ID of the card.
- 2 ► Side:** A card's nationality determines its side.
Axis: Japanese
Allied: U.S., British, Australian, and Dutch
Both: Playable with Allied or Japanese
- 3 ► Victim Status:** A victim force card has a ✕ symbol if fated by an enemy card.
- 4 Air Combat Value**
- 5 Surface Combat Value**
- 6 Sub/Anti-sub Combat Value**

7 Years Available: A force card is only playable during the years displayed. For example, Iowa is playable in a '44 or '45 battle but not in a '41, '42 or '43 battle.

8 ► Time of Day: The background of a force card indicates its time of day. A force card may only be played if it matches the declared time of battle.

Day: sunny sky, blue sea background

Night: moonlit sky, black sea background

Either: twilight sky, gray sea background (playable day or night)

9 Type: The shape of the photograph indicates the card's type (*see graphics at bottom of this page and next*). A bonus card may only attach to a parent card of the same type, except an "any" bonus card may attach to any other type.

Aircraft (includes aircraft carriers): windscreens frame

Ship: binoculars frame

Sub: circle frame

Any: square frame

10 Photograph: Wartime photo in most cases.

11 Restrictions or History: The text of some cards explains their effect on play.

BONUS = bonus card;

EVENT = event card;

RESCUE = special ability.

12 Fated Against: The name of its victim card.

13 Victory Point Value: Ranges from 0–6 points, or ⚡ = Recyclable (it may not be destroyed).



Ship (binoculars frame)

6 GETTING STARTED

Like most card games, *Pacific Typhoon* is played sitting around a table. It is best suited for 4–6 players. You could play it with 3 or 7 players, but it is not as satisfying an experience.

6.1 DETERMINE DEALER

Randomly determine the dealer and (if desired) the order of seating at the table. You can do this by dice roll or by each player drawing a battle card and sitting in relative order according to the card numbers drawn, from lowest number (dealer) to highest. (Return the cards to the Battle Deck afterwards.)

6.2 FORCE DECK

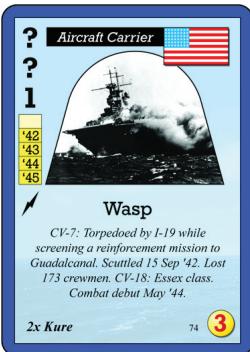
The dealer shuffles the Force Deck and deals each player a hand of 6 cards. Place the remaining force cards face down. This is the Draw Pile.

6.3 ► BATTLE DECK

The dealer (or someone he appoints) removes the Renewed Battle card from the Battle Deck and divides the Battle Deck into two halves, one with 20 cards and the other with 19. Add the Renewed Battle card to the pile of 19 so you're left with two piles of 20 battle cards. Shuffle each pile separately and then put the stack that does not include the Renewed Battle card on top of the stack that does. In this way the Renewed Battle card will not appear until the second half of the game.

6.4 ETIQUETTE

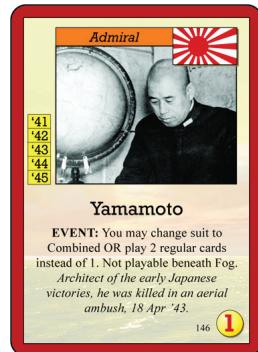
Never show your cards to other players except when playing or discarding them. Conversation between players is permitted and encouraged but it must be open. You may talk about your cards to other players as long as you do so openly to the whole table (and don't show them). Don't leave the table to discuss the game in private, and don't annoy other players by whispering or keeping notes. Otherwise, try to talk other players into working against the person with the highest score (which is not always apparent in the middle of a game) or on supporting your own effort. A player doesn't have to keep a promise—when it's his turn, he may play what he pleases regardless of any assurances he gave you.



Aircraft (windscreens frame)



Sub (circle frame)



Any (square frame)

7 THE ROUND OF PLAY

The game is played in rounds (also called Battles). Each player gets to play once per round in clockwise order, starting with the round leader. Players take turns leading the rounds.

7.1 ROUND LEADER

The dealer leads the 1st round. At the end of that round, the player on his left leads the 2nd round. At the end of that round, the next player on the left leads the 3rd round, and so forth clockwise around the table for the entire game.

7.2 LEADER SELECTS BATTLE

The player who leads a round draws two cards from the Battle Deck and flips them face up. He selects one for battle and discards the other one face up to the Battle Discards. Skip this battle selection step if the battle is continuing from the previous round (see Battle Outcome, Tied Battle). The round leader must announce the year of the battle card after he selects it (the battle card's year is printed on the card, and it limits what force cards may be played).

► Renewed Battle: If the round leader selects Renewed Battle as the battle card, he exchanges Renewed Battle for one battle card from another player's spoils. He may then announce the card's year or choose a different year for that battle, except the year he chooses may not precede the year printed on the card.

7.3 ► LEADER SELECTS TIME

The round leader then chooses "Day" or "Night" and announces this to the other players. The declared time limits what force cards can be played. Force cards with a day background may only be played during a day battle; force cards with a night background may only be played during a night battle. Force cards with a twilight background may be played day or night. You may never declare "Either" as the time of battle.

7.4 LEADER SELECTS SUIT

After choosing the time, the round leader chooses and announces the suit (operation type) of the battle. There are four choices:

- Air
- Surface
- Sub
- Combined

The suit determines what combat values apply to the battle's outcome. Combat values that don't match the suit are treated as 0 during the battle. If the suit is combined, all three combat values apply. The round leader always calls the suit and time for the battle, even if he discards instead of plays.

7.5 MUST PLAY OR DISCARD

After the year, time and suit are chosen, each player, starting with the round leader and going in clockwise order around the table once, may do one of three things:

- Play face up at least one legal card from his hand, including:
 - One Regular card (any card that is not a bonus or event card). You may not play more than one regular card unless you use the Admiral event ability to do so.
 - Any number of Bonus cards (a bonus card has + combat values) that are playable. The bonus card(s) must attach to the regular card (its Parent) or be playable without a parent card.
 - Any number of Event cards that are playable per their restrictions (an event card has no combat values).
- Or discard one card from his hand to the Discard Pile instead of playing.
- Or discard his entire hand to the Discard Pile instead of playing.

7.6 MAY ONLY PLAY ONE SIDE

A player usually has a mix of Allied and Japanese Force cards in his hand. You are free to choose which side you fight on during the battle, but you may never play cards from both sides together. For example, if you play an Allied regular card, you may not play a Japanese bonus or event card with it. In the case of Allied cards, the exact nationality doesn't matter. For example, you may attach a U.S. bonus card to an Australian parent card.

7.7 NO PASSING

You may not "pass" your turn. You don't have to play a card during your turn, even if you have a card that matches the battle's year and the declared time. But if you don't play, you must choose one of the two discard options.

7.8 ► ILLEGAL PLAY

If you make an illegal play and it is noticed before the next player makes his play or discards, then you must take the illegal play back into your hand and re-do your turn. If the illegal play is not noticed until after the next player makes his play or discards, then your illegal play is discarded and does not affect the battle. There are several ways your play may be illegal, including:

- You play an Allied card together with a Japanese card (in which case treat both as illegal).
- The force card's earliest year is later than the battle card's year.
- The force card's time is opposite to the declared time of battle.
- A bonus card's type doesn't fit its parent's type (in which case the bonus card is illegal).
- The card's restriction (printed on the card) doesn't allow it to be played.

You are allowed to play a card that has a combat value of 0 in the declared suit.

8 VICTIMS OF FATE

A force card that lists another card's name on it is a Fate card. It is fated against that listed card (its victim). This is based on historical occurrences. For example, the Japanese I-26 submarine sank the USS Juneau in real life, so in the game the I-26 card is fated to sink the Juneau card. A fate card may itself be a victim to some other fate card—the two things are not exclusive.



8.1 ANNOUNCING FATE

A fate card only affects its victim if you play the fate card after the victim in the current round (not in a previous round). If you play a fate card and its victim is played later in the round, the victim does not suffer its fate. You should announce the victim when you reveal the fate card. If you fail to announce it before the battle outcome is determined, the fate does not occur.

A fate card targets its victim even if the fate card has a 0 combat value in the declared suit. For example, if the round leader called “Day Air” and played the Juneau, a player after him could play the I-26 and immediately sink the Juneau even though the I-26 has a combat value of 0 in an air battle.

8.2 KINDS OF VICTIMS

A Victim may be one of three kinds: a force card worth 0–6 VPs, a force card that is recyclable, or a battle card worth 0–8 VPs. How the fate card works against each kind varies slightly:

- **VP Force Card (↗):** You immediately destroy the victim. Remove it from the battle and place it face down in front of you as your spoil.
- **Recyclable Force Card (⤴):** These are marked with a ↗ in place of a VP value. You immediately discard the victim. Remove it from the battle and place it face up in the Discard Pile.
- **Battle Card (☒):** You double the combat value of your fate card in this battle (when doubling a “?”, double the die roll result rather than roll two dice). Do not double the combat value of any bonus cards you attach to your fate parent card, and do not double the combat value of a parent card if an attached bonus card is a fate card.

8.3 VICTIM PARENT CARD

If the victim was a parent to a bonus card, discard the bonus card (don’t destroy it). For example, the round leader plays Maya with the Long Lance and Ocean Patrol bonus cards attached (Maya is the parent of the bonus cards). The 2nd player plays Dace and calls “fate” against Maya. Maya becomes the 2nd player’s spoil, and Long Lance and Ocean Patrol are discarded because they require a parent card.

9 BONUS AND EVENT CARDS

9.1 ► BONUS CARDS

Bonus cards have “+” combat values. Add their combat values to the combat values of the regular card you play. The Kamikaze bonus card has * combat values instead of + values. Replace the regular card’s combat values with the kamikaze combat values. Most bonus cards may only be played in conjunction with a regular card. This regular card is called the bonus card’s parent, and the bonus card is said to “attach to the parent” card. Shinyo Flotilla, Ha-10, Ohka and PT 109 may be played without a parent, but if they are played in addition to a regular card, they must match that regular card’s type. You may never attach a bonus card to a regular card that someone else has played.

9.2 PARENT TYPES

There are three types of parent cards based on the shape of its photograph frame:

- **Aircraft (includes aircraft carriers):** windscreen frame
- **Ship:** wide rectangle frame
- **Submarine:** circle frame

A bonus card must match its parent type. For example, Turkey Shoot must attach to an Allied parent card of the aircraft type. Ocean Patrol and Coast Watchers may attach to any of the three parent types—they are not restricted to one type only. A bonus card may not be attached to another bonus card or to an event card, but two or more bonus cards may be attached to the same parent.

9.3 ► EVENT CARDS

Event Cards are recognizable by having no combat values (or negative combat values in the case of Gremlins). You may play one or more event cards during your turn either by themselves or in addition to your regular and/or bonus card plays. The event card(s) must be of the same side as your other card plays, but the Allied nationalities don’t have to match. Typhoon, Day or Night, Fog and Gremlins are playable with either side.

Each event card has an effect printed on it. The effect supersedes the normal rules of play. See the Notes on Cards section of the rules for details about each event card.



9.4 RECYCLE

Most bonus and event cards have a ♦ symbol in place of a VP value. The ♦ stands for Recycle. Such a card is discarded at the end of the round it is played, no matter what the battle outcome is.

10 BATTLE OUTCOME

A battle ends after the last player in a round plays or discards. When the battle ends, roll a die for each “?” in the declared suit; a ?1 is a die roll plus 1, a ?2 is a die roll plus 2, etc. A sun symbol (☀) in the declared suit counts as 1 extra combat point in day battles (thus 0 ☀ equals 1 during day but 0 at night). A moon symbol in the declared suit (☀) counts as 1 extra combat point in night battles (thus 2 ☀ equals 3 at night but 2 during day).

Total the combat values of the played cards for each side (Allied vs. Japanese), but count only the combat values in the declared suit. If the suit is combined, count all of the combat values. There are three possible outcomes to a battle: No Combat, Tied Combat, or One Side Wins.

10.1 NO COMBAT

If there are no force cards in play at the end of the round, or if the only force cards in play have 0 combat values in the declared suit or no combat values (event cards), then the battle outcome is “no combat.” Discard the battle card to the Battle Discards pile, and discard any force cards in play (including engaged cards from a previous round) to the Discard Pile.

EXAMPLE OF NO COMBAT

It's a Day Surface battle for Coral Sea in a 4-player game. The round leader plays Repulse. The next player plays Betty and calls fate against Repulse, sinking it immediately. The 3rd player in the round discards instead of plays. The last player plays Wildcat and calls fate against Betty, destroying it. Although there has been fighting in the form of fate cards and their victims, the only remaining card in play (Wildcat) has a 0 combat value in Surface, which was the declared suit. So the battle outcome is treated as no combat, and Coral Sea and Wildcat are both discarded.

10.2 TIED COMBAT

If the total Allied combat value equals the total Japanese combat value, it is a “tied combat.” The force cards are Engaged and that battle continues as follows:

Place the engaged force cards (including Recyclable ones) underneath the battle card and fight a new round for that same battle card. Players fill their hands, and the next player whose turn it is to lead a round declares the time and suit for the new round. He may call the same time and suit or different ones. Players may change sides—they are not committed to playing on the same side as they did in the previous round. The engaged force cards underneath the battle card do not affect the outcome of the new round, and they cannot be victimized by fate cards played in the new round. Likewise, the effects of Typhoon, Day or Night or Tokyo Rose do not carry over into the new round. A battle can be extended for more than one round in this manner as long as each round ends in a tied combat between Allies and Japanese.

If the round ends in a tie, but Little Boy has taken the battle card, then the engaged force cards are discarded as if the outcome was no combat.

10.3 ONE SIDE WINS

The side with the highest total combat value wins the battle. The losing side's cards are destroyed (except for those that Recycle), and the winning side's cards are discarded. The player on the winning side who contributed the highest combat value for that side is the battle winner. He gets to divide the spoils of the battle. If two or more players on the winning side contributed the same highest combat value, then the one who played his card(s) before the other highest contributor gets to divide the spoils. (This is known as "Getting there firstest with the mostest.")

EXAMPLE OF WINNING COMBAT

It's a Night Surface battle for Kolombangara in a 4-player game. The round leader plays Cryptanalysts, which allows him to play last as Allied. The next player plays Henley (1 combat value), and the 3rd player discards his hand. The 4th player plays ABDA Strike Force (? combat value). The round leader (who delayed his play with Cryptanalysts) then plays Santa Fe and Coast Watchers for a total of 3 combat value (2+1). The 4th player now rolls a die to determine the combat value of ABDA Strike Force and he gets a 3 result. The Allied side wins the battle 7 to 0 even though there has been no apparent fight (since no one played a Japanese card). The 4th player divides the spoils, because he committed ABDA Strike Force to the battle before the round leader committed Santa Fe and Coast Watchers (which came as the last play). Both of those players contributed 3 combat value, which was the highest on the winning side. So the player who committed his 3 first is the winner and gets to divide the spoils, which in this case is just the Kolombangara card.

11 SPOILS

A player earns victory points (VPs) by collecting spoils in battle. Collecting the most spoils is the only way to win the game.

11.1 WHAT CONSTITUTES SPOILS

Spoils include the battle card itself and all force cards of the losing side except any Recyclable ones. All engaged cards belonging to the losing side are also treated as spoils (except any Recyclable ones). Each spoil card is worth a number of VPs as indicated on the card. A battle card may be worth 0–8 VPs, and a force card may be worth 0–6 VPs.

All force cards from the winning side and all Recyclable force cards from the losing side are put into the Discard Pile. They are not spoils.

11.2 DIVIDING THE SPOILS

The winner of the battle must divide the spoil cards among himself and every player who has in play a combat value of 1 or higher on the winning side at the end of the round. If you played on the winning side but your combat value was 0, or your play was removed because it was victimized or discarded by Typhoon or some other reason by the end of the round, then you are not eligible for spoils.

Each player on the winning side must receive a spoil card before any one of them may receive a second spoil card (and each of them must receive a second spoil card before any one of them may receive a third spoil card, etc.). The winner who divides the spoils doesn't have to distribute the VPs evenly; he just has to distribute the spoil cards evenly. So he will generally keep the highest-value VP spoil card(s) for himself and distribute the lower-valued ones to the other winning players.

You do not have to keep any promises you make to other players regarding the division of the spoils. Just because you promised a juicy spoil to someone for supporting your side in the battle doesn't mean you have to honor that promise when you divide the spoils after winning.

If Catalina or Amagiri is used to rescue a spoil card, this occurs before the spoils are divided (see rule 13.10).

11.3 POINTS ON TABLE

As you win spoil cards, place them on the table in front of you. Your resource spoils (battle cards and Rosie the Riveter) must stay face up so players may see their resource and VP values. Your other spoil cards should stay face down. In this way, you can hide their VP value from other players. Players may not record or inspect the VP value of hidden spoils belonging to other players until the end of the game.

11.4 MORE THAN YOUR SHARE

If you played a fate card to destroy a victim, the victim goes into your spoil pile, but it doesn't count against any spoils that may be due you at the end of the battle. If you played Rosie the Riveter and the Allies win, that card doesn't count against your share of the spoils. Likewise, if you played Little Boy and are successful in getting the battle card, it doesn't count against your share of the spoils.

11.5 END OF GAME

The game ends after 20 battles (when there are no more battle cards to select). At that time, count up the spoil VPs each player earned. The player with the highest total wins. If two or more players are tied to win, the one who has the most battle card VPs wins. If they are still tied to win, the one who has the lowest battle card number wins.

EXAMPLE OF SPOILS

It's a Day Air battle for Midway in a 4-player game. The round leader (1) plays Enterprise. The 2nd player (2) plays Hiryu. The 3rd player (3) plays Akagi. Although Akagi is the victim of Enterprise, she avoids the fate by being played after Enterprise. The 4th player (4) plays Dauntless, which is fated against Hiryu and immediately destroys her. It's the end of the round, so the 1st and 3rd players each roll one die to determine their combat values. The 1st player rolls a 3. Because the Enterprise has an air combat value of ?1, he has contributed 4 to the battle (3+1). The 3rd player rolls a 2 for the ? air combat value of Akagi. The 4th player has an air combat value of 1 for the Allies. So the Allies win 5 to 2, and the 1st player is the battle winner because he contributed the highest Allied combat value. There are two spoil cards, which he must divide between himself and the 4th player. He gives Akagi to the 4th player and keeps Midway.

EXAMPLE OF SPOILS—CONTINUED



12 HAND SIZE

At the end of each round, after the battle outcome has been determined and before the start of the new round, each player draws enough cards from the Draw Pile to fill his hand to his hand size.

12.1 RESOURCES INCREASE HAND SIZE

Your base hand size is 6 cards, but your spoil resources may increase this up to a maximum of 9 cards. For every full-resource spoil card you have, increase your hand size by 1 card. For every half-resource spoil you have, increase your hand size by 1/2 card (so you must have two half-resource spoils before you can draw an extra card). Empty-resource spoils do not increase your hand size.

12.2 ► EXCEEDING YOUR HAND SIZE

If the number of cards in your hand equals or exceeds your hand size, you won't draw any new cards at the end of the round, but you don't have to discard down either. For instance, if you lose a resource because another player used Renewed Battle to steal a battle card from your spoils, the number of cards in your hand may exceed your hand size. This is okay—just keep playing. At some point, the number of cards in your hand will drop below your hand size, and you may draw again.

12.3 NEW DRAW PILE

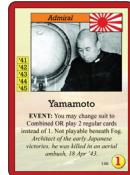
When the Draw Pile is exhausted, shuffle the Discard Pile and place it face down as the new Draw Pile.

13 ► NOTES ON CARDS

13.1 YAMAMOTO AND HALSEY

These are admiral event cards. You may play an admiral card alone or in addition to your other plays. When you play an admiral, you do one of two things:

- Change the declared suit to combined. This affects all players in the round. You may not change suit from (for example) air to sub; you may only change it to combined. If the admiral card is discarded before the end of the battle due to Typhoon, the suit remains combined—it doesn't revert (this represents a change from the rule in Atlantic Storm).
- OR you may play 2 regular cards instead of 1. You may attach bonus cards to either or both of those regular cards as permitted.



13.2 TORA, TORA, TORA! AND CRYPTANALYSTS



Surprise was a major factor in the Japanese success at Pearl Harbor. U.S. code-breakers contributed to the Allied victory at Midway, the ambush of Yamamoto, and other victories during the war.

Playing one of these event cards during your normal turn allows you to play last in the round, but you may only play that side or discard.

As usual, playing last allows you to see what everyone else has played (except any cards hiding beneath Fog), perhaps to fate them or to play a victim card safely, but you won't win any ties since you're playing after everyone else. If you play Cryptanalysts and someone plays Tokyo Rose against you before your final play, you won't be able to play Allied because of Tokyo Rose, and you won't be able to play Japanese because of Cryptanalysts, so you can only discard Cryptanalysts. Tora, Tora, Tora! and Cryptanalysts are fated against each other, so if one appears after the other in the round, the first one is discarded and that player loses his turn—he may not play any more this round.



13.3 SHANGRI-LA AND DECISIVE BATTLE

When reporters asked President Roosevelt where Doolittle's bombers had come from, he replied, "Shangri-La," referring to the hidden retreat in the recently popular novel and film *The Lost Horizon*. Japan's Naval General Staff often developed plans to defeat the larger U.S. fleet by concentrating their forces for a decisive showdown.



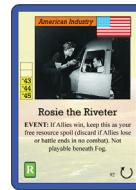
If you play either of these event cards, it must be the first card you play. They allow you to discard any number of cards from your hand and refill it before finishing your play, but you may only play that side. If you can't or don't want to play that side, then you must



discard the Shangri-La or Decisive Battle to end your turn. When refilling your hand after playing Shangri-La or Decisive Battle, don't count that card play against your hand size. For example, if you played Shangri-La and made no other discards, you could still draw a replacement for Shangri-La before continuing your turn. The round leader must pick a battle and declare the suit and time of battle before he plays either of these cards.

13.4 ROSIE THE RIVETER

You may play this event alone or in addition to an Allied play. It represents the industrial might of America (U.S. shipbuilding and aircraft production far outstripped Japan's). If the Allies win this battle (whether it occurs this round or in a subsequent round if this round is tied), keep Rosie as a face-up resource spoil for yourself. Discard Rosie if the Allies lose the battle or if it ends with a no-combat outcome. Rosie doesn't count against any share of spoils that may be due you after the battle.



13.5 LITTLE BOY



The first atomic bomb, "Little Boy," was dropped on Hiroshima on 6 Aug 1945; the second bomb, "Fat Man," was dropped 3 days later on Nagasaki. The U.S. used the bombs to hasten the end of the war and to avoid having to invade Japan.

You must keep Little Boy as a spoil regardless of the battle outcome (thus you lose 3 VPs for unleashing atomic weapons upon the world).

The battle outcome is determined normally, but if you roll 1–5 at the end of the round, you get the battle card as a free spoil, even if the Japanese win the battle. It doesn't count against any share of the spoils that may be due you if the Allies win. If you get the battle card and the battle outcome is a tie between the two sides, then the battle does not continue into a new round and the other cards are discarded instead of being engaged.

13.6 TOKYO ROSE

None of the English-speaking announcers on Radio Tokyo actually used the name "Tokyo Rose," but it was popularized by the Allied press. Iva Toguri was convicted after the war for her broadcasts but later pardoned.



This event card may be played alone or in addition to a Japanese play. Select 2 players who will be playing after you in this round, and they may not play Allied. If Tokyo Rose is discarded by Typhoon before one (or both) of those selected players takes his turn, the restriction on them still applies.

13.7 TYPHOON

Typhoon is not playable before 1944 because most of the battles before then occurred in regions less affected by such severe weather.

This event card may be played alone or with either side. It stops as soon as it is effective, or at the end of the current round, whichever occurs first. If it fails and is passed to a player who plays Cryptanalysts or Tora, Tora, Tora!, he must roll for it, and if it continues to fail and is passed to him again at the end of the round, he must roll for it again. It never continues into the next round, even if the battle outcome is tied. A player who loses his turn because of Typhoon does not get to roll for Day or Night if it is passed to him—he must pass it to the next player.



13.8 DAY OR NIGHT

This event card may be played alone or with either side. It stops as soon as it is effective, or at the end of the current round, whichever occurs first. If it is passed to a player and his roll fails, but he plays Cryptanalysts or Tora, Tora, Tora!, and it continues to fail and is passed to him again at the end of the round, he must roll for it again. If the battle time switches, there may be some cards played previously in this round that are now illegal plays, so they should be discarded. Never discard the battle card, even if the changed time does not match the time printed on the battle. The time switch stays in effect even if Typhoon is used later in the round to discard the Day or Night card from play. If a player loses his turn for any reason, he does not roll for Day or Night but passes it to the next player.

13.9 FOG

This event card may be played with either side. Only one regular card and/or any permissible bonus cards may be played beneath Fog. You may play additional valid cards in your same turn, but they are never hidden by Fog. For instance, you could play Akagi face-down beneath Fog and also play the Yamamoto event and Val face-up.

Cards hidden by Fog are revealed after all other players have played, so you can hide what side you played on until the end of the round. Revealing your play last is not the same as playing after everyone else plays. Your turn order in the round is still the same as if you didn't play beneath Fog. In this way, you benefit when tying with another player on the same side if you play before him, even though you don't reveal your play until the end of the round. For the same reason, Fog doesn't allow you to escape fate:

- If you play a victim card beneath Fog, and its fate card is played after your play, and that fate card is still in play when you reveal your victim, then your victim card must suffer its fate.
- However, if the fate card is played after your victim play, but that fate card is itself victimized or discarded for some reason before you reveal your victim at the end of the round, then your victim is saved from its fate.
- If you play a fate card beneath Fog, and its victim was played before your play, then you don't fate the victim until you reveal your fate card at the



end of the round. So if that victim is discarded first for any reason, you've missed your opportunity to fate it.

- If the victim of your fate card is played after your play, then it is safe from your fate card because you played before it.

13.10 CATALINA AND AMAGIRI

PBY Catalina flying boats rescued countless aviators from the sea, allowing them to return to battle again. The Amagiri towed disabled warships to port on two occasions during the Solomons Campaign, saving them from loss.

Unlike event cards, you may use either of these two cards for its combat values or for its ability, but you may not use the ability if the card is already deployed in the battle for its combat value. The card must be in your hand when you use its ability. You then discard it and also discard the "rescued" card, thus denying that spoil to someone and saving it from destruction.

The rescue should occur when the victim has been announced (in the case of fate), or before spoils are divided (in the case of battle losses). If there is more than one spoil card matching the criteria in the battle, the player using the Catalina or Amagiri gets to choose the one that is rescued. You may use these cards for their abilities even if you play (or already played) on the other side during the battle.

13.11 GREMLINS

Gremlins were mythical creatures that Allied airmen blamed for mechanical failures during the war. They were popularized in a children's book by Roald Dahl published in 1943, and in some Warner Bros. cartoons released that same year.

This event card may be played alone or with either side. Play it against another player, whether he has already played this round or not, and regardless of the side he plays on. It reduces the combat value of his play, but never below 0 in any of the three suits. For example, in a Combined battle where someone targeted with Gremlins played a cruiser with values of 1 air, 2 surface and 0 sub (3 total), the cruiser would be reduced to 0 air, 1 surface and 0 sub (for 1 total). The -1 to its sub value would have no effect.

13.12 ALLIED CODENAMES FOR AIRCRAFT

Allied and Japanese aircraft are identified by their Allied codenames instead of their official designations (for example, Hellcat instead of F6F). The Allies used male names for Japanese fighters and recon seaplanes, and female names for Japanese bombers and other recon aircraft. The codename for the Zero-Sen (Type 00 navy fighter) was Zeke, but most Allied servicemen called it simply Zero.



Catalina

RESUCE: If an allied aircraft card (except carriers) is lost in battle or destroyed, you may choose one from your hand to rescue the crew (discard that card instead of losing it).

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Amagiri

RESUCE: If a Japanese ship card worth 1 or 2 VP is lost in battle or victimized, you may choose one from your hand to tow the ship to safety (discard that card instead of losing it).

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Gremlins

EVENT: If this card is played in another player's turn who already played or has yet to play, and he must retreat it against his play, he may do so and then take a side. Never subtract a suit below 0. Note: Never subtract a suit below 0. Note: Hellfire or Party.

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14 ► CHRONOLOGICAL VERSION

Some players prefer fighting the battles in chronological order. This requires more card sorting and shuffling than in the standard version of the game. Use the standard rules with the following changes:

- Remove Rennell Island, Ormoc Bay and Renewed Battle from the Battle Deck so you only have 37 battle cards.
- Arrange the Battle Deck in reverse order of sequence, with Pearl Harbor on top and Home Islands on the bottom.
- Sort the Force Deck into five stacks based on year.
- Shuffle the 1941 force cards and deal a hand of 3 cards to each player. The rest of the 1941 force cards go face down as the Draw Pile.
- The round leader flips over the top two battle cards, picks one to fight and discards the other as in the standard version.
- When the first battle card of the next year is flipped over, do as follows:
 - Shuffle that year's force cards into the current Draw Pile.
 - Increase the hand size of each player by 1 card, except in 1945.
- The base hand size depends on the current year:

YEAR	HAND SIZE
1941	3 cards plus 1 per resource spoil
1942	4 cards plus 1 per resource spoil, not to exceed 7 cards
1943	5 cards plus 1 per resource spoil, not to exceed 8 cards
1944 & 1945	6 cards plus 1 per resource spoil, not to exceed 9 cards

- Never shuffle the Discard Pile into the Draw Pile until the Draw Pile is empty.
- The last battle of the war is always Home Islands.

15 ► SHORT VERSIONS

To play a short standard version, make these two changes to finish the game after 13 battles:

- Remove the Renewed Battle card from the Battle Deck so you only have 39 battle cards.
- The round leader always flips over the top three battle cards (instead of the top two), picks one and discards the other two.

To play a short chronological version, make these changes to finish the game after 13 battles:

- Instead of removing Rennell Island, Ormoc Bay and Renewed Battle from the Battle Deck, remove Wake Island, Cape Esperance and Renewed Battle so you only have 37 battle cards.
- Follow the other rules of the chronological version except the round leader flips over the top three battle cards, picks one and discards the other two.

16 ► TEAM VERSION

I would be remiss to Mark McLaughlin if I didn't include a team version of the game. He and a few others have told me how much their groups enjoy playing Atlantic Storm with an even number of players (4 or 6) split between the two sides. Use the standard rules with these changes:

- Divide the players into equal teams. They should sit at the table in alternating positions so each player has an enemy player on both sides of him in round order.
- Remove Fog, Day or Night, Gremlins and Typhoon from the Battle Deck.
- Sort the remaining force cards into two draw piles—one consisting of Allied cards for the Allied team and one consisting of Japanese cards for the Japanese team.
- The team with the most VPs at the end wins.

You can also play a Team Chronological Version or a Team Short Version by combining the team rules with either of those rule sections.

17 DESIGNER'S NOTES

The idea for a Pacific version of Atlantic Storm occurred quickly enough. Some of the playtesters of Storm expressed their desire for a sequel set in the Pacific even before the original game came out in 1998. Mark McLaughlin was the first to approach me with a Pacific prototype he designed based on the Storm system. John Coussis was the next to talk to me about it (see his Developer's Notes below), and later Stephane Laulhere and Steve Cuyler came forward with their prototypes of the same.

When you begin to think about the idea, you realize there are several alternate paths to take. You can do a Silent Service version that emphasizes the U.S. submarine war against Japan in the way Storm emphasizes the U-Boat war. You can do a naval battles version that emphasizes famous battles such as Midway and Leyte Gulf. Or you can do an island-hopping version that emphasizes ground forces as much as ships and planes.

The latter approach appealed to me most, and we tested such a version even as recently as 2003. The suits were air, land and sea, and at first I included every front in the Pacific, so the battles ranged from Pearl Harbor to Imphal, and from the Coral Sea to Manchuria. Some battles excluded ships, and some battles excluded

ground forces, but most battles revolved around islands and fit perfectly into an air-land-sea system. Furthermore, the round leader declared if it was a day battle or night battle. The force cards comprised a sampling of everything from Essex-class carriers to Merrill's Marauders, and from Japanese paratroopers to the Yamato. The Pacific War is so full of great stories, and I wanted to present a wide selection. But the game was too ambitious, so I trimmed and trimmed, then trimmed some more. We enjoyed the game, but it lacked the finely-balanced interaction of suits that Storm has. Finally, I set it aside and created a naval battles version that was closer to the original game. It worked great, and John and I carefully developed that into what you have now.

If you've never played Atlantic Storm or Pacific Typhoon, you might be confused at first by the unusual structure of the game play: In the standard version, players are not assigned to sides and battles do not occur in tidy, chronological order. There are two simple reasons for this.

First, we want to recreate the uncertainty and chaos of war—you should be looking over your shoulder (figuratively) the whole time. Where is the enemy, and what is he capable of? Will reinforcements arrive for your forces in time? Who will receive the credit for victory or the blame for defeat? What battle might occur next, and should you be saving your strength for it? This uncertainty makes card management and decision-making more important. Fear and hesitation creep into your mind when the next battle might be better to fight for than the current battle, and you don't know how much to trust the guy playing after you.

Second, we want table talk in the game. The best way to increase table talk is to have negotiation. If all of the players are potential enemies and potential allies, there is good reason to discuss the situation with those who are playing after you. Point fingers and declare that someone else is winning. Appeal for help with the offer of giving assistance in a future battle. Hide your greed behind a façade of friendly support. Experienced players keep a running commentary during a battle, declaring each side's combat strength, and noting who stands to win. For example, "It's currently 7 Allied Air to 4 Japanese. Can you play at least 3 Japanese Air to tie the battle? Otherwise, Roy is going to win the battle, and we don't want that!"

Those are our reasons for the standard version. But we understand some players still want to play in teams or to fight the battles in historical order. For them we provide the Team and Chronological Versions. Playing the game in chronological order may also help you memorize the decks better, which is an important advantage in competitive, tournament-level play.

Historical purists may point out that certain ships were available before the year given on their cards. For example, Yamashiro is treated as a '44+ card when it was available at the start of the war. This was a design choice to distribute the cards across the years in a balanced way so neither side was too lopsided. In doing so, I didn't ignore history. Case in point: Yamashiro's wartime participation was negligible before 1944.

Historical purists might also raise an eyebrow because the game allows a ship to fight in a late-war battle when historically it was sunk before that time, or to

fight in a late-war battle and then to be destroyed in an early-war battle later in the game. This is a design choice to allow all force cards to be playable in 1945; it represents the build up of forces as the war progressed. Furthermore, many of the ships lost during the war had sister ships that aren't included in the deck, and some ships that were lost had their names given to newer ships. For instance, carrier Lexington (CV-2) was lost in 1942, but a new carrier Lexington (CV-16) joined the fleet in 1943.

As always, play to have fun, and if good luck abandons you, blame the guy who shuffled the deck.

18 DEVELOPER'S NOTES

It didn't take long for Atlantic Storm to become a favorite of my Chicago area gaming group. We all enjoyed the mechanics of the game as well as the historical setting. After a few months of repeated playings, fellow Chicagoan Lou Tokarz and I began tossing around ideas of a Pacific Version of the game. We thought instead of fighting over convoys, the game would revolve around fighting over the numerous island groups in the Pacific (Hawaii, Midway, Iwo Jima, Okinawa, you get the idea). Island battles still offered three different battle possibilities (only thing different from Atlantic Storm would be a "Land" suit instead of the "Sub" suit) and we really didn't think it would be an unreasonable stretch for a Marine unit to go against an aircraft or ship. We never got to the point of putting cards/rules together, but we did have a lot of fun tossing ideas around.

I believe it was 1999 when I first discussed the possibility of a Pacific version of Atlantic Storm with Ben Knight. Much to my delight, Ben told me that he had already begun the design process and already had a set of force and battle cards created. I started to tell him of some of the ideas Lou and I had and Ben was very excited to hear about what we had come up with. The most important (and in my opinion, the coolest) idea of ours that Ben incorporated into the final design you are now playing was the "Renewed Battle" card. As we discussed the idea of fighting over island groups, it occurred to us that on more than one occasion, the Allies came back and re-took what the Japanese had conquered earlier in the war ("I shall return."). Why not introduce that mechanic into the game? Rather than fight a new battle, we came up with the idea of taking a battle that had already been won, and bringing it back out to fight over again. Wow, what a concept! It added uncertainty since you didn't know when the Renewed Battle cards (at first, there were 3 in the 60-card battle deck) were going to come out. It also added that favorite element of any multi-player game, a chance to reel in the leader! No longer were those big VP cards safe in front of you. This is my favorite part of Pacific Typhoon, not just because it was mine and Lou's idea, but because it adds such a great new dimension to the game (unless, of course, you see your 8 VP battle card get taken away from in front of you, then you absolutely hate this new dimension ☺).

It was right after WBC 2005 that I took on the formal role of developer for Pacific Typhoon. Boy, be careful what you ask for. Over the next two years or so I worked

with the playtesters as well as my local Chicago group to revise and enhance the game. One of the key changes we made was to change the day/night battle card mix. Originally, all 40 battle cards gave the round leader the choice of day or night. However, after becoming familiar with the strengths/weaknesses of each type of force card(s), we started to see fewer and fewer day battles since it became clear that keeping the powerful carriers out of the battles were advantageous to a round leader who plays a strong surface ship. The game started to “feel” less and less like the Pacific War since we were not getting any big carrier battles. To correct this, we made the change the set certain battles to day-only, others to night-only, and a few remained day/night choice. It didn’t take long for the game to “feel” better since we started to see a lot more action with carriers and aircraft.

All in all I’m very pleased with the end result; a game that is “true to its roots” as compared to Atlantic Storm, but also adds its own flair as a new game. A lot has changed since the initial ideas we had eight years ago, but what you’ve got now is a game that I hope will be as much fun for you to play as it was for me (and my playtesting friends in Chicago and Columbus) to develop.

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