



Terrain storm

players: 3 - 6

age: 10+

time: 30 min

components	120 Island cards, 20 Award cards, 60 Request cards
set up	<ol style="list-style-type: none">1. Shuffle the Request cards. Reveal 4.2. Shuffle the Award cards. Reveal 4.3. Shuffle the Island cards. Deal 10 to each player.
game play	<ol style="list-style-type: none">1. Gameplay is simultaneous. All players select 1 Island card from their hand and place it onto their Island.<ol style="list-style-type: none">i. After the first card, all subsequent Island cards must overlap or border other Island cards.ii. In round 1, pass to the player on your left.iii. In round 2, pass to the player on your right.2. Players simultaneously pass their hands to the next player.<ol style="list-style-type: none">i. In round 1, pass to the player on your left.ii. In round 2, pass to the player on your right.3. At any point, if your Island fulfills a Request card, take it, then reveal another one.4. When players run out of Island cards, determine which Island earns each of the Award cards.<ol style="list-style-type: none">i. In the case of a tie, no player takes the Award.
round reset	<ol style="list-style-type: none">1. Players keep their Island, Request cards, and Award cards.2. Keep the unclaimed Request cards.3. Keep any unclaimed Award cards and reveal 4 more.4. Deal 10 Island cards to each player.
special	<ol style="list-style-type: none">1. The playing area is the "ocean" and counts as water for the purposes of Request cards.2. When placing a double-water card, OPTIONALLY remove an existing Island card (not covered by another). Place the double-water card where it was, then move the displaced Island card anywhere.3. On a Request card, ? can be anything, including ocean.
end-game	<ol style="list-style-type: none">1. After the second round, count up points.<ol style="list-style-type: none">i. Request cards are worth 1 point per Island tile (not ?).ii. Award cards are worth 10 points.
goal	The player with the most points wins.
alternatives	<ol style="list-style-type: none">1. Play only one round. Optionally reveal additional Award cards.

play-testing: Liz, Ayelet, Dan, Max

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