

WIND & WATERFALLS

INSTRUCTIONS

Welcome to **WIND & WATERFALLS**.

In **WIND & WATERFALLS**, players start at the bottom a mountain and make their way to the summit in a spiral formation. This game may be played by 2, 3, or 4 players.

WIND & WATERFALLS await. Welcome to the Mountain.

GAME PLAY

Lay out the game and choose your game pieces. The card deck must be shuffled, and then placed side down beside the board before starting the first turn.

Each player will place their traveler on the space beside the **START** cloud. Roll to go first, with the highest roll to begin.

Proceed to spiral up the pathway. The first traveler to reach the top marked **END** is the winner. To reach the top of the mountain, you must accomplish an **exact roll**. **If an exact roll cannot be reached a double of any number must be rolled to win.** Example: A traveler is one space away from the **END**, a winning roll may be two 1s, two 2s, two 3s, and so on.

All other players may continue to play until they reach the summit, or the 2nd, 3rd, 4th places may be determined by how far each player has advanced up the mountain.

WINDS AND WATERFALLS



There are **winds and waterfalls** on the way up the mountain. Just like Snakes and Ladders, winds will carry you up the mountain, while waterfalls carry you down.



These are marked to indicate where your traveler goes next. If you are being affected by a **Friend, Foe, or Wild Card**, these conditions could change. Read each card carefully before proceeding with its instructions.

DRAW CARD

Each time you land on a **Draw Card** space, you must pick up the top card from the pile and follow its instructions.

Be certain to read aloud so your fellow travelers will understand your next move. When you have completed its instructions, **return the card face up beside the draw pile**. If the all cards are used before the game ends, then flip the deck and shuffle before using again.

Friend Card - This is a favorable card, with different instructions for each draw.

Foe Card - This is an unfavorable card. This signals misfortune, and may draw you down the mountain.

Wild Card - This could be favorable or unfavorable. Follow the instructions carefully and inform other travelers of what has transpired.

If a traveler needs to keep a card for future use, they may keep it face up until they need to use it.

If any card or instruction has

caused you to land on another **Draw Card** space, you must draw again. It is possible to draw more than one card per turn, to a **maximum of two times per player per turn**.

Future Draw Card spaces (in, for example, the instance of advancement or roll again) will be treated as blank and should be ignored.

If a any card or instruction causes a traveler to advance down a path in which there is a split, the traveler may choose either path.

If a **Draw Card** is causing a player to advance to the **END** beyond an exact number of spaces, they must forfeit that advance (ie - any Friend Card).

BREEZE & GUST SPACES

If any traveler lands on a **Breeze** space, **all travelers must move one space up the mountain**.

If any traveler lands on a **Gust** space, all travelers **must move back two spaces except for the traveler who is on the Gust space**.

Draw Card, additional Breeze, and additional Gust spaces will not be played during Breeze or Gust turns.

For example: If a traveler lands on a Draw Card, Breeze or Gust because of a Breeze or Gust enacted by another traveler, that space will be treated as blank.

Both winds and waterfalls must be followed accordingly during these turns.

Good luck, travelers!