MISTWIND

In the newly explored frontiers of the Mistwind Islands, bustling cities are filled with hard working townsfolk from fungus farmers to deep mist divers. Transport whales are seen soaring above the thick mist, transporting citizens and cargo from port to port. Mistwind is growing rapidly and our leaders are looking to connect with neighbouring nations to expand trade networks that will be beneficial for many years to come. You are the head of a trades company, with a chance to make a name for yourself. You've trained your transport whales well and now you need to gather resources to build your outposts and maximize your network effiency while keeping up with the supply and demands of the local territories.

Mistwind is a strategic game of building outposts to create networks that allow your transport whales to move around more efficiently. Players will manage their Action Disc placements, collect resources to build outposts or train transport whales, gather and deliver cargo to fulfill nation and territory demands and complete networking contracts with neighbouring nations in an effort to become the most Trusted Trader in Mistwind. There are 7 different ways to gain Victory Points (VP) throughout the game. The player with the most points wins!
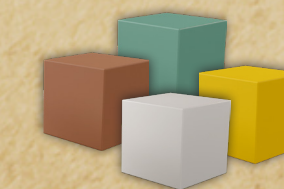
RESOURCE BOARD

LABOUR BOARD

MAIN GAME BOARD

5 PLAYER BOARDS

36 CARGO (6 PER COLOUR)

20 PLAYER RESOURCE MARKERS (5 PER COLOUR)

15 TRANSPORTS (3 PER COLOUR)

60 OUTPOSTS (12 PER COLOUR)

25 ACTION DISCS (5 PER COLOUR)

20 NATION MARKERS (4 PER COLOUR)

48 TERRITORY DEMAND TOKENS (12 PER REGION)

12 NATION DEMAND TOKENS (3 PER REGION)

16 ACHIEVEMENT TOKENS (4x A, B, C, D)

FIRST PLAYER MARKER

12 NATION NETWORK TOKENS (3 PER REGION)

26 CHARACTER CARDS

26 PORT CARDS

10 NETWORK CARDS

75+ | 1-5 | 14+

A Place the Game Board in the middle of the table. Place the Resource Board ( ) on the left and the Labour Board ( ) on the right of the game board.

B Shuffle all the Port Cards and place them face down in the Port Deck slot at the Bottom of the board. Reveal the first 5 cards placing them in the slots numbered 1-5.

C Shuffle the Character Cards and place them face down in the Character Deck slot at the Top of the board. Reveal the first 5 cards placing them in the slots numbered 1-5.

D Separate the Achievement Tokens in to their matching letter groups (A, B, C, D). Shuffle each letter separately and reveal 1 face up for each letter group at the bottom left of the game board. Return the unused tokens to the box.

E Separate the Nation Network Tokens by their Region colour, shuffle each Region separately, and randomly place one per Region in the matching corner of the game board. Place the Token face up based on the number of players. The 2 slot side is for 2-3 players and the 3 slot side is for 4-5 players. Return the unused ones to the game box.

F Separate the Nation Demand Tokens by their Region colour. Shuffle and place them in a stack point side facing down. Place them in their marked spots on the corners of the map. Take the token off the top and place it beside the stack to show two options.

G Separate the Territory Demand Tokens by their Region colour. Shuffle and place them in a stack point side facing down. Place them in a stack at the top of the Territory Demand slots. Then draw and place 3 from the stack on to the slots below.

H Shuffle the Network Cards and deal two to each player. Players will choose one to keep and one to discard. Return all unused cards to the box.

I Sort and keep all Cargo nearby within reach of all players.

J Randomly decide who will be the First Player and give them the First Player Marker.

Each player should have in their chosen colour: 12 Outposts, 3 Transports, 4 Nation Network Markers and 5 Action Discs numbered 1-5.
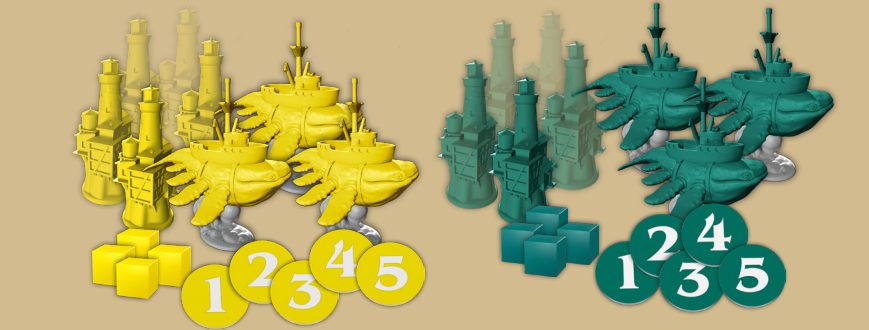
Each player should have a player board and one marker for each type of resource. Each player should adjust their markers to start with 1 Steel, 1 Wood and 2 Coin.

The First Player starts with *1 Krill*, the Second Player *2 Krill*, the Third Player *3 Krill*, the Fourth *4 Krill* and the Fifth Player *5 Krill*.

Before starting the first Round, in turn order, each player must place a Transport on any Territory Port ( ). Transports may share Port spaces with other players' Transports as well as your own.

OVERVIEW

Players will manage their Action Disc placements to collect resources, build Outposts and Transports to claim Network Rewards and use their Transports to deliver Cargo to Nations and Territories in order to claim Demand Tokens. There are 7 different ways to gain Victory Points (VP) throughout the game.

# GAMEPLAY

Each Round has 3 Phases:

A. NEW ROUND PREPARATION:

Each player secretly selects one Action Disc to discard for this round. Place the discarded Disc number side down on the compass on the map. This discarded Disc will not be used this round.

B. PLAYER TURN:

Players take turns in clockwise order starting with the First Player. A player's turn consists of one mandatory action of playing an Action Disc first and then any number of optional actions. Optional actions must be done in order (movement, then load or unload, then claim rewards). Players continue taking turns this way until all players run out of Action Discs.

Note: The Action Boards on the Left and Right side of the game board and the Character Card row (top) only have ONE available slot per numbered location for Action Discs. Whereas the Port Cards row (bottom) can have multiple Actions Discs. If there is already a Disc, place the next one on top to create a Disc stack.

A. Place your discarded Action Discs on the Compass on the map.
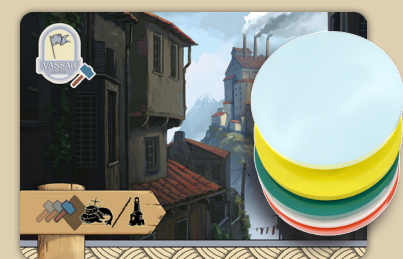
B. Port Cards can be used by multiple players. Simply stack the Discs to create a stack.

B. Resource/Labour Board slots and Character Cards can only have one Disc.

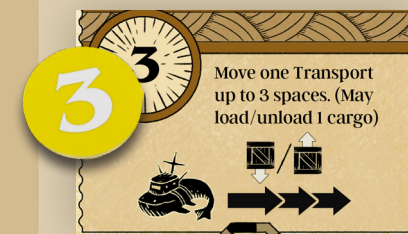## 1. PLAY AN ACTION DISC (MANDATORY)

Play an Action Disc to an available numbered location to take the action. Note: The number of the Action Disc played must match the number of the location. There are 4 types of Numbered Locations:

i. **Resources Board:** Take all of Resources shown on the chosen location.

ii. **Character Cards:** Pay the cost shown on the top right of the card to hire a Character and take the Card. When a Card is taken, it is not replaced until the end of the round. There are 4 types of Character Cards: Instant use (!), One time use (↩), permanent (∞), and end game scoring (★).

Keep the Character Cards you purchase face up in your play area. Instant use cards must be used immediately when purchased and one time use abilities can be used at any time on your turn. Once you've used it, flip the card face down to show you've used it.

iii. **Labour Board:** *each location is a different ability.*
1) Pay 1 Coin to use one of the available Port Special Bonuses.
2) Take the First Player Marker and gain 2 Krill. You may trade any number of resources (Coin - Wood - Steel)
3) Move one Transport up to 3 spaces. No Krill required. You may load or unload once at anytime during this Movement.
4) Build up to two Outpost(s)/Transport(s). 3 Coin per Outpost, 5 Coin per Transport.
5) Draw 2 Character Cards, keep 1 for free and discard the other.

B1i. Place your Action Disc to take the action. In this case, you gain 1 Wood, 1 Steel, 2 Krill, 2 Coin

Character Card Anatomy

Cost

Type

Ability

B1iii3. Yellow Player takes the #3 action on the Labour Board. This allows one Transport to move up to 3 spaces, ignoring normal Krill requirements, with one cargo load or unload during this movement (see Page 6).

Yellow moves 3 spaces to reach the Green Territory, picking up Coal along the way. But it cannot unload until later on Yellow Player's turn after the optional action of "Movement". Then Yellow Player may choose the optional action of "Unloading" (see Page 7).

iv. **Ports Cards:** *if there is already a Disc on the location you want to use, place your Disc on top to create a stack.*

May build one Outpost or Transport on the Port shown on the top left of the card. Pay the required resources, adjusting your Player Board accordingly:

Outpost = 1 Wood & 1 Steel. Transport = 2 Wood & 2 Steel.

Port Card Anatomy

May build 1 Outpost or 1 Transport on this Port. If not building, gain 1 resource for each Disc in the stack. (1 resource type only)

Port Special Bonus

Instead of building, you may choose ONE type of resource (Wood, Steel, Krill, Coin) and gain a number of that resource equal to the number of Action Discs on that location, including the one you just placed.

Note: A player can only have ONE Outpost per Port, but any number of players may all have an Outpost on the same Port. Transports may share Port spaces with other players' Transports as well as your own.

At the end of the round, the player(s) whose Action Disc is on top of a stack will claim the Port Special Bonus shown at the bottom of the Port Cards.


B1iv. At the end of the round, Yellow Player's Disc is on top of the Disc stack, which means they gain 3 Coin from the "Port Special Bonus"

2. MOVE A TRANSPORT (OPTIONAL)

You may move *any number* of your Transports *any number of spaces* but you **must** finish the movement of one Transport before moving the next. Movement must follow these rules:

i. When moving a Transport from a port without one of your Outposts or Transports, you must pay 1 Krill.
ii. When moving a Transport from a port with one of your Outposts or Transports, you do not need to pay 1 Krill.
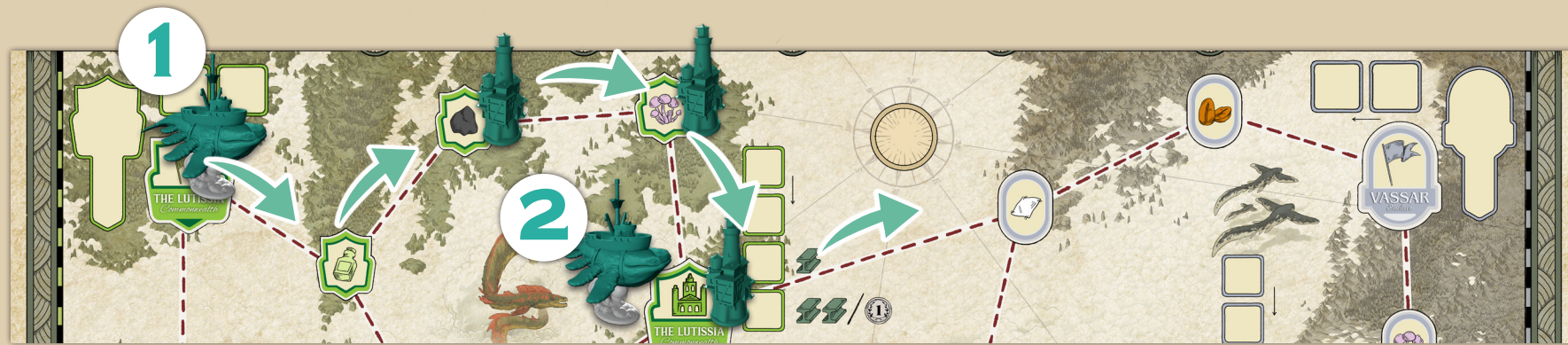
Teal wants to move Transport 1 from the Green Nation Port to the Silver Textiles Port. Teal will have to pay 1 Krill to move from the Green Nation Port and 1 Krill from the Green Medicine Port. Once Transport 1 is on the Green Coal Port, it will be on the network of Teal Outposts and other Transports to move more efficiently without needing to pay Krill.
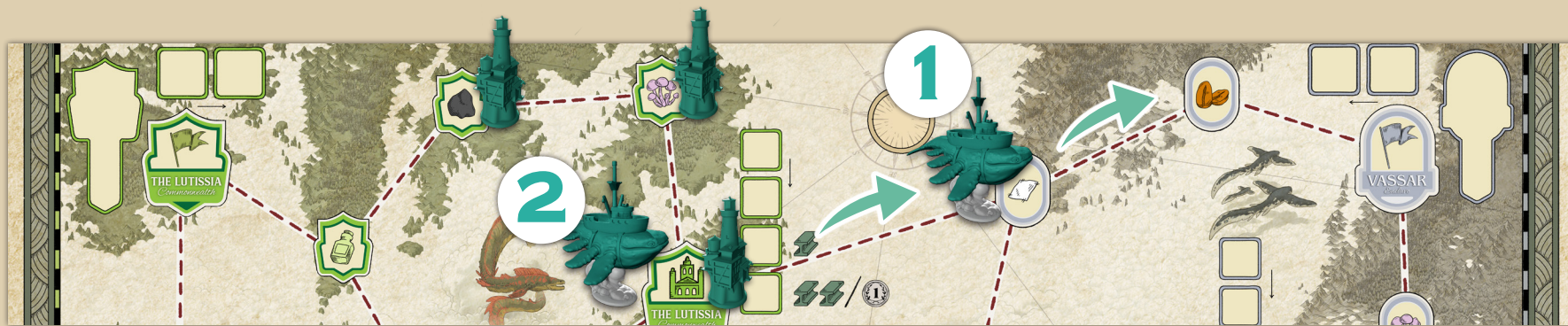
After fully completing the movement of Transport 1, Teal can now move Transport 2. To move Transport 2 to the Silver Coffee Port, Teal will not need to pay Krill since there is a Teal Outpost on the Port where it is leaving from. And since Transport 1 was moved first, it is now allowing Transport 2 to move from the Silver Textiles Port without needing to pay Krill.

3. LOAD OR UNLOAD CARGO (OPTIONAL)

i. Load Cargo
You may Load one cargo onto each of your Transports, taking the cargo from the supply. The type of cargo loaded must match the cargo type shown on the Port where your Transport is currently stationed. If you already have cargo on your Transport, you may discard it to load a new one.

Note: If you load at a Krill port, move the Krill marker on your Player Board accordingly. You may load Krill even if you are carrying cargo.

ii. Unload Cargo (at a Territory (🏛) or Nation Port (🏴))
This will allow you unload cargo from your Transport(s) to claim token(s) of a matching type. Each Transport can only claim one token for the cargo it unloads. Any revealed Territory or Nation Demand Token on the demand track is available. Each Territory Port and Nation Port has Demand Tokens differentiated by their Region colour.

If there is an empty slot on a Demand track, immediately slide the Territory Demand Token above that slot down to fill the empty slot. If you need to fill the slot below the stack, take the Token from the top of the stack.

If you claim one of the Territory Demand Tokens at the bottom of the demand track, you may choose to gain the resources shown.

If claiming a Nation Demand Token causes there to only be one revealed, make sure to take another one from the stack and place it beside the stack so that there are always two revealed options.
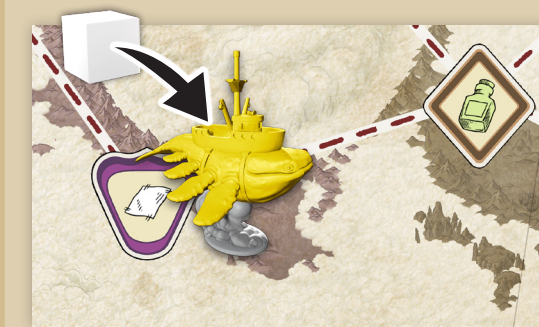
B3i. If your transport is stationed in a Textiles Port you may load a Textiles cargo from the supply onto that transport.
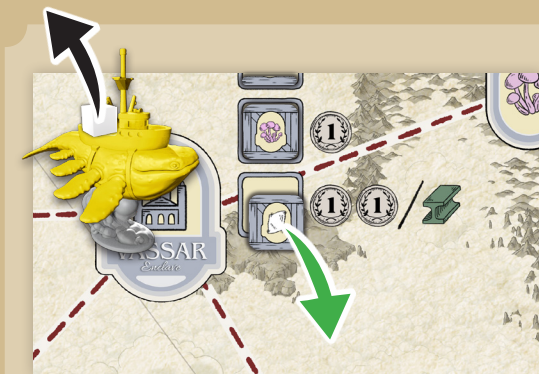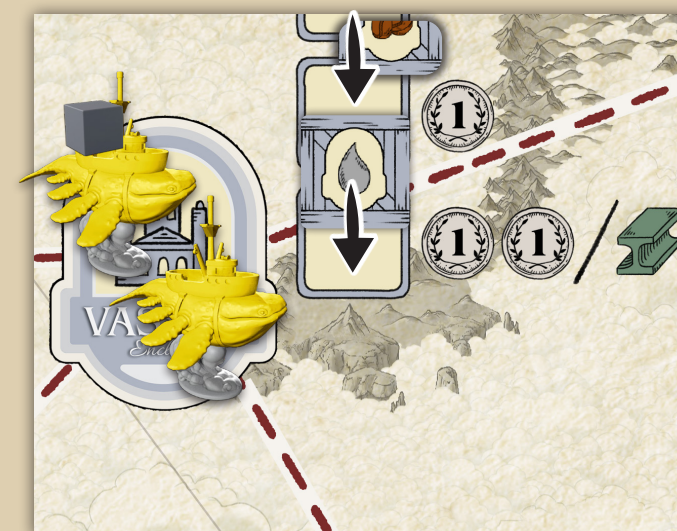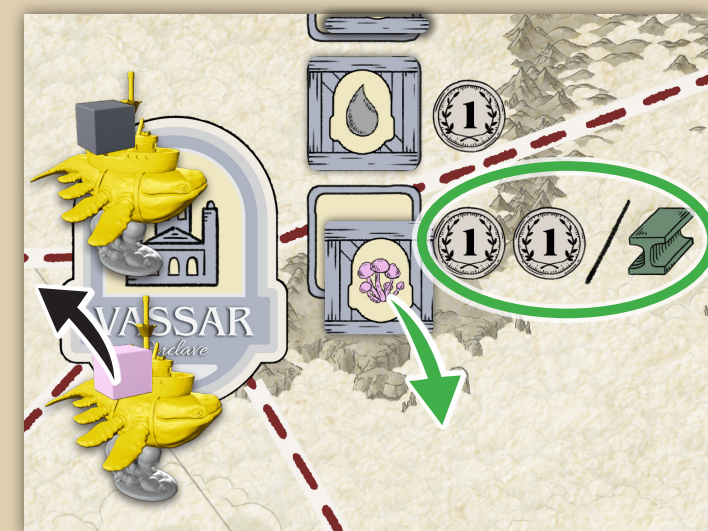

B3ii. Yellow is unloading Textiles cargo which is on the bottom slot which gains them either 2 Coin or 1 Steel.

When claiming Territory Demand Tokens, slide the tokens down to fill the slot immediately.

When claiming Nation Demand Tokens, slide the tokens over to fill the slot immediately.

Yellow has two Transports loaded with cargo and can choose which to unload first. Unloading the Fungus gains Yellow the bottom bonus of 2 Coin or 1 Steel. The Demand Tokens immediately slide down to fill in the empty slot. Yellow can now unload the Oil and gain the bottom bonus again.

4. CLAIM A REWARD(S) (OPTIONAL)

At the end of their turn, players may claim rewards. This includes:

i. Network Cards: Reveal your secret Network Card if you have achieved both connection requirements.
ii. Nation Networks: Place one of your Nation Network Markers on the slot you wish to claim. Any number of players may claim the bottom slot. Each player can only have one Marker per Nation Network Token.
iii. Achievements: Claim the Achievement if you are the first player to have met the requirements.

To claim a Network, either **Network Card** or **Nation Network**, you must create an unbroken chain of Outpost(s) and/or Transport(s) connecting the Nation/Territory Port to the specified destination Port(s) shown on the reward (including the Nation/Territory Port and destination Port) at the time of claiming the Network.

Once a Network has been claimed, Transports may move off the Port on a later turn and break the network chain without losing the reward.

Network Card Anatomy

Connect the Territory shown (◉) to one or both Ports (●) with an unbroken chain of Outposts and/or Transports.

This Territory wants to connect to other Ports.

Gain full points if you connect both during the game, and only half points if you connect one by the end of the game.

B4iii. As shown in the graphic below, Teal player can claim this Achievement since they have built 6 Outposts.
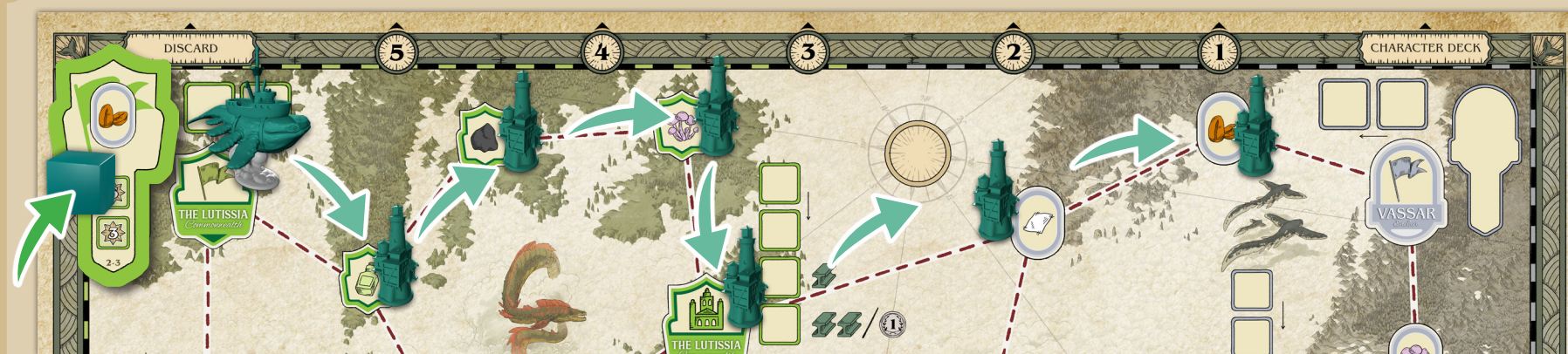
B4ii. Teal player can claim this Nation Network since they have an unbroken chain of Outposts and Transports connecting the Nation (🏴) Port and the destination Port (🌰).

C. END OF ROUND:

1. In ascending location order, players may claim the Special Port Bonuses shown on the bottom of the cards. If there are multiple players on a card, the player whose Disc is at the top of the stack claims the bonus.

2. In turn order, players can claim rewards.

3. Retrieve all Action Discs (including the one discarded in Phase A).

4. Discard any remaining Character Cards and all Port Cards from their rows and draw new ones from the deck to refill their rows.

C4.
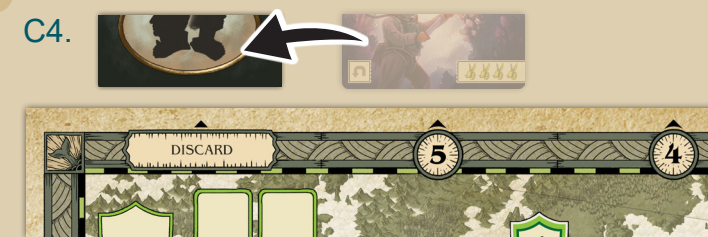
SCORING

The game ends after 4 Rounds. The player with the most VP wins. Players score the following:

First Player Marker: Gain 2VP for having the First Player Marker.

Cargo Total: 1VP for each delivered Territory Demand Token.
2VP for each delivered Nation Demand Token.

Cargo Majority: 5VP for the most delivered cargo per Region.
1VP Tokens count as 1 for majority and 2VP Tokens count as 2.
If there is a tie, the tied players split the points evenly, rounding down.
Achievements: Score all VP gained from claimed Achievements.

Nation Networks: Score the VP shown on each Regions' Nation Network Token where you claimed a slot.

Network Cards: Score the Larger VP shown on the Network Card if you revealed the card during the game. The smaller VP is scored if you only achieved one of the connections at the end of the game.

Character Cards: Score the VP shown on the Character Cards you purchased during the game.

In case of a tie, the tied player with the most Wood + Steel left over is the winner. If still tied you share the victory.

5 PLAYER RULES

GAMEPLAY CHANGES: The game plays over 5 rounds.

NEW ROUND PREPARATIONS: Each player secretly selects TWO Action Discs to discard for each round.

2 PLAYER RULES

Start the game with the Action Discs of one unused player colour for the Automated Player (AP). Place the Discs near the two players for easy access. The game will start with the AP as the First Player and mimic a player placing Action Discs. The AP does not build any Outposts or Transports, take any Character Cards, make any cargo deliveries or claim Achievements. However, the AP will take the First Player Marker if they happen to place their Disc on the #2 slot on the Labour Board or from a Character Card.

The AP will always choose their Action Disc placement following these rules:

1. Draw a random Action Disc for AP and Starting in Zone 1, follow these steps:
2. Check to see if the AP has played a Disc in this zone. If yes, move to the next Zone. If no, move to step 3.
3. If the AP does not have a Disc in the Zone you're checking, then check to see if the numbered location corresponding to the drawn Disc is available. If yes, place the AP Disc in the corresponding numbered location. If it is not available, move on to the next Zone, starting again with Step 2.
4. If the AP reaches Zone 4, they will always place their Disc regardless of already having a Disc in this zone. If there is another player's Disc on the location matching the drawn Disc, place the AP Disc on top following normal game rules.

ZONE 2

ZONE 1

ZONE 3

MISTWIND

A B C D

ZONE 4

SOLO RULES

Solo Setup

Follow normal game setup as if it were a multiplayer player game. Use only B+C Achievements. Please note the Zones 1-4 on Page 10 as they are also used in Solo Play.

Choose 3 unused sets of Player Action Discs to create the Automa stack. Shuffle all 15 Discs together and place them face down within reach.

The Automa starts with the First Player Marker. Since there are 3 players' Discs combined as the Automa, you will start the game as the Fourth player. This means you will start with 4 Krill, marking your player board accordingly.

Game Play

The Game plays through 4 rounds. Follow the normal game rules with the exception of the rules below.

In Phase A, when discarding your Disc, remove the top 3 Discs from the Automa stack from play. Only 12 Automa Discs will be used each round. During the game, the Automa will count as a single player for the purposes of collecting Demand Tokens and taking Character Cards or the First Player Marker. The Automa never builts Outposts or Transports.

During the Automa's turn, take a Disc from the Automa Stack and add it to Zone 1, covering the corresponding numbered location with the Automa's matching numbered Disc. Continue doing this in Zone 2 and 3. These action spaces will be blocked for you. By your first turn, there should be one Disc in each Zone 1, 2 and 3.

On future turns, if the space for the Automa Disc is already occupied (by you or the Automa on a previous round) then add the Disc to the correspoding numbered location on the bottom Port Card row, Zone 4.

When you add an Automa Disc to a Port Card on the bottom row, take the Territory Demand Token at the bottom of the revealed tokens that matches the Region (colour) of the Port Card Location.

Player turns alternate between the Automa playing 3 Discs and you playing 1 Disc. The game round ends when all 16 Discs have been played. Retrieve all Action Discs, shuffling the Automa Disc stack in preparation for the next round. See End of Round (Page 7) for other end of round steps and preparation for the next round.

The game ends after 4 rounds. See End Game Scoring (Page 8) for scoring details.

Winning the Solo Game

Easy – Claim 1 Achievement, 1 Nation Network and have at least 30 Points.

Medium – Complete your Network Card, claim 2 Achievements, 2 Nation Network and have at least 45 Points.

Hard – Complete your Network Card, claim 3 Achievements, 3 Nation Networks and have at least 60 Points.
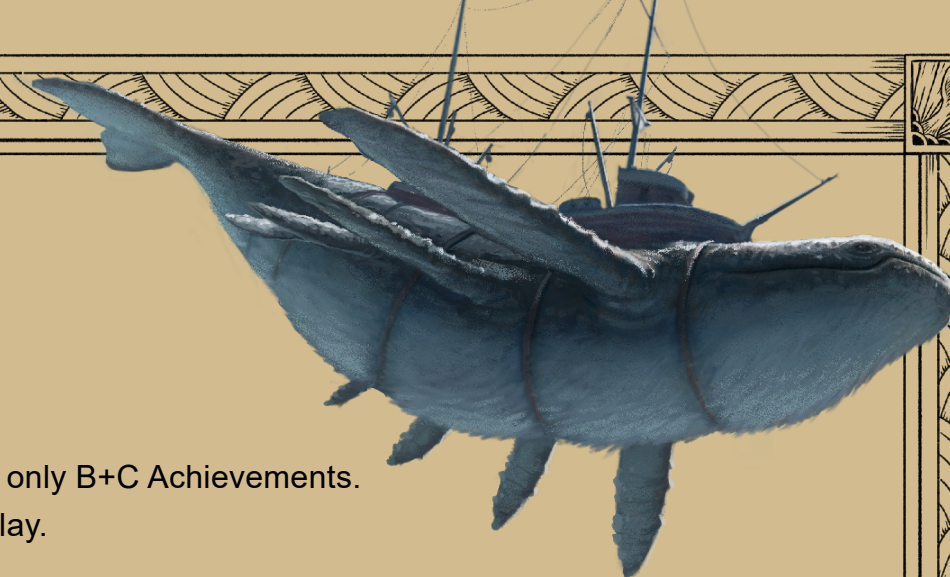
ACHIEVEMENT GLOSSARY

Connect all Territories with Outposts and/or Transports

Connect 3 Krill Ports with Outposts and/or Transports

Connect any 1 Territory Port with one Port from each Region

Connect 2 Nations Ports with their matching Territory Ports

Connect 3 Nation Ports together with Outposts and/or Transports

Connect 5 or more Ports in a loop with Outposts and/or Transports

Collect 5 Demand Tokens from the specified Region

Collect 1 Demand Token from each Region

Collect 6 Demand Tokens from any Region

Collect 1 Demand Token of each of cargo type (6 types)

Collect 3 Demand Tokens with matching a cargo type

Purchase 4 Character Cards

Have 4 Outposts in the specified Region

Have 1 Outpost in each of the four Regions

Have 6 Outposts

Have 1 Outpost on each of the four Nation Ports

Collect any combination of 12 Wood & Steel Resources

Build all 3 Transports

NETWORK CARD GLOSSARY

Connect Purple Territory to the Green Fungus and Purple Textile

Connect Green Territory to the Green Coal and Brown Krill

Connect Silver Territory to the Brown Coffee and Silver Textile

Connect Brown Territory to the Purple Textile and Purple Krill

Connect ALL Territory Ports to ALL Krill Ports

Connect Purple Territory to the Green Oil and Brown Coffee

Connect Green Territory to the Green Oil and Silver Coffee

Connect Silver Territory to the Purple Krill and Silver Oil

Connect Brown Territory to the Brown Medicine and Silver Oil

Connect any 1 Territory to the Green Oil and Silver Oil

CHARACTER ABILITY GLOSSARY

Use the Special Port Bonus on one of the available Port Cards

Load any number of your Transports with any Cargo of your choice

Move one of your Transports up to 4 spaces. May load/unload once during this movement

Move one of your Transports to any Port. May load/unload after movement

Place a new Transport on to any Port

Place a new Outpost on to any Port

Place a new Outpost on to a Port in the Region shown

May spend Krill as Coin

May spend Coin as Krill

3 VP for every set of Outposts/Transports in all 4 Regions

2 or 3 VP for every Post shown with at least one Outpost or Transport

Gain the resources shown and take the First Player Marker

Gain 4 Krill

Move your Disc to the top of the stack

+/- 1 when placing your Disc (once per round)

Gain Coin/Krill according to the number of your Disc

May spend Krill as Coin or Coin as Krill

PORT ABILITY GLOSSARY

Gain 3 Coin

Gain 2 Steel or 2 Wood

Load any number of your Transports with the Cargo shown

Move one of your Transports to a Port in the Region shown. May load/unload after this movement

Build any number of Outposts/Transports on the Port/Region shown

Gain 3 Krill

Use the Special Port Bonus of the Port Card to the left or right of this card

Move any number of your Transports up to 4 spaces collectively. May unload after this movement

Place a new Outpost on to a Port in the Region shown

ICON GLOSSARY

WOOD RESOURCE		FIRST PLAYER MARKER		COAL CARGO	
STEEL RESOURCE		VICTORY POINTS		FUNGUS CARGO	
KRILL RESOURCE		PORT SPECIAL BONUS		COFFEE CARGO	
COIN RESOURCE		PLAYER ACTION DISC		TEXTILES CARGO	
BUILD: SPEND RESOURCES TO BUILD OUTPOST OR TRANSPORT		LOAD CARGO		OIL CARGO	
OUTPOST		UNLOAD CARGO		MEDICINE CARGO	
TRANSPORT		ANY DEMAND TOKEN		MOVE TRANSPORT	
ANY TERRITORY PORT		SPECIFIC DEMAND TOKEN		SPEND RESOURCES	
ANY NATION PORT		SPECIFIC REGION		GAIN RESOURCE OR FIGURE	

FIRST FISH GAMES