

Project Stormfury

You are disaster relief experts rushing to prepare a coastal region for an approaching hurricane. Relying on your forecasts of the hurricane's path and strength, you must make the best use of limited resources. From city to city, you will decide whether to fortify or evacuate. How well will your team weather the storm?

Contents:

1 copy of the Rules

1 large board

4 role cards

27 hurricane cards

84 resource cards

4 player tokens

90 small chits (30 damage, 30 fortification, and 30 sandbag chits)

3 hurricane pieces

Overview:

Project Stormfury places you in the role of disaster relief experts rushing to prepare a coastal region for an approaching hurricane. Each turn, you'll get a forecast of the possible paths the hurricane might take and whether its category will strengthen. Based on your forecast, you'll have to allocate limited resources as you move from city to city fortifying critical infrastructure, keeping the roads clear, and evacuating population centers. Each player has a specialty that will help them do more with less as she moves around the gulf. Once you've made your preparations, the hurricane moves, damaging and flooding the unprotected cities in its path.

After the hurricane makes landfall, it will start weakening into a tropical depression. Your goal is to have taken as little damage as possible throughout the entire coastal region by the time the hurricane dissipates.

Get your forecast, make your preparations, and weather the storm!

Elements of the Game:

The Hurricane

The hurricane starts at sea as a Category 2 storm. The hurricane is controlled by two decks, one for when the center of the hurricane is on an ocean space, and one for when the center of the hurricane is over land. The hurricane can only strengthen at sea and will weaken over land. The hurricane can only move up or down a category once per turn. At the end of each turn, the

hurricane will draw a certain number of cards from that turn's Forecast, dictating where the hurricane moves, how far it moves, and whether its category changes.

The size and speed of the hurricane differ based on its category. Refer to this chart to confirm the size of the storm, which hurricane piece to use, and how quickly it can move each turn.

Category	Size (and Piece)	Speed
<i>Categories 1</i>	3 hexes across (Small)	Draws 2 cards
<i>Categories 2 and 3</i>	5 hexes across (Medium)	Draws 3 cards
<i>Category 4</i>	5 hexes across (Medium)	Draws 4 cards
<i>Category 5</i>	7 hexes across (Large)	Draws 5 cards

Cities

There are numerous cities spread throughout the coast that need defending. Each city is comprised of Critical Infrastructure, Population Centers, and roads leading into and out of the city. Infrastructure and populations need material defenses, and roads need damming to prevent flooding. In a worst case scenario when the team is running short on resources and time, you can evacuate the populace.

By playing Resource cards, players build defense tokens for the city that they are in.

- Fortification tokens protect city spaces. Each token can take one damage from the hurricane before it's battered and disappears. If you expect a hurricane to linger in a particular city, make sure to build several defenses on each space.
- In order to prevent flooding, players must dam both sides of a road; that is to say, Dam tokens must be laid in two adjacent cities in order to protect a road. Once a road is dammed, it can never flood.

When the hurricane moves, if any part of it ever hits unprotected Critical Infrastructure, or an undammed road, that space is lost and marked by a damage token. (Add a damage token to the appropriate city space and add a damage token to the hex in the middle of the road.) If a road is flooded, it becomes impassable; make sure you always have a flood-proof escape route! If the hurricane ever hits an unprotected Population Center that hasn't been completely evacuated, you take damage for each populace still in the city; avoid heavy casualties at all costs!

Resource Cards

Each turn, players draw and play Resource cards in order to prepare cities for the oncoming hurricane. There are three types of cards:

- *Material* and *Sandbag* are resource types. You'll never play them by themselves, but you'll use them in order to play the next type of card.
- *Fortify* and *Dam* are recipe cards. In order to play them, you need to also play the resources indicated on the card. Then you can place the appropriate token to defend the city that you're in. (For example: in order to play Fortify +1, you must also have and play 1 Material from your hand.)
- *Evacuate* is a special recipe card: it doesn't have specific cards you must use with it, but you must discard 2 additional cards from your hand for every 1 Population you're evacuating.

Players can typically only play cards to affect the city that they are in. Players can also trade cards with other players in the same city, at a rate of 1 card for another.

Roles

Each player picks an expert at the start of the game who has a special power for the player to use throughout the game. The four specialists are:

- *Aquatic Engineer*: The aquatic engineer can dam cities adjacent to the city that she's in. This helps her conserve her movement while protecting roads.
- *Architect*: Once per turn, the architect can use a Sandbag card as if it were a Material, helping her pay the cost of Fortify.
- *Evac Specialist*: True to her name, the evac specialist is good at evacuating Populations. At any time she can discard two cards to evacuate 1 Population, without playing an Evacuate card.
- *Relief Corps*: The relief corps can set up a separate draw pile for other players to draw from on their own turns. This helps move known cards to players who may be further afield and couldn't easily trade with another player.

The most successful teams will find ways to make use of each expert's power throughout the game in order to efficiently allocate resources and build defenses.

Setup:

1) Place the board in the center of the table. Add the small hurricane piece to its starting hex in the gulf. Add a Population token to each city's Population Center with the 2 side face-up. Place the Fortification, Dam, and Damage tokens near the board.

2) Shuffle both the ocean and land hurricane movement decks and place them near the board. You'll use the ocean deck at the start of the game.

3) Each player selects their disaster relief expert and takes the appropriate role card. Each player should then select a player token and place it in any city she wants. Multiple players can occupy the same city.

4) Shuffle the resource deck, and deal 5 cards to each player.

Playing the Game:

Each turn has three phases: the Forecast Phase, the Player Phase, and the Hurricane Phase.

Forecast Phase

At the start of each turn, the hurricane's movement is forecasted. Shuffle the appropriate hurricane deck (Ocean when the hurricane starts the turn at sea, and Land when over land), then deal 5 cards onto the forecast spaces on the board. These cards represent all the possible ways the hurricane might move during the Hurricane Phase. Depending on the hurricane's current category, it will select between 3 and 5 of these cards to make its move (consult the previous chart to see how category affects the size and speed of the hurricane).

Take a minute to consider all the possible ways the hurricane could move, and strategize as a team about which cities are most at risk and need defenses. When you're ready to get moving, proceed to the Player Phase.

Player Phase

Proceeding around the table, each player now takes her turn. At the start of your turn, draw 2 Resource cards and add them to your hand. You may then either:

- 1) Play as many cards from your hand as you are able and want to; or,
- 2) Draw 2 additional Resource cards.

You may at any point in your turn travel along non-flooded roads to up to two cities. This means you can play cards in the city you start the turn in, move to an adjacent city, and continue playing cards. Additionally, you can trade with any player in the same city as you as many times as you want, 1 card for another. At the end of your turn, discard until your hand has only 5 cards in it.

Remember your specialist's power, and try to use your movement wisely to make use of your resources and to position yourself well for the next turn.

Once each player has taken her turn, proceed to the Hurricane Phase.

Hurricane Phase

Now the hurricane gets to move according to the cards forecasted at the start of the turn.

Take the 5 forecast cards, turn them facedown and shuffle them, then flip over the number of cards dictated by the hurricane's category. This is the hurricane's move for the turn. Move the

hurricane as depicted on the cards, with the center of the hurricane corresponding to the green space on each card. If there is a single strengthen or weaken on a movement card, the hurricane changes category after it has completed moving. (The category can only change once per turn, so even if strengthen appears on two cards, the category only goes up one.)

Finally, the players must resolve the hurricane's damage.

- Any city space with Critical Infrastructure or a Population Center on it receives damage if any part of the hurricane is covering it. If there are fortification tokens on the space, one absorbs the damage and is removed. If the spaces were undefended, they are destroyed and are marked by a Damage token. In the case of Population Centers, add a damage token for each unevacuated populace damaged by the storm.
- If the hurricane is touching any part of an unprotected road, that road is flooded and is marked by a Damage token on its central space. If both sides of the road were dammed, the road makes it through the storm unharmed and the Dam tokens remain permanently.

Count up the amount of damage received this turn, and mark the Damage track accordingly. Finally, add the forecasted cards back to their corresponding deck. The next turn starts back at the Forecast Phase.

End of the Game:

Continue taking turns until a hurricane which started the turn as a Category 1 weakens into a tropical depression during the Hurricane Phase. At that time, the game ends immediately. Take a look at the damage meter to see how well you defended the coastal region. Where did you take the most damage on your board, and what type of damage was it? Compare with other teams to see which team weathered their storm best.

FAQ

Q: When can players trade resources, and how much can they trade?

A: On a player's turn, she can trade resources with any player who is in the same city as her. A player can start in one city and trade with another player there, move to another city, and then trade with another player in the new city. A player can trade as many times as she wants on her turn, but she must trade away the same number of cards she is receiving. For example, if she is trading another player for 2 of his cards, she must give up 2 of her own.

Q: What is the relief corps' special power and how does it work?

A: Whenever the relief corps draws cards, she can opt to start a new face-up "deck" in front of her by placing the drawn cards there. Then, instead of drawing from the regular deck on their own turns, other players can draw from this face-up deck. This is useful because rather than taking a chance on the deck, players know what exactly what they're drawing. This can also be

a useful way for sending particular cards to players who may be working elsewhere on the board and aren't close enough for regular trading. The relief corps is in it for the long haul!

Q: Can the hurricane go back out to sea after making landfall once?

A: Yes! It is possible, if rare, for land movement cards to direct the hurricane back out over water. If the hurricane is at sea at the end of the Hurricane Phase, then on the next turn you would draw the forecast from the sea movement deck. The one exception is if a Category 1 hurricane is out at sea when it weakens to a tropical depression. In that case, the game still ends.