Tornado vs. Trailer Park

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Requirements:

Players: 1-3
Time: 10 minutes
Materials: One piecepack

Introduction:

It's tornado season again in '**Tornado Alley**' in America's heartland. As residents of **Piecepack Flats Trailer Park**, you are often at the mercy of Mother Nature's fury. Watch as tornadoes snake their way towards your mobile home and cross your fingers that your trailer remains unscathed.

Setup:

Place tiles face-down (grid-up) in a 5x3 tile rectangle. Place the moon coins (value showing) in numerical order (null, A-5) along the first column of the shortest side as per Diagram 1. The empty squares represent the trailer park grounds. Place the Moon pawn (Tornado) and Moon die (Movement) off the board beside the coin column.

Players choose a suit each and take turns to place a coin (trailer) in any empty site in the park. Players may not place a trailer on the same square as any other trailer, nor on the same column or row as any of their previous trailers. Continue until all coins are placed.

Play:

Roll Movement. Place the Tornado on the corresponding coin in the first column.

Roll Movement. Move the Tornado according to Diagram 2. Any trailer that is landed upon or passed directly over (in the case of a null roll) is removed from the board.

If a tornado moves off the grounds of the park, at either the sides or end, it does not return.

Start again as per the first Tornado, without moving surviving trailers or replacing destroyed trailers.
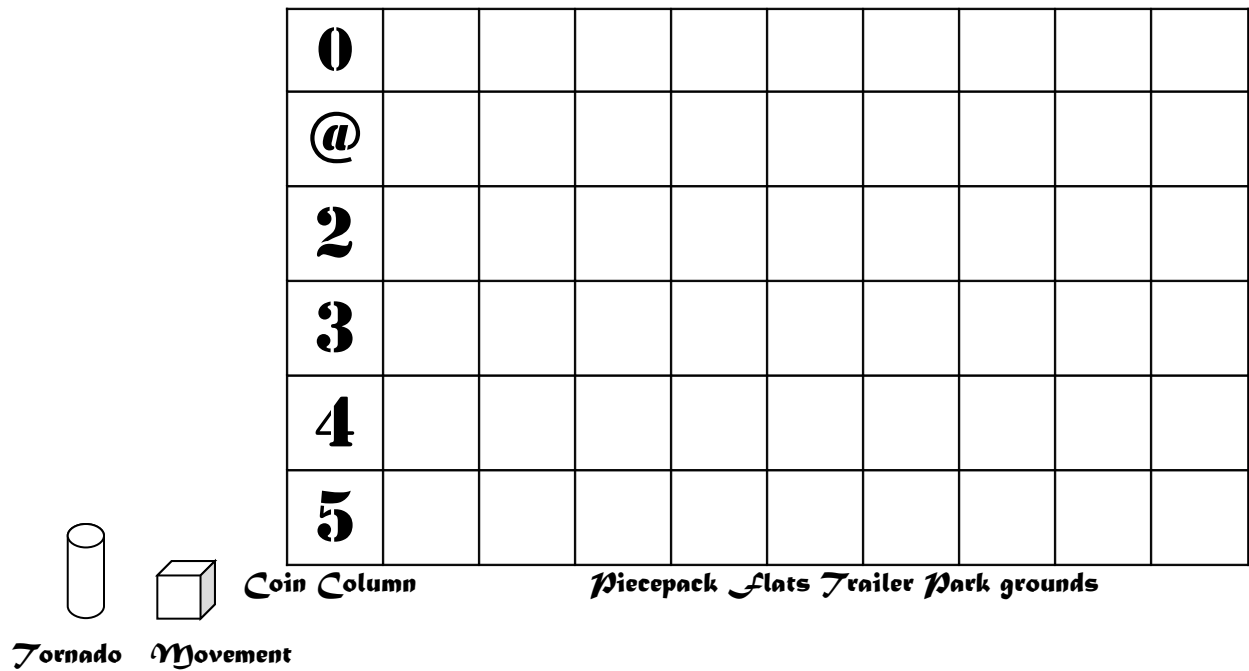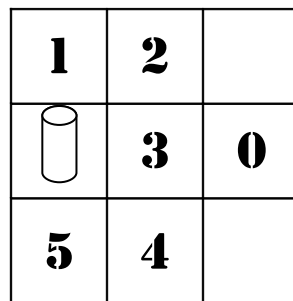
Diagram 1: Tornado vs. Trailer Park Setup

0									
@									
2									
3									
4									
5									

Coin Column   Piecepack Flats Trailer Park grounds

Tornado   Movement

Diagram 2: Tornado Movement

1	2	
	3	0
5	4	

Winner:

At the end of ten tornadoes, tornado season is over, and it's time to count the cost of Mother Nature's fury. The winner is the player with the most trailers remaining.

Variants:

1. **Solo**: Place all coins. Predict which suit will be the winner.

2. **Mega/Mini Trailer Park**: Expand/reduce the length of the trailer park.

3. **Mega/Mini Tornado Season**: Vary the number of tornadoes that hit the Trailer park during tornado season.

4. **Dissipation**: On a Tornado movement roll of null, roll again. [null-2] Tornado dissipates and does no further damage (remove from the board). [3-5] Move forward 2 spaces as before.

5. **'Mother of All' Tornado Seasons**: Continue tornado season until only one player's trailer(s) remain.

Version History:

[23/12/08] v 1.0 First published version.
[27/12/08] v 1.1 Null coin placement in Diagram 1. Adjusted setup to "nor on the same column **or row**". Added 'Mother of all' variant.

Links:

http://en.wikipedia.org/wiki/Tornado
http://en.wikipedia.org/wiki/Tornado_alley
http://en.wikipedia.org/wiki/Tornado_myths
http://en.wikipedia.org/wiki/Trailer_park
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