Wind Farms

Version	0.3
Version Date	20-March-2007
Number of Players	2-4
Game Length	30-45 minutes
Author	Phillip Lerche
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Equipment to play	1 piecepack; paper and pencil for scoring (or print out the sheet at the end of the rules which also has a turn order track and power supply table on it).
Notes	This is a non-entry in the Good Portmanship contest, and is a port of Powergrid by Friedemann Friese.

Aim: Each player will try to supply the most power to the towns and cities located in Windy Valley.

Coins – these represent bidding power when bidding for turn order in Phase 1 (using coin values with Ace=1 and Null=6), and are also the players' wind farms when played suit-side up to the board in Phase 2.

Pawns – used to show turn order on the turn order track

Tiles – locations that players will choose, add to the playing area, and build wind farms on. The number on the tile is how much power a wind farm will generate if built there (null=0, ace=1). The suit marker gives the location of a town on tiles value A-5, and the location of a city on null tiles. The specific suit of the tile has no game relevance. Each tile is divided into 4 quarters or areas. One area is occupied by the town or city (suit marker).

Dice – these represent growing cities.

Setup:

Each player takes the 6 coins and 1 pawn of a suit. Players should place the pawn and coins suit side up in front of them.

Place the rest of the dice near the play area.

Shuffle all of the tiles face down. Turn over 6 of the face down tiles and place them to the side. Arrange the face up tiles in a row from lowest value (N) to highest value (5) – these are the New Locations. If any of the new locations is a null tile, place the matching the die on the tile and turn its value to 2.

Randomly determine a turn order at the start of the game (for example, by drawing pawns out of a bag, or rolling dice).

The game is played over 6 rounds. Each of the rounds proceeds in the same way over several phases.

Phase 1. Bidding to establish a new turn order

In *reverse* turn order, each player plays one of his coins value side up to the table. Then, from highest to lowest bid, players rearrange their pawns on the turn order track. If more than one player plays the same value coin then use the turn order track to break ties as to who goes first.

Example: In a 4-player game, the player order is Bree (1st), Gabrielle, Edie and Susan (4th). Susan bids first, and plays her null (6) coin. Edie plays her 5 coin, as does Gabrielle. Bree plays her 2 coin. Player order is then changed to: Susan 1st, Gabrielle 2nd (she is higher in the turn order which breaks the tie with Edie), Edie 3rd and Bree 4th.

Phase 2. Choosing and placing locations, and placing wind farms.

In turn order each player takes his phase 2 move. The phase 2 move consists of choosing 1 of the new locations, placing the new location in play, and then playing the coin used during bidding as a wind farm.

i) Choosing a New Location.

The player chooses 1 of the available 6 New Locations. Choosing a New Location is limited by the value of the coin played. A player who played a null coin (value 6) may choose any one of the 6 New Locations. A player who played an ace coin (value = 1) may only take the 1st (lowest value) available New location. After the player chooses a New Location, draw a face down location tile and turn it face up to bring the total of New Locations up to 6, rearranging the order if necessary so that the New Locations are always arranged from lowest to highest value. (Note that in the last 2 rounds of a 4 player game there will not be enough location tiles left to bring the New Location row up to 6 tiles).

ii) Placing New Locations.

The New Locations must be placed so that at least 1/2 tile is adjacent to previously placed Locations in play. See diagram for examples of 3 legal and 1 illegal placement of a New Location.

iii) Placing Wind Farms

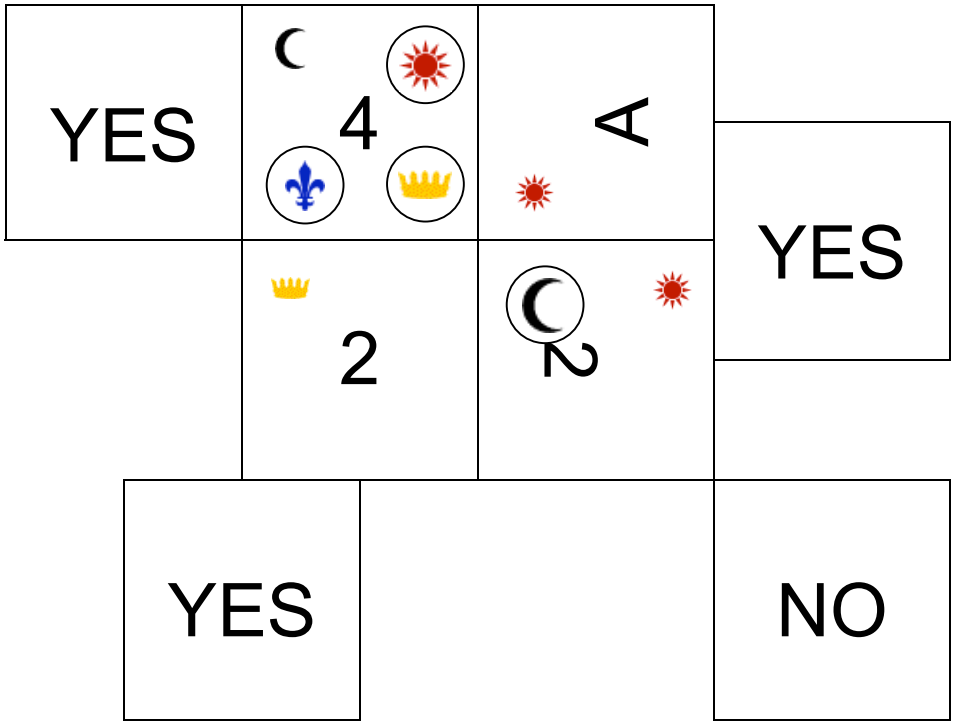
Each player places the coin played during bidding suit-side up onto one of the areas of the locations with the following restrictions:

a) a windfarm must be place in one of the three areas of the location that is not occupied by another windfarm or the town/city.

b) a player may not place more than 1 windfarm per location

No location will support more than 3 wind farms. Players may place wind farms on any Location tile as long as the restrictions above are complied with. A player's wind farms do not have to be placed on adjacent location tiles, but forming a network of wind farms may be advantageous. Power will be distributed through other players' wind farms as well as towns/cities that a wind farm is adjacent to (see scoring diagram below for examples of networks).

At the end of phase 2, each player will have placed a New Location and each player will have built a new wind farm.



Examples of legal and illegal placements of new locations. Also note that in the current configuration, the windfarms and towns are all part of the same network.

Phase 3. Providing power and scoring

In turn order, each player scores points for the number of towns and cities he is providing power to. A bonus of 1 point is scored for meeting or exceeding demand.

Each wind farm will produce power equal to the value of the Location tile the wind farm is on (null tile = 0 power, ace = 1 power) if the wind farm is the only one present on the Location. If more than 1 wind farm is built on a location, then

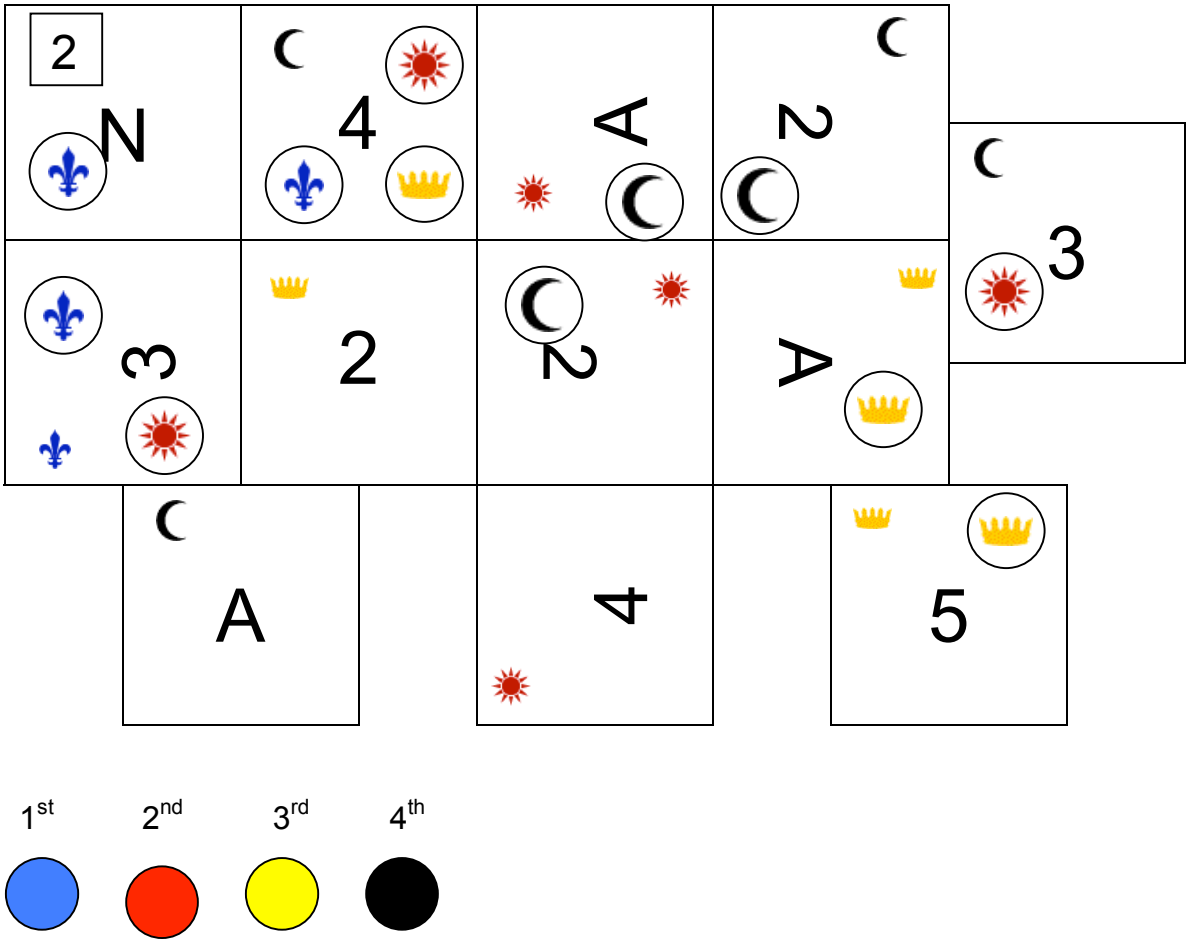
the power is divided among the wind farms present, with the leftover power available going to the player(s) earliest in turn order.

Power supply table:

Tiles ->	Null tile	Ace	two	three	four	five
Farms						
1	0 power	1	2	3	4	5
2	0	1,0	1,1	2,1	2,2	3,2
3	0	1,0,0	1,1,0	1,1,1	2,1,1	2,2,1

Every town requires 1 power. Every city requires power equal to the die face (2 on the first turn that a city is established). If a player's wind farm(s) are connected to a network of wind farms and towns/cities, then the power his wind farms generate may be distributed to cities and towns across the network. Wind farms form a network when they are orthogonally adjacent to each other and/or cities and/or towns. Players provide power when their wind farms are adjacent to towns and cities or when the wind farms are in a network containing cities and towns. Players may provide the same towns/cities with power as other players.

Scoring example: the play area after round 3, phase 2:



Scoring example:

There are three separate networks on the board.

Susan (arms) is first in the turn order, so she scores first. Her wind farms are in 2 separate networks. In the smaller network (null arms, 3 arms and ace moon tiles), she has a single wind farm on a null tile (+0 power), and one on a 3 tile where Edie also has a wind farm (+2 power) for a total of 2 power. This network contains a city (value 2) and two towns (value 1 each). Susan scores 2 (the amount of power she can supply). Susan's wind farm in the larger network (4 moon, 2 crown, ace sun, 2 sun tiles) is on a 4 tile where Bree and Edie have a wind farm each which gives Susan 2 power. There are 4 towns in this network, but Susan can only supply power to 2 of them, so she scores 2. Susan scores 2+2=4 for this round.

Edie (suns) scores next. She has a wind farm in all three networks in the game. Her wind farm on the 3 arms tile generates 1 power, so she scores 1. Her wind farm on the 4 moons tile scores 1 as well. The wind farm on the 3 moons tile supplies 3 power to the 3 towns in that network, so Edie scores 3 and a bonus point for providing power to all the towns in the network. Her score for this round is 1+1+3+1 = 6.

Bree (crowns) has wind farms in three networks. Her wind farm in the largest network on the 4 moons tile provides 1 power and scores 1 point. Her other 2 wind farms are in the same network and have a combined total of 6 power, supplying 3 towns. Her score for this network is 3+1 bonus, giving her round score as 1+3+1 bonus = 5.

All of Gabrielle's wind farms (moons) are in the same network. Her wind farms provide a total of 5 power to the 4 towns supplied by the network. She scores 4+1 bonus = 5 for this round.

Phase 4. City Growth (skip this phase on the last turn)

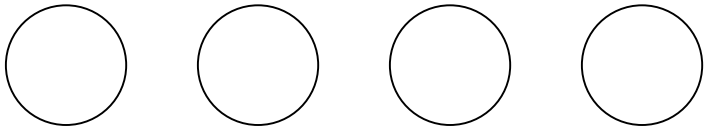
Any cities on the map will grow – increase the value on the die face by one to show growth.

Winning the game:

At the end of the game the player with the highest score has provided the most power to the towns and cities and wins the game!

TURN ORDER

1st 2nd 3rd 4th



POINTS

Player name:				
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				

POWER SUPPLY TABLE

Tiles ->	Null tile	Ace	two	three	four	five
Farms						
1	0 power	1	2	3	4	5
2	0	1,0	1,1	2,1	2,2	3,2
3	0	1,0,0	1,1,0	1,1,1	2,1,1	2,2,1