

Important: On your turn, you may only complete the current task. If you also have the items for the next task, you cannot try to complete that task until your next turn.

In the illustration below, Yellow and Red each have completed 2 tasks. Currently, the following 3 tasks need to be completed: 3 gold for North Cape, 1 wine and 1 pirate captain for Fort Haven, and 1 grain and 1 salt for Olsand.



Bonus Fields for Task Tokens

1. Bonus for Having Completed the Most Tasks

If you have placed the **most** Task tokens in the task column of a destination harbor, place another 1 Task token on the destination harbor's bonus field. If another player places the same number of Task tokens in the task column of this destination harbor, you must remove your Task token from the bonus field.



Please note: If you are the first player to place 1 Task token in a destination harbor's task column, you already have the most victory point tokens, and may place 1 Task token on the bonus field. In the illustration above, Red has completed the first task of the destination harbor "North Cape" and may place 1 Task token on the bonus field.

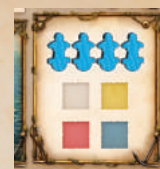
2. Bonus for Supplying All Destination Harbors

If you have placed at least 1 Task token in **each** of the 3 task columns, you may place 1 more Task token of your color on the supply bonus field.



3. Bonus for Maximum Crew Size

If you have equipped your ship with 4 crew members, you may place another Task token of your color on the "maximum crew size" bonus field.



End of the Game

In a 2- or 3-player game, you win if you are the first player to have 10 Task tokens on the Task board on your turn. In a 4-player game, you win if you have 8 Task tokens on your turn.



Example: In a 3-player game, White wins with 10 completed tasks. He has placed 7 Task tokens in the three task columns of the destination harbors. In addition, he was able to place 3 Task tokens on bonus fields: the first one for having the most Task tokens in the North Cape column, the second one for having placed a Task token in each of the 3 task columns, and the third one for having 4 crew members on board.

Playing Tip:

Please read this aloud to all players!

You should try to always have enough gold to be able to react as flexibly as possible to the commodities offered and to the pirates. Although you receive 1 gold if you don't have gold at the beginning of your turn, this meager emergency income will quickly prove to be insufficient for you to reach your goals.

You can generate additional gold by buying commodities for 1 gold and reselling them for 3 gold via the merchant or a corresponding commercial harbor. If you know which stack contains a shipwreck, you can repeatedly visit that stack, and each time you decide to perform the action "examine shipwreck" you are rewarded with 2 gold.

The bookkeeper is interesting too, because each time you sell 1 or 2 commodities you receive 1 additional gold.

Do not underestimate the boatswain. He allows you to trade 1 commodity via the merchant. For example, you may trade 1 cheap lumber for 1 urgently needed wine. If you also have a bookkeeper, you receive 1 gold each time you trade.

The Crew Members and Their Advantages

If you hire 1 crew member and insert it into a slot, you are not allowed to relocate the crew member afterwards. A small graphic is depicted next to each slot, symbolizing the advantage you may use if you have inserted a crew member into the slot.

<p>Boatswain</p>	<p>If you use a Merchant tile, you may either buy up to 2 commodities or sell up to 2 commodities. Alternatively, you may also buy 1 commodity and sell 1 different commodity.</p>
<p>Bookkeeper</p>	<p>Each time you sell 1 or 2 commodities, you receive 1 additional gold.</p>
<p>Cannoneer</p>	<p>If a blue double pips is rolled on the battle die, you hit the target twice.</p>
<p>Treasurer</p>	<p>More Gold for the Poor: If you do not have gold at the beginning of your turn, you receive 2 gold instead of 1 gold.</p>
<p>Lookout</p>	<p>You may view the top tile of the Sea tile stack you have chosen for a trading voyage. If you do not like the tile, place it under the stack; that way, it does not count for your trading voyage.</p>

Game Components

- 64 wooden game pieces:
 - 16 crew members, light blue
 - 8 pirate captains, dark blue
 - 8 salt, white
 - 8 grain, yellow
 - 8 wine, purple
 - 8 lumber, green
 - 8 fish, gray
- 1 event die, white
- 1 battle die, black
- 40 Task tokens, 10 per color
- 8 die-cut sheets containing:
 - 4 ships (consisting of bottom and sides, deck, mast, crow's nest (2 parts), and sail)
 - 8 commercial letters
 - 24 Sea tiles
 - 30 gold coins, value 1
 - 12 gold coins, value 5
- 1 Task board



The Author: Klaus Teuber, born in 1952, lives near Darmstadt, Germany. He is one of the most successful game designers in the world. Four of his games have received the title "Game of the Year," among them his greatest success, "The Settlers of Catan." His latest game, "North Wind," offers an exciting adventure for the whole family. The 3D ships he has developed allow players to delve into the world of pirates and into voyages of exploration in a very special way.

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MADE IN GERMANY



North Wind

"Rich Cargo in Rough Seas"

For 2-4 players
10 years +

North Cape, Fort Haven, and Olsand: the harbor towns of a trade alliance. Recently, pirates have been attacking and ransacking these towns. The battered harbor towns call on the captains of the alliance (the players) for help. Your tasks will be to supply the harbor towns with commodities and gold, and capture pirate ships, making sure to take their captains prisoner. Each player has a large ship which they will upgrade throughout the game. For example, cannons improve your chances of defeating pirate ships, crew members offer special advantages, and investing in sails increases the ship's range. To take the lead, you will need to cleverly upgrade your ship, and skillfully buy and sell commodities. In a 2-player or 3-player game, the first player to complete 10 tasks wins. In a 4-player game, 8 completed tasks will claim the victory.

Preparation

A list of the game components can be found on page 6.

Before the first game:

- Carefully detach the cardboard pieces from the frames.
- For the moment, set aside the cannons, commercial letters, gold coins, Sea tiles, and the Task board.



- The remaining pieces are used to build the ships.

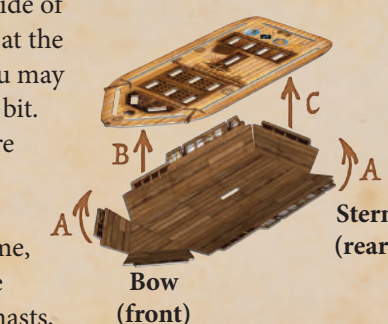
Building the Ships

All pieces needed to build the ships are depicted below.



1. Assembling the Hull

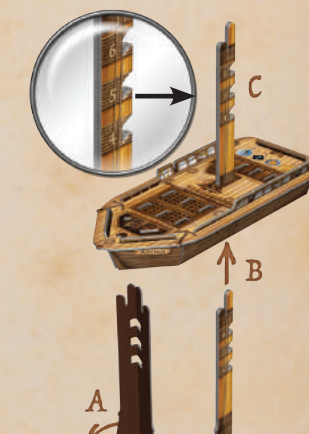
- Fold the sides of the ship upwards.
- Slide the lateral flaps of the sides of the ship through the long slots in the deck.
- Slide the flap of the rear side of the ship through the slot at the stern. To achieve this, you may need to lift the deck up a bit.
- Follow the same procedure for the two diagonal flaps of the bow.



Important: After your first game, you do not have to disassemble the hulls. After removing the masts, you can store all 4 hulls in the large compartment of the box. Stack them in two pairs.

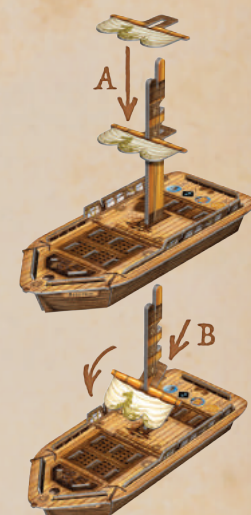
2. Inserting the Mast

Fold the mast (A) and insert it from below into the slot at the bottom of the hull (B), then slide it through the slot in the deck. Make sure the mast's notches (C) point toward the stern.



3. Inserting the Sail

From the top of the mast, slide the sail downward (the side depicting the sail points toward the bow) (A) until it snaps into the notch marked with the number "4" (B).



4. Placing the Crow's Nest

First insert the mounting support for the crow's nest into the slit at the top of the mast (A). Afterwards, place the crow's nest on top (B), with its slot for the lookout pointing toward the bow.



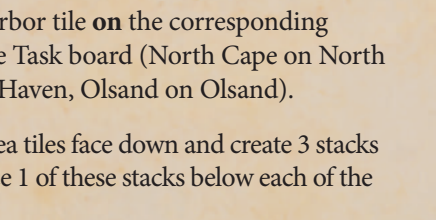
And voilà! The ship is assembled.

Preparing the Sea Tile Stacks

(1) Place the Task board on one side of the table. The illustrations depicting the 3 destination harbors, North Cape, Fort Haven, and Olsand, should point toward the center of the table.



(2) Take all 24 Sea tiles and sort out the 3 Destination Harbor tiles North Cape, Fort Haven, and Olsand. Place each Destination Harbor tile on the corresponding illustration depicted on the Task board (North Cape on North Cape, Fort Haven on Fort Haven, Olsand on Olsand).



(3) Shuffle the remaining Sea tiles face down and create 3 stacks containing 7 tiles each. Place 1 of these stacks below each of the Destination Harbor tiles.

(4) One by one, turn each of the 3 Destination Harbor tiles face down and place them on their corresponding stacks.



(5) Shuffle each tile stack (now containing 8 tiles) individually and return it to the same position it occupied before. This way, all players always know exactly which stack contains which Destination Harbor tile. For example, the North Cape Destination Harbor tile is always in the stack situated below the picture of North Cape on the Task board.



Further Preparation

• Sort out the commodities **grain, fish, salt, lumber,** and **wine** as well as the **dark blue pirate captains**, and put them separately into the 6 compartments of the removable tray. Place the tray on the side of the table that is opposite to the Task board.



- Place the gold coins and the commercial letters in front of the tray.
- Have the white event die and the black battle die ready for play.



• Each player receives the following personal supply, which she places in front of her:

- A starting capital of 5 gold
- 1 commercial letter
- 10 Task tokens of her color (8 tokens in a 4-player game)
- 4 light blue crew members
- 4 cannons

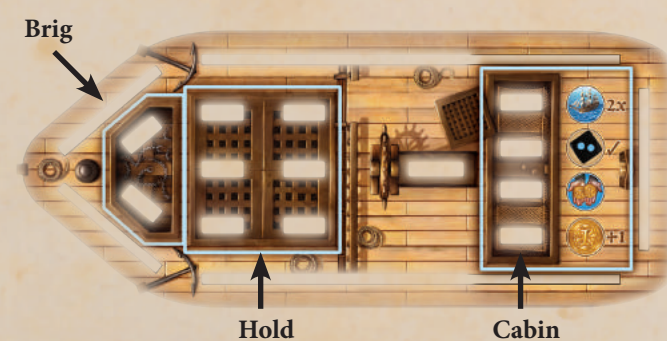


Put unused game components back into the box.

Your Ship

Each player chooses a ship and places it in front of him.

The deck of each ship is divided into three areas:

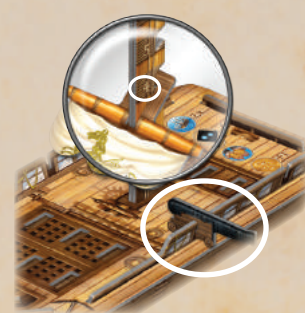


- The **brig** is located at the bow. You can insert up to 2 captured pirate captains (dark blue pieces) into the slots of the brig.
- The **hold** is in the center. The 6 slots of the hold allow you to accommodate 6 commodities. You may store a maximum of 2 commodities of the same type.
- The **cabin** is located at the stern. Here you can accommodate up to 4 crew members. In addition, you can insert 1 crew member (the lookout) into the **crow's nest** slot.

Important: You may only place the pieces in the areas reserved for them. For example, you may not place a commodity in the crow's nest or the brig, and you may not place pirate captains in the cabin.

Readying the Ship:

- Each player takes 1 cannon from his supply and inserts it into one of the 4 cannon slots.
- At the beginning of the game, each ship has sailing level "4" (sail in notch 4).



Gameplay

The youngest player starts. On your turn, you perform the following actions in the order indicated below:

- 1. Gold Income for the Poor:** If you have **no** gold at the beginning of your turn, take 1 gold from the supply.
- 2. Trading Voyage:** Choose one of the 3 Sea tile stacks you want to "sail into." Reveal one Sea tile after another from the stack chosen, and place them face up in a row. At most, you reveal as many Sea tiles as your ship's sailing level (i.e., 4 Sea tiles at the beginning of the game). This is the **range of your ship's voyage**.

Each time you reveal a Sea tile, you must choose what to do with it before revealing the next Sea tile.

- If you reveal a Fog tile ("E" = event), you must roll the white event die to determine 1 event.
- If you reveal an action tile (a tile depicting an "A" in the corner), you choose whether or not you want to perform the action.
- Only afterwards do you reveal the next tile.

Which actions you can perform with the different tiles or which events await you is described further below, in the section "The Sea Tiles in Detail."

Two actions per voyage: If you reveal 1 action tile, you decide whether to use this tile. Using an action tile counts as 1 action. You may perform up to 2 actions during your voyage. Once you have performed 2 actions, your voyage ends immediately – even if the range of your ship's voyage would have allowed you to reveal more tiles. After using 1 action tile, **rotate** the tile 45 degrees to indicate that you have used it.

Receiving a commercial letter: If you have finished your trading voyage, you receive 1 commercial letter if the following two requirements are met:

- You have performed 1 or fewer actions during your trading voyage.
- You have 1 or fewer commercial letter in front of you (you may **never** have more than 2 commercial letters).

3. Shuffling the Tiles: When your trading voyage is finished, shuffle all tiles of the chosen stack face down and return the stack to its position.

Afterwards, the next player in clockwise direction takes her turn. If your opponent wants, before beginning her trading voyage, she may pick up any number of tiles from the top of her chosen Sea tile stack (without looking at the tiles!) and place them under the remaining tiles of the stack.

The Sea Tiles in Detail:

1. Trade Actions

• **'Commercial Harbor' action:**

A Commercial Harbor tile allows you to **either buy or sell up to 2** of the commodities depicted at the price indicated. If you buy commodities, insert them into the slots of the hold and return the gold coins required for purchase to the supply. If you sell commodities, return them to the supply and take the corresponding number of gold coins. Please note:

- You may store a maximum of **2 commodities of the same type**.
- If all 6 slots of your hold are occupied, you may not buy more commodities, unless you make room by throwing commodities overboard and returning them to the supply.



• **Action "Equipment Harbor":**

An Equipment Harbor tile allows you to equip your ship by paying the respective amount of gold depicted on the tile. You may purchase 1 sailing level, 1 cannon, or 1 crew member.

- If you purchase 1 sailing level by paying 2 gold, move the sail up to the next notch on the mast. This will extend the range of your ship's voyage on your **current** turn.
- If you buy 1 cannon, insert it into a free cannon slot.
- If you hire 1 crew member, insert 1 light blue crew member piece from your supply into a free slot of the cabin or into the slot of the crow's nest.

An overview of the advantages offered by crew members can be found on page 6.

- **'Merchant' action:** Depending on the merchant, you may buy or sell any 1 commodity of your choice for 2 or 3 gold.

Using Commercial Letters:

The "A" depicted on the Commercial Harbor, Equipment Harbor, and Merchant tiles is **underlined**. If you have used such a tile, i.e., if you have **bought or sold** something, one by one each of your opponents may also make use of this tile if they return **1 commercial letter** to the supply. Note that they

do not have to buy or sell the same things as you. For example, if you used an equipment harbor to hire 1 crew member, your opponent may buy 1 cannon instead. Or, if you sold grain via a grain harbor, your opponent may choose to buy grain instead.

2. Other Actions

- **'Destination Harbor' action:** If you reveal a Destination Harbor (North Cape, Fort Haven, or Olsand), you may carry out a task of this destination harbor, provided that you meet the requirements (see page 4, "Completing Tasks").



- **'Examine Shipwreck' action:**

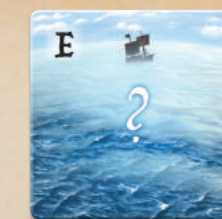
If you perform this action, take 2 gold from the supply.



Please note: You may not use a commercial letter for the 'other actions'.

3. The Fog

If you reveal a Fog tile, you either encounter a pirate ship or find 1 treasure. Roll the white event die to determine which event occurs.



(a) **Pirate Ship**

The event "pirate ship" occurs when 1, 2, or 3 skulls are rolled on the event die. The strength of the pirate ship corresponds to the number of skulls rolled. Now you may choose:

- Either you pay 1 gold to continue your voyage, i.e., reveal the next tile (if you haven't yet reached the end of the range of your voyage limit) or
- You go into battle.

Battle: Each cannon on your ship allows you to roll the black battle die once. If you roll a silver pip, you've hit the target. To win the battle, the number of times you hit the target must at least match the strength of the pirate ship. *For example, if you have 2 cannons, you may roll the battle die twice. If 2 skulls are rolled on the event die, both times you must roll 1 silver pip to win the battle.*

The **blue** double pips only count as a hit if you have a cannoner, otherwise it is a miss; more on this topic in the **Crew Members** section on the last page.

- **Victory:** You may take 1 pirate captain from the supply and insert him into a free slot of the brig at the bow.
- **Defeat:** Your voyage ends immediately.

Please note:

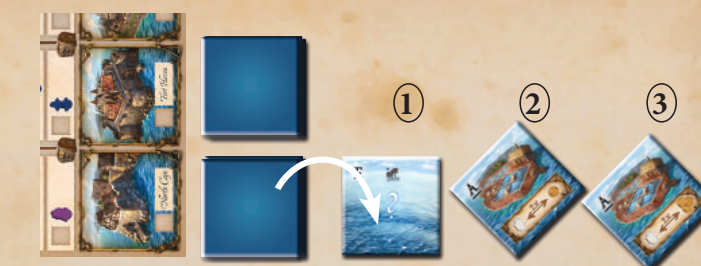
- If you encounter a pirate and you can neither pay gold nor have enough cannons to win the battle, it is immediately considered a defeat.
- If you have defeated a pirate and your brig is already occupied by 2 pirate captains, you receive 1 gold instead.
- No matter which event is rolled, Fog tiles never count as an action.

(b) **Treasure Trove**

The event "treasure trove" occurs if 1 gold coin is rolled on the event die. In this case, you may take 1 gold from the supply.

Example of a trading voyage:

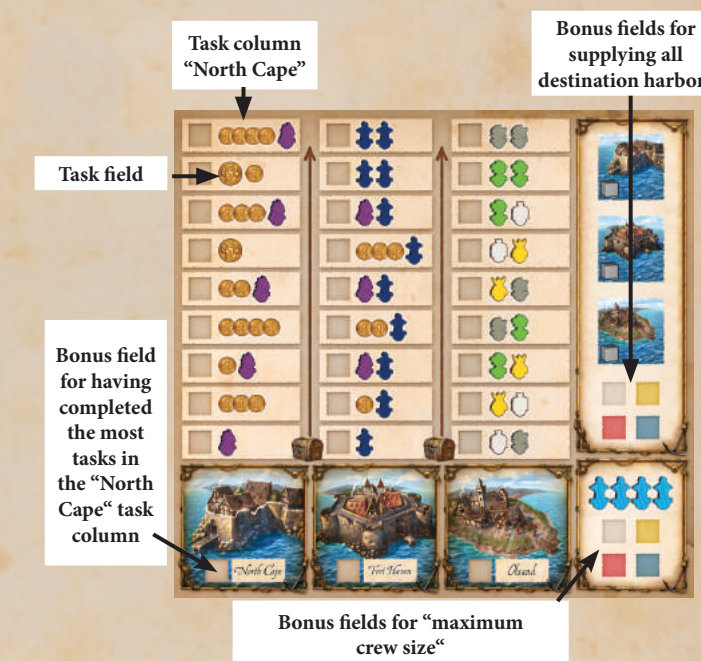
You have 1 wine on your ship and want to complete North Cape's first task (the next section explains how to complete a task). Hence, you choose the stack that contains the North Cape Destination Harbor tile. You reveal the top tile of the stack - your ship has run into a fog bank (1). You roll 1 treasure on the event die and take 1 gold. Then you reveal the next tile and reach a commercial harbor for salt (2).



You buy 2 salt for 2 gold, rotate the tile 45 degrees because you have performed an action, and continue your voyage. The third tile you reveal is another commercial harbor for salt (3). You don't want to miss this business opportunity, so you sell your 2 salt for 6 gold. Since you have performed 2 actions, your voyage is cut short. You didn't reach North Cape, your destination - i.e., you didn't reveal the North Cape tile - but now you have 5 gold more than at the beginning of your voyage.

Completing Tasks

On the Task board, a task column with 9 task fields is depicted for each of the 3 destination harbors. North Cape demands wine and/or gold to boost the stagnant trade. Pirate captains must be brought to Fort Haven's dungeon, and Fort Haven also demands wine or gold. Olsand was burnt to the ground by pirates and needs commodities like lumber, fish, salt, and grain for reconstruction.



In each task column, the tasks must be completed in the direction of the brown arrows, one by one and from the bottom up. At the beginning of the game, the first 3 tasks consist of bringing 1 wine to North Cape, delivering 1 pirate captain to Fort Haven, and supporting Olsand with 1 salt and 1 fish. If you reveal a destination harbor tile during your trading voyage, and you have the commodities depicted on the current (lowermost unoccupied) task field of the destination harbor, you can complete the task. In this case, return the requested commodities to the supply and place one of your Task tokens on the task field. You may only place 1 Task token on each task field.