

WOOSH!

Created by Giorgio Vezzini
Illustrated by Angelo Porazzi

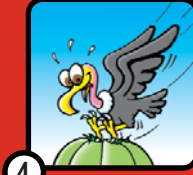
Cards of the Game:



RED = ACTION CARDS. USE THIS CARDS TO MOVE OR ATTACK



1 **Woosh:**
Move a parachutist in an adjacent Zone.
Even in diagonal.



4 **Condor:**
Incite the Condor against an opponent!
At the end of each turn, who has been attacked rolls the dice:
- Roll 1: the condor destroys the parachute and lose points as the zone value.
- Roll 2: don't take any point.
- Roll 3: take points as usual.
- Roll 4: chase away the condor.



2 **Wind Blow:**
Muove everyone in an adjacent Zone in a direction of your choice:
North, South, West or East.
Not in diagonal.



3 **Tornado:**
Reverse 2 players places.
If you play with 4-5 Players:
Reverse 3 players places.



5 **Carrier Pigeon:**
Draw an imaginary line, in any direction. Whoever is in that route, is hitten by the Pigeon and rolls the dice:
- Roll 1: lose points as the zone value.
- Roll 2-3-4: don't take any point.

YELLOW = DEFENCE CARDS. USE THIS CARDS TO DEFEND YOURSELF OR TO COUNTERATTACK YOUR OPPONENTS



6 **No Wind:**
If anyone use one of this cards against you: **Woosh!**, **Wind Blow** or **Tornado**, you cancel the effect.



8 **Air Pocket:**
Use this card in front of you at the beginning of a new turn.
For the whole turn, you are **Invulnerable** to any movement or losing point effect.



7 **WindWard:**
Reverse the effect of a **Woosh!** or **Wind Blow**; if the movement was North, now is South, if East, now is West, Etc.

GREEN = POINT CARDS. USE THIS CARDS TO GAIN ADDITIONAL POINTS



9 **Basic Acrobatics:**
You swing on your parachute!
Throw the dice and add the result to your score.



10 **Suicidal Acrobatics:**
You pass through the fire circle!
Throw the dice two times and add the result to your score.

BLUE = SPECIAL CARDS



11 **Parachuting Manual:**
Use this card in front of you at the beginning of a new turn.
In the last page of the manual, you find how to play last in that turn.



13 **CRASH:**
Hold this card until the **Landing** phase.
Before everyone turns the additional 2 cards, use it to make someone **CRASH** indipendently from how many parachutes he has.
The **CRASHED** parachutist, lose as many points as the value of the **Zone** he was trying to land.



12 **Big Pillow:**
Protect from any losing points effect, and:
- **CRASH!** card
- **Carring Pigeon** card
- **Chase away the Condor**



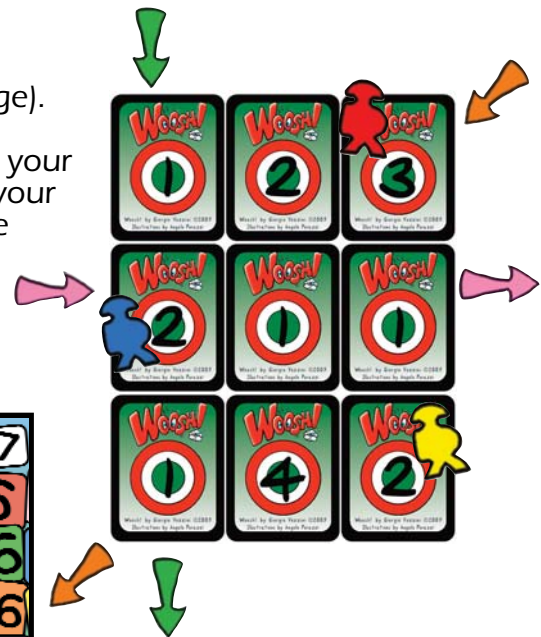
“.. The captain of the airplane Woosh-2501N is pleased to welcome you on board. In this very moment we have overpassed 4.500mt of vertical height: it's the moment to jump. We remind you that jumping without a parachute, smoking or cutting ropes of another parachutist is forbidden. Have a nice Landing! ..”

The air graces your skin while you open the parachute to slowly fall looking for the best landing Zone.. when suddenly, a wind blow diverts you from your route, making you entangle with another parachutist, while a pigeon makes a hole in your parachute.. and a Tornado is approaching!! Don't Worry. That's all normal. That is... Woosh!

Game Setup

Parachute Jump:

- Place 9 cards face down to represent the landing zone (3x3 as image).
- Starting from the youngest and proceeding clockwise, roll a dice. The Result represent the Area in which you can jump and place your parachutist, if there are more zones with the same number, it's your choice, if all of them are occupied, re-roll. See the example in the
- Everyone draws 3 cards.
- Place the Turn Counter and the Point Counters on the Board.
- The Airplane Token goes in front of the First of the turn.



The Descent:

In your turn, you can draw a card or play a card. You can have a maximum of 4 cards. When everyone has played, add as much points as the Zone value you are on to your score. The last to play in this turn, gets the Airplane Token and becomes the first of the next turn.

Points / Turns Board

ROUNDS	1	2	3	4	5	6	7
Points	1	2	3	4	5	6	
	11	12	13	14	15	16	
	21	22	23	24	25	26	
	31	32	33	34	35	36	
	41	42	43	44	45	46	

Advance with the Turn Counter.

Landing:

After 10 rounds from the Jump, everyone draws 2 cards and places them face down in front of them. This is the moment in which who has the CRASH! card can use it. After which you turn the cards and count as many Parachute Symbols you have on your card:



- 1 Parachute: Nice Landing. Gain as much points as the value written on the Landing Zone
- 2 Parachutes: Awesome Landing! Double the points of the Landing Zone
- 3 or more Parachutes: SPECTACULAR Landing! Triple the points of the Landing Zone
- 0 Parachutes or CRASH! Card: You crash on the rocks! Lose as many points as the Landing Zone value

Entangling:

When someone "Wooshes!" another parachutist, he can send him colliding against another player: by clashing, they may get entangled. Both roll a dice.

- Who gets the lowest result, get Entangled: the winner moves him in a free Zone, and the loser doesn't get any points at the end of the turn.
- In case of draw, reroll until there is a winner!

Landing Zone:

It's Circular, that is if you get out from the square, you come back from the other side. Follow the examples with the Coloured Arrows.

Stall:

If you have 4 cards and can't play, you can pass, or saying Stall and discard all your cards, drawing other 2 cards, ending your turn.

Victory:

Who gets the highest score at the end of the game, wins!