

TAILWINDS

Game design by Tom Cox & Joel Kennedy

2-4 Players
20 Mins
8+

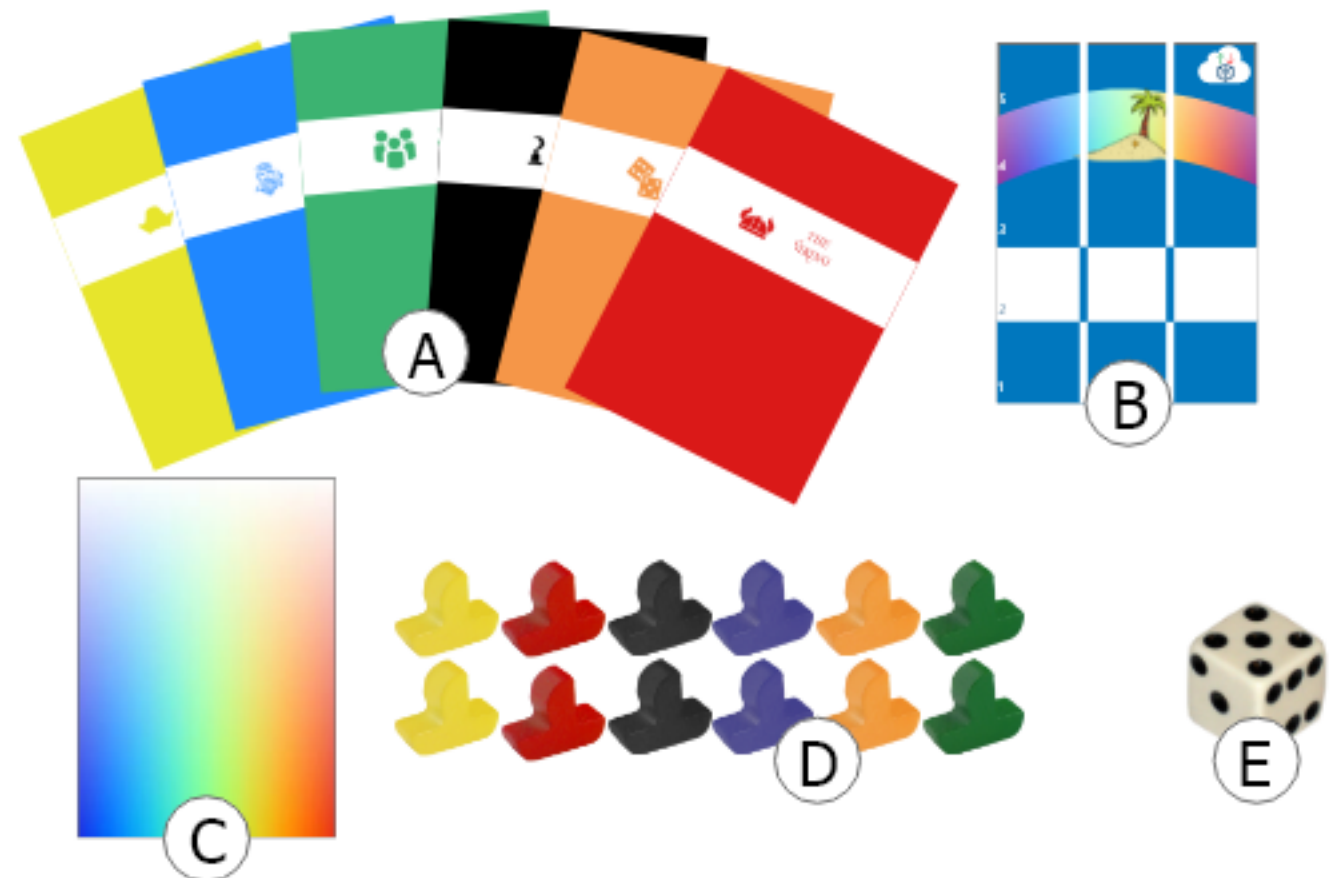
OVERVIEW

Race your two boats across the seas and be the first player to reach the finish line. Just make sure your second boat is not in last place or you won't win!

You will use movement cards and rainbow powers to move your boats along the track until one player wins or everyone runs out of cards. The track is made up of cards representing each leg of the race. Whenever the last boat leaves a card behind the wind dice is rolled, which will boost that boat forward while also bringing the leading boat backwards. So if you're in front, be warned!

COMPONENTS

- A 42 movement cards (6 decks of 7 cards)
- B 6 Track cards
- C 20 Rainbow cards
- D 12 small boats (2 of each colour, 6 colours)
- E 1 Dice (6-sided)



SET UP

1 CHOOSE PLAYER DECKS AND BOATS

Each player chooses one of the available decks (The Sailor, The Crew, The Gambler, The Viking, The Admiral or The Pirate) to use throughout the game. Take the cards of your deck into your hand. Each player takes the two boats of the matching colour to use throughout the game. Roll the dice to determine who places their boats first. Then, resolving clockwise, each player places both their boats on starting spaces of their choice.



2 SET UP THE TRACK

Lay the 6 Track cards and Finish Line cards face down, lengthways, next to each other (as shown) with the Finish Line card at the end.

The standard track uses the track card faces as shown. For a more advanced game, flip one or more track cards to their advanced side.



3 SET UP THE RAINBOW MARKET

Shuffle the Rainbow cards and reveal 3 face up to form a market line (as shown).

PLAYING THE GAME

Tailwinds is played over a series rounds until one player reaches the finish line and their other boat is not in last place. Each player takes one turn per round. Your boat closest to the finish line is called your **Fore** boat, while your boat furthest back is called your **Aft** boat.

Each round consists of the following two parts:

1. CHOOSING CARDS

2. MOVEMENT AND ABILITIES

CHOOSING CARDS

You start with a hand of cards specific to your character. You will use these cards to move your boats. The amount of movement points you have is equal to the number on the card you play. For example, if you play your 5 card, you will be able to move your boats 5 spaces.

At the start of each round, each player chooses one of their cards at the same time, and puts it face down on the table.

When everyone is ready, reveal the cards you chose, and proceed to **Movement and Abilities**.



One of your cards is your Recover card. When you resolve your Recover card, move your boat and return all your previously played cards to your hand. Then **remove your Recover card from the game**.

UNIQUE CHARACTER DECKS

If this is your first game, take some time to look at what each character deck looks like.

The Gambler has cards that allow that player to roll the dice and add the result to their move value.

The Pirate has cards that copy other players move values, or force other players to move spaces.

For your first game we recommend using The Sailor or The Crew.

MOVEMENT

The cards chosen by the players will resolve in position order, starting with the player who owns the boat in last place and continuing upwards.

Players **must** move their boats on the track the number of spaces equal to the value of the card they played if possible. You may distribute these movement points however you wish between your two boats. When moving, if the **inside lane** is free, your boats must go there as this is considered to be winning/leading.

There are only 3 lanes per space. You may move your boats through spaces occupied by other boats, but you may not end your move on a space with no free lanes. If this would be the case, instead move your boat to most inside lane on the space behind.

At **any time on your turn**, you may use a Rainbow card if you have one (see Rainbow cards).

Once you have completed your moves, play moves to the player who controls the next boat that is closest to last place.



The green player moves first since their Aft boat is in last place. Green moves one boat forward 4, and the other boat 2. It is then Orange's turn as they had the boat in second last place. Orange has four movement points to spend, before Blue takes the last turn this round resolving their 6 movement.



ABILITIES

Playing **Rainbow cards** will happen at different times throughout the game on player turns. These will influence your strategy and the state of the game..

RAINBOW CARDS

Rainbow cards add colour to the game...literally. They are cards with unique effects that can be used on your turn to create wild combos and unpredictable changes!

Most track cards have a space with a rainbow. If at least one of your boats **moves onto and ends the turn on a Rainbow space** you may take a Rainbow card and add it to your hand.

You may choose any of the three face up Rainbow cards. Once you choose a card, replace it with the top card from the deck immediately.

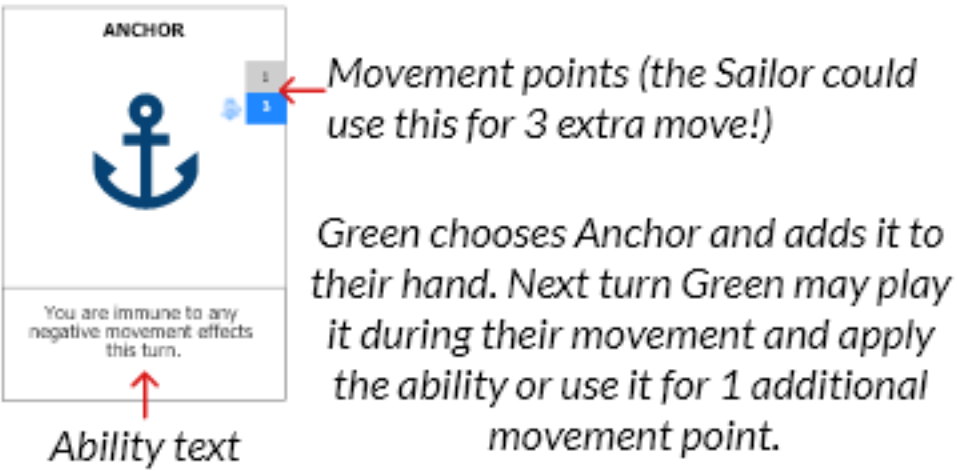
You may only ever hold one Rainbow card.

You may use a Rainbow card **at any time** during your movement phase. When using a rainbow card you may use the effect written on the card, or may use it for movement points indicated on the card. Some Rainbow cards will have different movement point values for specific characters.

Once played, a Rainbow card is discarded, and placed in a discard pile.



Green has moved onto a Rainbow space and may take a rainbow card from the three face up cards available.



Green chooses Anchor and adds it to their hand. Next turn Green may play it during their movement and apply the ability or use it for 1 additional movement point.

SPECIAL CHARACTER ABILITIES

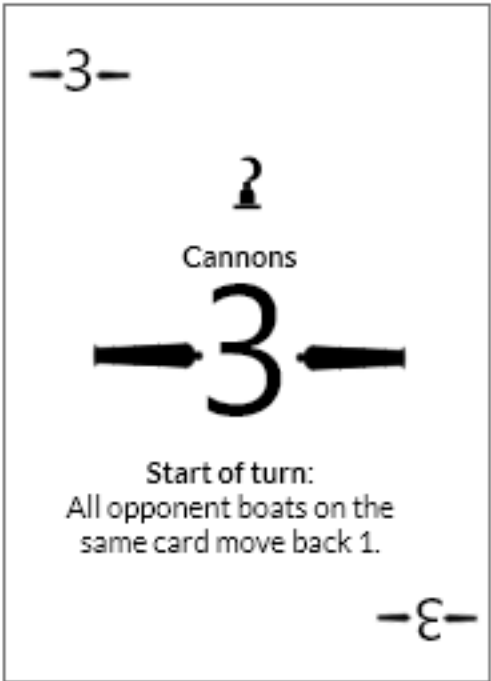
Some characters have movement cards with special abilities on them. *For example, the Pirate has a card called "Cannons".*

When the player would resolve their movement in turn order, they may use the ability on the card chosen (if applicable).

Unless otherwise stated, you may use the card ability at any time during your movement phase. **Note: some cards will state special restrictions on when the ability may trigger.**

For clarifications on some card abilities, please refer to the **Clarifications/FAQ** section at the end of the rule book.

If a card effect would conflict with a game rule, follow the text on the card.



The Pirate's "Cannons" card has an ability that triggers at the start of that player's movement phase.

The Gambler has cards that allow the player to roll the dice and add the result to the number on the card.

E.g. If you rolled a 5, you would add 3+5(=8) and have 8 total movement points to spend that turn.

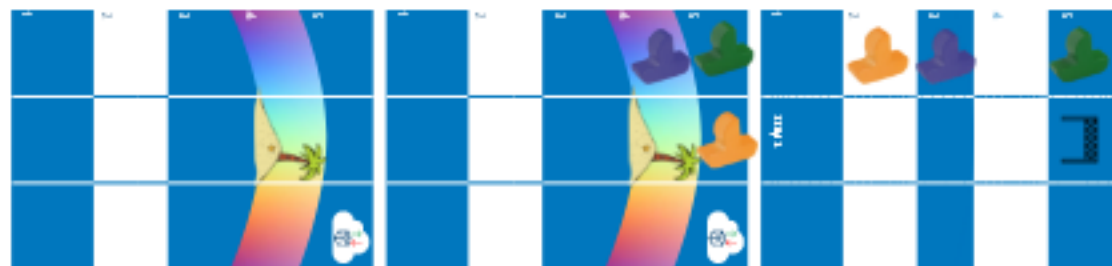


GAME END AND WINNING

The game ends immediately when one player has a boat on both the Finish Line space, and their other boat is not in last place.

Warning: If you move your fore boat onto the finish line while your aft boat is in last place you do not win. Instead, your fore boat is removed from the game and you continue playing until either someone else wins or your aft boat reaches the finish line

The game may also end when the last player runs out of movement cards and doesn't have any cards to start the next round with. In this case, the winner is the non-losing player who has the most advanced fore boat.




Green has moved onto the Finish Line space and checks that their aft boat is not in last place. Since both yellow and blue have boats behind them, Green wins the game.

CLARIFICATIONS/FAQ

Bail Out: Applied to any boat in last place. You do not need to own the boat in question. Can be used to move another player's boat.

Cannon: ability takes effect before the Pirate player uses any of their movement points or Rainbow cards. Opponent boats are moved directly backwards, and only if there is an available spot in that lane on the space behind. Otherwise they do not move. You may check to see if you can use it for both your fore and aft boats.

Jolly Roger: can be used at any time on that turn for the Pirate player, but may only be resolved once. You may check to see if you can use it for both your fore and aft boats.

Recover: Your Recover card is indicated by the  symbol. You may only play this card once per game. Once played, take all your previously played cards back to your hand then remove your Recover card from the game.

Rolling Winds: Only applies to the last boat leaving the track card that is furthest away from the finish line. It is possible to be leave a track card behind that is closer to the finish line but if there is still a track card in play behind it, the wind dice is not rolled.

Telescope/Buried Treasure: You may not play the card you choose until your next turn as you are only ever allowed to play and resolve one Rainbow card per turn.

Manoeuvre: You may choose which boats, if any, you wish to swap lanes with. You may also apply the effects to both your fore and aft boats if desired.

Parlay: During your turn you may ask another player to give you their Rainbow card (swapping with them if you have one yourself). They may refuse to give you the card. If they refuse, you may roll the dice and add the number rolled to your total movement this turn.

Shackle: Any players resolving their movement after the Admiral must take the card they played back to their hand, and choose another to play instead. The only exception is if the player played the last card from their hand.

Longboat: Boats are considered adjacent if they are on the same space, or on two consecutive spaces (regardless of lane).

Pursuit: First resolve moving each boat forward three space. Then check to see if there is an opponent boat ahead of your boats on the same card and move your boats to the same space as the closest opponent boat.