Tempest is a **single player** table-top puzzle game. Your goal is to rescue citizens from the chaos of the storm before they succumb to the biting winds, hail, and debris.

This version (1.0) is published a part of the 0dd.company gallery "The Storm" under CC0 (Public Domain).

The game has not been playtested particularly thoroughly, and will likely need tweaking to maximize enjoyment. I wholeheartedly encourage re-releases with better balancing.

Honestly, the game may not currently be beatable -- especially the final level, without signifigant changes.

Inspiration and some quotes taken from 1700's book, "The Storm", by Daniel DeFoe, available on Project Gutenberg.

Enjoy.

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Part 1: Tutorial

"If a Sermon be ill grounded, if the Preacher imposes upon us, he trespasses on a few; but if a Book Printed obtrudes a Falshood, if a Man tells a Lye in Print, he abuses Mankind, and imposes upon the whole World, he causes our Children to tell Lyes after us, and their Children after them, to the End of the World."

To play, you will need a **piece of paper**, a **pencil**, a deck of standard **playing cards**. For simplicity, **graph paper** will work best.

Before playing we'll need to set up a board representing one "day" in the storm. Here's what your board might look like. Let's see how to set it up:
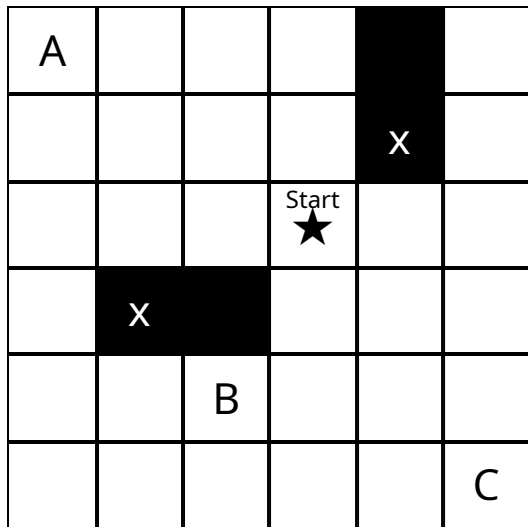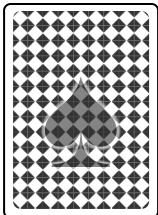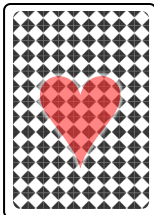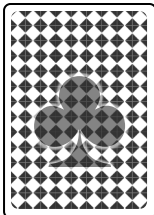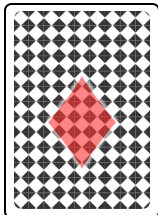
Citizens

A: Old Mack
♡ ♡ ♡ ♡

B: H. Stein
♡ ♡ ♡ ♡

C: L. Bairn
♡ ♡ ♡ ♡

First take your cards, remove the jokers, and split the deck into the four suits.

Depending on which **day** you are playing, the number of cards you need will be different. For **day 1** you need **6 cards per pile**, which will be indicated in the day by **"A-6"**. Remove everything from each suit **except** A,2,3,4,5,6, then shuffle each of the decks.

Next, draw your **map**. Each **day** has a different sized map made up of a grid of squares. **Day 1** is 6x6.

To randomize the map, we'll be drawing 6 pairs of coordinates from the Hearts and Spades decks. Hearts will be the X coordinate and Spades will be your Y.

Note: position 1:1 is the top-left square. Ace = 1.

The first pair of coordinates is **Safe Haven**, where your player will start. Mark a star in that square and place your player token on it. In the example map on the previous page this was [4, 3].

The next 3 pairs will be the **citizens**. Mark them as A, B, and C on the map. For each citizen, draw a Diamond card to determine their name. Write their letter, name, and 4 health-points for each citizen near your map!

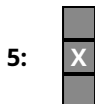|		
A Sister Haily	**2** B.R. Rush	**3** H. Stein
4 Old Mack	**5** C. Cooper	**6** L. Bairn

Finally, use the last 2 pairs of Hearts and Spades to determine the coordinates of your **obstacles**. Mark these with "x". For each obstacle, draw a Club card to determine the shape (centered around the x). Colour in these spaces to indicate they cannot be passed.

A: **2:**   **3:**

4:   **5:**   **6:**

If part of an obstacle would overlap with another map feature, don't color in that cell.

In later days there will be more cards -- always exhaust the coordinate pile when setting up the map. There will always be only 3 citizens, but the number of obstacles will increase with each day. Note that when drawing citizen names in days past day 1, you must discard any drawn names that have appeared in previous days (they've either been saved already or died in the storm) and draw another.

Now, re-shuffle the 4 suit piles (they should still only consist of A-6, we won't be using other cards) and put them below the map. We're ready to play!

Playing

The game takes place in **rounds**. Each round will consist of a **storm** action, followed by a **player** action. Your goal is to move around the map and save as many **citizens** as possible by bringing them back to **Safe Haven**.

Storm Action: Draw a card from **either** the Diamond or Club pile, then one Heart and one Space to determine coordinates. Take the corresponding action from the storm action list at that coordinate.
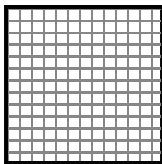
Most storm actions will cause changes to the map, most commonly changing the "storming" state of one or more squares.

By default no squares are storming. When you increase the storm level of a square, draw lines through it for each additional level. Use vertical lines for level 1, horizontal for level 2, and diagonal for level 3 (max).
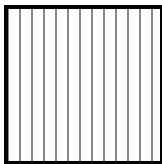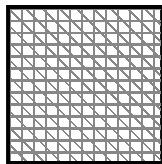
Level 1 storm   Level 2 storm   Level 3 storm

Note: The Safe Haven square and obstacle squares cannot have storms in them.

Player Action: Draw a card from the deck **opposite** of the storm action -- if the storm was drawn from Diamonds this round, use Clubs and vice versa. You may move that many spaces on the map (minus any penalties).

Note, the player gets to choose each round which deck the storm will be drawn from (Diamonds or Clubs) and thus which deck they move with. Keep track of which cards remain in each deck to optimize your chances of success.

Movement: By default you move the number on the card, Ace for one space, 2 for 2 spaces, etc. As you progress you will begin to incur movement penalties. Each **citizen** who is with you reduces your total movement for the round by 1 space, and spaces which are **storming** cost one more movement to *enter* for each level of storm.

There will be cases where you can't move -- for example if you draw a "2" for movement, have 2 citizens with you, and are surrounded by level 2 storms. On any round, you can always choose to ignore your drawn card and instead "**force forward**" which allows you to ignore all penalties and move exactly 1 square (with your citizens) instead of using the card number. This incurs 1 additional damage to any citizens with you.

Citizens: The goal of the game is to rescue the citizens on the map. If you move into the same space as a citizen you can "pick them up". As soon as you do this, put a checkmark next to that citizen, they're now following you.

Each citizen you pick up slows down your total movement for the round by 1. If you drew a 5, your total movement is now 4. Picking up a citizen immediately reduces your total movement for the round, but the action itself is "free." You can have multiple citizens with you.

If needed, you can also "abandon" a citizen currently with you at any point along your path, which immediately removes the penalty.

Citizens each have 4 health points. They lose points when

- They move with you into a storming square (-1 no matter the storm level)
- A square they are in increases in storm levels (-1)
- They take direct damage (some storm actions will specify damage to squares)
- They move with you when you "force forward" (-1)

Once a citizen follows you back to **Safe Haven** they no longer follow you. You should circle their name when this happens, they are **rescued.** You may continue to move about the map after saving one or more citizens.

The day ends when there are no more cards. As long as you rescued at least one citizen you may proceed to the next day, otherwise you have have lost and must restart the game from **day 1.**

Storm Actions

When you draw a storm action (Diamond or Club) also draw coordinates (one Heart, one Spade) to determine where the effect happens on the map.

- **Ace - Lightning Strike:**
  Lighting strikes the coordinate. If there are citizens at the coordinate, each gets -3hp. If there is an obstacle, remove it. If there is noting, the square becomes an obstacle.
- **2 - Debris:**
  A large amount of debris is flung about. Any citizens within the 3x3 square centered about this coordinate take -2hp.
- **3 - Gale**
  Increase the storming level of the **entire column** that this coordinate lies within.
- **4 - Torrent:**
  Increase the storming level of the **entire row** that this coordinate lies within.
- **5 - Hailstorm**
  Increase the storming level for **both** the row and column that cross this cordinate. At the exact coordinate increase storming level an additional time.
- **6 - Downpour:**
  Increase the storming level in the **entire quadrant** that this coordinate lies within.

Summary

- **Setup**
  - Make 4 piles of cards, one for each suit, each containing A-6
  - Draw your map (6x6) and then draw coordinates for map features by drawing 1 heart (x) 1 spade (y) at a time. Features will be:
    - Safe Haven (start/end spot)
    - 3 citizens (after drawing coordinate, draw a diamond card to determine names for citizens)
    - Obstacles until you run out of coodinates (draw a club to determine shape of obstacle)
- **Play (Each Round)**
  - Draw a **storm** action from **either the Diamond or Club pile**. Draw coordinates heart=x, spade=y and reference the storm table to apply the effect.
  - Draw player movement from the **deck you didn't draw the storm from** and move your player.
    - Each citizen moving with reduces your total movement draw by 1
    - Moving into a square with a storm will apply additional movement penalties (-1 per storm level)
    - If your total penalties prevent you from making any movement on your turn, you can "force" 1 square of movement, but citizens with you suffer 1 additional point of damage.
  - Your goal is to rescue citizens by bringing them back to **Safe Haven**. Rescue at least one to proceed to the next day!
    - Picking up or abandoning a citizen is a free action.
    - Citizens take 1 damage when the square they're in **increases** in storm level, or if you move them **into** a storm square (any level)

Example Game (Day 1: 6x6 grid, cards A-6)

The player picks diamonds for the storm: ♦3 (gale) at ♥3, ♠6. The Gale effect storms a whole column, and Citizen B takes -1hp. The player action is ♣5, they move down 2, and then into the storm (cost an extra movement) to pick up B. Having B with them reduces their overall movement by 1, so they have to end their turn.

A				■	
				X	
			★		
	X				
		B			
		3,6			C

Citizens

A: Old Mack
♡ ♡ ♡ ♡

✓B: H. Stein
♥ ♡ ♡ ♡

C: L. Bairn
♡ ♡ ♡ ♡

3 ♦	5 ♣	3 ♥	6 ♠
Storm	Player	X	Y
♦ 3	♣ 5	♠ 3	♠ 6

On round 2 the player decides to draw the storm from clubs, getting ♣4 (torrent), ♥1, ♠3 for the storm. They draw a ♦4 for movement. The player decides to try to save C as well, and moves 3 spaces (4-1) towards C. Note, moving *out* of a storming cell has no penalty, only moving in.

Citizens

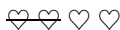A: Old Mack
♡ ♡ ♡ ♡

✓B: H. Stein
♡ ♡ ♡ ♡

C: L. Bairn
♡ ♡ ♡ ♡

On round 3 the player decides to draw the storm from clubs again, getting ♣2 (debris), ♥2, ♠2 for the storm. This deals -2 damage in a 3x3 area and hits A, but we've given up on Old Mack already. They draw a ♦5 for movement, though with 2 citizens we have a -2 penalty for movement, and can only move 3 spaces.
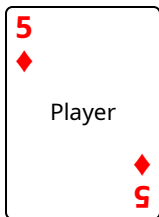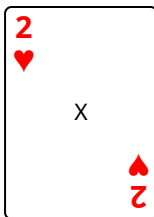

Citizens
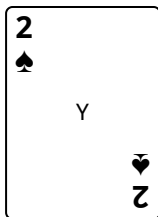
A: Old Mack
♡ ♡ ♡ ♡

✓B: H. Stein
♡ ♡ ♡ ♡

✓C: L. Bairn
♡ ♡ ♡ ♡

On round 4 the player draws ♦Ace (Lightning), ♥4, ♠5 for the storm. Close miss, but now there's an obstacle in front of us! The player draws ♣3 for movement and can only move 1 space. There's only 2 rounds left before we're out of moves!

Citizens

A: Old Mack
♡ ♡ ♡ ♡

✓B: H. Stein
♡ ♡ ♡ ♡

✓C: L. Bairn
♡ ♡ ♡ ♡

| A ♦ Storm ♦ A	3 ♣ Player ♣ 3	4 ♥ X ♥ 4	5 ♠ Y ♠ 5
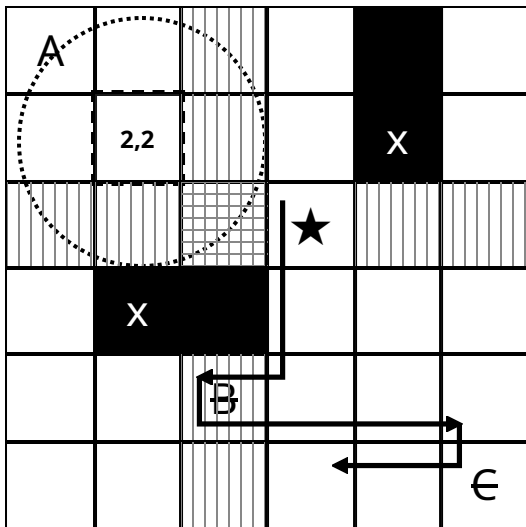
On round 5 the player draws ♣Ace (Lighting), ♥5, ♠1 for the storm. That doesn't hit anyone, but destroys an obstacle. Drawing a ♦2 for movement we can't bring 2 citizens with us. Our options are to stay still, **abandon** someone or "force forward". Note, at this point you can infer what the last round cards will be! Our quadrant will be flooded, and B is doomed. We **abandon H. Stein (B)** and move 1 space.

Citizens

A: Old Mack
♡ ♡ ♡ ♡

B: H. Stein
♡ ♡ ♡ ♡

✓C: L. Bairn
♡ ♡ ♡ ♡

2 ♦	A ♣	5 ♥	A ♠
Player	Storm	X	Y
♦ 2	♣ A	♠ 5	♠ A
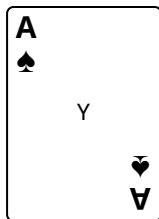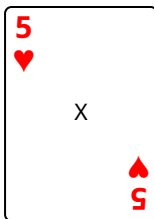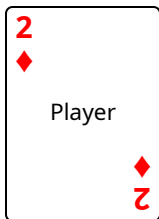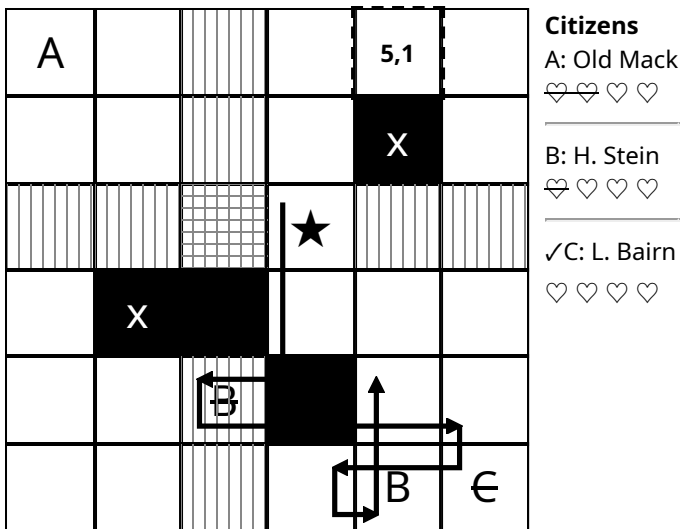
The final round, both the storm and player draw a 6 (downpour). Since we have ♥6, ♠4 it's in our quadrant, dealing 1 damage to both B and C. We have 5 total movement, and it costs +1 movement and -1 damage to move through each level 1 storm square. We have just enough movement (and C has just enough hp) to make it back safe. We only saved one citizen, but that's enough to progress to day 2!

A					
			X		
		★			
	X			6,4	
		B	▲		
			B	C	

Citizens

A: Old Mack
♡ ♡ ♡ ♡

B: H. Stein
♡ ♡ ♡ ♡

✓**C: L. Bairn**
♡ ♡ ♡ ♡

6
♦

Storm

♦
9

6
♣

Player

♣
9

6
♥

X

♠
9

4
♠

Y

♠
ⱦ

Now you're ready for the real thing! In the real game, each citizen will grant you powers in subsequent levels if you save them!

Here's some tips to remember when playing your own game:

- Setup: Draw Heart+Spade pairs to determine Safe Haven, Citizens A, B, C, and then obstacles
- Setup: Use Diamonds to determine citizen names, Clubs to determine obstacle shapes
- Each round, draw *and apply* the storm action from either Diamonds or Clubs (your choice) before drawing your movement card. Your movement card will always be from the deck you *didn't* draw the storm action from.
- It doesn't cost an action to pick up or abandon a citizen, but the penalty to your total movement is immediate!
- Each saved citizen will grant abilities starting the next day! Save as many as possible if you want to beat the whole game.
- If a citizen dies while with you, it has the same effect as abandoning them (remove the -1 movement penalty immediately)
- You can drop off citizens at safe haven early if you're lucky
- You move to the next level as long as one or more citizens end up in safe have, even if you don't make it back yourself!

Part 2: The Storm

"The Wind has blown out the Candle of Reason,
and left us all in the Dark"

Days of the Storm

The storm lasts for 3 days, each day introducing additional cards and a larger map size.

The following is a quick reference list for map sizes, & obstacles, and which cards are included each day:

- **Day 1:**
  - Map Size: 6x6
  - Citizens: 3
  - Obstacles: 2
  - Cards: A-6
- **Day 2:**
  - Map Size: 8x8
  - Citizens: 3
  - Obstacles: 4
  - Cards: A-8
- **Day 3:**
  - Map Size: 10x10
  - Citizens: 3
  - Obstacles: 6
  - Cards: A-10

Citizens

Each Citizen has a power that can be activated beginning the day **after** you save them. If a citizen dies or is not saved, they are unavailable in subsequent days.

- **Starting Day 1**
  - **A - Sister Haily**: [1/day] add 1 health to all living citizens on the m ap
  - **2 - B.R. Rush**: +1 to all player movement draws
  - **3 - H. Stein**: No movement penalty for level-1 storms (level 2 & 3 penalties remain unchanged)
  - **4 - Old Mack**: [1/day] Destroy 1 obstacle square (revealed square starts with no storm level)
  - **5 - C. Cooper**: No damage taken when *moving* citizens into level-1 storms. (level 2 and 3 remain unchanged).
  - **6 - L. Bairn**: **First square** of movement each turn treats destination as level-0 storm
- **Starting Day 2**
  - **7 - Sir Dudly**: [1/day] for one round ignore movement penalty for having citizens with you
  - **8 - Dr. Shaw**: [1/day] Ignore damage dealt to one citizen for this round
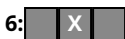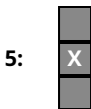- **Starting Day 3**
  - **9 - C.R. Rush**: +1 to all player movement draws
  - **10 - Father Creed**: [2/day] reduce 1 square's storm level to 0
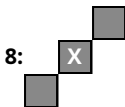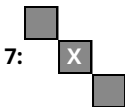
Obstacles

When placing obstacles at a coordinate, center them around the X square. If an obstacle would **overlap** with a feature or citizen leave that square blank. If an obstacle would **completely** block off a path between Safe Haven and one or more citizens, draw a new obstacle.
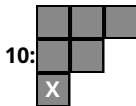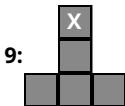
- **Starting Day 1**

A:

2:

3:

4:

5:

6:

- **Starting Day 2**

7:

8:

- **Starting Day 3**

9:

10:

Storm Actions

Each turn you will draw the Storm Action & Coordinates before the player action. Remember, you can choose which of the two decks to draw from each round -- keep track of which cards are left in each deck to maximise survival rates!

- **Starting Day 1**
  - **A - Lightning Strike**: Lighting strikes the coordinate. If there are citizens at the coordinate, each gets -3hp. If there is an obstacle, remove it. If there is noting, the square becomes an obstacle.
  - **2 - Debris**: A large amount of debris is flung about. Any citizens within the 3x3 square centered about this coordinate take **2 damage.**
  - **3 - Gale**: Increase the storming level of the **entire column** that this coordinate lies within.
  - **4 - Torrent**: Increase the storming level of the **entire row** that this coordinate lies within.
  - **5 - Hailstorm**: Increase the storming level for **both** the row and column that cross this cordinate. At the exact coordinate increase storming level an **additional** time.
  - **6 - Downpour**: Increase the storming level in the **entire quadrant** that this coordinate lies within.

Storm Actions (Cont.d)

- **Starting Day 2**
    - **7 - Earthquake**: All citizens **not** currently with you take 1 damage
    - **8 - Twister**: Player & any citizens with them are flown to the coordinate. If entering a
- **Starting Day 3**
    - **9 - Downfall**: Increase the storming level of the 8 squares surrounding Safe Haven
    - **10 - Wildcard**: Put the coordinates for this storm action aside. Next round, apply the drawn storm action to both sets of coordinates (in order of drawing). If a second **10** is drawn the two cancel out and nothing happens.

Part 3: The End

Note: This part of the game is entirely untested.
These final levels may not even be beatable.
Abandon all hope ye who proceed.

The Final Day

The earth splits open and demons rise from hellfire and brimstone, the storm's true face is revealed:

Armaggedon.

Even in the end of times you know your duty: To save the Queen (or King, or Jack).

The Final Day does not work like previous days. Setup will involve drawing from **the remaining face cards** and using a pre-set map.

Prepare your 4 decks of cards as normal with cards A-10, as well as an **11x11** grid. Prepare an additional shuffled deck consisting of **The remaining 12 face cards.** Draw cards from this face deck to determine, in order: the **Map**, the **Target** to save, your **Blessing**, and a **Beast**.

Do not perform setup with additional citizens or obstacles.

Instead of a safe haven, the final maps each have a Start and End space marked S or E -- you must rescue the **Target** and bring them to the End space before they perish!
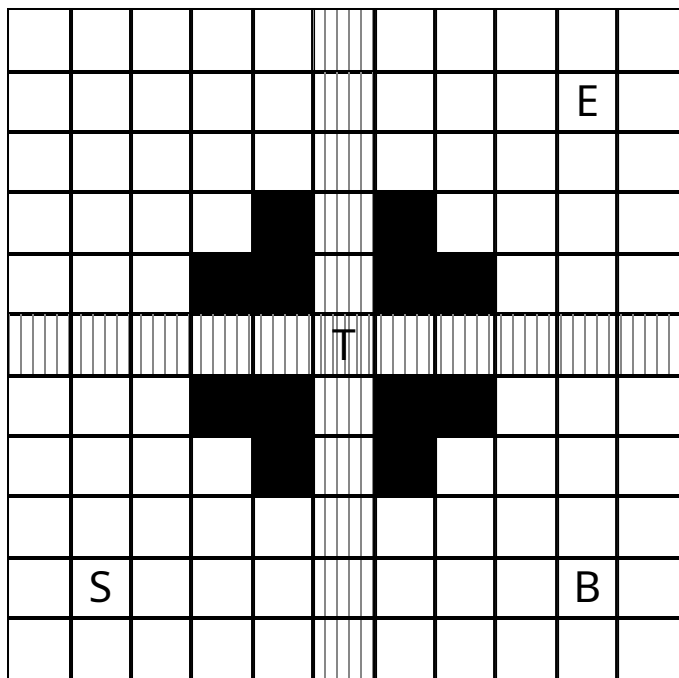
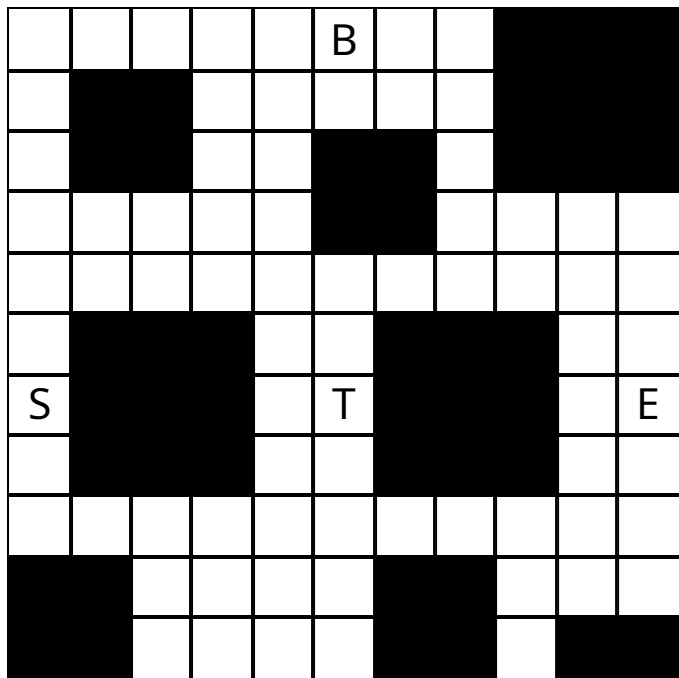**Final Day: Maps**

King - The Port
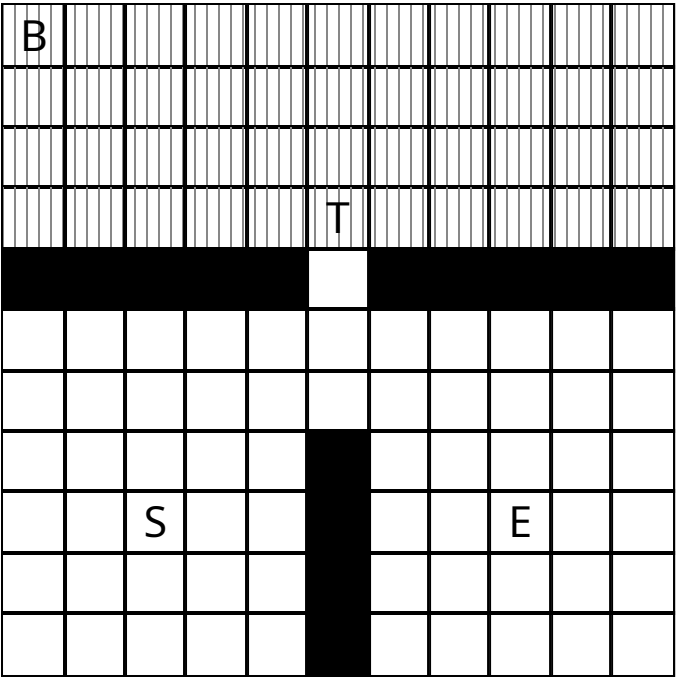
Final Day: Maps

Queen - The Tower

Final Day: Maps

Jack - City Center

Final Day: Target

There is only one target to save on the final map: Your Leige! Place them on the map in location "T". Different characters will have a different amount of Health points, and each comes with a special **power** that's activated when they're in your party.

- **The King**: When you draw an **odd** card for movement, reduce one square's storm level by 1 level before moving. 5 health
- **The Queen**: No movement penalty for being in your party. 4 health.
- **The Jack**: Trade 1 movement for 1 health. 3 health.

Final Day: Blessing

In addition to the abilities granted by your saved citizens in days 1-3, you get an additional power as listed below based on which card you draw:

- **King - Ward of Light**: [1/day] Cancel the Beast's action before it happens
- **Queen - Barrier**: [1/day] Ignore all storm movement penalty
- **Jack - Rush**: +1 to all **odd** movement draws

Final Day: The Beast

From the sea a great beast emerges with the storm. Its goal is destruction.

Draw a card from the Face deck and place the matching beast from below into the space on the map marked B.

Each round The Beast will take it's Beast Action **after** the storm action and **before** the player draws movement.

- **King - The Leviathan**: Each turn the Leviathan will move toward the Target. The Leviathan's movement speed is based on the storm level it starts in (Level 0=no movement. Level 1=1 square, etc). If the leviathan moves into the same square as the target, you lose. Moving through obstacles destroys them.
- **Queen - The Kraken**: Each turn the kraken will increase the storm level in an ever widening square around itself. On the first round it will increase the 8 squares surrounding it, on the second round it will increase these 8 squares again, but also the 16 squares around that. This pattern will continue until the entire map is level 3 storms.
- **Jack - The Wyvern**: On **even** storm actions, the Wyvern will move to the coordinates drawn for this turn's storm action, and cast 5 lightning bolts down (one in the square, one in each adjacent square). The Wyvern may be in the same square as the player. If the player becomes trapped in obstacles as a result of this, remove one obstacle of choice. Flies over obstacles.