



Rulebook

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Rulebook

INTRODUCTION

You knew there'd be risks taking a job with Dr. Fornsworth, the mad scientist of world reknown and infamy. But flying an experimental airship over Weather Island never crossed your mind. And of course, like all ships to come anywhere near the island, yours crashed spectacularly, breaking into a million pieces scattered across the island. Now you and the other mad scientist apprentices must construct makeshift machines to harness enough energy to propel yourself to safety before the island's wild weather becomes so extreme that no one can survive.

In *The Mad Scientists Of Weather Island*, you and the other players will bid on pieces of your destroyed airship to construct your very own machines. Harnessing the power of the erratic weather, you'll build up enough fuel to escape the island, manipulating the weather itself if necessary to get a leg up on your fellow apprentices.

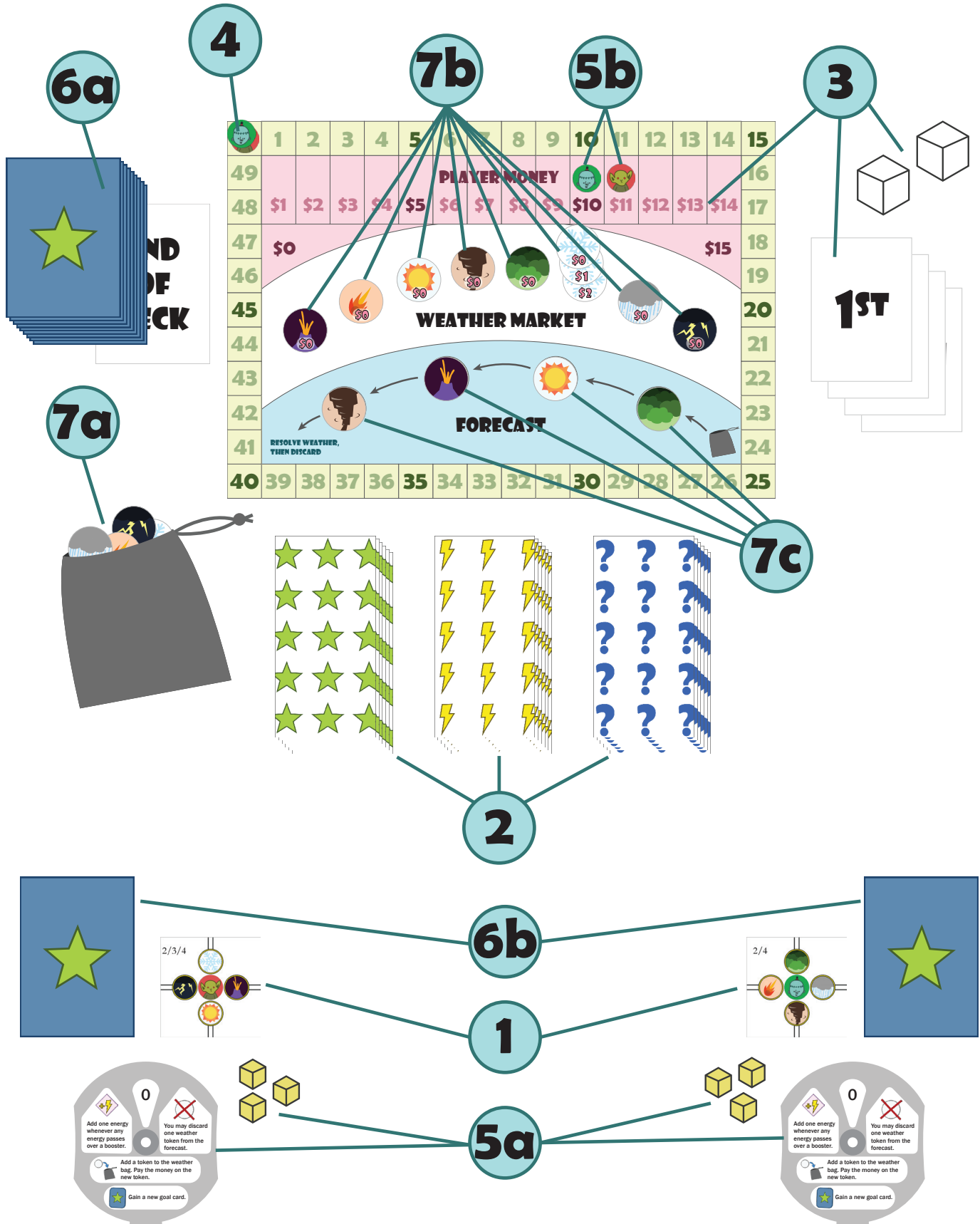
SETUP

1. Each player takes a starting (square) tile with the number of players on it. (In a two player game, use the tiles with a "2" on them.) This tile will form the beginning of your custom machine.
2. Separate the remaining tiles into three piles with like backs. Shuffle each pile.
3. Place the game board in an easily reached location. Put the weather dice and order cards near it.
4. Place one of each player's player markers on the 0 spot on the score track, stacked in a random order.
 - 5.a) Each player takes a bid dial, set to 0. Each player also takes 15 energy cubes.
 - 5.b) Each player then places their second player marker on the money track. Players start with \$10, then gain an additional \$1 for each opponent's marker above their marker on the score track (see step 4).

For example: At right, green is above red on the score track, so red starts with \$11 and green starts with \$10.
- 6.a) Shuffle the goal card deck, then put the end of deck card at the bottom.
 - 6.b) Give each player two goal cards from the top of the goal deck. Players should always keep their goal cards hidden from other players. Each player chooses one of the given goal cards to keep, then puts the other goal card face down under the end of deck card at the bottom of the goal card deck.

Note: Goal cards give you extra points at the end of the game if your machine meets the goal card's requirements. See the Ending the Game section for details.
- 7.a) Place the 8 weather tokens *without* dollar amounts in the bag. (\$0 counts as a dollar amount and shouldn't go into the bag.)
 - 7.b) Separate the remaining weather tokens by weather type and stack them with \$2 on the bottom and \$0 on the top in the weather market section of the board.
 - 7.c) Finally take random weather tokens out of the bag to fill the forecast on the board.

SETUP DIAGRAM



STEPS OF A ROUND

The Mad Scientists Of Weather Island is played in rounds. Repeat these phases until one player has earned at least 50 points (fully going around the score track), which triggers the end game.

PHASE I: BID ON TURN ORDER

In the first phase, players will reveal the machine tiles available for this round, then bid money to determine the order in which they'll gain and place new machine tiles.

1. Reveal market. Reveal one tile from the point deck (green stars), one from the power deck (yellow lightning bolts), and *one fewer than the number of players* from the mystery deck (blue question marks). In total, you should reveal a number of tiles equal to one more than the number of players. (See market diagram on opposite page.)

- You will use machine tiles to build your machine. Machine tiles have the following components:

a. Power sources. Power sources are used to generate energy tokens when corresponding weather occurs. They can also help you complete goal cards. *Note:* If a power source is not connected to a converter (see b below), you cannot convert the energy it creates into anything useful, though it can still help you complete goal cards.

b. Converters. Converters convert energy tokens into points, money, and/or new goal cards. *Note:* Converters do nothing until they are attached to a power source.

c. Pipes. Pipes allow you to connect power sources and converters across multiple tiles.

d. Boosters. Boosters give you extra energy tokens when energy tokens created by a power source flow over them.

e. Goal Cards. When you add a tile with a goal card to your machine, you immediately gain a new goal card.

f. Bag. When you add a tile with a bag to your machine, you can immediately add a new weather token to the bag, making that type of weather more likely to occur.

g. X Token. When you add a tile with an X token to your machine, you can immediately discard a weather token from the forecast, making that type of weather less likely to occur until the weather tokens are shuffled.

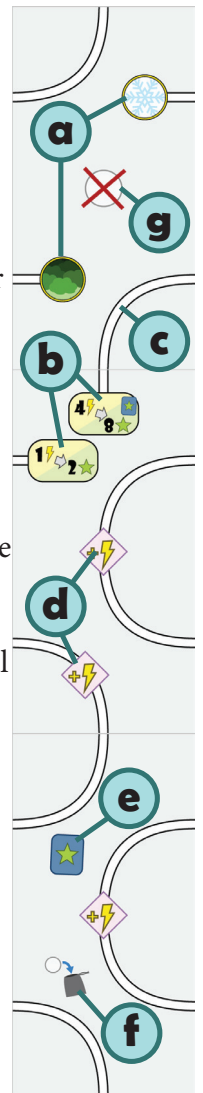
2. Bid. Each player secretly sets the bid on their bid dial. Once all players have set their bids, reveal them.

Note: Players cannot bid more money than they have. If you bid more money than you have, you bid all of your money.

3. Resolve bid. The amount of money each player bids determines turn order for the following phases. Whoever bid the most money collects the 1st place card and goes first, the second most gets the 2nd place card and goes second, and so on. After you have the correct order card, move your player marker back that many places on the money track and set your bid dial to 0.

- If two players bid the same amount, the player with the fewest points (furthest back on the score track) goes first between them.

- If tied players have the same number of points, the player whose player marker is on top of the other player's on the score track goes first.



PHASE III: WEATHER

In the third phase, the island's unpredictable weather will strike, helping some players' machines generate energy which can be converted into points or money.

1. Roll the two weather dice.

- For each ? on the dice, resolve a random weather token directly from the bag.
- For each O on the dice, resolve a weather token from the left end of the forecast.
- If both dice come up blank, the weather has gone crazy! Put all discarded weather tokens and the weather tokens in the forecast back in the bag, give it a good shake, then reveal new tokens for the forecast. Then resolve one weather token directly from the bag.

Resolving weather tokens:

- Resolve each weather token one at a time, resolving ?s before Os. Make sure each player has resolved the weather token before moving on to the next one.
- To resolve a weather token, each player adds one energy token to each power source in their machine that matches the weather icon on the token.
 - If the power source is connected to a converter, immediately move the energy token to the converter. If the converter has enough energy to run, remove the indicated amount of energy and gain the reward, which might be points, money, or a new goal card (follow the rules for building a tile with a goal card icon; see previous page for details).
 - *Note:* A converter can run any number of times in a round. For example, a converter that requires one energy to run and has three energy tokens on it will immediately run three times.
 - *Note:* Any unused energy should remain on the converter, possibly powering it later.
 - If one or more energy tokens cross any boosters when traveling from a power source to a converter, add one energy token for each booster crossed.
 - If the power source is not connected to a converter, leave the energy token on the power source. If you later connect a converter to it, the energy token will immediately move to the converter. However, note that each power source can only have one energy token, so any additional tokens created by it are wasted.
 - Players should always use their own personal stash of 15 energy cubes. This is a limit on the number of energy cubes a player can have on their machine. If a player has all of their energy cubes on their machine but requires a new energy cube, they can either not add the new cube or can remove an old cube to use it as the new one.
 - After resolving a weather token, discard it by placing it in a stack to the left of the board. If the token came from the forecast, shift the remaining weather tokens in the forecast and reveal a new token from the bag for the forecast.

Note: If you ever need to take a weather token from the bag (to resolve a ? or fill the forecast) and the bag is empty, return all discarded weather tokens to the bag, give it a good shake, and take tokens from it as normal.

Note: If multiple players end Phase III with the same number of points, players stack their player tokens so the player who went 1st is on bottom, then the player that went 2nd, then 3rd, etc.

After resolving all weather tokens indicated by the weather dice, the round ends. If one or more players have at least 50 points (not including points from goal cards), follow the steps in the Ending the Game second (see the next page). Otherwise, return to Phase 1 and start a new round!

ENDING THE GAME

The game ends once one or more players have 50 or more points. (Note that this does *not* include points from goal cards, which will be scored below.) When a player earns enough points, finish the round, then perform the following steps.

1. Score goal cards. Each player gains points for each goal card they have that has been completed. If a goal card is not completed, the player does not suffer any consequences, they just don't get any points.

- Most goal cards (though not all) require specific power sources to be in the player's machine. These power sources do not have to be attached to converters or have energy on them, they must simply be on tiles in the player's machine.

- *Note:* the same power source can be used to satisfy multiple goal cards. For example, if you have four sun power sources in your machine, you can score both the three sun and four sun goal cards.

- Goal cards with an X before the score can be scored multiple times, giving you points for each time you fulfil its requirement.

- The money goal card requires you to have the most money when the game ends to score.

- The goal card goal card will score itself if you have completed any other goals. For example, if you completed one other goal card, this card would score 6 points (3 for the other completed goal card and 3 for itself).

- Goal cards with an X before the score are considered complete if they score any points.

2. Determine winner. The player with the most points wins!

- In the case of a tie, the player with the most remaining money among the players with the most points wins.