

Rain Dance

2 Players

30 Minutes

Ages 8+

Overview

Native American Shamans controlled the clouds with intricate rain dances, so each crop got the water it needed. Don the headdress, commune with your spirit animal, and rain blessings on your fields, while drowning your opponents with the power of the thunderstorm.

Components

12 Field tiles

12 Rain markers

2 Shaman

4 Totems

2 Score markers

2 Cloud tiles

1 Totem Pole board

1 Score Board

4 each of 5 unique crops = 20 crop tokens

60 Rain cards

Object

To score the most Victory Points (VPs) by harvesting the most and most valuable crops.

Setup

1. Arrange your fields in a ring so that no matching crops are adjacent to one another.
2. Put your Shaman and Rain Cloud on one of the fields with a single crop
3. Put a matching crop on the field with your Shaman, and put a matching crop on every other field going clockwise. Do not duplicate crop types. You should have three unique crops on three of your six fields when you're done.
4. Place a Rain marker next to each field (on on the '0' space)
5. Put your score marker next to the score track
6. Put your Totems next to the Totem Pole
7. Deal each player three Rain cards
8. Make 8 decks of 5 Rain card each.
9. Create the Rain Cloud. Arrange 5 of the decks in a row, and turn over the top card in each deck, placing it into a draw pile in front of its deck
10. Take the remaining 3 decks, called the Thunderhead, and place them behind the 5 active decks of Rain cards.

Pick a starting player. You are now ready to begin play.

Card and Tile Anatomy

[Image of Card with labels, 'Cloud Value', 'Wind Strength', 'Crop Icon']

[Image of Tile with labels 'Rain Track', 'Crop Icon']

How To Play

Players take turns. On your turn, do the following, in order:

1) Move

Move your Shaman 1-3 spaces, clockwise

2) Play a Card

Play a card from your hand to your discard pile

a. Drizzle Gently

Move your raincloud a number of spaces equal to the Cloud Value of the card you played. Increase the Rain in each field that the cloud moved into by 1. Do this by ticking up the Rain Marker on the Rain Track.

b. Plant or Pick

When your Shaman is in a field with a vacant matching Crop Icon, use the matching icon from the card you played to plant that crop. If the field already has that crop planted, you may pick the crop instead, using the matching crop icon on the card. Your Shaman must be in the field you are planting in or picking from.

c. Score

When you pick a crop score points equal to the current value of that field's Rain track. Then, reduce the rain value of that field in half (rounding down, so that the if the Rain Value was 5, it will go to 2)

3) Draw a Card

Select a card from the face-up Rain Cloud cards. When you do, your opponent moves their cloud clockwise a number of fields equal to the Wind Strength. A **Thunderstorm** then occurs, with an amount of rain equal to the Cloud Value falling on the one field that the cloud ends its movement on. If this causes the Rain Marker to go off the track, reduce the field's Rain Value to half of its maximum value, rounding down.

Harvest

Over the course of the game, you'll have opportunities to Harvest your crops. Follow these rules for harvesting and scoring points

- you may harvest any field, not just the one your Shaman is on
- you do not need to spend cards or match crop icons
- you must harvest all crops in the field
- score points for each crop equal to the Rain Value of its field
- after harvesting, set the Rain Value of all harvested fields to 0

Cloud Bursts

When there are no more cards in a Rain Deck, a Cloud Burst has occurred. Move a Rain Deck from the Thunderhead into the vacant spot to replace it.

First Cloud Burst:

Both players may now **Harvest** up to two fields

Second Cloud Burst

Players may distribute 4 rain among 2-4 fields

Third Cloud Burst

This cloud burst triggers the end of the game

Ending the Game

After the third cloud bursts, the end game is triggered. If the 1st player triggered the end game, the 2nd player takes one more turn. If the 2nd player triggered the end game, both players will take one more run.

After all final turns are complete, players may harvest 3 fields.

The player with the most points is the winner!