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Vineta™

Atlantis of the North

For 2 – 6 players • Ages Teen to Adult • Playing time: about 30 + minutes

It is still lying there peacefully: the legendary Baltic city of Vineta, surrounded by water. But its fate is sealed—the gods have destined it to doom! Each player personifies one of the angry Norse gods who, through the course of the game, together influence the submergence of the city. However, each god secretly puts one of the resident tribes and one of the districts under his protection. You need to play cards cleverly in order to keep the floods away from your own district and from the houses of your tribe. Your goal is to save your own district, and as many of your own houses as possible, from sinking.

OBJECT OF THE GAME

The player with the most points at the end of the game wins.

SET UP

Please refer to the enclosed Set Up card.

COURSE OF THE GAME

In each of the 8 rounds, one of the 9 districts of Vineta sinks into the sea, washed away by a storm surge. Players build up this storm surge during the course of a round by laying out cards in rows. Each row is always directed against a specific district. In each round each player plays 3 times, one after another. Each time a player plays, he plays one card. At the end of the round, you identify the district with the greatest storm surge. It sinks and is removed from play.

By playing the appropriate action cards, players try to move houses of their own tribe to safe districts and to place houses of other tribes into sinking districts.

The houses in the district that sinks are given to the players participating in the storm surge; this gives those players points. Extra points are awarded to players who claim houses of their own color.

Players get additional points at the end of the game for the houses of their own color on the last district. The player whose district tile matches the remaining district gets additional points.

Playing Cards

The cards are described in detail on the enclosed overview sheet. In each round, every player plays three turns (exception: see “Scoring of the Round”) which all proceed as follows:



1. All players simultaneously select one of their 7 hand cards and place it face down on the table.



2. The current starting player (the one who has the starting tower) is the first to reveal his card and play it:

a) A **Flood Card** always threatens a specific district.

The player may choose a district that has not yet been threatened by another player.

This district must border the ocean. Then he lays down the card face up in front of the district and in doing so starts a storm surge row. The player also places his god Chip in this district to mark it as unsafe. Since each player has only one god Chip, each player can start only one storm surge row per round.



Or, the player may add a Flood Card to an already laid out storm surge row.

This way he supports the sinking of this district—either because he wants to have this specific district sunk or he wants to distract attention away from another district that he hopes to save from sinking. The player adds his Flood Card, partially covering the previously laid out Flood Card in this storm surge row. This way players can see card values and the god symbol in the upper right hand corners to show which players have laid cards in the storm surge.

At the end of a round, players add up the the laid out storm surge rows to see which one has the highest total.

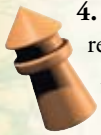
b) An **Action Card** is

- either placed next to a row (“Intervention” card)
- or laid out face up in front of the player and kept there until the end of the round (“One Card More / Less” card) or is put on the player’s own discard pile after the action has been executed (all other action cards).



Then, the next player in clockwise order turns over his card and plays it. The other players follow in turn.

3. All players draw the top card from their card pile in order to have seven cards in hand again. If a face-down card pile is used up, the player first has to play all his hand cards before he shuffles his discard pile and uses it as his new card pile.



4. The starting player tower is passed to the left. During a round, the round disk always remains with the first starting player of the round. So you can see anytime how many cards have already been played in the current round and who, when playing the next card, will begin as the starting player.

Each player builds up his own discard pile with the action cards he laid and the other cards he used.

Example:

Player A has started a storm surge row and wants to have the bottom district of the outer reaches sunk.

He has put his god Chip into this district. He has been supported by Player C who laid out the second card of this storm surge row, whereas Player B opened his own storm surge row. Player B wants to have another district sunk and has placed his god Chip there.

Player B has, in the course of the round, added his “Intervention” card to Player A’s row. At the end of the round, Player A’s row shows only $11 - 7 = 4$ waves, which is 3 waves less than Player B’s row. The district chosen by Player B becomes submerged at the end of the round.

For Player C, it didn’t matter which of the two districts would sink; so he put cards in both storm surge rows in order to be guaranteed inclusion in the distribution of the houses at the end of the round.



SCORING OF THE ROUND

In most cases a round ends after each player has played a card on each of the 3 turns. The only exception is in the case of the Action Card “One Card More / Less” or in case of a tie.

The waves on the Flood Cards are—along with “Intervention” Cards that may have been played—added per row, in order to see which district has the most waves. In case of a tie between several districts, all players play one more card (the starting player tower does not pass on a tie breaker turn). After that, a district that was not part of the tie can also sink.

The district with the most waves sinks and is removed from play. The houses on it are distributed among the players who put cards in the respective Flood Card row. “Intervention” Cards are not considered for the distribution. The player whose card was laid out first in the row takes a house from the sunken district. Then, the owner of the second card takes a house, and so on. If there are not enough houses for all cards, players, in order, take a house until the supply of houses in the submerged district is exhausted. If there are more houses in the district than cards that have been laid in the row, the distribution starts again with the first laid out card and goes on until there are no more houses to be distributed.

Example:

The district with Player B's god Chip sinks.
The 7 houses are distributed as follows:

Player A: no houses, since he has not put any card in Player B's storm surge row.

Player B: 4 houses

Player C: 3 houses

At first, players B and C get 2 houses each—one house each for each laid out card. Since more houses have to be distributed, the distribution starts again with the card that has been laid out first, so that player B gets 2 more houses and player C 1 more house. Houses are selected one at a time, according to the order of the cards played in the storm surge.

The laid out Flood and Action Cards are given back to their owners, who put them on their discard piles. The god Chips are also given back to their owners.

The starting player tower and the round disk are now passed to the left and the round disk is put underneath the starting player tower.

Exception: In the 3-player game, the starting player tower is not passed at the end of the round. In this case, only the round disk is moved and put underneath the starting player tower.

END OF THE GAME

The game ends after the 8th round. Only one district is left in play at this time.

SCORING

Players reveal their house and district tiles and score as follows:

For each house of your own color on the last district: **3 points**

For each house saved during the game: **1 point**

For each house saved during the game of your own color: **2 points**

Owner of surviving district:

- if district in the center of town (**red**): **2 points**

- if district in the upper town (**yellow**): **4 points**

- if district is in the outer reaches (**green**): **7 points**

The player who has the most points is the winner. If several players have the same number of points, that player wins who has rescued the most houses of his color on the last district in the end of the game. If there is still a tie, there is more than one winner.

