

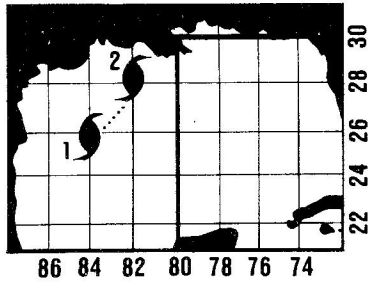
EXPLANATION OF GAME PIECES

- 1) **PROGRAM CARDS:** These cards indicate the movement, strength, and damage done by hurricanes in the game. Each card represents a separate game and hurricane season. The cards consist of two sides, A and B. Players should always start with Side A and then move to Side B. The information on the cards include the following:
 - 1) the North degrees of latitude of the storm
 - 2) the West degrees of longitude of the storm
 - 3) the current wind speed of the storm
 - 4) the Saffir/Simpson Scale number - (SSS #1-5)
 - 5) the Resort Number/Damage Code (RN/DC)
- 2) **YACHTS AND PAWNS:** The game utilizes two different types of gameboard markers. YACHTS are used by players to show their position on the INNER board. The PAWNS are used to move the players around the OUTER gameboard.
- 3) **SPECIAL BULLETIN CARDS:** These are cards that relay special situations to the players as they travel around the gameboard.
- 4) **PLAY MONEY:** The game utilizes play money to be used in the financial transactions of the game.
- 5) **PLASTIC RESORTS:** These are used to help players identify which resorts have been purchased.
- 6) **RESORT OWNERSHIP CARDS (ROC):** These are cards that players receive when they purchase a resort. Each card includes: the Resort Number, Color Code, Resort Picture, Resort Name, Purchase Price, and other pertinent information.
- 7) **HURRICANE PREPAREDNESS OPTION CARDS:** These cards list (5) PREPAREDNESS OPTIONS that would help protect a resort (life and property) during a hurricane:
 - 1) Hurricane Preparedness Kit
 - 2) Evacuation Plan
 - 3) Seawall
 - 4) Structure Reinforcement
 - 5) Hurricane InsurancePlayers may collect OPTIONS in one of the following ways:
 - A) When a player purchases a resort, he may purchase up to (5) options at that time.
 - B) When a player lands on a "P" space on the gameboard, he may purchase an option for one resort.
 - C) When a player draws certain "Special Bulletin" cards, he may collect options.
 - D) When a player's YACHT docks at another player's resort on the INNER board, the RESORT OWNER may collect FREE OF CHARGE an option for one of his resorts, if needed. The YACHT OWNER must then subtract an option from one of his resorts or pay the bank \$10,000 if he has no options, regardless of whether or not an option was needed by the resort owner.When a player collects an option for a resort, he must place an option card FACE UP under the ROC and expose only the options collected, always starting with number one. The cost per option is listed on the corresponding ROC and is paid to the bank.

REFERENCE TABLES: There are two types of tables used in the game. The DAMAGE TABLE is used to determine the amount of damage done to a resort after a Hurricane has struck. The RESORT VALUE TABLE is used to determine the value of each resort at the end of the game.
- 9) **DIE:** There is a standard six sided numerical die used in moving the players on the gameboard.
- 10) **PLASTIC HURRICANE SYMBOL:** This is a blue translucent DISK and is used on the INNER BOARD to represent the Hurricanes in the program. Whenever a hurricane is present in the program, the DISK should be used to represent its location. Always place the center (EYE) of the HURRICANE DISK on the coordinate point given in the program.
- 11) **HURRICANE PROGRAM VIEWER:** This is used to hold the program card in the game. During the game, a selected Hurricane™ program is inserted into the viewer and the data is read to the players as it appears in the viewer window.
- 3) **(SB):** When a player lands on one of these spaces, he must draw a **SPECIAL BULLETIN** card, do as it says, and return it to the bottom of the stack.
- 4) **BERMUDA TRIANGLE:** When a player lands on this space, he must move his YACHT to the BLUE TRIANGLE located in the center of the BERMUDA TRIANGLE on the INNER gameboard and lose his next (3) turns. While there, any resorts he may own are considered to be MISMANAGED, and he must pay \$20,000 to any player who lands on one. (Rules in section 7 below are ignored). If a hurricane lands exactly on the BLUE TRIANGLE coordinate point while his YACHT is there, he must pay the bank \$100,000. On this 4th turn, he must move his YACHT back to his CRUISEPORT space, and his PAWN to any SHELTER space on the OUTER gameboard.
- 5) **SHELTER:** When a player lands on this space, he may return his YACHT directly to CRUISEPORT.
- 6) **(P):** When a player lands on this space, he may purchase an option for a resort. (See Hurricane Preparedness Option Card Section for more information).
- 7) **RESORT SPACES:** There are (16) different resorts on the OUTER gameboard which correspond to those on the INNER gameboard. Each are color coded, either Red, Blue, Green or Yellow. Red represents the most expensive resorts, with yellow being the least expensive respectively. When a player lands on an OUTER gameboard resort, one of the following situations will apply:
 - A) If the resort is NOT OWNED by another player, then the resort can be purchased. To do so, the player must collect the corresponding ROC and pay the bank the purchase price listed. At this time, he may also purchase up to (5) Preparedness Options for that resort. The cost per option is listed on the ROC and is also paid to the bank. If options are purchased, the player must collect an option card and place it FACE UP under the ROC exposing only the options purchased, always starting with number one. Finally, he must place a plastic resort on the OUTER gameboard resort space to indicate ownership.
 - B) If a player lands on a resort space that is OWNED by another player, he must move his YACHT to the START position on the INNER BOARD. On future rolls of the die, he must move his YACHT, square by square toward that resort until he reaches it. **NOTE:** The player may not move his PAWN marker again until he reaches the resort, and is allowed only (5) turns to do so. If on his 5th turn he hasn't reached his destination, he must move his YACHT directly to the resort and pay the Resort Owner DOUBLE the DOCKING FEE. Players may move their YACHT any combination of directions EXCEPT DIAGONALLY with each roll of the die. When a player reaches the resort (even if it is not by an exact roll of the die,) he must dock his YACHT on the small RESORT circle on the INNER BOARD, and pay the resort owner the docking fee listed on the ROC. The resort owner may also collect a free option. (See Hurricane Preparedness Option Card section "D" for more information). The player is now free to move his PAWN marker on his next roll of the die, BUT must keep his YACHT docked at the present resort until required to move as directed by a space on which his PAWN may land. (See 3, 4, 5, above).

NOTE: If the player's PAWN lands on another player's resort space, while his YACHT is still docked at a resort on the INNER gameboard, he need not move his YACHT again to the START position, but may move toward his new destination from his current position on future rolls of the die. If his new destination is his current position, he must, once again, repeat the procedures pertaining to docking at another player's resort.

NOTE: SEE THE FOLLOWING EXAMPLE OF HOW TO TRACK A HURRICANE:

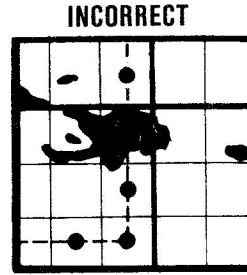


NOTE: When Tracking A Hurricane, Always Pay Attention To The Coordinate Points That Are Given In The Program. **EXAMPLE:** 1) Read North to 26° Then West to 84°. 2) Read North to 28° Then West to 82°. (SEE THE ABOVE DIAGRAM).

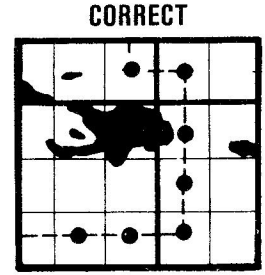
DESCRIPTION OF "OUTER" GAMEBOARD SPACES

- 1) **START:** All players must start at this point and move in the direction of the arrow.
- 2) **(H):** When a player lands on this space, he must:
 - A) Move the Hurricane program card upward one space.
 - B) Relay all information given in the viewer window to the other players.
 - C) Move the HURRICANE DISK to the correct coordinate position.

NOTE: Players move their YACHTS from square to square, (up, down, left or right), and more than one YACHT may occupy the same square. When moving a YACHT, the player **MUST NOT** move across land **BUT**, may move his YACHT from one square to another as long as there is a connecting water route in the direction he is moving. See examples below:



YACHTS CANNOT CROSS LAND



YACHTS CAN ONLY TRAVEL ACROSS WATER

****SPECIAL BONUS**** - When a player collects all the resorts of one particular color, he qualifies for a **SPECIAL BONUS**. The bonus depends upon the color of the Resort and is collected from the bank. Below are the values of the **SPECIAL BONUSES**:
 YELLOW - \$25,000 GREEN - \$50,000
 BLUE - \$75,000 RED - \$100,000