

# WINDMILL

*cozy stories*



# RULEBOOK

Game by Maxim Istomin

The playful wind wanders around the world, whirling from one windmill to another. Along the way, he catches the stories as they are told. He carries them past our windows, throws them as dewdrops at our feet, and hides them in the rustle of the leaves high above our heads. They are hidden everywhere, speaking softly to us. So on bright spring mornings or warm autumn evenings, when we go out into the garden or sit by the fire, we listen to the whispers of the wind and share his cozy stories.



## Overview

In *Windmill. Cozy stories*, you and your fellow players are storytellers, weaving short tales based on the hidden picture cards you draw. When it is your turn to tell a story, the other players will attempt to guess the visible card that matches your story... However, the best stories are not so obvious.

The more opponents that guess incorrectly, the more points you will receive when a player does correctly identify your card. On the other hand, if **ALL** players fail to guess your picture, you will be losing points instead of winning them!

## Objective

The player who has earned the most points after all rounds have been completed wins the game. You will score points both by telling stories that are identified correctly and guessing the stories told by other players.

## Components



5 player  
pawns



1 First Player  
token



Storyteller deck  
(25 large cards)



1 double-sided  
Windmill card

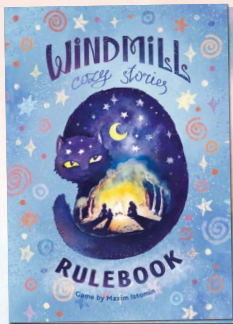


1 board  
with points track



Table deck  
(25 small cards)

Each small card has  
a matching large card



This rulebook

## Game Set-Up

*Set up for a 4-player game*



- 1 Shuffle the 25 Table cards and place them face up in the middle of the table in a 5x5 grid.
- 2 Shuffle the 25 Storyteller cards and place them face down next to the grid, forming a deck.
- 3 Place the Windmill card within easy reach of all players.

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- 4 Each player selects a color and places the pawn of their color on the starting space of the points track.
- 5 Give the First Player token to the oldest player at the table.

## Game Play

The player with the First Player token will take the first turn as the Storyteller and will tell the first tale, based on one of the Storytellers cards.

In turns, the other players will try to guess which one of the cards on the table corresponds to the tale. To score the most points, the Storyteller's tale should give hints about the correct card, but should not be too straightforward. However, if the Storyteller's card is not guessed at all, they will lose a point.

Depending on the number of players, 2 or 3 full rounds will be played with each player acting as the Storyteller once:

- 3–4 players: **3 rounds**
- 5 players: **2 rounds**

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## Telling the Story

When you are the Storyteller, **draw the top card of the Storyteller deck** and secretly look at it without showing it to other players. The card you draw will match one of the cards on the table.

Next, you will **create a short tale** that relates to the card you have drawn. Your story should last no more than 30 seconds. If you do not have a timer, you can limit your story by 3–4 sentences instead.

**Example story:** *I wandered through the night, flickers of light guiding my way and leading me to a warm and safe place. And as I found my place in this warm embrace, I couldn't help but think that someone, or something, was watching over me.*



After you have completed your story, **place your card face down on the table**. It is now time for the other players to identify which picture goes with your story.

**Note:** You may **NOT** add more details to your story or give any hints after you have placed the card on the table.

## Guessing the Card

Starting with the player sitting on the left of the Storyteller and moving clockwise around table, players will try to guess the Storyteller's card.

When it is your turn to guess, **choose one card from the grid** that you think best corresponds to the Storyteller's tale and **place it in front of you**.

- If your guess is **CORRECT**, then the Storyteller reveals their hidden card, the guessing phase ends immediately and points are scored.
- If your guess is **INCORRECT**, then the next player will make a guess from the remaining 24 cards and remove their chosen card from the grid. This

continues until a player has guessed correctly or until all players have had 1 chance to guess.

**Note:** If all players agree, you may use a timer to limit the time for guessing to 30 seconds.

## Scoring Points

Points are awarded depending on the total number of players who have attempted a guess.

If you guessed correctly and were the **first player to guess**, then both you and the Storyteller score **1 point**. Each additional guesser adds 1 point to the total.

**Example:** If the fourth player after the Storyteller guesses the card correctly, both they and the Storyteller would score **4 points**.



Mark the points by moving the Storyteller's and the correct guesser's pawns ahead on the points track.

**If no players have guessed correctly** after all guessers have taken a turn, **the Storyteller LOSES 1 point**. If the Storyteller does not have any points, they do not lose anything.

## Windmill Card



On your turn to guess, you may use the Windmill card to **"capture" the story for extra points!**

If you are confident that you know which card matches the story being told, **take the Windmill card and place it in front of you BEFORE you make your guess.**

Now, **if your guess is correct**, you will score **1 extra point** and the Storyteller will score zero points.

**Example:** The third player to guess takes the Windmill card and guesses correctly. They score a total of 4 points (3 for being the third guesser + 1 for the Windmill card) and the Storyteller scores 0 points.

However, **if your guess is not correct**, you immediately LOSE 1 point and the Windmill card is returned to the middle of the table.

**Note:** If all players have guessed incorrectly, the Storyteller still loses 1 point regardless of whether the Windmill card was used or not.

**Note:** Players who do not have any points **may NOT** use the Windmill card. Thus, in the first round of the game when all players have zero points, the Windmill card cannot be used.



## End of Guessing Phase

After any scored or lost points have been marked on the points track, **place all the Table cards back into the grid** and **move the Windmill card** (if it was used) **back to the middle of the table**. It may be used during this round by the next player.

In addition, **shuffle the Storyteller's card back into the deck** — it may be drawn again in upcoming turns, but that will be another story!

The player directly to the left of the current Storyteller becomes the new Storyteller.

## Never-ending Story Mode

**Note:** This mode suits both new players and those already familiar with the game. It does not award players more victory points, however, it encourages their creativity.

After the Storyteller's card has been guessed, do not shuffle it back into the deck, but instead place it on the table next to the grid. Then

remove the matching Table card from the grid and put it aside.

The next Storyteller takes the new card, as usual, and tries to connect their tale with the story of the previous player, creating a bigger tale.



At the end of the round, shuffle all the Storyteller cards back into the corresponding deck and return all Table card to the grid. This way the players will altogether create a longer story that lasts one full round.



## New Round

When all players have acted as a Storyteller once (thus the player with the First Player token is to become the Storyteller again), a new round begins.

## End of game

The game ends when the required number of rounds has been completed (3 rounds for 3–4 players or 2 rounds for 5 players). The player with the most points at the end of the game wins.

If more than one player have the same amount of points at the end of the game, they share the victory.





## Credits

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