



Advanced Rules (optional)

The advanced rules are optional and modular. You may integrate them depending on the level of complexity that you want in 1001. You may choose to integrate one set of rules or another, or all at once if you want to make the game more complex.

Advanced Flight cards: Tornadoes

Replace the regular Flight cards in the game with those with a moon on the back. These cards are used in the same manner as the regular game.

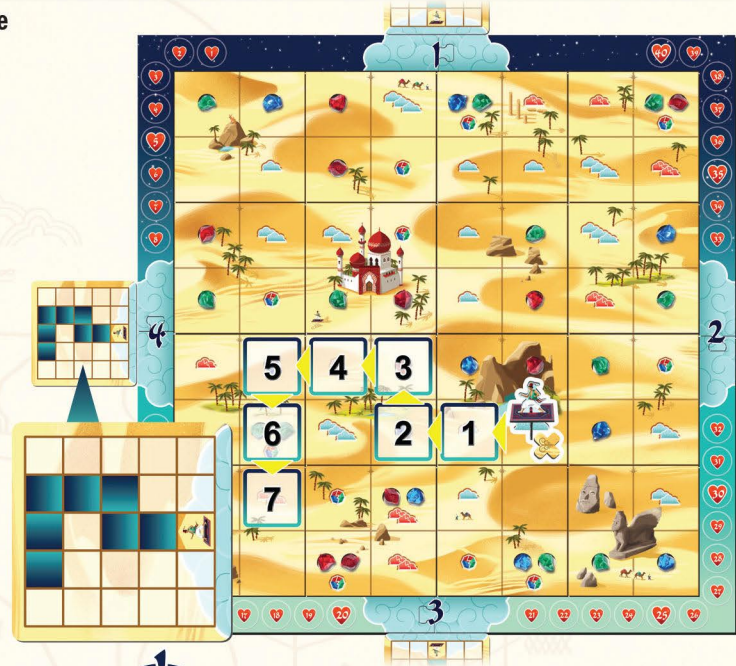


During the phase *Preparing to Fly*, these cards are placed next to the four directions on the border as per normal (matching the clouds to those on the border).

These cards show a visual representation of the path that Aladdin will take. The paths are still seven spaces long, but they are more complex. The rules concerning moving off of the edge of the board remain unchanged (continue movement on the opposite side).

The example to the right demonstrates how to read an advanced Flight card.

Warning: With the advanced Flight cards, the paths may cross the edge of the board multiple times and therefore be more difficult to analyse within the time allowed by the sand timer.



Advanced Tiles: Storm Warning

During the setup, randomly lay out the 16 board tiles but with the side containing the moon symbol face up. The moon should be placed pointing towards the top of the board (towards the "1") as in the normal game.

Finally, place the two Storm Warning tiles near the upper edge of the Rewards board:



In this variant, the winds are more violent. The tile Bonuses and Penalties for the Cloud tokens are bigger and more common.

The rules for play are the same excepting the following:

During the *Buying Rewards* phase, the first team to buy a Reward card with Cloud tokens (one of the three cards at the top of the rewards board) may also take the tile 1 and immediately score a bonus of two points. These points are in addition to the normal points on the Reward card. The second team to buy a Reward card with Cloud tokens takes the tile 11 and score the bonus of one point.



Advanced planning: Grand Master of the Winds

It is better to play *Grand Master of the Winds* with the advanced Flight cards.

During the phase *Preparing to Fly*, the **Opposing** team give the four randomly drawn Flight cards to the **Active** team and turns over the sand timer.

During the *Preparing to Fly* phase, the **Active** team has until the timer runs out to choose how place the four Flight cards on the four directions of the border.

The team thus tries to optimize the four possible paths. **Warning:** the advanced planning rules may increase the length of the game by approximately twenty minutes.