4) Fulfill the dare

After the INACTIVE players have bet, you (the HURLER) try to throw the rainbow to your SKEWERER, respecting the constraints of the Dare card that you drew.

Rainbow-throwing rules (when not overridden by the Dare card):

- The HURLER must throw the rainbow in such a way that the SKEWERER would be able to receive it with their extended index finger.
- The HURLER must be scooted back from the table such that the rainbow is never above the table before it is thrown.
- The SKEWERER can take their elbow off the table as soon as the rainbow is in the air.
- The SKEWERER is welcome to move around in order to catch the rainbow.
- The SKEWERER must catch the rainbow with the extended index finger.

5) Rewards and penalties

The throw is a success if the SKEWERER has caught the rainbow AND the constraints of the Dare card have been respected.

The throw is a failure if the SKEWERER has not caught the rainbow and/or the constraints of the Dare card have not been respected.

Successful throw



The HURLER: Advance your figurine one level on the gameboard.
The SKEWERER: Gain a Cloud token.
The ASSISTER: Gain a Cloud token.



The TURBULATOR: Lose nothing and gain nothing.
The INACTIVE players who bet on a successful throw (Bet token Happy-side-up):
Take a Bird token and place it Dove-side-up.



The INACTIVE players who bet on a failed throw (Bet token Unhappy-side-up):
Take a Bird token and place it Crow-side-up.

Whenever you take a Cloud token, draw it randomly from those around the gameboard.



You can look secretly at the value of the token, but keep the token Cloud-side-up during the entire game.

Whenever you take a Bird token, just take any Bird token from around the board and flip it to show the appropriate bird.



Failed throw

The HURLER: Lose a balloon.

The SKEWERER: Lose nothing, but gain nothing.
The ASSISTER: Lose nothing and gain nothing.



The TURBULATOR: Gain a Cloud token.



The INACTIVE players who bet on a failed throw (Bet token Unhappy-side-up):
Take a Bird token and place it Dove-side-up.



The INACTIVE players who bet on a successful throw (Bet token Happy-side-up):
Take a Bird token and place it Crow-side-up.

The Bird tokens

As soon as you have 3 doves, return ALL your birds (doves and crows) to the pool of Bird tokens around the gameboard.



Then advance your figurine ONE LEVEL on the gameboard.

As soon as you have 3 crows, return ALL your birds (doves and crows) to the pool of Bird tokens around the gameboard.



Then you LOSE one of your balloons.

Note: If you lose your last balloon, the game ends at the end of the current turn.

End of the turn

If at the end of the turn, each player still has at least one balloon and no one has reached the last level, the game continues.

You (the HURLER) pass the rainbow to the player on your left, who then becomes the new HURLER.

End of the game and victory condition

When a player has reached the 7th and final level, or when a player loses their last balloon, the game comes to an end (as soon as all the players have received their rewards and penalties).

Note: It is possible that several players reach the highest part of the gameboard and/or lose their last balloon in the same turn.

If you lost your last balloon, place your figurine beside the gameboard.
Each player (including those who lost all their balloons) counts their score as follows: the value of the level where your figurine is standing PLUS the total value of all the Cloud tokens you gained during the game.

The player with the highest score wins the game.
The player who reached the highest level first is not necessarily the one who will win!

In a tie, the tied player who is higher on the gameboard wins.
In a perfect tie, the tied players share the victory.

Credits

A game by LUDOVIC MAUBLANC & MARIE CARDOUAT

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HOPUS01



When Tom came home with a book he found in his grandparents' attic, a sort of grimoire, describing an entire realm in the sky, you didn't waste a second. Clouds populated by fantastic creatures and mischievous characters? The secret of using rainbows to climb through the clouds, and rise high in the sky? It was all too good!

You have your friends, so nothing can stop you, right? You are going to take on this adventure together!

No sooner said than done: You grab a handful of balloons, rise rapidly, and fly away into the sky.
But beware: The people of the clouds are just as hungry for entertainment! After all, it's not every day they meet strangers from the ground; perhaps they won't let you leave so easily....

Take up the challenges that present themselves to you throughout your encounters, go faster and higher than everyone else, and collect the most rewards. And if you arrive at the top of the clouds, you will be the first to see the world like a friend, face-to-face.

The sky's the limit!

Goal of the Game

Climb cloud to cloud in order to be the first to reach the top of the sky.

Each challenge you face is another chance to rise higher in the sky. But, helping other players also earns you rewards.

Numerous challenges can be met only by helping or being helped by the other players. Be clever and you will gain levels, but choose your partners wisely in order to limit the points they gain alongside you.

As soon as someone reaches level 7, the game comes to an end, and the player with the most points wins the game.



Contents

- 1 gameboard representing the sky (2 levels by board plus one top)
- 6 figurines
- 6 Character boards
- 6 2-sided Bet tokens: Happy / Unhappy
- 30 balloons in 6 different colors (5 per color)
- 30 2-sided Bird tokens: Dove / Crow
- 36 2-sided Cloud tokens: cloud / number (value 0 to 2)
- 50 Dare cards
- 2 Rainbows

Setup

- Assemble the gameboard and place it in the center of the table as shown on the picture below. 1
- Spread the Cloud tokens around the board, cloud-side-up. 2
- Arrange the Bird tokens (it doesn't matter which side is face-up) around the board, with the Cloud tokens. 3
- Shuffle the Dare cards to form a face-down deck nearby. 4







- Each player chooses a character and takes the corresponding items: the figurine, the Character board, and the 5 balloons of that character's color, as well as a Bet token. 5

Note: If there are fewer than 6 players, return the extra figurines, Character boards, Bet tokens, and balloons to the box. They will not be used during the game.

- Place your Character board, Bet token, and 5 balloons in front of you. Then, place your figurine on the level 1 of the gameboard.
- The youngest player takes a rainbow and becomes the first player.
The game commences.

Note: The other rainbow is a replacement part.



Gameplay

Players take turn in clockwise order, starting with the first player.
On your turn, you make a throw, then pass the rainbow to the player on your left.

Your Turn

On your turn, you become the HURLER. Take the rainbow; you are going to try to throw it to another player called the SKEWERER according to the constraints on a Dare card.

1) Choose your Skewerer

Before you see the challenge, you (the HURLER) must choose which player will be your SKEWERER for your turn. That player places an elbow (the SKEWERER can choose whether it's the right or left elbow) on the table and points their index finger up into the air.



2) Draw a Dare card

Draw the top card of the Dare deck and read it aloud. This card indicates the constraints governing your throw.

Note: If the dare is infeasible for one reason or another, you can draw another one.



A Dare card may involve other players beyond you (the HURLER) and the SKEWERER:

- An ASSISTER: You (the HURLER) designate another player to help you succeed with your throw, as indicated on the card.
- A TURBULATOR: You (the HURLER) designate another player to try to make you fail with your throw, as indicated on the card.

Note: The constraints on the Dare cards can involve the HURLER, the SKEWERER, the ASSISTER, and/or the TURBULATOR.

3) Inactive players bet

Before throwing the rainbow, the players not participating this turn (i.e. anyone who is neither the HURLER, the SKEWERER, nor the TURBULATOR) bets on the success or failure of the throw.

In order to do this, they place their Bet token as follows:

- Happy-side-up if they think the throw will be a success.
- Unhappy-side-up if they think the throw will be a failure.



The bets must remain secret, so the betters must keep their hand covering their Bet token so no one can see their bet before the throw. Sometimes every player will be active during the turn: HURLER, SKEWERER, ASSISTER, and/or TURBULATOR. In this case, there is no bet.