

## CLOUD RACE

A race across the clouds

by Brad Ross

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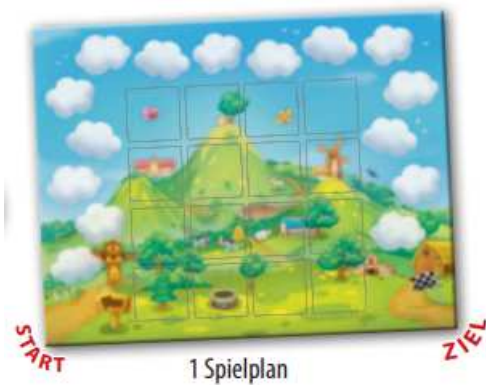
Off to lofty heights! Fluffy, floating clouds will take to the finish, but only when you uncover the two matching tiles. Sound easy? Far from it! Heavy, grey rain clouds pass by and block one or the other tile, which you are then not allowed to uncover. Who of you will win the race despite the obstacles?

### Contents

4 game pieces



1 board



4 clouds



16 tiles (8 pairs), including

2 pairs with 1 movement point,



3 pairs with 2 movement points,



2 pairs with 3 movement points,



1 pair with 4 movement points,



1 game manual

### Aim of the game:

The aim is to be the first to reach the finish line by finding two tiles with the same design and as many movement points as possible.

### Preparation:

- Before the first game, carefully press the tiles out of the perforated sheets.
- Place the board in the centre of the table and place the 4 clouds next to it.
- Choose a game piece each and place it on the start square.
- Shuffle all 16 tiles and place each one face down on a square on the board.

### Rules:

Choose who is to start. Players then take turns clockwise.

When it is your turn, turn any two tiles over.

If **both tiles have the same design**, you must:

1. **Move your game piece:** Move your game piece along the track by as many spaces as the number of movement points on the tile. *Important:* The movement points on the two tiles are not added together. If, for example, you uncover the two tiles featuring a helicopter, you may only move your game piece forward 3 spaces, not 6!



2. **Move a cloud:** Turn both tiles back over and place a cloud **on top of one of the two** tiles. If there is still a cloud next to the board, take a cloud from there. If all four clouds are already on the board, you may choose to move any of them. *Important:* Tiles that have a cloud on top of them are blocked and cannot be flipped over!

Then it's the next player's turn.

If **the two tiles do NOT have the same design**, turn them both back over. You may not move forward or move a cloud. Your turn is over and it's the next player's turn. (Please illustrate this with a picture of two different tiles and a red cross)



**The end of the game:**

The game ends as soon as a player's game piece reaches the square with the chequered flag. It does not matter if you achieve more movement points than you need to reach that square. That player is the winner.

If you have any questions or suggestions regarding "Cloud Race", please contact us at:  
Piatnik, Hütteldorfer Str. 229-231, 1140 Vienna, Austria or [info@piatnik.com](mailto:info@piatnik.com)

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