

Über den WOLKEN



by
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Limitless Freedom! Above a bed of clouds, there's truly nothing that can ruin your day. The sun on your feathers, the wind beneath your wings, and the flock behind you. Until some feathered upstart has the audacity to overtake you. They must be a few eggs short of a nest! Time to pull off your next maneuver and show this little tweeter who rules the roost here.

CONTENTS



1 Action board



1 Game board + 2 board extensions
(for three- or four-player games)



16 for two-player games



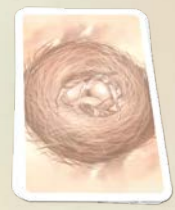
57 Maneuver cards
19 for three-player games



22 for four-player games



7 Nest cards



25 Bird tiles
(5 per player color + 5 neutral)



4 Score markers



64 Action dice
(16 per player color)

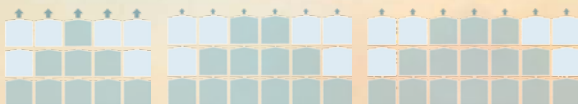
SETUP

Setup for a 4-player game:



- 1 Place the **action board** in the center of the table.
- 2 Place the **game board** next to it with **one board extension** for **three-player** () games, or with **both board extensions** for **four-player** () games. For **two-player** () games, **you don't need any board extensions**.
- 3 Set aside the **5 neutral birds**. Each player chooses a **color** and takes their **5 bird tiles**, as well as **10/13/16 action dice** (for 2/3/4 players). Return all unused birds and action dice to the box. Shuffle together **three neutral birds**, along with **two female birds and one male bird from each player**, then place them face up and at random on the game board in this **triangular formation**:
- 4 Shuffle each player's **two remaining** birds and the **two remaining neutral** birds together to form a **face-down bird deck**. Reveal two birds from this deck and place them face up beside it.
- 5 Each player places their **score marker** on **space 0** of the **scoring track**.
- 6 Shuffle the set of **maneuver cards for your player count** and **deal 2 to each player**. From the remaining cards, place **4/5/6** (for 2/3/4 players) **face up** next to the game board as the **display**. Keep the rest as a face-down draw deck.
- 7 Shuffle the **nest cards** face down and **reveal one**. This is the nest card for the **first stage**.

The player with the most birds in the front row of the flock (at the arrows) goes first. If tied, the player with the most birds in the two front rows of the flock goes first. If still tied, determine the starting player randomly.



GAME CONCEPTS



GAME BOARD

During the game, the bird flock occupies the game board. It spreads across 3 rows and 5/6/7 columns (for 2/3/4 players). Throughout the game, you use **actions** to position your birds on the board. You'll either **swap** the positions of adjacent birds or **add** new birds to the flock on empty spaces.

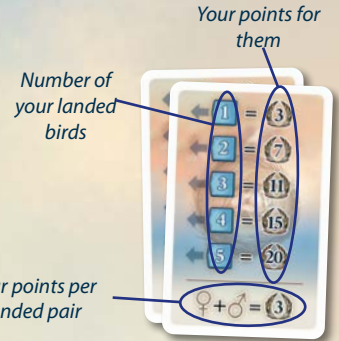


ACTION BOARD

The action board shows the **4 standard actions (A, B, C, D)**. Each initially costs **1 action die**, but the price **increases** the **more often** the action is **used**. The second use of the same action costs 2 action dice, the third costs 3, etc. Action dice that have been used are collected in the **nest** in the center during the game (**N**).

NEST CARDS

At the **end of each stage** of the game, the **frontmost bird in each column** will **land** and leave the flock. This earns you points as shown on the **nest card** (for the current stage). Your score depends both on the **number** of your landing birds and on their **genders**.



MANEUVER CARDS

You can use maneuver cards **either** for their **action portion** or for their **scoring portion**. You can use the **action portion** during your turn to **perform the action** shown on it. You can use the **scoring portion** at the **end of a stage**. It shows **two positions in the flock**. If you occupy one or both positions with your birds, you **earn points for them**.

GAMEPLAY

You'll play **3 stages**, each **ending with a landing**. In each stage, you **take turns performing actions** with your **action dice** to position your birds in the most **valuable spots**. Once everyone **has used all their action dice**, the **stage ends** and **landing with scoring occurs**. You'll earn points for **fulfilled nest and maneuver cards**. Afterward, you get all your action dice back and the next stage begins. Whoever has earned the **most points** after three landings **wins "Above the Clouds."**

AKTIONSPHASE

Starting with the **first player**, you take turns clockwise.

On your turn, **if you still have action dice** available ...

... you perform a **standard action**

OR you play a **maneuver card**

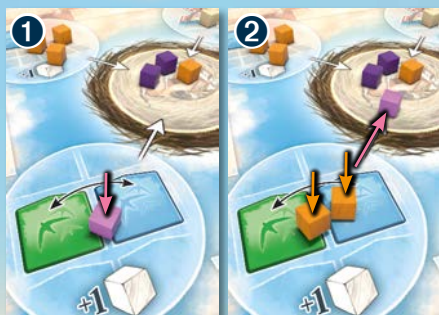
OR you pass.

STANDARD ACTIONS

The 4 standard actions are shown on **the action board**. The 1st player to **use an action** places **1 action die** from their supply on the corresponding **action space**. Whoever uses this action next (even if it's the same player) **clears the space** and then places **2 action dice** there. The **3rd user** then pays **3** for this action, the **4th user** pays **4 action dice** from their supply, etc.

Always clear the action space first before placing the required number of action dice there.

The **removed dice** (from the previous user) are collected in the **nest in the center**. **If you don't have enough action dice for a standard action, you can't use it.**



Example: ① The pink player places **one** of his dice on the "fly left/right" action and uses it.

② Later in the game, the orange player also wants to use this action. He must now place **two** of his action dice on the space and push the pink die into the nest.

THERE ARE FOUR STANDARD ACTIONS:



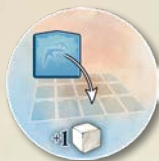
FLY LEFT/RIGHT

Swap one of **your** birds with a bird **directly to its left or right**. Flying a bird to an empty space is not allowed.



FLY FORWARD/BACKWARD

Swap one of **your** birds with a bird **directly in front of or behind it**. Flying a bird to an empty space is not allowed.



ADD A NEW BIRD

Take one of the **face-up** birds next to the bird deck **OR** the **top** bird from the bird deck. Place it either ...

➤ **at the front of the flock** ①

or

➤ **push all birds in a column one space forward and then place it at the back** ②.



Gaps never form in the flock. If you use one of the face-up birds, then reveal the top bird from the deck. If a column already contains three birds, you may not place another bird in it. If all columns already contain three birds, you cannot use this action.



TAKE A MANEUVER CARD

Take **one** of the **face-up maneuver cards** from the display into your hand. **You may only hold a maximum of 4 maneuver cards in your hand.** If you already have 4 maneuver cards in hand and take another, you must then discard a maneuver card to the discard pile. The **maneuver card display** is **refilled at the end of the stage**. If no maneuver cards are available, you cannot use this action.

PLAY MANEUVER CARD

Play a **maneuver card** from **your hand** and **use its action portion**. The card shows **how many action dice you must spend for it**. Place the **spent action dice on the nest** in the center of the action board. Then place the maneuver card on the discard pile.

THERE ARE THE FOLLOWING MANEUVER CARDS:

The cost in dice is shown in brackets



DODGE (2 DICE)

Swap one of your birds with a bird exactly **2 spaces away in the same row**.



SHARP DODGE (2 DICE)

Swap one of your birds with a bird exactly **3 spaces away in the same row**.



LEAD CHANGE (2 DICE)

Swap one of your birds with a bird exactly **2 spaces away in the same column**.



STANDARD (2 DICE)

Use any **standard action**. (Pay 2 action dice, regardless of how many dice are on that action space. Place your action dice directly on the nest.)



NEUTRAL (2 DICE)

Swap a **neutral bird** with an **orthogonally adjacent** one.



DIAGONAL (3 DICE)

Swap one of your birds with a **diagonally adjacent** one.



SCORE (3 DICE)

Score another **maneuver card from your hand immediately**. Then discard it..



FREE FLIGHT (4 DICE)

Swap one of your birds with **any other bird** on the game board.



FAVORITE BIRD (4 DICE)

Search the **bird deck for any bird and add it to the flock**. Then shuffle the bird deck.



DISPLAY (VARIABLE COST)

Use the **action of a maneuver card in the display** (and pay its cost). The used card **remains** in the display.

PASS

Spend **2 action dice** and **end your turn** (or 1, if that's all you have left). On your **next turn**, you may **again choose** from **all actions**. If you only have **1 action die left**, you **discard it**.

END OF A STAGE

Once **all** players have **spent their action dice**, the **stage ends**. Now the **landing** occurs. The **nest card** for this stage is **scored**. Then players can score maneuver cards **from their hand**. If this was the third stage, the game now ends. Otherwise, you prepare for the next stage.

THE LANDING AND SCORING THE NEST CARD

The **frontmost** bird in each column **lands**. It leaves the flock to build a nest. Birds land even if there are empty spaces in front of them in the column. **Your birds that land score you the points shown on this stage's nest card**. Your score depends on how many of your birds land. Additionally, you get a **bonus (or penalty) for your landing pairs of one male and one female bird each**. Record your points on the **scoring track**. Afterwards, shuffle the birds that just landed and place them on the bottom of the bird deck.



Example: The Red Kite player (orange) lands 2 males and one female. The nest card shows that they receive 11 points for 3 birds. They get 3 additional points for two of their birds forming a pair. In total, they receive 14 points for the landing. The Greylag Goose player (beige) can land two females, earning 7 points. The Crane player (pink) scores 3 points by landing one bird. The Swallow player (violet) cannot land any of their birds, leaving them empty-handed this stage. The Swift (white) also lands. As a neutral bird, however, it doesn't score any points.

SCORING MANEUVER CARDS

The **scoring portion** of **maneuver cards** always shows **two spaces on the game board marked with points**. If **one** of your birds **is on one of these spaces**, you may score the maneuver card and **receive the points shown** on it. If you have occupied both marked spaces with your own birds, you receive **2 additional points**. You may score as many maneuver cards as you wish. Then place them on the discard pile.



Example: The Swallow player (violet) can score three maneuver cards. For the female swallow at bottom right, they get 3 points from card 1. For the same bird, they get another 3 points from card 2, and with card 3 they pull off a coup – for the two swallows near the center of the flock, they receive 2 points once and 1 point once. Since they could score 2 birds with this card, they receive the bonus of 2 points. In total, the violet player can score $3 + 3 + 2 + 1 + 2 = 11$ points.

PREPARING THE NEXT STAGE

All players **retrieve** their **action dice** from the action board. Reveal a **new nest card** for the next stage and **refill the maneuver card display** to 4/5/6 (for 2/3/4 players). If the maneuver card draw deck is exhausted, shuffle the discard pile and form a new draw deck from it. Push the birds in the middle columns forward so they fly in **triangular formation** again (as at game start). Place birds from the bird deck **on empty spaces** in the back row.

Note: The next stage may begin with more birds in the flock if 2 birds remain in one of the outer columns after landing. (See illustration)



The player who now has the most birds in the front row of the flock begins the next stage. If tied, the player with the most birds in the front two rows of the flock begins (as at game start). If still tied, determine the starting player for the next stage randomly.

END OF GAME

After scoring in stage 3, the game ends. Whoever has managed through tactical skill to collect the **most points wins the game** and may bask in the sun in the southern hemisphere over winter. *If multiple players have the most points, the winner among them is whoever has fewer birds on the game board.* If still tied, you share the victory or play a rematch.

BRIEF BIRD GUIDE



SWIFT

The swift is a fast migratory bird that spends almost its entire life flying and winters in Africa.
Crane



GREYLAG GOOSE

The greylag goose is a large, gray wild goose that lives in wetlands. It flies south in winter and is considered the ancestor of the domestic goose.



CRANE

The crane is a large migratory bird with a trumpeting call and striking courtship dance. It lives in wetlands and winters in southern Europe or Africa.



SWALLOW

The swallow is an agile migratory bird with a forked tail that catches insects in flight and often heralds the arrival of summer.



RED KITE

The red kite is an elegant bird of prey with a deeply forked tail. It feeds on carrion and prey, and spends some of the winter in southern Europe.

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