Paragliders

GOAL OF THE GAME

In this game you will impersonate a paraglider racing to reach three antennas before landing on the central target. Victory points (🪂) are earned for flying above those antennas and other landmarks as well as performing stunts during your race. You have a day to perform your best race amassing as many victory points as possible. To increase your chances of winning, pay attention to the weather changes and adjust your navigation accordingly.

SOLO VARIANT

Please read the rest of the rulebook before reading the rules for the two solo variants (single player game).

SOLO RACE MODE

If you want to practice for your next multiplayer game, it is possible to follow the normal game rules in solo with these adjustments for those two stunts:

- **"The Explorer"** stunt: Score 6 🪂 if you reach the edge of the map.
- **"The Overflyer"** stunt: During setup, spawn the 5 **Solo GPS Markers depicting an altitude**, using the cloud tokens. Keep the **blank GPS Marker** in the box. During the game whenever you fly over a **Solo GPS Marker** you can consider it as an opponent for the purpose of scoring the stunt. The **middle altitude** written on the **Solo GPS Marker** represents the altitude of your pretended opponent.

CROSS MODE

The **Cross Mode** is a more challenging solo game mode.

SETUP CHANGE

During setup leave the **Stunt Markers**, **Antenna Tokens** and **GPS Markers** in the box. Take instead the 6 **Solo GPS Markers**. Once you have finished the setup, take your time to analyse the map and the weather. Use from 3 to 6 **Solo GPS Markers**, depending on how hard you want to challenge yourself (**4 markers** being the **normal** difficulty, 6 is very hard). For each of them choose the side you want to play with and place it on any of the 4 possible GPS spots and/or 3 antenna spots on the map.

Return the Solo GPS Marker(s) that you didn't use to the box. Take also the 6 "Skill Move" cards next to you. You can use them during the game.

GAME RULE CHANGE

To win the game, you need to collect all the **Solo GPS Markers** that you placed on the map, then **land** on the **target** or on an **adjacent hexagon** to the target. You lose the game if you land elsewhere, do not land before the day is over or do not collect all the GPS Markers.

To collect a **GPS Marker**, your altitude must be one of the three written on the marker. You must **first adjust** your altitude (including the acceleration penalty) **before claiming** the token. The blank GPS Marker can be collected at any altitude.

SCORING

If you want to evaluate how well you complete a cross-country fly, use your **Score Marker** on the **Score Track**:

- Each time you collect a **GPS Marker**: If your altitude equals to the middle one of the **GPS Marker**, score 3 🪂, otherwise score 2 🪂. Also score 2 🪂 when you collect the **blank GPS Marker**.
- At the end of the game, score 1 🪂 for each unused "Skill Move" card.
- At the end of the game, score also the victory points indicated by the **Time Marker** on the **Weather Board**.

CONTENT

Map tiles are made of 3 hexagons depicting one of those 4 possible terrain types:

61 Map Tiles

Mountain | Forest | Lake | Field (all other ones)

A Time Marker

A Map Bag

6 Map Edges (labeled from A to F)

7 Clouds

10 Cloud tokens

A Cloud Bag

A Weather Board

18 Weather Tiles (double-sided)

A Thermal Lift Board

A Thermal Indicator

An Altitude Track (in 3 pieces)

A Sun Exposure token

2 Windsock tokens

12 Antenna tokens (in 3 colors)

24 Landmark GPS Markers

6 Solo GPS Markers

6 "Skill Move" cards (in 4 languages)

5 Stunt cards (in 4 languages)

4 Rule Books (one in each language)

4 Summary Boards

20 Stunt Markers (in 4 colors)

CREDITS

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Special Thanks: to Pakou who inspired me to create this game.

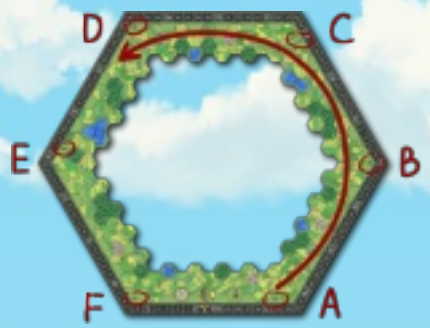
4 Paragliders

4 Altitude Markers

4 Score Markers

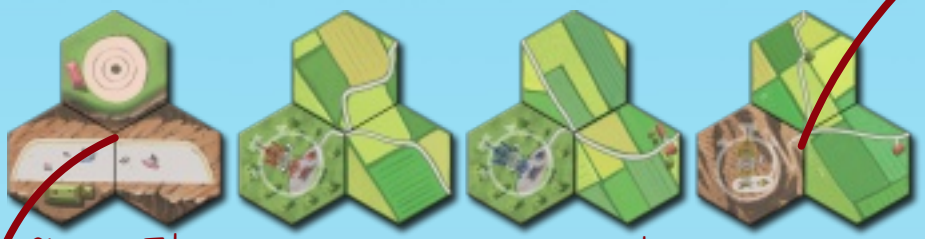
SETUP

1 Assemble the six **Map Edges** that form the border of the map, using their alphabetical order in a counter-clockwise way.



Use the letters printed in the corner of the Map Edges to assemble them in counter-clockwise order.

2 Separate the **Starting Tile** and the three **Antenna Tiles** from the rest of the tiles. Put the rest of the tiles in the large bag.

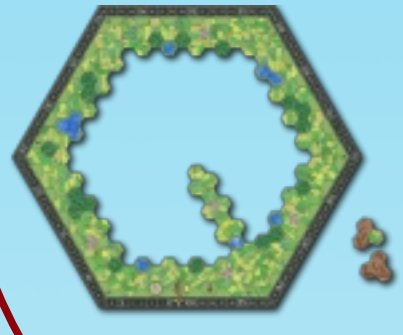


Staring Tile

Antenna Tiles

3 Draw random tiles from the bag to form a three-pointed "star" in the center of the map. Start from corner A, and lay 4 tiles in line. If you draw a mountain tile, put it aside and draw another one.

For the balance of the game, it is **important** to make sure that the star is connected to the corners A, C and E.

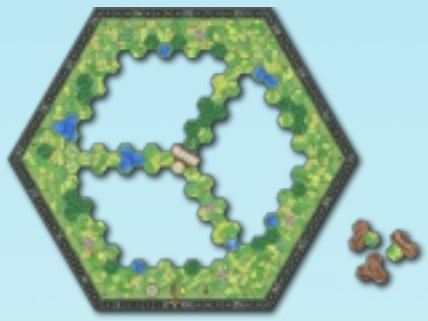


Make sure to start from corner A and to put aside any mountain tiles that you draw.

4 Add the **Starting Tile** in the center.

Add the starting tile in the center.

5 Complete the other two points of the star, starting from corners C and E. Like for the first point, draw random tiles and put aside any mountain tiles. Once complete, the star shouldn't contain any mountains.



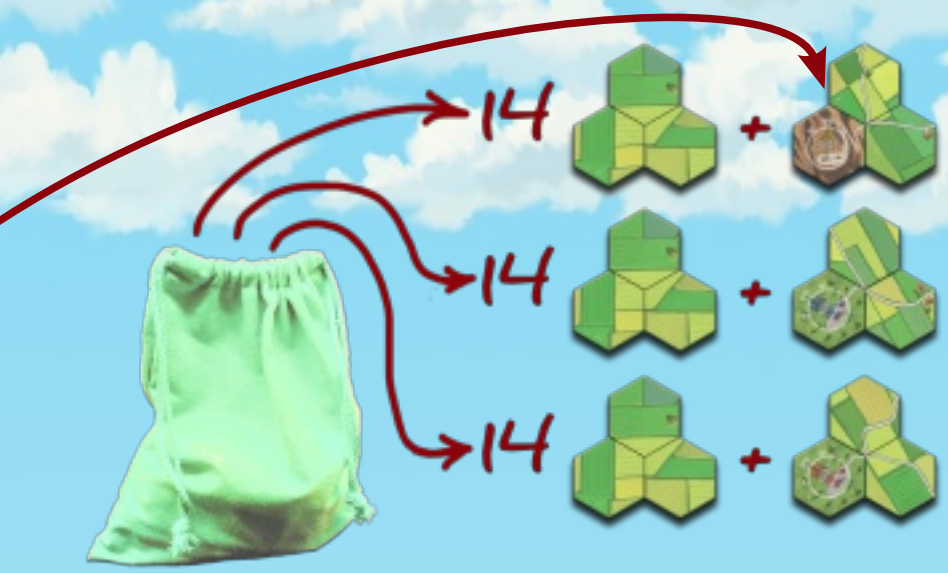
Finish the star. If you draw more mountain tiles, continue to put them aside.

6 Draw 3 more random tiles and place them around the center tile. This time you can use mountain tiles when you draw them. If you do so, connect them in priority to the starting mountain.

7 Put any tiles that you put aside back in the bag and mix them up.

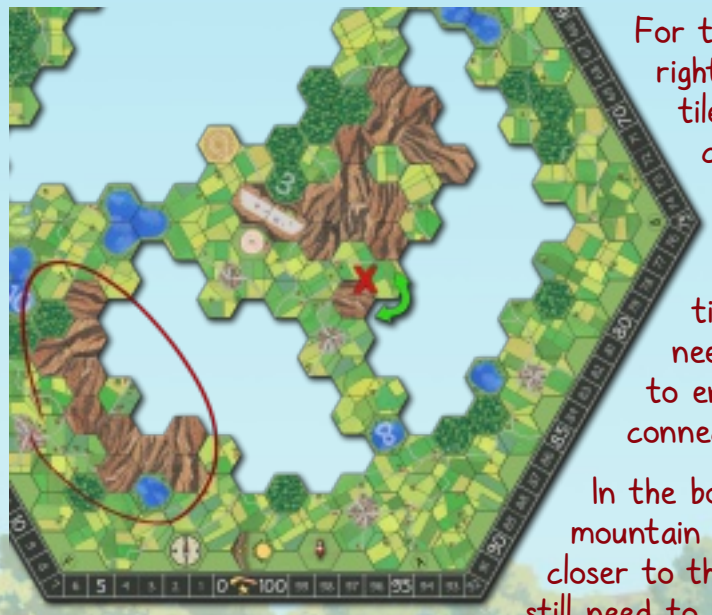
Add 3 more tiles around the starting tile.

Then put the mountain tiles back in the bag.



Give one antenna tile to each setup assistant, and let them draw 14 tiles from the bag.

Tri-hex tiles can be placed in two possible orientations. But only one orientation will let you pave the whole sector with your 15 tiles. Make sure all your tiles point toward the map edge corner when placing them.



For the sector on the right, the mountain tiles need to be connected to the existing mountain in the center. Also the tri-hex tile in the bottom needs to be rotated to ensure mountain connection.

In the bottom sector, the mountain tiles can be placed closer to the edge, but they still need to form a single cluster.

8 To improve setup time and a more diverse map, you should not create the whole map yourself. Try to enlist your fellow players to be your setup assistants:

- **With 2 players:** you create the star and fill 1 sector. Your setup assistant fills 2 sectors.
- **With 3 players:** you create the star and fill 1 sector. The 2 setup assistants fill a sector each.
- **With 4 players:** you create the star. The 3 setup assistants fill a sector each.
- **With 5 players** (5th player add-on sold separately)**:** you create the star. The 3 setup assistants fill a sector each. The last player enjoys watching you.

Continue with setting up the rest of the game components while the setup assistants are working on the map.

9 Each setup assistant takes one **Antenna Tile** (the color doesn't matter) and draws 14 tiles from the bag to fill their sector. Within their 14 tiles, they should separate the mountain tiles from the others, to have an overview of the size of the mountain they will build.

10 When placing a tile, setup assistants must make sure to orient the tiles with a single hexagon pointing towards the map corner (which means the two opposite hexagons will point toward the center), otherwise they will face issues fitting all the tiles.

11 Setup assistants may choose where they place what tile. They can decide where the **Antenna Tile** and other interesting **Landmarks** are placed. The setup assistants are also free to flip a tile and use whatever side they prefer.

12 However, setup assistants must make sure all their mountain tiles stay connected (including with an eventual mountain tile in the center of the map). Flipping a mountain tile can give you better options to connect the mountain tiles together.

13 Place the **Weather Board** next to the map.

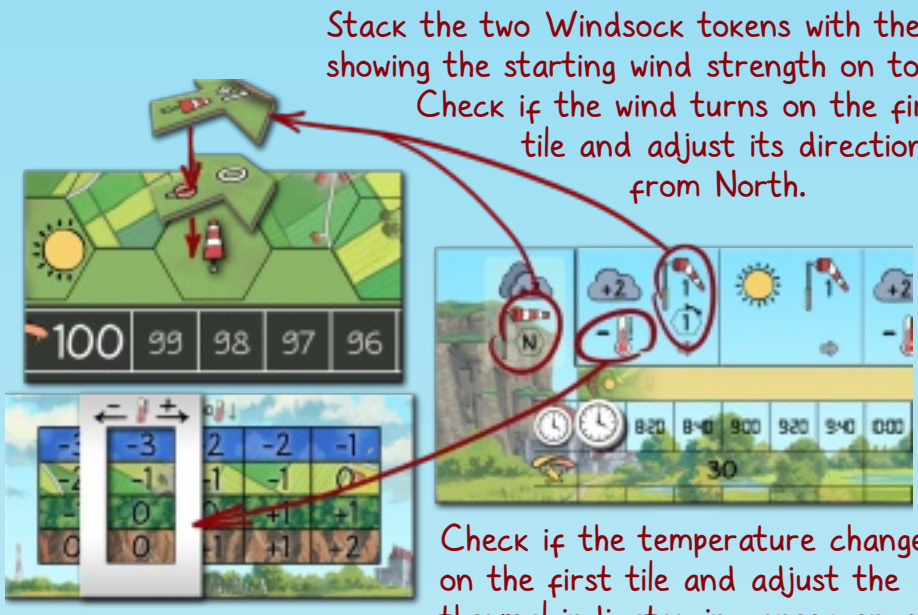
14 Shuffle and draw 12 random **Weather Tiles** to fill the weather board. Place them on a random side (whatever comes first), above the time track. Each tile lasts one hour.

15 Place the **Time Marker** at the beginning of the time track.

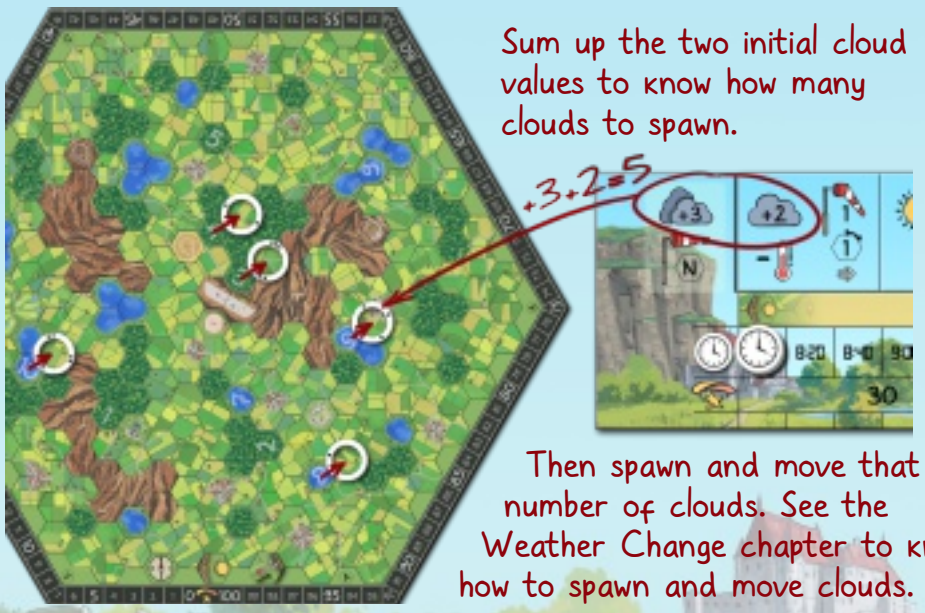
16 Place the hexagonal **Sun Exposure Token** at the marked spot on the weather board.

17 Stack the two **Windsock Tokens** and place them on their spot on the map edge showing the correct wind strength. The wind's initial direction is always North, but the first weather tile may turn the wind, in such case adjust the wind direction.

18 Place the **Thermal Lift Board** next to the weather board, and place the **Thermal Indicator** on top. The initial temperature level is the middle one, but the first weather tile may adjust the temperature.



19 The initial number of clouds is 3, but the first weather tile may adjust this number. Check the number of clouds added to or removed from three, and spawn the correct number of clouds on the map. Then move those clouds if there is any wind (see the **WEATHER CHANGE** chapter to know how to spawn clouds and move them).



Assemble the Altitude Track the way you prefer.

Place the Antenna tokens and the GPS Markers on the map and on the Altitude Track.

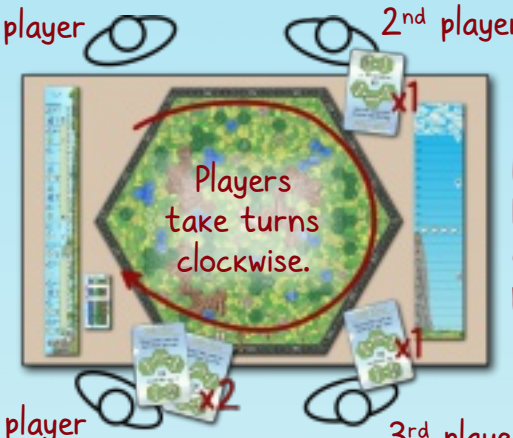
Place your score marker on the score track.

Place your altitude marker on the mountaintop.

First player

2nd player

The weather board should be placed between the first and the last player.



Distribute "Skill Move" cards according to the players' position.

last player

3rd player

For an advanced game, randomly draw 2 Stunt cards.

Place your stunt markers below the chosen stunt cards (or on the specified spot, on the Altitude Track for the "Survivor" token).

20 Assemble the **Altitude track** next to the map. **Altitude Track** pieces have two sides: an easy side and a difficult one, indicated with an exclamation mark. For your first game it is recommended to use the three easy sides. Experienced players can agree on using some difficult sides.
If you prefer a random setup, here is a quick way: draw a cloud number from the **Cloud Bag**, if it is an even number, place the first **Altitude Track** piece on the easy side, and if it is an odd number, place it on the difficult side. Repeat the operation for the two other **Altitude Track** pieces.

21 Place as many **Antenna tokens** and **GPS Markers** as players on each of the map and **Altitude Track** slots.

22 Distribute to each player a **Summary Board** with the player components of the corresponding color.

23 Players place their **Altitude Marker** on the top of the cliff on the **Altitude Track**.

24 Players place their **Score Marker** on the zero spot of the score track.

25 Players keep their **Paraglider Pawn** in their hands.

26 The first player sits on the left of the **Weather Board** and the turn goes clockwise. The Weather Board being between the first and the last player. If another player wants to be the first player, ask them to swap their seat, or move the Weather Board.

27 Distribute one "Skill Move" card to the players that have the 2nd and 3rd turn, and two "Skill Move" cards to the following players.

28 For your first game it is recommended to leave the **Stunt Cards** in the box and play without stunt challenges. For an **advanced** game, shuffle the stunt cards and randomly draw 2 (or more) then place them next to the board. The number of hexagons under the card title indicate its difficulty.

29 If you play with stunt cards, players place one of their **Stunt Markers** on each of the cards in play. The "Survivor" and "Cliff Surfer" stunt markers have a special ruler-shape, and the "Survivor" marker is placed on the **Altitude Track** instead of the card.

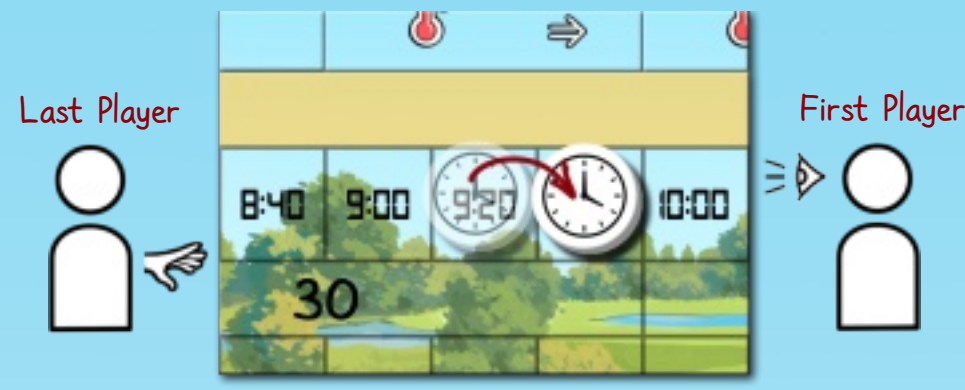
PLAYING THE GAME

GAME ROUND AND TIME MARKER

Players take turns **clockwise**, starting with the first player.

The last player is in charge of **moving the Time Marker after their turn**, and updating the weather when needed (see the **WEATHER CHANGE** chapter later). **The first player** should always **make sure** that the time marker has been moved **before taking their turn**. Therefore, the last and the first players share responsibility in making sure the time marker has been updated at the end of each round. It is recommended the player that is most familiar with the game is the last player.

Game rounds continue until all players have landed, or when the time marker reaches the end of the time track.



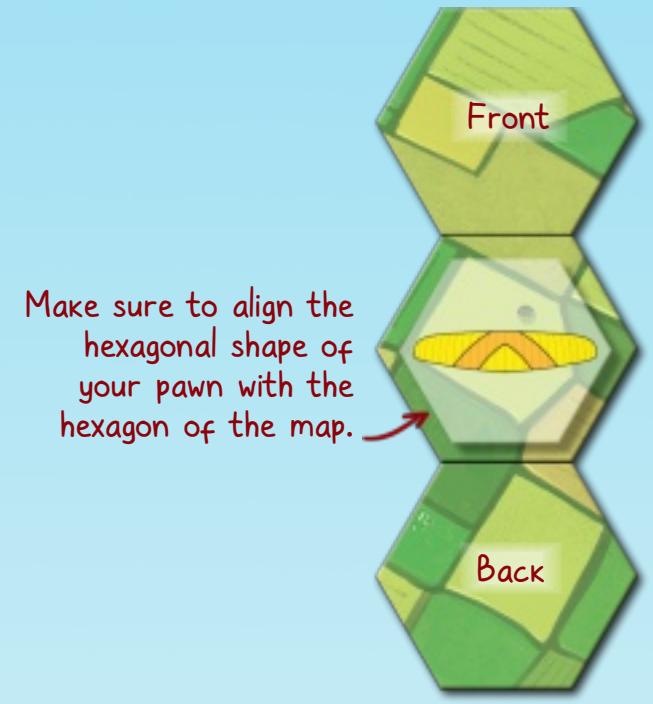
At the end of their turn, the last player moves the time marker, and the first player makes sure it was moved before taking their turn.

YOUR PARAGLIDER

In the game your pilot is **represented in two parts:** Your marker on the Altitude Track shows your **height** above the ground and your pawn shows your **position** on the map. **Together**, the pawn on the map and the marker on the altitude track **locate** your pilot precisely **in the 3D space** of the sky.

DIRECTION

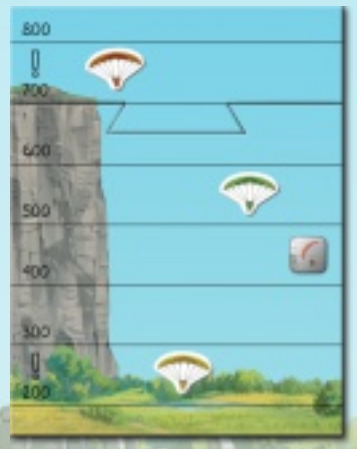
Your paraglider pawn has an orientation. The **chevron** on its wing is pointing forward. Make sure to keep the base of your pawn **correctly aligned** with the map hexagons, so that the chevron clearly indicates the hexagon in front of you.



ALTITUDE

You start the game on top of the mountain, but the weather conditions will modify your altitude. To fly for a long time, you will need to **carefully manage your altitude**. If your altitude marker reaches the bottom of the altitude track, that means you have just landed.

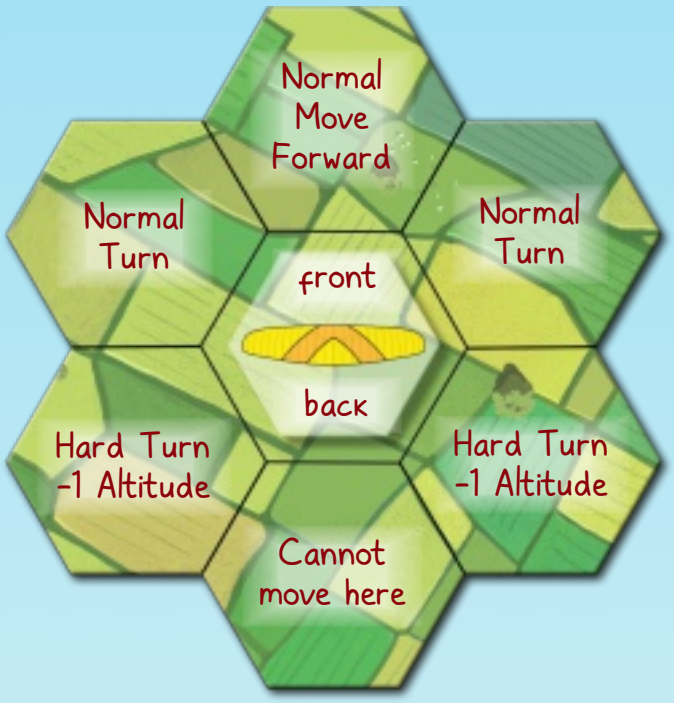
Landing prematurely is not great, but ultimately you want to **land at the end** of the game after reaching the 3 antenna landmarks.



The altitude track was set up on the difficult side, which reduces the height of the mountain. The mountaintop is at 700 m but the mountain is actually 500 m high because the ground is at 200 m.

The Red player is at the mountaintop. The Green player is 3 altitude above the ground. And the Yellow player has landed.

The yellow player is the first player. They take off to immediately collect the crop circle GPS marker. The blue player, who plays second, also wants to collect that GPS marker, so they accelerate (see next page) to not end up at the same place as the yellow player. The red player, who also prefers to collect the crop circle GPS marker at the beginning of the race, decides to skip their turn in order to collect it during their second turn.



After moving, your paraglider should be oriented so that your previous hexagon is in your back.

TAKING OFF

You start the game with your paraglider pawn **in your hand**. During your first turn, you can place your paraglider on one of the two hexagons of the takeoff area in the center of the map, and do your first move.

However, you can also **skip your turn** and take off in a later turn. You may choose to do that to follow the exact path of a paraglider who took off in front of you.

You can delay your take off for as many turns as you want, but once in the sky, you are obliged to move until you land.

YOUR TURN

MOVE YOUR PARAGLIDER

During your turn, you only do one thing: move your paraglider to an adjacent hexagon. **Moving is mandatory**, you cannot stay on your current hexagon. If you change direction, you rotate your paraglider in steps, so that it aligns with the hexagon beneath.

You can do a normal move or a hard turn:

- **Normal Move:** move your paraglider forward, or rotate one hexagon step to the left or to the right and then move forward.
- **Hard Turn:** rotate two hexagon steps to the left or to the right then move forward and **lose one altitude**.
- You can never move to the hexagon behind you.

Make sure you always orient your paraglider correctly on your new hexagon: **you must always keep your back to the hexagon you came from.** You may find rotating first on your current hexagon then moving straight forward less confusing.

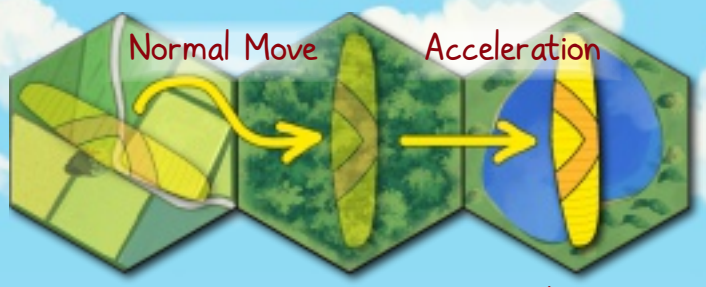
ADJUST YOUR ALTITUDE

After moving to an adjacent hexagon, you must check how much altitude you gain or lose. This is the sum of the **hard turn penalty** and the **weather modifiers**. This includes the **thermal value** of the new hexagon, and the benefits of the **wind**, **sun** and **clouds** (see the **WEATHER MODIFIERS** on next page). Then adjust your marker on the Altitude Track based on the computed altitude change.

EVENTUALLY ACCELERATE

After moving and updating your altitude, you have the possibility to **accelerate**. Accelerating is **optional**. If you accelerate you **lose 2 altitude** and can move to the hexagon **directly in front of you**. You cannot change your orientation when accelerating.

Do **not apply** any of the **weather altitude modifiers** from your new position.

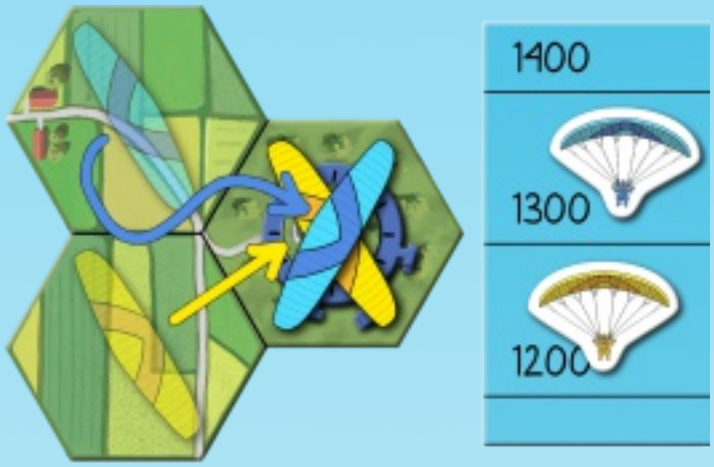


After a normal turn above the forest, the yellow player decides to accelerate over the lake. The weather conditions above the forest make them gain 1 altitude and the acceleration makes them lose 2. In total, at the end of their turn they will be 1 altitude lower than at the beginning of their turn. The weather conditions above the lake are ignored!

"SKILL MOVE" CARDS

Players who received "Skill Move" cards during setup can play them during their turn. These cards are **single use** and give a **small edge** to balance the disadvantage of playing after your opponents.

You can **discard** a "Skill Move" card to perform a hard turn or an acceleration **at a lower altitude cost** (hard turn for free, or acceleration for only one altitude loss).



The yellow player played first and moved above the antenna. Now, the blue player wants to do a hard-turn to also collect the antenna GPS marker. But the altitude penalty will force them to accelerate, so as to not collide with the yellow player (see the first flying rule page 12). In total they would lose 3 altitude (1 for the hard turn penalty + 2 for the acceleration), so they decide to use their "Skilled Move" card to hard-turn without losing altitude. They can still accelerate after that, and even use another "Skilled Move" card to only lose one altitude for the acceleration.

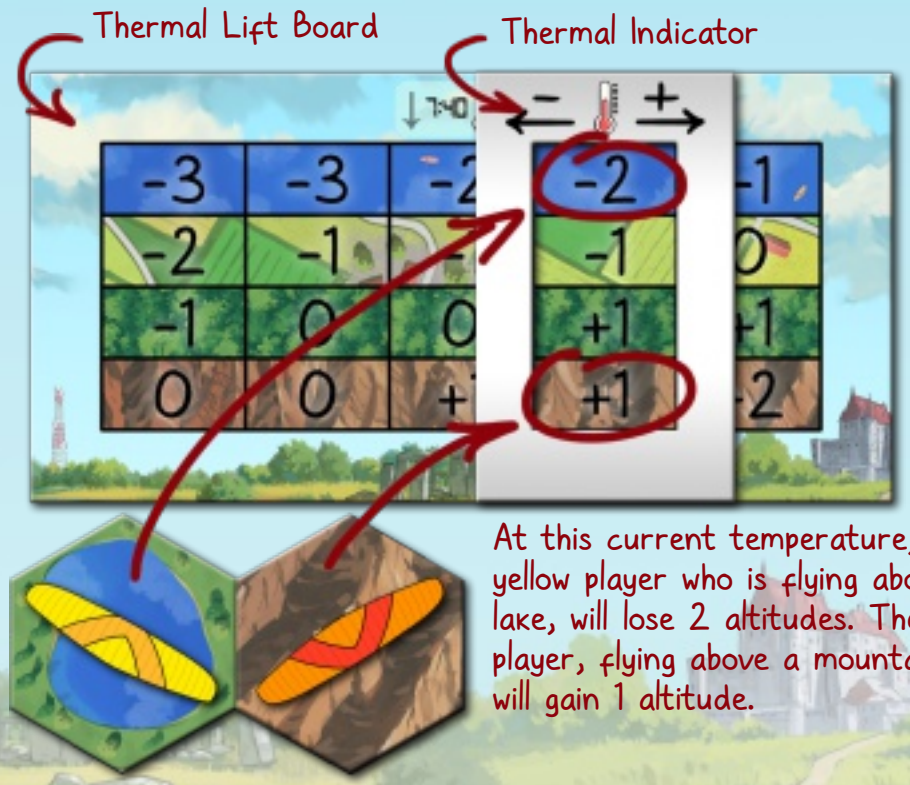
WEATHER MODIFIERS

After moving on your new hexagon, you must **check the 4 weather conditions** on this **specific hexagon**. Each condition can increase or decrease your altitude. **Sum** all **altitude modifiers up** before moving your Altitude Marker.

THERMAL VALUE

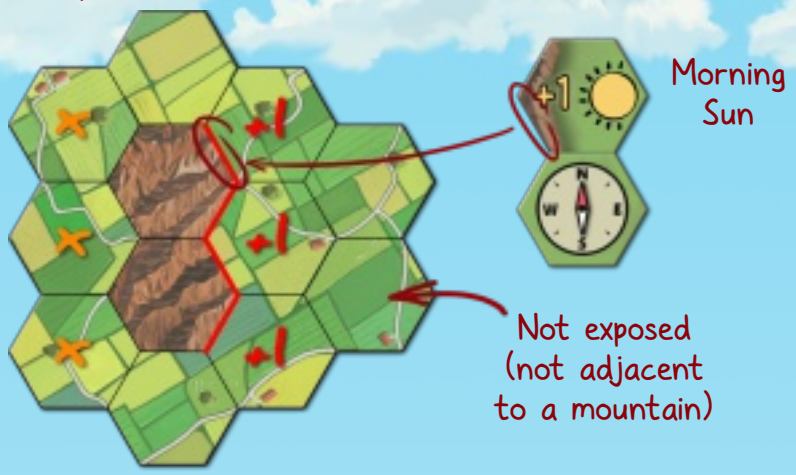
Each terrain type absorbs and releases heat differently. The **Thermal Lift Board** tracks the thermal value of each terrain type according to the current ambient temperature. The current temperature is represented by the **Thermal Indicator** that slides left or right depending on the temperature variation.

Check the altitude modifier **inside the Thermal Indicator frame** for the **terrain type** of your current hexagon. The value inside the frame indicates how much your altitude marker will move. A **positive** value move the marker **up**, and a **negative** one moves it **down**.



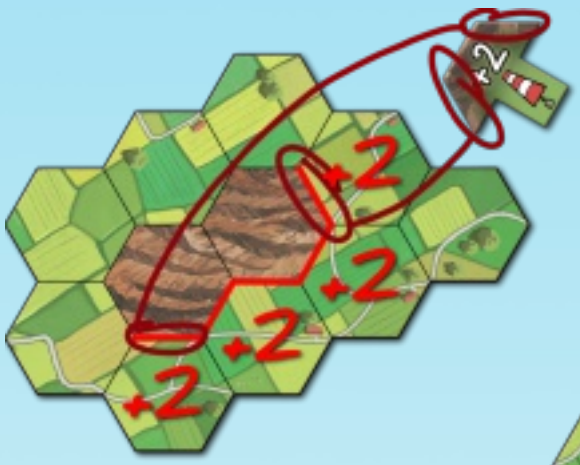
At this current temperature, the yellow player who is flying above a lake, will lose 2 altitudes. The red player, flying above a mountain, will gain 1 altitude.

The red lines show the facades exposed in the morning: hexagons with a red "+1" grant one altitude in the morning.
The orange crosses show the hexagons that will grant one altitude in the afternoon.



Pay attention to the two sides showing a mountain texture on the Sun Exposure tokens. They indicate where the mountain needs to be from your current hexagon position to gain one altitude.

The windsock token displays the mountainsides which are under the wind. Wind strength 2 blows on three mountain's facades, while wind strength 1 blows only on one.



Wind strength 2 grants 2 altitude for hexagons which have a mountain in the wind direction with more or less one rotation step.

Wind strength 1 grants 1 altitude for hexagons which have a mountain directly in the wind direction.

The cloud modifier is simple: every hexagon under the cloud (inside the cloud ring and all around) grants 2 altitude.

In this example, the crop circle is under two clouds but this hexagon still grants 2 altitude, not 4.

SUN EXPOSURE

The sun rises from the east and sets in the west. When the sun is not at the zenith, its rays will heat the facing mountains. Morning sun heats the east facades of mountains, creating ascending currents there. Afternoon sun heats the west facades.

If you are on a hexagon **adjacent** to a mountain, but **not on a mountain** hexagon, check if that mountain side is **exposed** to the sun. You will gain 1 altitude if it is.

A mountain hexagon side is **exposed** to the sun if it matches one of the mountainsides displayed on the sun token.

CLIFF UNDER WIND

The current wind strength and direction is indicated by the **Windsock Token** sitting on the Map Edge A. The windsock token has a shape of an arrow showing the wind direction towards the displayed mountainsides.

Winds are naturally deviated by mountains creating an ascending air flow. If you are on a hexagon **adjacent** to a mountain but **not on a mountain** hexagon, check if that mountainside is **under the wind**. You will gain 1 or 2 altitude if the mountainside matches the windsock token.

Being **under the wind** is slightly different depending on the strength of the wind:

- At **wind strength 1**, the mountain needs to be specifically in the direction of the wind. In that case, you will gain 1 altitude.
- At **wind strength 2**, the adjacent angled mountainsides also catch the wind. In that case, you will gain 2 altitude.

CLOUD SUCK

Clouds are a good indication of thermals (rising currents of warm air). If you are on the **same** or on an **adjacent** hexagon of a cloud, that means you are **under a cloud** and you will gain 2 altitude.

If you are **under several clouds** at the same time, you still **only get 2** altitude.

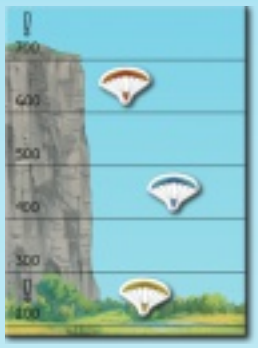
FLYING RULES

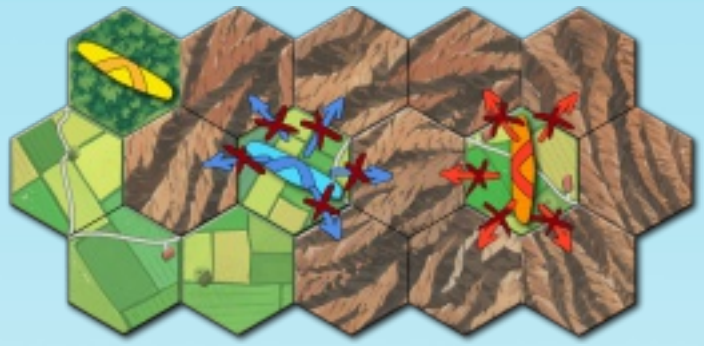
While flying you must respect these rules:

- You **cannot finish your move** at the **same place** as another paraglider (**same hexagon and same altitude**). If that happens, **accelerate** or if you already have accelerated roll back and move another way. In the rare case where you cannot move another way, you are crash-landed (see the **LANDING PREMATURELY** chapter).
- Check your current altitude before moving to a mountain hexagon. You **cannot move to a mountain** hexagon if your **altitude is lower** than the mountaintop. When you fly below the top, mountain hexagons are considered wall **obstacles**. Altitude changes after moving can only be applied if you are high enough to enter the mountain hexagon.
- While flying **above the mountain**, you cannot end up at an altitude **lower than the mountaintop**. This rule blocks you from **performing a hard-turn**, **accelerating** or **resisting the wind** (see **WIND PUSH MOVE** chapter for more details), if you would end up lower than the mountaintop.
- If you land **in the forest** or **in the lake**, or if you are trapped in a **dead end** between mountains, you are considered **crash-landed**. In that case, you **lose 10** (move your score markers 10 points backward) but you can take off again if you wish (see the **LANDING PREMATURELY** chapter).
- You can land with **more altitude loss** than what you need to touch the ground without any consequences.
- You **cannot fly above the clouds**. If you have reached the cloud level and gain more altitude, ignore them and stay at the cloud level.
- The three weather hexagons on the **Map Edge A** are **not part of the map**. These hexagons cannot be flown over and should be ignored when calculating the distance to the edge of the map.

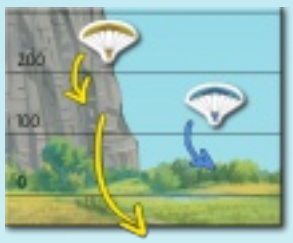
The yellow player moves on the same hexagon as the blue player. The current thermal value for the forest is +1. This will bring the yellow player at the same location as the blue player (same hexagon and same altitude). Yellow is then obliged to accelerate to avoid the collision.

The current thermal value for the mountain is 0. The blue player is flying one altitude above the mountain. They can move on the mountain tile, but they cannot accelerate (that would make them crash on the mountaintop). The yellow player, flying under the mountaintop, cannot move straight and is obliged to move around the mountain. The red player can move above the mountain with a normal move, but not with a hard turn that would make them crash.





In this example all the players crashed: Yellow reached the ground in a forest. Blue, flying under the mountaintop, entered a dead end. Red moved on a field hexagon that made them lose altitude and trap them in a mountain ring.



Yellow flying 2 altitude above the ground, moves straight forward losing 1 altitude with the thermal value, then accelerates and loses 2 more whereas only one is enough (this is authorized). Blue cannot accelerate to reach the target, as losing 1 altitude for their move will make them land before they get the chance to accelerate.

During the wind push round, the yellow player is pushed for 2 hexagons over the megalithic stone site GPS marker. They can collect this token since they don't have it in their collection yet.

The yellow player moves on the forest hexagon and gains one altitude according to the current thermal value. They can collect the balloon GPS marker. Then they accelerate which makes them lose 2 altitude and in the same turn they can also collect the crop circle GPS Marker.

The yellow player flies over the blue antenna for the first time. They look under the time marker on the weather board to know how many victory points they gained and score them immediately. Then they collect the blue antenna token to remind them which antenna they have scored.

The yellow player flies over one of the three golf course hexagons. They can collect the golf course GPS marker and add it to their collection.

COLLECTIBLE TOKENS

COLLECTING TOKENS

Whenever you fly over an **Antenna token** or **GPS marker** that you don't already have, **collect it**. You cannot collect the same token multiple times.

If the **wind pushes** you over a Antenna token or GPS marker (see the **WIND PUSH ROUND** chapter for more details) **you can also collect it,** even if the wind pushes you for two hexagons and the token is on the first one.

You can collect a token **before and/or after accelerating.**

ANTENNA TOKENS

Collecting the **3 Antenna Tokens is your primary objective:** you will lose victory points at the end of the game if you don't collect all three.

You can collect them **in the order you like,** and choosing this order is an important strategic part of the game.

When you collect an **Antenna Token** you need to **score it immediately**. An antenna token has a point value depending on the time. Look below the current position of the time marker on the time track and score that amount of victory points. This game is a race, so **the faster** you collect the antenna checkpoints, **the more victory points** you gain.

GPS MARKERS

When collected, **GPS markers** are kept next to you and scored at the end of the game. They **score exponentially** depending on the size of your collection.

There are **6 different GPS markers**, 2 on the altitude track (a ballon and the cloud ceiling) and 4 on the map (a ruined castle, a megalithic stone site, a crop-circle and a golf course).

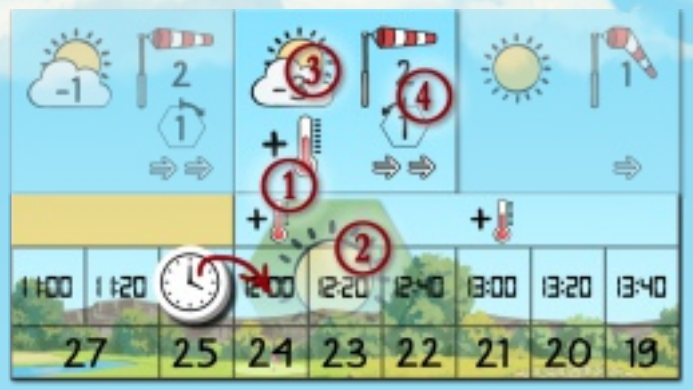
The golf course GPS marker can be collected if you fly on **any** of the 3 golf course hexagons. The GPS markers on the altitude track can be collected if your altitude marker reaches them.

WEATHER CHANGE

UPDATE TIME

Once the last player of the round has finished their turn, they move the time marker. If the **time marker lands** on a **new weather tile**, then they need to update the weather. Therefore the weather is not updated every round.

The weather update happens **between the turns** of the **last** player and the **first** player (so after the last player completely finished their turn, and before the first player starts their turn).



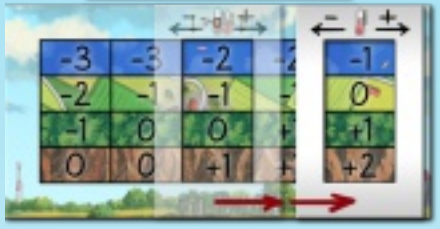
When the time marker lands on a new hour, check the weather icons above it. The circled numbers indicate the recommended order for updating the weather: start with the temperature, then the sun exposure, cloud count and finish with the wind.

UPDATE TYPES

There are 4 types of weather updates, but not all necessary happen during the weather change. The **icons** on the **weather tile** (and also eventually on the **weather board**), indicate which types will update.

TEMPERATURE CHANGE

The **thermometer icon** moves the **Thermal Indicator**. Use the **sum of the thermometer icons** on the weather tile and the board. If the result is positive, move the frame indicator to the right. If the result is negative, move it to the left. If the indicator reaches the left or right extremity and needs to move further, ignore the extra moves.



In this example, there are two + thermometer icons, so the frame is moved 2 steps to the right.

In this example, the two thermometer icons cancel each other, so the frame doesn't move.

SUN EXPOSURE CHANGE

The game starts with the **sun exposure** on the **east side**, as printed on the **Map Edge**. The **Sun Exposure Token** is not used yet.

When the time marker reaches **12:00**, move the **sun exposure token** to the Map Edge, showing the **zenith side** to **cover** the east exposure.

At **14:00**, flip the token to show the sun exposure to the **west side**. At **19:00** flip it again on the **zenith side** to remove the sun exposure benefit.

At 12:00 move the sun exposure token from the weather board to the Map Edge.

At 14:00 and 19:00 flip the sun exposure token on the Map Edge.

In this example, you need to add two clouds. First you draw a 5, so you place a cloud ring centered on the spawn position hexagon number 5. Cloud rings are wide enough to let a paraglider pawn be placed inside the ring. Then you draw a 9, but the position is already occupied by a cloud, so you need to draw another token. Next you draw a 3 so you spawn the second cloud there.

In this example, you need to remove one cloud. First you draw a 10, but, since there are only 7 clouds in the game, you need to draw another token. Next you draw a 4, but the cloud number 4 is not on the map. Next you draw a 7, so you can now remove the cloud number 7 from the map.

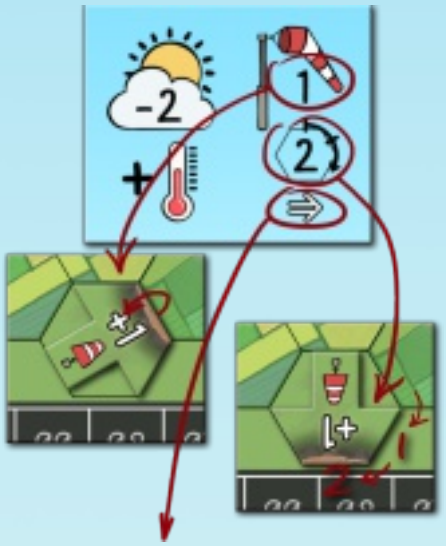
CLOUD NUMBER CHANGE

The **cloud icon** adds or removes clouds on the map. The **number inside** the cloud icon indicates how many clouds to add or remove.

Ten specific hexagons on the map have a number, those are the possible **spawn positions** for the clouds. To add a cloud on the map, draw a **cloud token** from the **cloud bag** and find the hexagon with that number on the map then place a random **cloud ring** there. If **there is already** a cloud on the spawn position, **draw another** cloud token.

Cloud rings have dots used to **identify** which to remove. To remove a cloud, draw a **cloud token** from the **cloud bag**, and remove the **cloud ring** that holds the same number of dots as the number indicated by the cloud token. If that specific cloud **is not on the map**, **draw another** cloud token until you draw a number that identifies a cloud on the map.

Once you have added or removed all the clouds, put all the drawn tokens back in the cloud bag.



Tip for the windsock token flip:

- From no wind to any wind (or vice-versa): flip the two tokens together.
- For a wind strength change: flip the top token only.

In this example, first flip the windsock token(s) to show the wind strength 1 side.

Then rotate the windsock tokens together two steps in a clockwise direction. Now the wind will blow in the South direction.

The arrow in the bottom reminds you to now perform a Wind Push Round to push the clouds and the paragliders by one hexagon (or two if there are two arrows).

WIND STRENGTH AND DIRECTION CHANGE

The **windsock icon** and **the number under it** show the strength of the wind (no number means there is no wind). If the current wind strength is different from the one shown on the weather tile, flip the **Windsock Tokens** accordingly. Make sure to **preserve the wind direction** during the flip even if you flip it to the no wind side.

The **rotation icon** under the windsock icon indicates in which direction (clockwise or counterclockwise) the wind will rotate. The absence of this rotation icon means that the wind keeps its current direction. The **value** indicates how many **hexagonal steps** the wind will rotate: 1 step or 2 steps. Rotate the **windsock tokens** accordingly, while keeping them together.

Once the weather is updated, **if there is any wind** (if the wind strength is not zero), the clouds and the paragliders **will be pushed** during a special round called the **WIND PUSH ROUND** (see the next page). The arrow icon(s) at the bottom of the weather tile is a reminder for this special round.

WIND PUSH ROUND

PUSH CLOUDS

First **move all the clouds** in the **wind direction** one or two hexagons depending on the wind strength. If a cloud moves out the map, return it to the pool.

The wind is blowing in the South-East direction with a strength of 2. First all the clouds must be moved in that direction by two hexagons. This pushes the cloud #3 outside of the map.

WIND PUSH TURN ORDER

This round is played in a special order: from the **lowest altitude** paraglider to the **highest one**. For paragliders at the same altitude, ask them according to their position **along the wind direction**, from the farthest in the wind direction to the nearest. This order minimizes the cases where a paraglider would be blocked by another paraglider.

Here is the wind push turn order for this example: the yellow player will be first (lowest altitude). Blue and Green are at the same altitude but Green is more in the North-East than Blue, so Green will go second, then Blue. Finally Red, who is at the highest altitude, will go last.

PUSH PARAGLIDERS

In the order specified above, players decide if they **let the wind push** them or if they want to **resist** (or a mix of both).

- If you **let the wind push you**, move your paraglider in the **direction** of the wind **without changing the orientation** of your paraglider. Move one or two hexagons according to the wind strength.
- If you want to **resist**, leave your paraglider on its hexagon, but **lose** one or two altitude according to the wind strength.
- If the **wind strength is 2**, you can also do a **mix of both** by **moving to one** hexagon in wind direction and **losing one** altitude.

If you are **blocked by a mountainside** or **by the edge** of the map, you don't move and you don't lose any altitude. Also, as stated in the **FLYING RULES**, you **cannot resist** if you fly over a mountain and would lose too much altitude to stay above the mountaintop.

In case **another paraglider** is blocking the space **just under you**, then you **cannot resist** and you must let the wind push you.

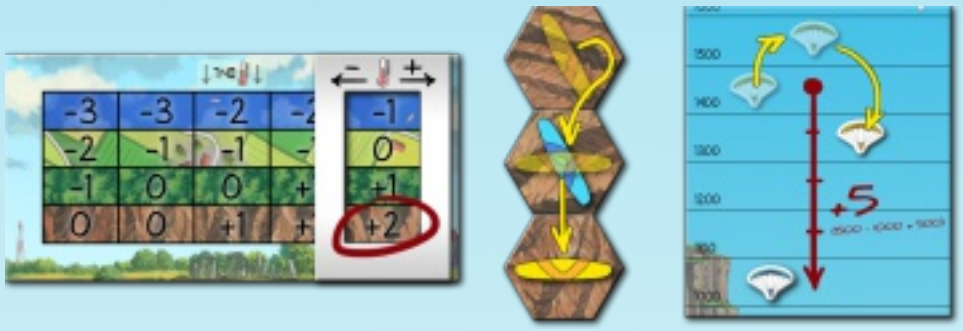
Once all the players have taken their wind push turn, the first player can take their turn as normal.

- The yellow player decides to let the wind push them. They should normally move 2 hexagons (the wind strength is 2), however they are flying below the mountaintop, and after being pushed by one hexagon they get blocked by the mountainside. So they ignore the rest of the push without losing altitude. They cannot voluntarily resist to lose one altitude (and land on target in this case). They could resist first but that would make them land before they could be pushed.
- The green player prefers a mixed approach by being pushed for one hexagon and losing one altitude.
- The blue player decides to let the wind push them completely. They are now flying just above the green player.
- The red player prefers to resist entirely and lose 2 altitude. They are flying high above the mountain, so losing 2 altitude will not make them crash on the mountain. If it was not the case, they would have to let the wind push them.

The yellow player is moving above the forest. The Thermal value for the forest is now at +1. They also benefit from sun exposure (+1), and wind bonus (+2). In total they gain 4 altitude during their turn, but they are not under the cloud, so they cannot claim the "Sky Climber" stunt.

If they continue to fly straight in the next turn, the thermal lift, sun and wind conditions will be the same but they will also move under a cloud which will give them a +2 altitude bonus, for a total gain of 6 altitude. This is enough to score the maximum of 12 .

Note that if they accelerate to enter the cloud during this turn, they won't benefit from the cloud bonus, as the weather modifiers are only considered on the first hexagon. Since they wouldn't benefit from the cloud bonus, they couldn't score this "Sky Climber" stunt this turn by accelerating.



During their turn, the yellow player moves to the same hexagon as the blue player. They first apply the altitude modifiers: -1 for the hard turn and +2 for the thermal value of the mountain hexagon, so in total they gain 1 altitude. Then they decide to score their "Overflyer" stunt. They are now 5 altitude above the blue player, so they can score 2 + 5 = 7 . Finally they decide to accelerate which makes them lose 2 altitude.

STUNTS

Stunts are remarkable performances that you can do to gain **additional** victory points. They give a base amount of victory points plus additional points depending on how well you achieve them. However, you cannot get more than **12** for each stunt.

Each stunt can only be **scored once** per game. Therefore you are not obliged to score a stunt when you perform it. You may **take the risk to score it later** with a better performance. When you decide to score a stunt, **collect the corresponding stunt marker** to indicate that you have scored it and won't be able to score it again during the game.

Stunts are scored **during your turn**, **before** or **after** moving and/or accelerating, but **not during a wind push round**.

THE SKY CLIMBER

You can score this stunt when your paraglider gains **2 or more altitude** during a **single turn**, while being **under a cloud**. You can gain **2/5/8/12** for **2/3/4/5 or more altitude** gained during your turn.

If you gain 2 or more altitude **without the help** of a cloud, then you **cannot** score this stunt. Sum **all the altitude modifiers** on your new tiles (before accelerating) including an eventual **hard turn penalty**, to determine your score.

THE OVERFLYER

You can score this stunt when your paraglider is on the **same** hexagon as another paraglider and **above** them on the altitude track. The base reward is **2** , and you gain **an additional** **for each altitude** between you and the paraglider below (to a maximum of 12).

Which means you score 2 if you fly just above, 3 for a one gap difference in altitude and 12 for a 10 gap difference or more.

If there is more than one paraglider on the same hexagon below you, you can consider the lowest one which gives you the most victory points.

THE SURVIVOR

You can score this stunt when you manage to **fly higher** than the mountain level **after reaching a low altitude** below the mountaintop level.

During the setup of the game, your **stunt ruler** (a ruler shaped stunt marker) is placed on the altitude track at the **designated setup position**. Whenever your paraglider **reaches** that altitude, move your stunt ruler **next to the altitude track**, aligned with the mountaintop.

Later on, whenever you fly at an altitude above the mountain, you can decide to score this stunt. You can score the victory points **indicated on the stunt ruler** at your current altitude (if you fly above the top of your marker, you will score the maximum of 12). In that case, take the marker next to you.

If you landed prematurely and decide to take off again (see the **LANDING PREMATURELY** chapter), replace your stunt ruler on the designated setup position.

The red player reached 400 m of altitude. They move their "Survivor" stunt ruler next to the altitude track aligned with the top of the mountain.

Many turns later, they reach 1100 m. They decide to score their "Survivor" stunt before accelerating. They will score 10 and end their turn at 900 m (due to the acceleration penalty). Meanwhile the blue player also reached their stunt ruler.

THE CLIFF SURFER

You can score this stunt if you **benefit** the **Sun** or **Wind** bonus for several turns.

When you benefit from the **Sun Exposure** and/or **Wind altitude modifier** during your turn, you **can choose** to place your stunt ruler under the **Weather Board**. You only have one chance during the game to perform that stunt. Once committed with the stunt ruler placed under the weather board, the stunt will be scored no matter what.

From now on, in your following turns, you should focus on continuing to benefit from the **Sun** or **Wind** bonus. As soon as you **do not** benefit from any of these two bonuses during your turn, you **must score** the stunt: gain the victory points indicated by the **Time Marker** on your stunt ruler. Then collect your stunt ruler.

If the **Time Marker** is already aligned with the 12 or is further away at the beginning of your turn, you don't need to seek for a Sun or Wind bonus anymore, just score the maximum of 12 and collect your token.

The yellow player moves close to the mountain and benefits from the sun bonus. They decide to try to perform their "Cliff Surfer" stunt, so they place their stunt ruler under the weather board aligned with the Time Marker (which is at 13:20).

Next turn (13:40), they move along the cliff and benefit from both the sun and wind, so their stunt is still in progress. Next turn (14:00), the blue player also decides to start their stunt, so they place their token below the yellow one, aligned with the Time Marker. Yellow can still benefit from the wind by moving along the cliff, but the turn after (14:20) there is no more wind or sun, so the stunt reaches an end and they must score 4 points.

THE EXPLORER

The red player has reached the edge of the map and decides to score their "Explorer" stunt. The yellow player is at 4 hexagons from the edge, and the blue player at 3. Blue is the closest so the red player will score 6 + 3 = 9 .

You can score this stunt when your paraglider reaches the **edge of the map**. In that case, check **which other** paraglider **is closest** to the edge of the map, and count the number of hexagons from that paraglider position to the edge. **Add** the base reward of **6** to **that number** of hexagons, to know your score for this stunt (to a maximum of 12).

Note that the three weather hexagons on the **Map Edge A** are not part of the map, therefore you should ignore them when considering the edge of the map.

LANDING

LANDING PREMATURELY

The yellow player was forced to land. The mountain is 2 hexagons away and its height is 9, so they place their paraglider 9 + 2 = 11 behind their score marker. They also move their altitude marker from the altitude track to the map, on the mountain hexagon where they will take off, as a reminder.

After advancing their paraglider on the score track for a turn, the yellow player decides to take off in the following turn: they move their paraglider on the mountain, their score marker backward, and they replace their altitude marker on the mountaintop. Then they take their turn as normal.

If you are **forced to land prematurely** and want to continue flying, it is possible to **take off again** from the **closest mountain** from your landing point. You have to spend time walking to take off again, or you can spend victory points to start earlier.

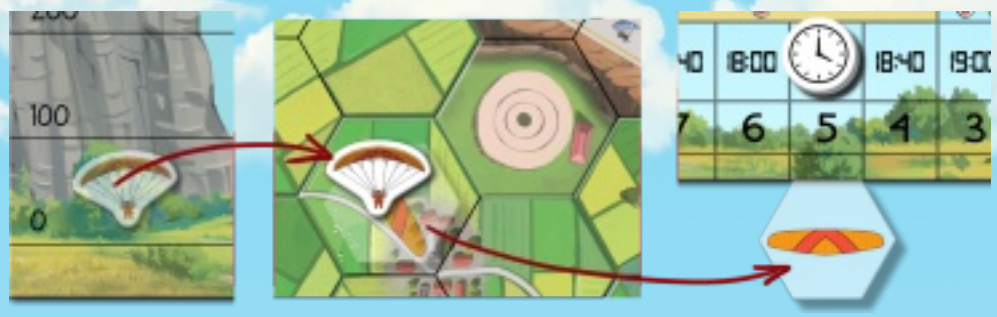
Place your **altitude marker** on the closest mountain hexagon from your landing point (your choice if several hexagons are at the same distance), this will be your **next take off position** (that won't impact the other players, this is just to remember your future take off position). Count the number of hexagons from your landing point to that mountain hexagon and add the mountain's top altitude. Then place your paraglider that number of points **behind** your current **Score Marker** on the **Score Track**.

From now on, **during your turn**, you have the choice of moving your paraglider **6 points ahead on the Score Track** (but not further than your score marker), or **take off** from your reserved hexagon.

When you decide to take off, you must move your **Score Marker** to where your paraglider was on the **Score Track**. Then, place your **Altitude Marker** back at the mountaintop level on the **Altitude Track**, and take your turn normally.

FINAL LANDING

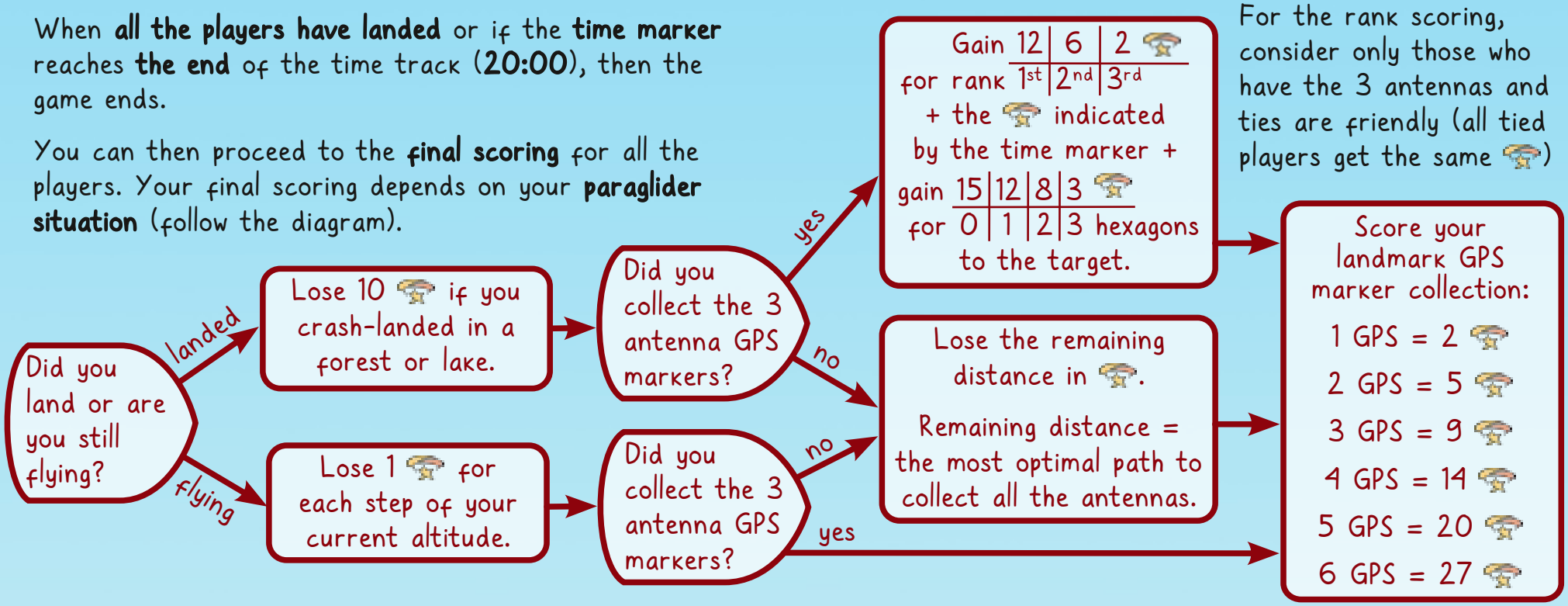
When you **land intentionally** and don't want to take off again, place your **Altitude Marker** on your landing hexagon, and your paraglider under the **Weather Board** aligned with the **Time Marker**. The game is over for you, but other players can continue to take their turns.



GAME END AND SCORING

When **all the players have landed** or if the **time marker** reaches **the end** of the time track (**20:00**), then the game ends.

You can then proceed to the **final scoring** for all the players. Your final scoring depends on your **paraglider situation** (follow the diagram).



For the rank scoring, consider only those who have the 3 antennas and ties are friendly (all tied players get the same)

The **winner** of the game is the player with the **highest score**. **Tie breakers** are most antenna tokens, then most GPS markers, then most stunt markers.

In this example, the green player crash-landed in a forest (-10) but collected the 3 Antenna tokens. They landed first (+12) at 17:40 (+7) and their distance to the target is 2 hexagons (+8). In total they gain -10 + 12 + 7 + 8 = 17 .

The yellow player also collected the 3 Antenna tokens and has landed after Green and Red, but since Red didn't get all their Antennas, they are ignored for the race rank. So Yellow landed second for the race (+6) at 19:20 (+2). Their distance to the target is 1 hexagon (+12). In total they gain 6 + 2 + 12 = 20 .

The red player crash-landed in a forest (-10) and only collected the blue Antenna token. They are closer to the red antenna, so they count this distance (3 hexagons) + the distance from the red to yellow antenna (5 hexagons). In total they lose -10 - 3 - 5 = -18 .

The blue player is still flying at an altitude of 400 meters above the ground (-4). They didn't collect the red Antenna Token, so they count the distance to the red antenna (3 hexagons). In total they lose -4 - 3 = -7 .