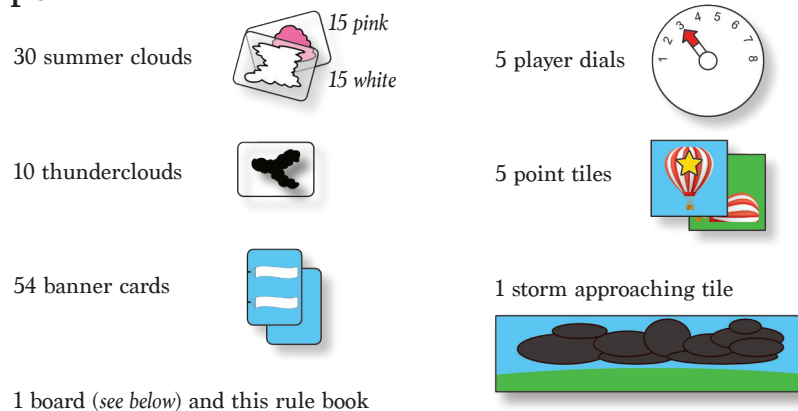


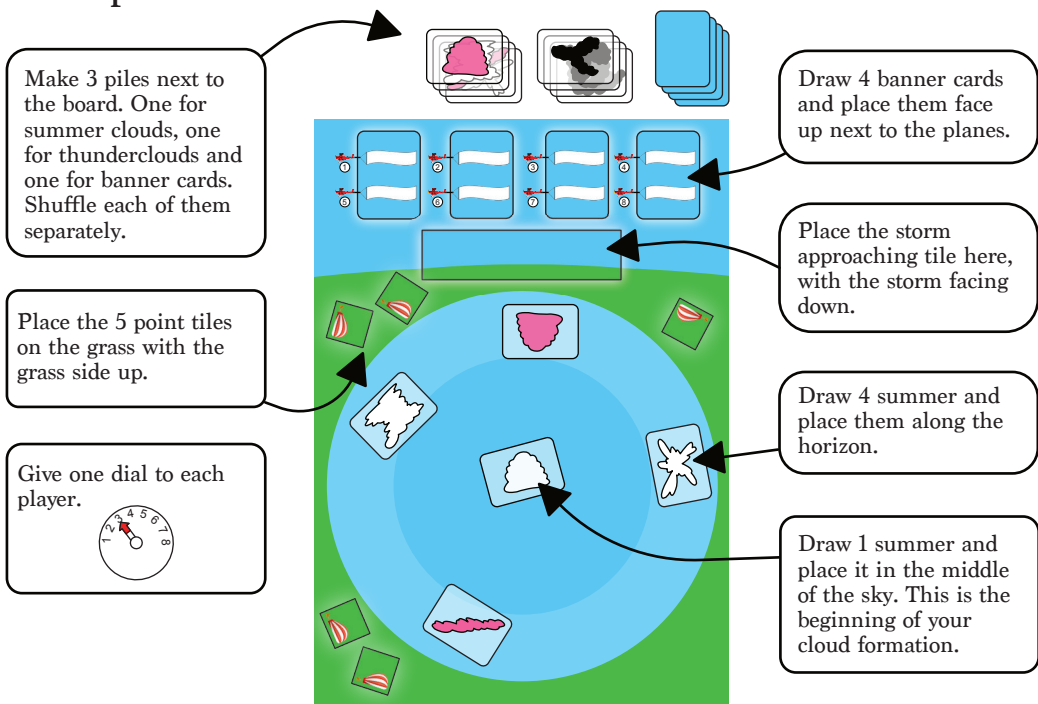
Cumulus is a fully cooperative experience where you are cloud watching with your friends. Together you shape and guess the clouds forming in the summer sky and thereby score points to win.

Being a cooperative game, means you win and lose together. So you have to work together to win, and if you lose, you all lose together.

## Components



## Setup



## Gameplay Overview

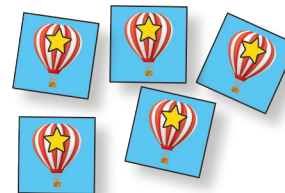
Each turn you add a cloud to the cloud formation in the middle of the board.

Then you may decide that everybody should try to simultaneously guess what it looks like. If you agree on what it looks like you score a point.

Finally the turn passes clockwise to the player on your left, and continue like this until you either win together or loses the game.

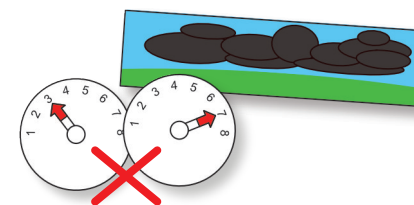
## How to win

You all win the game together the moment you score 5 points. You score a point by guessing what the cloud formation looks like together. (See *guessing the cloud formation for details*).



## How to lose

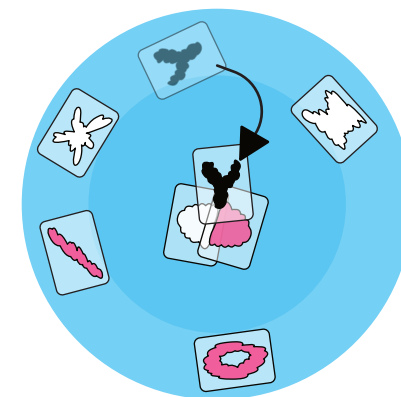
You all lose the game immediately if the storm is approaching and you fail to guess a cloud formation.



## Your turn

### 1) Place a cloud

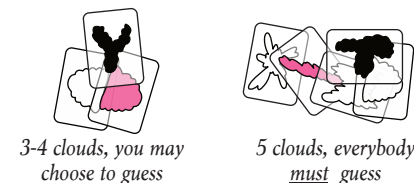
On your turn take one cloud (summer cloud or thundercloud) from the board and add it to the cloud formation in the middle of the board. You may rotate and flip the cloud card, and place it anywhere on top of the cloud formation, as long as the transparent part of the cards overlap. You may not move or change the existing cloud formation.



### 2) Everybody guesses?

If there is at least 3 clouds in the cloud formation, you may decide that everybody should guess what it looks like. (See *guessing the cloud formation for details*).

**Important:** If you added the 5th cloud to the cloud formation everybody must immediately guess what the cloud formation is suppose to look like. Even if you have no clue.



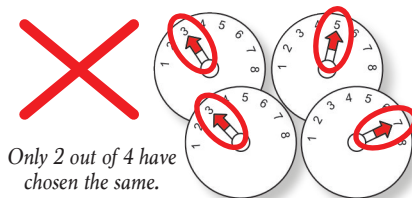
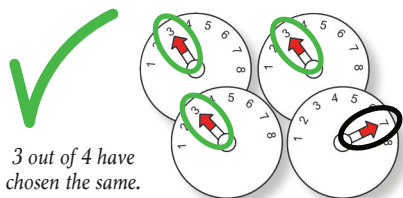
### 3) Refill summer clouds

If there is less than 4 summer clouds in the sky draw a new and place it on the board. There should always be 4 summer clouds in the sky besides the cloud formation and any number of thunderclouds. If there is no more summer clouds to draw, flip the storm approaching tile to the storm side.

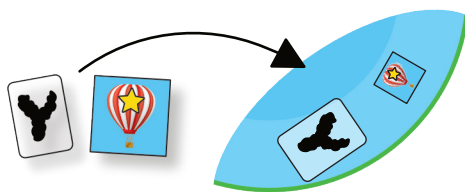
## Guessing the cloud formation

Everybody takes their dial and chooses in secret the banner they think the cloud formation looks like.

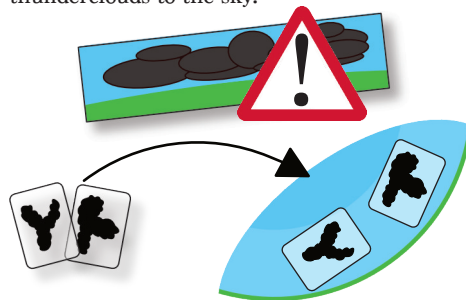
**When everybody is ready:** You all reveal your dials together to compare what everyone has chosen. If more than half of you have chosen the same you agreed on what the cloud formation looked like.



**If you agree:** Add a 1 thundercloud and a point token to the sky.



**If you didn't agree:** If the storm is approaching you lose immediately, otherwise add 2 thunderclouds to the sky.



## New round

1) If you agreed on what the cloud formation looked like remove any thunderclouds from it. If you didn't the any thunderclouds in it stay on the board and goes back to the horizon.

2) Remove all summer clouds from the old cloud formation, and draw a new one to start the next cloud formation.

3) Replace the banner cards that anyone had selected on their dials with new ones.

4) Check if there is 3 or more thunderclouds on the board, if so the storm is on its way. Flip the storm approaching tile to show the storm. It stays on this side for the rest of the game.

## Communication

During the game your communication will be limited when talking about the banner cards.

**You may say:** You think it looks like *something* from the banner cards or not. Without being specific. Eg. "I can see what it looks like", "I have no idea what it is suppose to be".

**You are not allowed to:** Say or hint at which of the banners you think the cloud formation does or doesn't look like, or what you are guessing. Eg. "I think it starts with C", "\*Makes car noises\*", "I'll guess at number 3".

FASTAVAL 2019

# Cumulus

Go cloud watching with your friends

