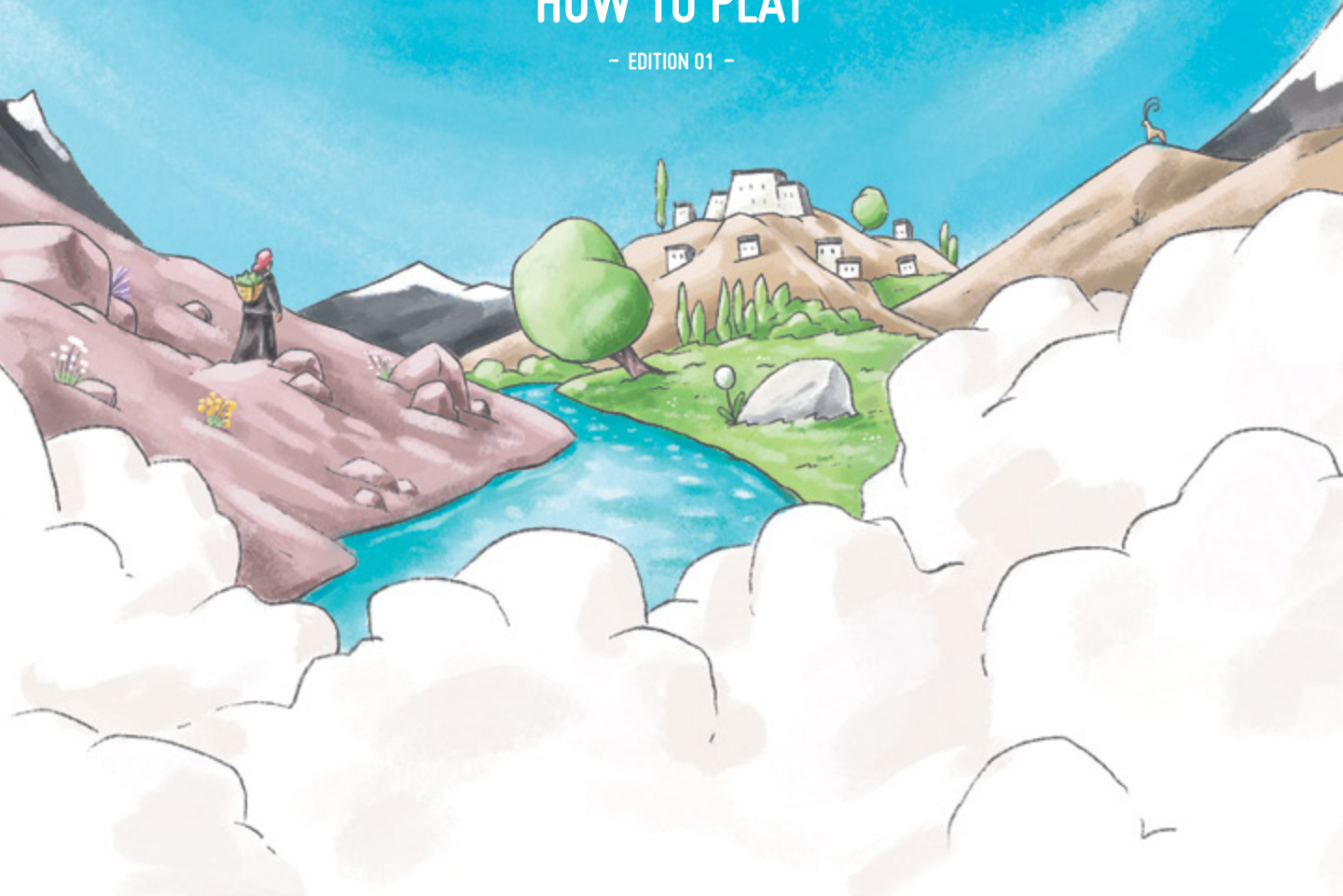


A WORLD ABOVE THE CLOUD

HOW TO PLAY

- EDITION 01 -



A BOARD GAME
INSPIRED BY LADAKH



1 - 6
PLAYERS



60
MINUTES



14+
YEARS



LIGHT - MEDIUM
STRATEGY

CREATED BY VARUN MANOHARAN



COOPERATIVE



COMPETITIVE



SOLO

FLOATING
ROCK GAMES

JULLAY

(GREETINGS FROM LADAKH)

A *World above the Cloud* is an exploration and conservation board game inspired by Ladakh, a beautifully tended high-altitude mountain desert in the north-western Indian Himalayas.

You can play this game in three ways: **Cooperatively or Competitively or Solo.**

Each variant offers an unique experience, while the core gameplay remains consistent.

For your first game, we recommend playing the Cooperative mode to familiarize yourself with the core rules. Once you're comfortable, you can easily adapt to the Competitive and Solo modes.

Get ready to embark on a breathtaking adventure above the cloud! Have fun :)

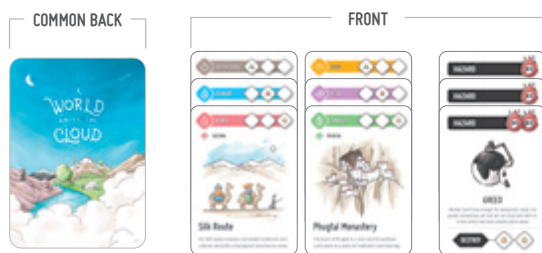
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WHAT'S IN THE BOX



1 MAP OF LADAKH



90 ELEMENT CARDS + 18 HAZARD CARDS
108 MAIN DECK CARDS



24 SEEDS



6 STORY BADGES



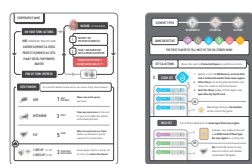
6 SPIRIT CARDS



1 BEE SLIDER



6 PLAYER PAWNS



12 REFERENCE CARDS
(6 COOPERATIVE + 6 COMPETITIVE)



2 D6 DICE

COOPERATIVE GAME



PLAYERS VS GAME
ALL PLAYERS WIN OR LOSE TOGETHER

STORY

High upon the majestic Himalayas lies a cold and barren land where only the lightest and most resilient clouds manage to float in with their precious cargo. Nestled amidst these arid mountains, carved by glaciers into this rocky desert, thrives an enchanting oasis of Life. Where, a tapestry of surreal ecosystems, daring wildlife, captivating art, ancient architecture, exquisite crafts, rich history, and diverse cultures weaves its magic.

For generations, the inhabitants of this incredible world thrived in perfect harmony with their harsh surroundings. Meticulously intertwining the Elements of the land into Stories, they safeguarded the balance & prosperity of each region and blessed the land with an abundance of warmth, community, laughter, and kindness.

Yet, this fragile oasis faced its gravest challenge as clouds of greed loomed overhead. Chaos and destruction followed as the clouds drew the people's hearts away from the old ways, ravaging the Stories. With the Stories lost, waves of Hazards were unleashed, destroying the Elements and placing the heart of life itself in peril—the Bees!

Undeterred by despair, a resolute group of Guardians rose to undertake an arduous quest to save their world. Bound by a shared purpose, their goal is to retrieve three crucial Elements from each region and transform them into memorable Stories. The Guardians must act wisely and unite their strengths if they are to revive the Stories before the relentless onslaught of Hazards annihilates the Bees.

GAME OVERVIEW

In the cooperative game, you and your fellow players are the Guardians of Ladakh, on a quest to revive the Stories of six regions. Each turn, the Guardians Hike across the land to Gather various Elements and Seeds. They must Protect sets of three crucial Elements (*a Wilderness, an Essential and a Culture*) from each region in order to revive the lost Stories.

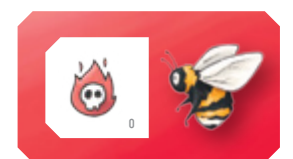
However, as the players Gather the Elements, waves of Hazards are triggered, destroying the precious Elements and endangering the Bees. The Guardians must work together, Protect the Elements, manifest Spirits, resist the Hazards and Plant the Seeds wisely to keep the Bees safe until all six Stories are revived!

GOAL OF THE GAME

The players win when the Stories in all six regions are revived.



The players lose if the Bee slider reaches zero.



GAME SETUP

1: MAP

Gently open out the map over a flat and hard surface at the center of the play area, accessible to all players.

2: MAIN DECK

Shuffle the Element and Hazard cards together and place them face down on the Main deck space.

TIP: Look at the deck, and be sure you do not have too many Hazards all together in one place. Then shuffle the deck well.

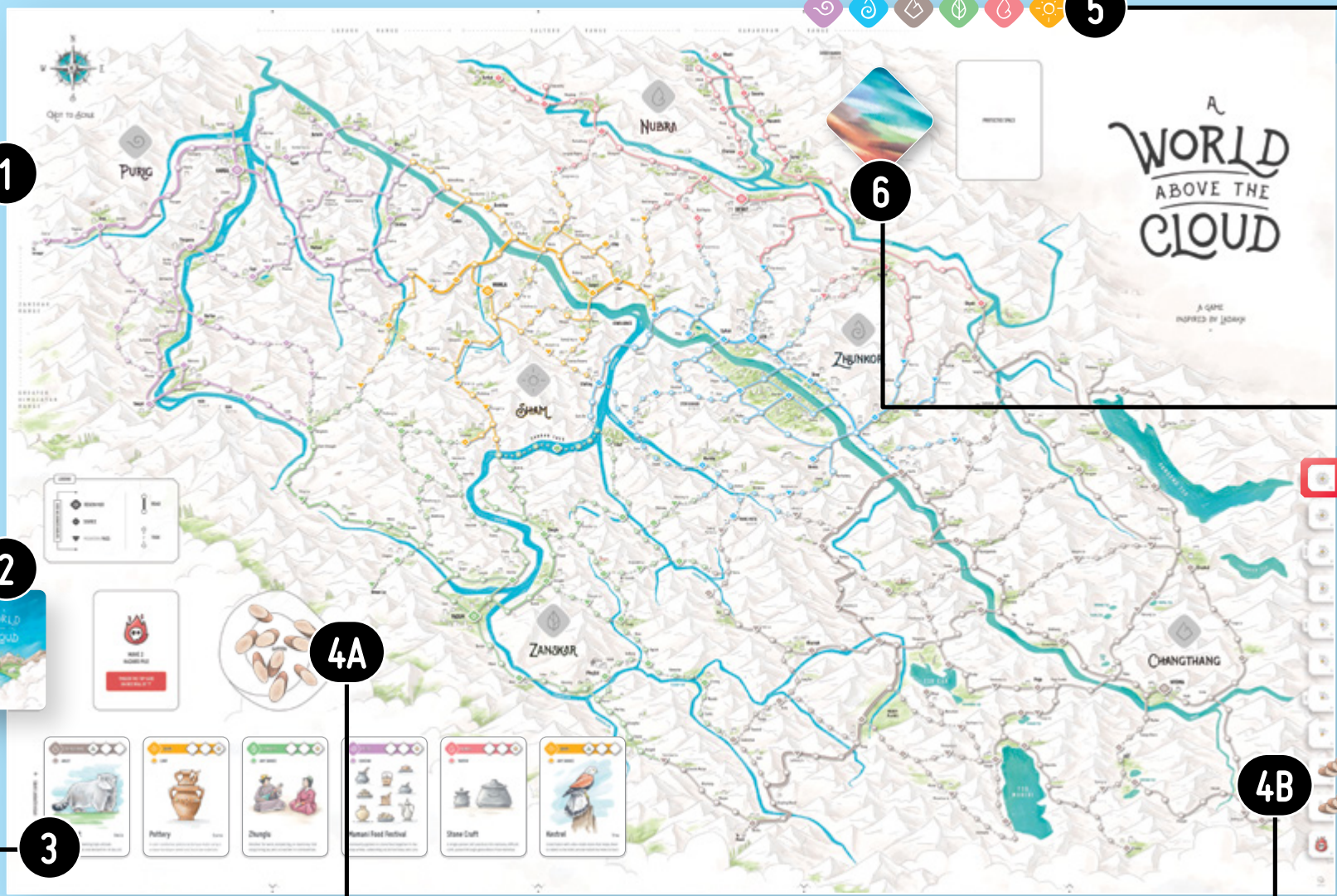
3: OPEN ELEMENTS

Open six cards from the top of the Main Deck, and place them face-up into the marked Element spaces.

If any Hazard cards are opened, place them aside and open more cards until all the six spaces are filled with Element cards. Distribute the Hazard(s) back into the Main Deck and shuffle again.

We recommend that first-time players sit closer to the open Elements cards. It could help them learn the game faster.

Ladakh has an everyday culture of sitting on the floor over carpets & cushions. Thus the game was designed and extensively play-tested while being seated on the floor. Do consider playing the game on the floor for a better experience. Also if necessary, place sturdy objects (like mobile phones or pebbles) on the corners or folds of the map to hold it flat.



4: PLANT SEEDS

4A: SEEDS IN THE GARDEN

Add three Seeds per player to the Garden space.

Total Seeds = 3 x Number of Players
(2p = 6 Seeds, 3p = 9 Seeds, 4p = 12 Seeds, etc)

4B: SEED BOOSTS

Stack Seeds next to the lowest petal spaces as shown at 4B above (3 Seeds at 1 and 2 petals each). As the Bee slider reaches each one of those spaces, the Guardians get a boost -- add those Seeds to the garden.

Remove any extra Seeds and place them back in the box.

5: STORY BADGES

Place the 6 Story badges in the space above the Spirit Deck (in any order).

Keep some clear space here to stack destroyed cards later on in the game.

6: SPIRIT DECK

Shuffle the Spirit cards and place them face down on the Spirit deck space.

7: BEE SLIDER

Insert the Bee Slider onto the map at a number of petals based on your preferred difficulty. This number is the upper limit for that game.

EASY: 10 PETALS
MEDIUM: 8 PETALS
HARD: 6 PETALS
MAD: 4 PETALS

Take it easy for your first game.

PLAYER SETUP



8 PAWNS & START HUB

After the game is set up, players may pick their pawns and choose to **start from any one of the 6 region Hubs**. Multiple players may start from the same Hub. *Players do not automatically gain any Element cards (even if open at the Hub).*

REGION HUBS

Leh, Kargil, Nyoma, Diskit, Wanla, Padum.

9 REFERENCE CARD

Give each player one Cooperative reference card (white background).

10 GET STARTED!

The happiest player (*ask & decide among yourselves*) gets the dice and starts the game. If undecided, the youngest player starts.

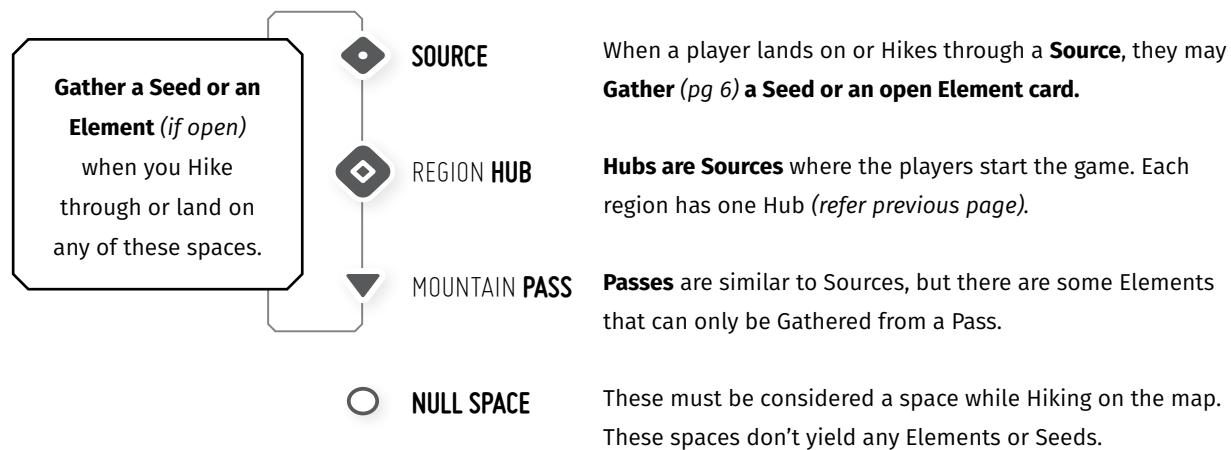


BASICS

Players are encouraged to have conversations and can freely give each other advice. However, the player whose turn it is decides what to do.

READING THE MAP

The game is played on an illustrated map of Ladakh. The map is divided into **six regions; Zhunkor, Purig, Nubra, Changthang, Zaskar and Sham** (colour coded on map and Element cards). There are **4 kinds of spaces** that a player must count while Hiking (pg 6) through the map:



ANATOMY OF ELEMENT CARDS

There are 90 real-life Elements from 6 regions in the Main Deck. Players Gather and make sets of these Elements to win the game.

A REGION: The region from which the Element can be Gathered.

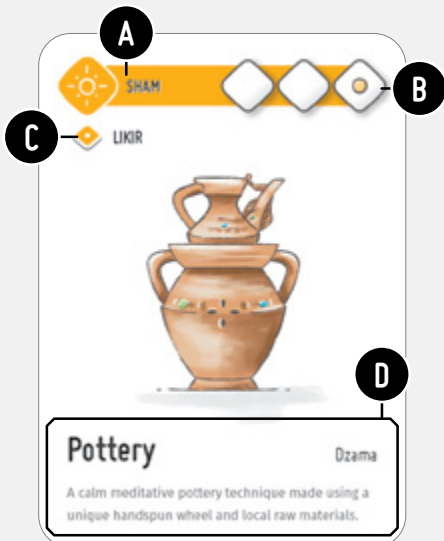
B ELEMENT TYPE: Each Element is categorized into one of the three following types:



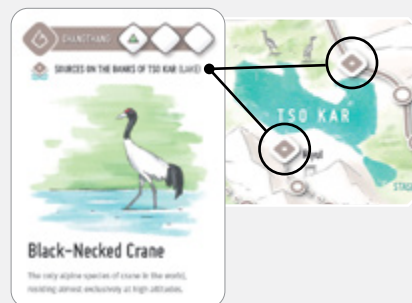
C CARD LOCATION: The location on the map where the card can be Gathered. **The player MUST Hike through or land on the correct Source to Gather the Element.** There are 4 types of locations:

- 1. ANY SOURCE:** Gather at any Source in that region.
- 2. ANY PASS:** Gather at any Pass in that region.
- 3. SPECIFIC SOURCE OR PASS:** Gather only at the location specified on the card. The location will always be a Source, or a Pass, or a Hub. (See example 1)
- 4. SOURCES ON THE BANKS OF [WATER BODIES]:** Gather at any Source adjacent to the specified River or Lake (Tso). (See example 2)

D ELEMENT NAME, DESCRIPTION, & LADAKHI NAME/WORD: Element names and descriptions are windows into a rich and vibrant world, as well as cues for the players to create and revive Stories.
*Local names/words are based on the dialect used in and around Zhunkor. They may vary in other regions, and may have many other alternate words.



Example 1: Pottery is a **Culture Element** from **Sham** region. And it can only be Gathered by the player who Hikes through or lands on **Likir**.



Example 2: Black-Necked Crane is a **Wilderness Element** from **Changthang** that can be Gathered from **any one of the Sources adjacent to Tso Kar Lake**.

GAMEPLAY

Players take turns going clockwise. Each turn has **3 Phases** (in order). The Hazard Phase may not occur every turn.

- 1. Guardian Phase** [On Your Turn]
- 2. Refresh Phase** [End Of Turn]
- 3. Hazard Phase** [If Triggered]

1 GUARDIAN PHASE [ON YOUR TURN]

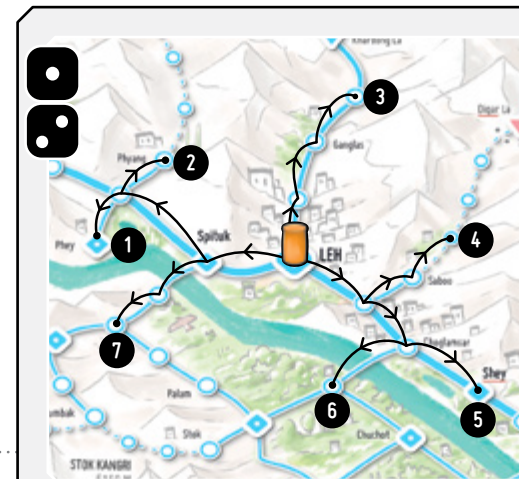
On your turn, you can select any combination of actions listed on the right. There is **no limit to the number of actions** you can take on your turn. You may take the actions **in any order** and take the **same action multiple times** (except Hike). Your acquired Spirit Ability (pg 10) may influence your actions.

- 1. Hike** (One-Time Mandatory Action)
- 2. Gather Elements & Seeds**
- 3. Protect Elements** as sets
- 4. Plant Seeds** for powers
- 5. Barter**

1: HIKE [MANDATORY ACTION | ONLY ONCE PER TURN]

Roll both dice and add them together. This is the number of spaces you must move. Count the spaces (excluding your starting space) and move your pawn. You may choose to Hike in any direction from your starting space. You can freely move between regions.

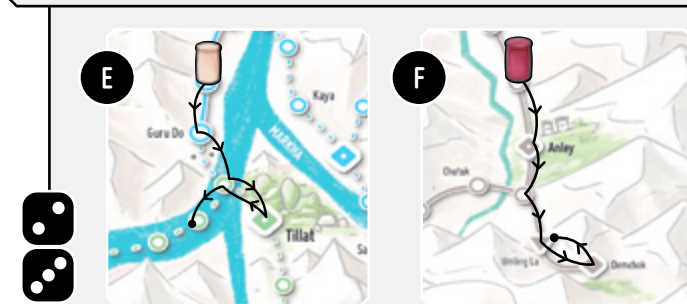
TIP: Count the spaces and decide on the route and destination before you move your Pawn.



Example: You are in Leh and have a dice roll of '3'. There are 7 possible destinations that you could Hike to. Although, reaching (1) 'Phay' MIGHT be the most beneficial since you've Hiked through 2 Sources.

TURNING BACK

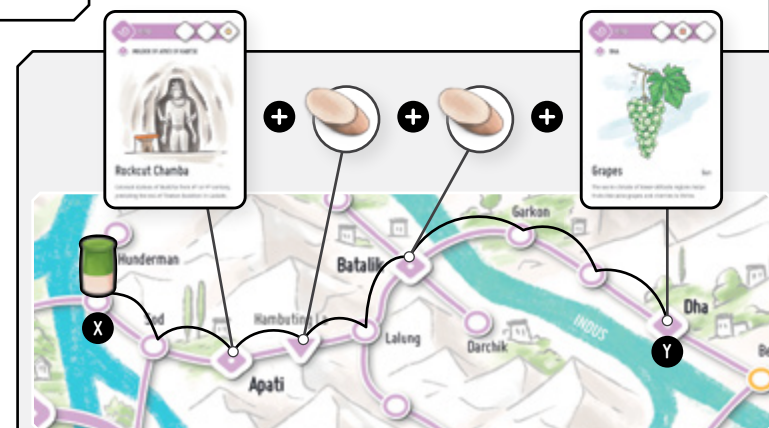
- E** You can change the direction of your Hike and turn back (for instance, once you reach a Source or Pass). But you can only Gather one Element or Seed from any Source or Pass in a turn.
- F** You must turn back if you reach a dead end.



2: GATHER ELEMENTS & SEEDS

At every Source or Pass you Hike through or land on, **draw one Seed** (from the Garden) **OR one Element** (if an Element card is open for that location). You may collect several Elements or Seeds in a turn, depending on your route. **DO NOT** open fresh Element cards from the Main deck as you Gather Elements. Do it at the end of your turn (Refresh Phase).

You can Gather an Element or a Seed from the same space again on a future turn. **You may also choose not to Gather an Element or a Seed.** There is no hand limit on the number of Element Cards and Seeds a player can hold in hand.



Example: You have Hiked from X to Y on a dice roll of '8'. You have passed through 3 Sources and 1 Pass on your path, hence you can Gather a total of 4 items. You can Gather 2 Elements (which are open) from 'Apati' & 'Dha' Sources, and 2 Seeds from the remaining Source and Pass.

3: PROTECT ELEMENTS AS SETS

Players must Protect the Gathered Elements as sets to take crucial actions. There are **two types of sets**, each offering two possible actions:

1. **Story Set**
2. **Wild Set**

PROTECT
Move Story Set & Wild Set cards to the **Protected Space** on the map before you take their actions. Protected cards are out of the game and not affected by Hazards.



1: STORY SET

Set of a **Wilderness, an Essential and a Culture Element from the same region.** You can use a Story Set to **revive a Story or restore 2 Bees.**



REVIVE A STORY

REVIVE ALL SIX STORIES TO WIN >



To revive the Story of a region, do the following in order:

1 STORY SET

An individual player must have a **Story Set** in their hand.

2 TELL A STORY

Lay out the three cards in the center and **tell a Story inter-connecting the 3 Elements.** The Story can be realistic, imaginative, funny, serious and so on. Be kind. You may ask other players for help creating the story.

4 REVIVE THE STORY

Place the **Story badge on the map**, in that respective region.

5 SPIRIT ABILITY

Draw the top Spirit card. (more on pg 10)

3 PROTECT

Move the set to the **Protected Space.**

Example: The Story of the Zhunkor region is revived!

OR 2 BEES UP



A player can also Protect a Story Set to **restore 2 Bees.** Move the cards to Protected space and the Bee up by 2 units.

2. WILD SET

Set of **three Elements of same type from any region.** You can use a Wild Set as a **wild card or to Resist a Hazard!**



USE AS A WILD CARD

A player can Protect the Wild Set as **one wild card of that same type to complete a Story Set of any region.** However, only one card of the Story Set can be replaced with a Wild Set, and the remaining two cards must be from the original region. Players can choose any one of the three cards to tell a Story.

Example: A Wild Essential Set is used to replace the Essential of Zangkar and complete Zangkar's Story Set.

OR RESIST A HAZARD

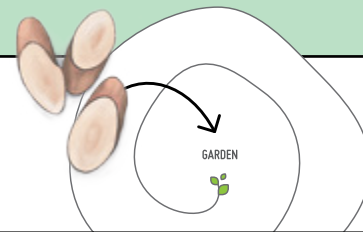
COLLECTIVE ACTION



A player or multiple players together may contribute and Protect a Wild Set to **Resist an active Hazard card** (pg 9). Directly move a Wave 1 Hazard to the bottom of Wave 2 pile and a Wave 2 Hazard out of the game. No Elements or Bees are destroyed.

4: PLANT SEEDS FOR POWERS

Seeds are shared resources Gathered from the Garden. **Plant the Gathered Seeds back in the Garden, and enact the listed powers immediately.**



POWERS	PLANT	DESCRIPTION
HOP	1 SEED PER SPACE	Move one extra space per Seed. Move as much as you need to.
HITCHHIKE	3 SEEDS	Take another turn after your routine turn (after the Refresh and Hazard Phases). You cannot use your Spirit Ability (pg 10) during Hitchhike.
FLY	5 SEEDS	Instantly move to any Source or Pass. You can Gather an Element card (if open) at the destination, but not a Seed.

COLLECTIVE ACTION

1 BEE UP [2-3P] **3 SEEDS FROM EACH PLAYER, AT THE SAME TIME** **2 BEES UP [4-6P]** Every player Plants 3 Seeds, all at once, to restore the Bees!! Move the Bee slider up by **1 petal for 2-3 players & 2 petals for 4-6 players.**

IMPORTANT: You can **Plant back the Seeds you've Gathered in a turn within the same turn.** However, when you move using the Seed powers, **you can Gather open Element cards but not Seeds.** Seeds are limited resources, so share them wisely to use the collective power. If you need Seeds and there are none in the Garden, use the Barter action (below), or request other players to Plant them back during their turn.

5: BARTER



When you **meet another player on the map**, either in passing or by landing together, you two may give each other Elements, Seeds, Spirit cards and hugs. As many as you like! There must be an exchange of some kind. So, you may even give a hug for an Element.

NOTE: Even if a player completes a set through Barter, it has to be their active turn in order to Protect that set.

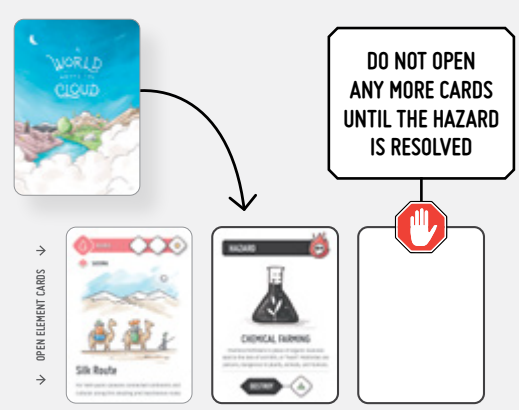
After the active player completes all their actions, begin the Refresh Phase.

2 REFRESH PHASE [END OF TURN]

Open the top card(s) of the Main Deck face up onto the empty Element space(s).

If a Hazard card is opened, **immediately** initiate the **Hazard Phase** (next page). Do not open any more cards (even if there are empty Element spaces available) until the open Hazard is resolved.

If all the cards opened are Elements, the Refresh Phase ends and the player on your left begins their turn.



Example: A Hazard card is opened triggering the Hazard phase. The play is stopped until the Hazard is resolved.

3 HAZARD PHASE [IF TRIGGERED]



Hazard cards are based on real-life issues that destroy the Elements, and thus the Bees. Each Hazard has its effects twice, triggered in **2 Waves**.

WAVE 1 TRIGGERED WHENEVER A HAZARD CARD IS REVEALED

Wave 1 is triggered when a **Hazard card is opened** during Refresh Phase. Immediately do the following 2 steps in order to resolve it:

1: DESTROY

A Hazard destroys one or two Elements of a particular type, either Wilderness, Essential, or Culture. According to the Hazard Card, players **MUST find the specified Element(s) among the open Element cards or players' hands, and destroy them**. Remove the Element(s) and place them in the Destroyed Pile. If there are many available Elements of the same type, the players can discuss and choose the Element(s) to be destroyed. If the specified Element type is not open on the Element spaces or in the players' hands, then nothing is destroyed.

Elements once destroyed are out of the game, and cannot be revived. Elements from an already revived region can still be destroyed. Cards in the Protected Space are not affected by the Hazards.

The **ONLY** way to stop a Hazard card once it is triggered is to **Resist it using a Wild Set** (pg 7). If not the Element(s) **MUST** be destroyed.

2: BEE DOWN

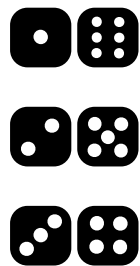


For every Element card that is destroyed, **move the Bee Slider down by 1 petal**. If the Hazard destroys 2 Elements, then move the Bee down 2 petals. The players immediately lose if the Bee slider reaches zero petals.

Once the Hazard is resolved, move the Hazard card (face up) to the bottom of the Wave 2 pile.

WAVE 2 TRIGGERED ON DICE ROLL OF "7"

When any one of the players rolls a sum of **"7"** during their turn, the top card of the Wave 2 Hazard pile is triggered **AGAIN** (oh no!). Immediately follow the Hazard steps **1. Destroy** and **2. Bee down**, as mentioned above, to resolve the Hazard. If the Wave 2 Hazard pile is empty, rolling "7" has no special effect. (whew!)



Once a Hazard's second wave is resolved, **move the Hazard card out of the game** and then the player can take their turn and Hike for 7 spaces.

HAZARD COUNT

15 Hazards that destroy 1 Element each + **3 Hazards** that destroy 2 Elements each.

If the Bee slider reaches '2' or '1' petals, add the Seed Boosts placed there to the Garden.

Tip: When a Hazard destroys an Element, players can narrate the details found on the cards. These narratives might reflect real-life connections!

BEE UP & RESIST



To survive, players will have to **push the Bees up** by either Protecting a Story Set (pg 7) or utilizing collective Seed power (pg 8). The **only way to stop an active Hazard card** is to Resist using a Wild Set (pg 7).

SPIRIT ABILITIES

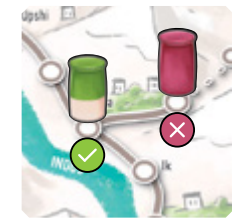


Each time you revive a region's Story, draw the top card of the Spirit Deck and place it face up in front of you. **You now manifest a Spirit of the land** -- which gives you a special ability on all your future turns. The Spirit Abilities **apply every turn** as long as you hold the Spirit card. You can hold more than one Spirit card, but you **MUST** choose one active Spirit Ability for your turn, before you roll the dice.

WATER SPIRIT

APPLY AFTER YOUR DICE ROLL

Move 2 times your dice roll -- If your starting space is adjacent to a stream, river, or lake (i.e., your pawn can overlap both the starting space and the water body). Plan your Hike and stop near water to use this ability in your next turn.



AIR SPIRIT

APPLY AFTER YOUR DICE ROLL

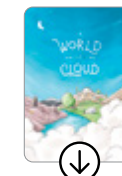
Move 2 times your dice roll -- If your starting space is fully on a trekking route and not connected to a road (refer to map legend). Plan your Hike and stop away from a road to use this ability in your next turn.



FIRE SPIRIT

DRAW ANYTIME IN YOUR TURN

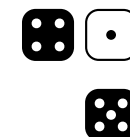
Draw the top card of the Main deck. If it's an Element, add it to your hand. If it's a Hazard, directly move it to the bottom of the 2nd Wave Hazard pile.



MOUNTAIN SPIRIT

APPLY DURING YOUR DICE ROLL

After your dice roll, you can change one of the die value to 5. You can prevent triggering a Wave 2 Hazard using this ability.



LIFE SPIRIT

DRAW AT THE START OF YOUR TURN

Draw two Seeds from the Garden at the start of your turn. If the Garden is empty, then you get nothing.



KIND SPIRIT

CHOOSE AFTER YOUR DICE ROLL

On your turn, another player of your choice gets a free Hike & Gather for the same value as your dice roll. You move first.



END OF GAME

The players win when the Stories in all six regions are revived.



The players lose if the Bee slider reaches zero.



COMPETITIVE GAME



PLAYERS AGAINST EACH OTHER
ONE WINNER

FAMILIARIZE YOURSELF WITH THE COOPERATIVE GAME RULES BEFORE PROCEEDING.

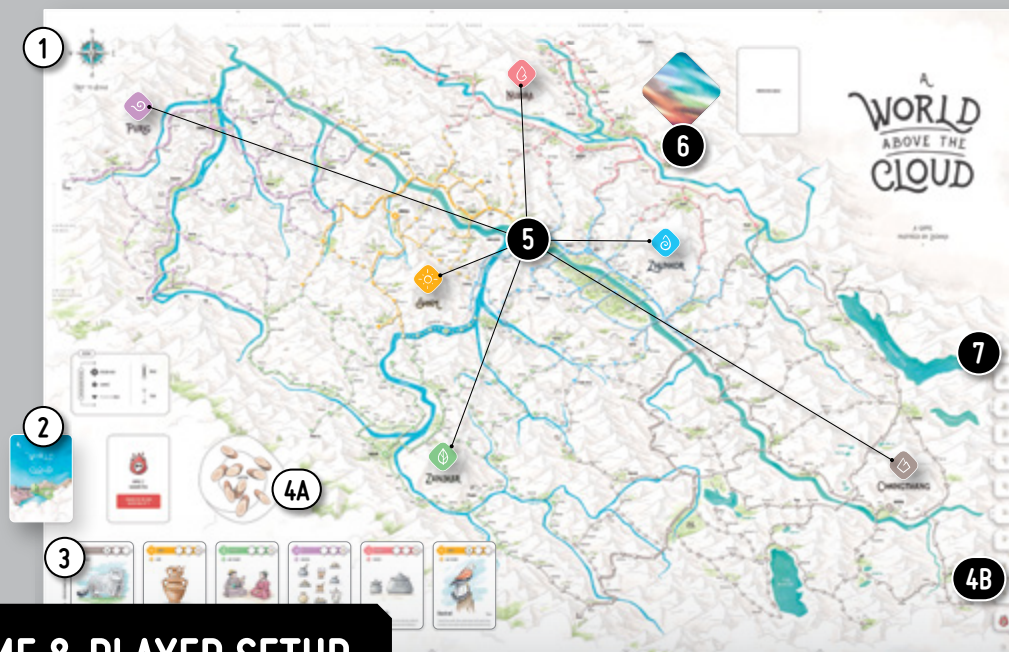
OVERVIEW

In the competitive game, you and your fellow players are Storytellers racing to tell the most Stories from Ladakh. Each turn, you Hike across the land to Gather various Elements and Seeds. The Storytellers must Protect a set of three crucial Elements (*a Wilderness, an Essential, and a Culture*) from a region and tell it's Story before an other player does!

However, as you Gather the Elements, waves of Hazards are triggered, destroying your precious Elements. So the Storytellers must be cautious, Hike swiftly, Plant the Seeds wisely, and dodge the Hazards if they are to become "The Greatest Storyteller of Ladakh".

GOAL OF THE GAME

FIRST PLAYER TO TELL MOST OF THE SIX STORIES WINS >



GAME & PLAYER SETUP

Most of the Competitive setup remains the same as the Cooperative setup. So, refer to the pages 3 & 4 and make the following changes (*marked in black*) to setup a Competitive game.

- 1 MAP**
- 2 MAIN DECK**
- 3 ELEMENT CARDS**
- 4A SEEDS IN THE GARDEN**
These remain same as the Cooperative setup (pg 3).
- 4B SEED BOOSTS**
Remove the Seed Boosts.
- 5 STORY BADGES**
Place all six Story badges on the map in their respective regions.
- 6 SPIRIT CARDS**
Remove the **Kind Spirit** from the game. Shuffle rest of the Spirit Deck and place it face down.
- 7 BEE SLIDER**
Remove the Bee slider.
- 8 PAWNS & START HUB**
Same as the Cooperative setup (pg 4).
- 9 REFERENCE CARDS**
Give each player one competitive reference card (Grey background).
- 10 GET STARTED!**
To determine the first player, each player rolls both the dice. The player with the **lowest roll goes first and must begin Hike** for that value. Remember, you have to start slow at high altitude!

GAMEPLAY

Players take turns going clockwise. Each turn has **3 Phases** (*in order*). The Hazard phase may not occur every turn.

1. **Storyteller Phase** [On Your Turn]
2. **Refresh Phase** [End Of Turn]
3. **Hazard Phase** [If Triggered]

1 STORYTELLER PHASE [ON YOUR TURN]

Just like Cooperative, on your turn, you can select any combination of actions listed on the right. There is **no limit to the number of actions** you can take on your turn. You may take the actions **in any order** and take the **same action multiple times** (*except Hike*).

1. **Hike** (*One-Time Mandatory Action*)
2. **Gather Elements & Seeds**
3. **Protect Elements** as sets
4. **Plant Seeds** for powers
5. **Barter**

1: HIKE

2: GATHER ELEMENTS & SEEDS

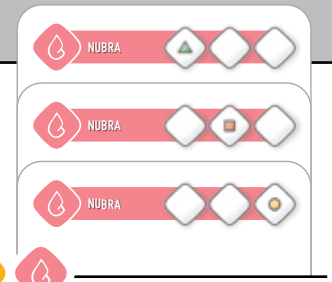
Same as the Cooperative game (pg 6).
Players must keep their Gathered Elements & Seeds visible to other players at all times.

3: PROTECT ELEMENTS AS SETS

Players must Protect the Gathered Elements as **Story and Wild Sets** to take crucial actions. While the Sets remain the same as Cooperative, the possible **actions vary** a bit in Competitive. Refer to pg 7.

1: STORY SET

Set of a **Wilderness, an Essential and a Culture Element from the same region**. You can use a Story Set to **tell a Story or as a tie-breaker**.



TELL A STORY

TELL MOST OF THE SIX STORIES TO WIN >

To earn the Story badge of a region, do the following in order:

- 1 STORY SET**
- 2 TELL A STORY**
- 3 PROTECT**
- 4 STORY BADGE**
Gain the Story badge from that respective region to your hand.
- 5 SPIRIT CARD**
Open a Spirit card onto the top of the map. (See next page)

Example:
The Story of the Zhunkor region is told!

OR

TIE-BREAKER



Each additional Story Set a player holds in hand, gives them an advantage in case of a tie at the end of game (pg 14).

2: WILD SET

Set of **three Elements of same type from any region**. You can use a Wild Set as a **wild card or to Fly!**



USE AS A WILD CARD

OR



Protect a Wild Set and **instantly move to any Source or Pass**. You can Gather an Element card (*if open*) or a Seed at the destination.

Same as Cooperative game. (pg 7)

4: PLANT SEEDS FOR POWERS

Same as the Cooperative game (refer pg 8).
Except the collective power (Bee Up) does not exist.

5: BARTER

Same as the Cooperative game (refer pg 8).

2 REFRESH PHASE [END OF TURN]

Same as the Cooperative game (refer pg 8).

3 HAZARD PHASE [IF TRIGGERED]



In the Competitive game, Hazards destroy the **Element(s) from a specific players' hand**.
Each Hazard has its effects twice, triggered in **2 Waves**.

WAVE 1 TRIGGERED WHENEVER A HAZARD CARD IS REVEALED

Wave 1 is triggered when a **Hazard card is opened during Refresh Phase**. Do the following to resolve it:

DESTROY

Hazard destroys Element(s) from the **player holding the highest number of Seeds in their hand when the Hazard is triggered**. According to the Hazard Card, that player **MUST** find the specified Element(s) from their hand, and destroy them -- Remove the Element(s) and place them in the Destroyed Pile. If there are many available Elements of the same type, the player can choose the Element(s) to be destroyed.

Destroyed Elements are out of the game, and cannot be revived.

Hazard doesn't have any effect if:

- Two or more **players equally hold the highest number of Seeds**. *Example: If you and an other player have 3 Seeds each and none of the other players have more than you.*
- The affected player **does not have the specific Element type** with them.
- None of the players have any Seeds in their hands.

In these cases, No Element(s) are destroyed. Directly move a Wave 1 Hazard to the bottom of Wave 2 pile and a Wave 2 Hazard out of the game.

WAVE 2 TRIGGERED ON DICE ROLL OF "7"

When any one of the players rolls a sum of **"7"** during their turn, the top card of the Wave 2 Hazard pile is triggered! Immediately **Destroy**, as mentioned above to resolve it. If the Wave 2 Hazard pile is empty, rolling "7" has no special effect. Once resolved, **move the Hazard card out of the game** and then the player can Hike for 7 spaces.

Hazards can be really punishing. But you can easily dodge them too. Don't be greedy and hoard Seeds. Be aware and know when to take risks.

Once the Hazard is resolved, the affected player may Plant up to 2 Seeds back in the Garden to avoid further Hazards.

SPIRIT ABILITIES

ACTIVATE WHEN YOU ROLL AN ODD NUMBER

Each time a player gains a region's Story badge, **open the top card of the Spirit Deck and place it face up at the top of the map**. The open Spirit ability is now on common to all players. Whenever a player rolls an **ODD number (3,5,7,9,11)** during their Hike, they can **choose from one of the open Spirit Abilities** to use in that turn.

The abilities themselves remain the same as Cooperative game (pg10). Just note these couple of things below:

MOUNTAIN SPIRIT: You can prevent or trigger a Wave 2 Hazard using this ability.

FIRE SPIRIT: If you draw an Element, you may keep it a secret from other players.



Example: Two Spirits are opened and you can use one of their ability if you roll an 'odd' number. New Spirits are opened as and when Stories are told.

END OF GAME



The game end is triggered, when **a player tells the most of the six Stories (clear majority) or when the last Story is told (complete the current round)**.

The player with the most Stories wins. Ties are broken in the following order:

- Most Story Sets in hand ★
- Most Element cards in hand
- Most Seeds in hand

If these have not resolved the tie, then we have many Great Storytellers!

SOLO GAME



SETUP

Set up the game same as Cooperative setup (pages 3 & 4) and make the following changes:

- 4A SEEDS:** Place a total of **6 Seeds** in the Garden.
- 7 BEE SLIDER:** We suggest you play the game at **Hard or Mad difficulty**.

GAMEPLAY

The Solo objective and gameplay remains same as the Cooperative game, except for the following 2 changes:

- You cannot use the Barter action.
- Use the Seed costs on the right.

POWERS	PLANT
HOP	2 SEED PER SPACE
FLY	6 SEEDS
1 BEE UP	8 SEEDS

SPIRIT ABILITIES

Spirit Abilities work exactly like the Competitive game (pg 13). Except for one change:

KIND SPIRIT: Add the Kind Spirit to the Deck. When the Kind Spirit is opened, add an extra player pawn at any Hub. You can now choose to play with either one of the pawns during your Hike. And if you roll a odd number and choose to use the Kind Spirit, then you can Hike and Gather with both the pawns (Seed powers apply on only one of the pawns).

KEEP IN MIND

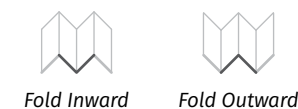
ACCESSIBILITY



REGION DIVIDERS
The 2 dots between regions are to help differentiate regions better.

MAP FOLDING GUIDES

Guides at the bottom of the map are to help fold it properly and easily.



JOIN IN

A new player can join into a game in progress, IF:

- All players consent,
- Fewer than 4 Stories have been revived/told.

Add 3 Seeds to the Garden and the new player can start from any one of the region Hubs. 6 Players is the maximum.

END GAME SHUFFLE

After the game, add all the Element cards back into the Main Deck. **EVENLY** distribute the pile of Hazard cards into the Main deck and shuffle thoroughly! Do this as a courtesy to future players, and to ensure a balanced game.

FAQs

- 1. Can I fly before I roll the dice?**
Yes. You can take the Guardian actions in any order but Hitchhike must be taken after Hike.
- 2. Can i Hitchhike using the Seeds i just Gathered in my turn?**
Yes. You can Gather Seeds and Plant them in the same turn to activate Seed powers!
- 3. Can i Hitchhike and Gather Seeds?**
No. You can only Gather Elements when you move using Seeds powers.
- 4. Can i Gather more than 1 Element or Seed from the same source in the same turn?**
No. Each Source/Pass yields only one item in a turn. You may use Seed powers and travel to or through the same Source and Gather one more Element. Or wait for your next turn.
- 5. Can i revive the Bees after a Hazard is triggered?**
Nope. You can only revive Bees during the Guardian Phase.
- 6. Why does '7' trigger a Wave 2 Hazard? It's not okay with me!**
I hear you! Seven has the highest probability. So a Wave 2 Hazard is most likely to strike soon!
- 7. Once a region is revived, are all of its open Elements safe? Can they be destroyed?**
They are not safe. They can be destroyed. Only Elements in the Protected Space are safe.
- 8. Do the Bees go Up when i revive a region's Story?**
Nope. But you can choose to push 2 Bees Up instead of reviving a Story using the Story Set.
- 9. Can I use a Wild Set of 3 Culture cards as a Wilderness and complete a Story Set?**
Nope. A Culture Wild Set can only replace a Culture card.

GRATITUDE

NOTE FROM THE DESIGNER

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SCAN THE QR TO LEARN MORE ABOUT EACH CARD IN THE GAME WITH NOTES, REFERRED BOOKS AND ONLINE ARTICLE LINKS.

NOTE: The game map is intended for gaming purposes only and has not been verified by the Survey of India. Any errors are unintentional, and the publisher does not take responsibility for them. Please exercise caution and always seek local advice while travelling the region.

Thank you for choosing our game! If you have any other questions about the rules or would like to share your thoughts and feedback, please email us at hello@floatingrockgames.com or reach out to us on instagram [@floatingrock.games](https://www.instagram.com/floatingrock.games) or look us up on **BoardGameGeek**. We would love to hear from you :)

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