

**3-10 Players**

**15-30 Minutes**

**Ages 8+**



# CLOUD CONTROL

Cloud Control is a game of creative imagination.  
Players score points by both forming clouds into recognizable shapes and guessing those shapes correctly before time runs out.  
The sky is your canvas!

## Components



**300**  
SHAPE CARDS



**1**  
90 SEC. TIMER



**50**  
POINTS/TOKENS



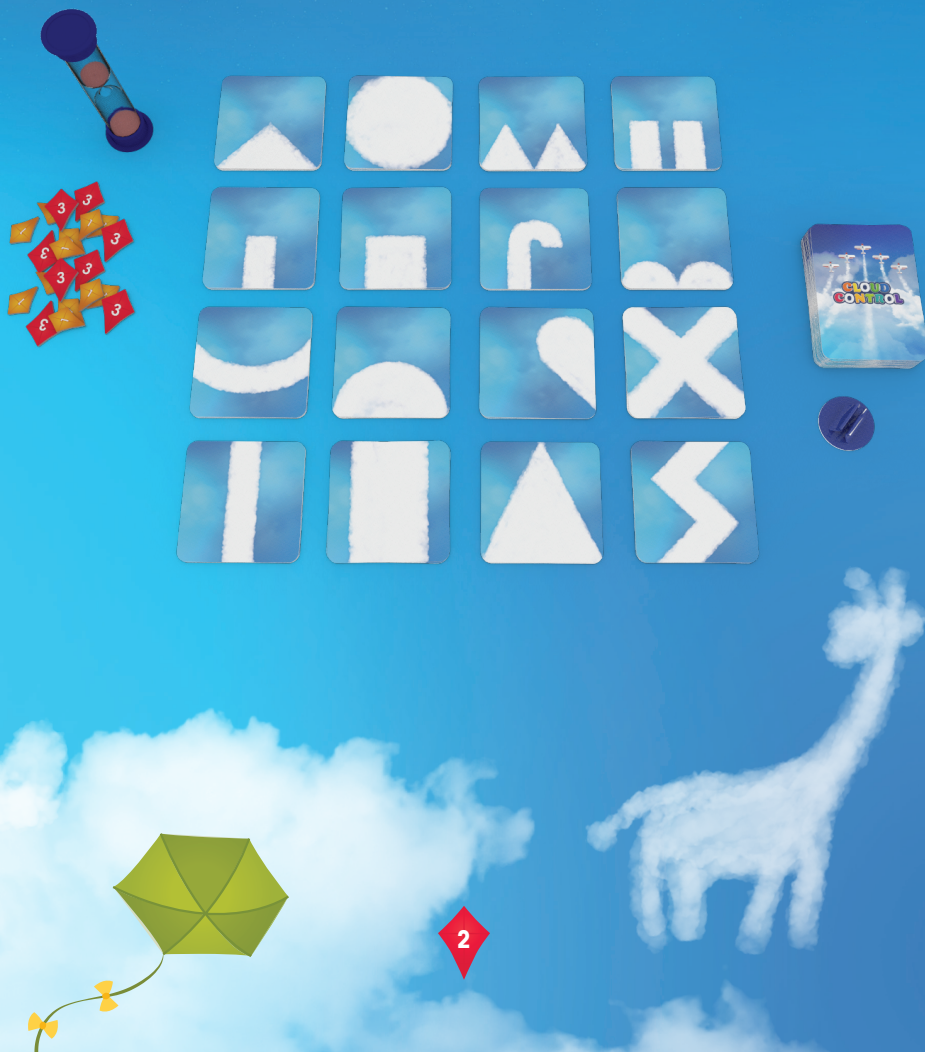
**1**  
CARD HOLDER



**64**  
CLOUD CARDS

# Setup

1. Sort the Cloud Cards into stacks based on their shape. There are four cards for each of the 16 different cloud shapes. Create a 4x4 grid of your card stacks in the center of the gaming area so that the cards are easily accessible to all players.
2. Shuffle the Shape Cards and then place them in reach of all players. Place the point tokens nearby as well.
3. The player with the sunniest disposition will go first. Place the card stand in front of this player. Give the sand timer to the player on the right of the start player.



# Gameplay

On your turn, draw a Shape Card from the top of the deck and place it on the card stand in front of you so that the words are hidden from the other players. Look over the 4 listed shapes in the 1 and 3 point categories. (Note: The shape listed on the bottom of the card is used for the Lightning Round only.)

Announce when you are ready to begin. When the player to your right flips the timer, you may begin creating your cloud formations.

Your goal is to get the other players to guess the shapes listed on your Shape Card before time runs out. You will give clues about the shapes by creating cloud formations using the Cloud Cards from the center grid.

You may create the shapes on your Shape Card in any order, and the other players may guess as many times as they want.

Your turn ends either when the timer runs out, or when all of the shapes on your Shape Card have been correctly guessed. For each correctly guessed shape, you AND the player with the correct guess each receive the corresponding number of points for that shape. In the event that more than one player simultaneously guesses a shape, each player is awarded a point token.

After points are awarded, return all the Cloud Cards you used to their corresponding stacks in the center grid. Pass the card stand and the timer clockwise around the table.

## USE THE CARDS, NOT YOUR BODY

In general, the Cloud Cards should be the only way in which information is given about your shapes. You should not use your body in conjunction with Cloud Cards to give a clue. For example, if the shape is "WING", you may create a bird with Cloud Cards and fly the bird across the room, flapping the Cloud Cards that represent its "wings". However, you may not place cards on your back and flap them as if they were wings attached to your body.



## THINGS YOU CANNOT DO

- ✦ Speak, make sounds, or use sign language (except to say that a listed word on your Shape Card has been guessed).
- ✦ Create letters or numbers using the Cloud Cards, or give the number of letters in a shape.

## THINGS YOU CAN DO

- ✦ Create formations to represent an actual shape on your Shape Card.
- ✦ Create formations that are related to a shape on your Shape Card or represent parts of the words that make up your shape.
- ✦ Rotate, flip, stack, overlap, and orient the Cloud Cards in any manner of your choosing.
- ✦ Physically move the Cloud Cards (i.e., animate them).
- ✦ Make gesturing hand motions to other players (i.e., point at a part of the cloud, give a “keep going”, or “on the right track” motion).



EXAMPLE: If your shape is “CAT”, you may choose to use the Cloud Cards in a manner similar to the image below to make a cat-like cloud.

If your shape is “TAIL”, you may choose to physically move one of the cards in order to highlight that particular part of your cloud formation.

If your shape is “RUN”, you may choose to move cards across the table or through the air to indicate that the object is moving quickly.



# Lightning Round (All-Play) ⚡

Once all players have taken one turn creating cloud formations, everyone will participate in a lightning round.

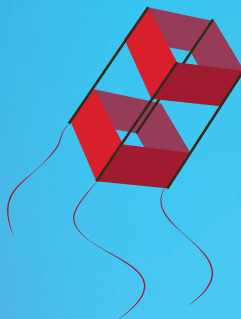
To set up the round, the original start player draws a Shape Card and verbally announces the shape listed at the bottom of the card (indicated by ⚡). Once all players are ready, the timer is flipped, and all players simultaneously create the chosen shape.

Only one Cloud Card may be taken at a time (i.e., you cannot take multiple cards within one reach). Unused cards should be returned back to the center of the table so that other players may access them.

When the timer runs out, all players reveal their cloud formations. Players should then, in turn order, give brief explanations of their shapes. They may choose to “animate” their formations during this time, following the same rules from the other rounds.

Once everyone has explained their shape, everyone will simultaneously vote on their favorite formation. The start player will give a three second countdown, at the end of which everyone should point at the formation they believe best represents the shape. (Note: players may NOT vote for themselves.) The player with the most votes receives 5 points. In the event of a tie, each tied player is awarded 5 points.

Once points have been awarded, all Cloud Cards should be returned to their corresponding stacks in the center grid. Resume the game with standard turns, beginning with the original start player.



# Optional Tips & Tricks

- ◆ Used Cloud Cards do not need to be returned to the center grid during your turn, but it is advisable that the players sitting next to you re-stack the used Cloud Cards so that all Cloud Cards are in order and easily found during your turn.
- ◆ You do not necessarily have to “start from scratch” with each creation. It may be beneficial to use a cloud formation in more than one way to create multiple shapes.
- ◆ Remember, you can create formations that give hints about the shape but don’t represent the shape itself. For instance, for the shape “FORKLIFT”, you may choose to create a formation that looks like a fork, and then “lift” the formation up off the table.
- ◆ Time should be given to each player so they may prepare to give clues. However, if you find that this is taking too long, you may use the timer to provide a limit to each player.



## Game End

Play continues until each player has taken 2 turns creating clouds (as well as competed in the lightning round between those rounds). The player with the most points is the winner.

In the event of a tie, the tying players will participate in a final showdown Lightning Round. After the vote, if the players competing in the lightning round end up in a tie vote, then the players share the victory.





# Team Play

If there are 6 or more players, we recommend that you split players into 2 teams and use the following set of rules. All rules for creating cloud formations remain the same.

- ◆ Players from both teams will be creating cloud formations at the same time. At the beginning of a turn, both teams select a player to create the cloud formations while the other team members guess.
- ◆ The selected players should sit next to each other at the table, ensuring that there is enough room for both to create cloud formations. Draw one Shape Card and place it on the card stand between the two players so that both can see the shapes list.
- ◆ When both players are ready, the timer is flipped. Both players must begin creating the shape listed at the top of the Shape Card. Once that shape is guessed by a member of either team OR both selected players decide to pass, both players move on to the next shape, working from the 1 point to the 3 point values.
- ◆ Only one Cloud Card may be taken at a time from the central grid (i.e., you may not take multiple cards with one reach), and cards should not be kept without being used.
- ◆ Points are only awarded to the team of the player that correctly guesses each shape. No points are awarded for creating the cloud formations.
- ◆ Play continues until all players have taken two turns creating cloud formations. Some players may need to take more than two turns if the number of players on each team is not the same.
- ◆ The team with the most points is the winner. If there is a tie, each team selects a player to compete in a single overtime round. The team that earns the most points in that round is the winner. If still tied, select new players to compete in a second overtime round. If still tied, players share the victory.

## Credits

**Game Design:** Eugene Bryant

**Game Development:** Chad Elkins

**Creative Direction:** Matt Paquette Co.

**Graphic Design:**

Matt Paquette, Stephanie Gustafsson

**Rulebook Editing:** Ric White

A special thank you to all the playtesters of Cloud Control!



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