

# REACH FOR THE SKY

A FAST-PACED RACE TO THE TOP!

SCOTT KURZ

# RACE TO THE FINISH

Reach for the Sky is a competitive board game designed around the experience of climbing to the top of a mountain!

## Required Items

- Players: 2-4
- One 4-sided dice

## Setup

Cards make up the landscape of the mountain you and your friends will be climbing. To create the board, first shuffle both the mountain deck and the mystery deck. Cards must be distributed from the bottom up on the board, from left to right. On the board there is a rock layer and a cloud layer. Cards on the rock layer are placed face up, while cards on the cloud layer are laid face down and must be flipped face side up once a player indicates their intent to move to that space.

## Cards

There are two types of cards: Mountain cards and Mystery cards. When a player lands on a mountain card, they trigger the effects of that card. When a player lands on a surprise card, they draw from the mystery deck and play the effect described on the card. If there are no more mystery cards left, the deck is NOT reshuffled and there is no effect for the space.

## Movement

To decide turn order, players will roll the 4-sided dice. The decided turn order also determines the order in which players decide their starting position. Players cannot start the game on the same card but can move to cards occupied by players.

Each turn, players will roll the 4-sided dice to gain movement coins. It takes 1 coin to move horizontally (left and right) and 3 to move vertically (up and down). Players can only make 1 move a turn, and only a max of four coins can be stored. Any excess coins earned are removed from the player.

After rolling, players can also choose not to move. If they do, they gain 1 coin.

Once at the top row of cards, players have to spend 4 movement coins to move into the flag space. Mystery cards which reduce movement (detailed below) cannot affect the winning move. The first person to reach the top wins!

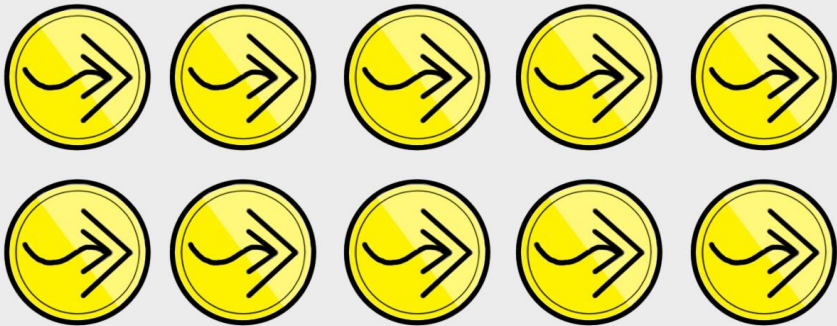
## Specific Interactions


Caution Card: A caution card can be used to negate any other card's effect once. This can be used on your turn to negate negative effects, on other player's turns to negate mountain cards that they land on, or even mystery cards that they use!

# RACE TO THE FINISH



# RACE TO THE FINISH






Surprise:  
Draw one  
Mystery card.




Taunt:  
Choose one  
player: that person  
loses one coin.




Rest:  
Gain one  
movement coin.




Path:  
Your next vertical  
movement is  
reduced to one coin.



Danger:  
This card cannot  
be traveled on.



Steep:  
This card requires  
one extra coin to  
traverse.



Lost:  
Lose one  
movement coin.



Valley:  
You cannot travel  
horizontally  
on this card.

# RACE TO THE FINISH

