

FLAVIEN  
DAUPHIN

BENOIT  
TURPIN

# UMBRELLA

PICTURED BY  
VINCENT DUTRAIT

*Slidin' in the rain!*



1-4 PLAYERS



30 MIN.



AGES 8+



PANDA  
SAURUS  
GAMES

A crowd of umbrellas fills the streets of New York! From above, the colors dance. Perform the required figures and score as many points as possible!

In *Umbrella*, you aim at completing *Figures* using 4 *Umbrellas* of the same color, following the indicated positions. To achieve this, you'll need to slide *Umbrellas* from the different *Waiting Zones* onto your *Stage*, optimizing their movements and choosing their colors wisely.



Learn to play  
in minutes!

# Components

## 4 PERSONAL BOARDS

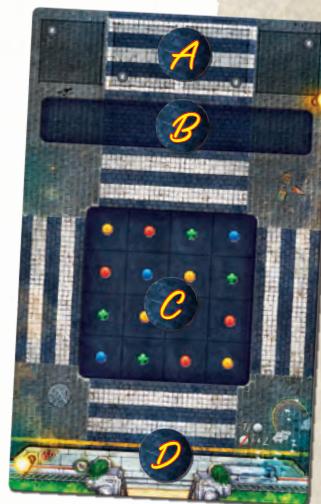
Each of them has

A 4 *Figure* spaces

B a space for a *Scoreboard*

C a *Stage*

D a *Personal Waiting Zone*



## 5 WAITING ZONES



4 Side Waiting Zones

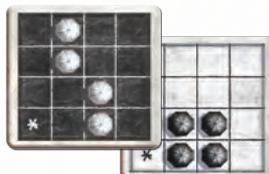


1 Central Waiting Zone

## 8 DOUBLE SIDED SCOREBOARDS



## 24 DOUBLE SIDED FIGURE TILES



## 100 UMBRELLA TOKENS

25 in 4 different colors



## 25 SCORING TOKENS



1 Each player takes their *Personal board*.

2 Each player places 16 *Umbrellas* on their *Stage* following the color indications.

3 Each player places 4 *Umbrellas* of different colors in their *Personal Waiting Zone*.

4 In a 3- & 4- player game, a *Side Waiting Zone* is placed between each *Stage*; while the *Central Waiting Zone* is placed at the center of the table.

In a 2-player game, two *Side Waiting Zones* are placed to the right and left of the *Central Waiting Zone* in the center of the table.

4 *Umbrellas* of different colors are also placed on each of these *Waiting Zones*.

5 On the first 2 *Figure* Spaces above the *Stage*, each player places 2 stacks of 2 *Figure tiles*, regardless of their visible side, following the orientation of the symbol.

6 All players take a *Scoreboard* of the same difficulty level (info on the right side of the *Scoreboard*) and place it on their *Personal Board* below the *Figure* spaces. For the first game, use a level 1 *Scoreboard*.

7 Place the necessary *Scoring tokens* in the center of the table. The other *Scoring tokens* are set aside and may be used at the end of the game.

For 2 players: 11 *Scoring tokens*.

For 3 players: 17 *Scoring tokens*.

For 4 players: 22 *Scoring tokens*.

8 The player with the nicest umbrella at home starts the game.

# Setup

→ 4-player game setup



→ 3-player game setup



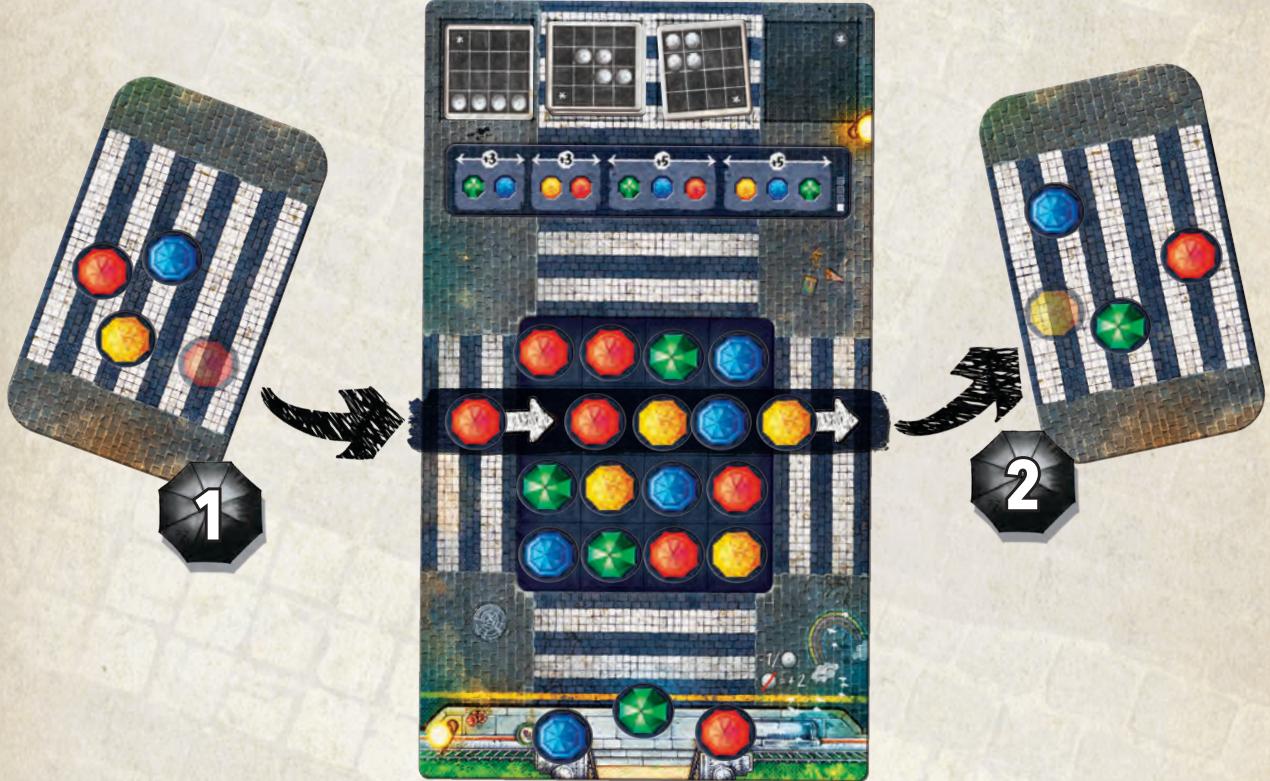
→ 2-player game setup



# Turn Sequence

In clockwise order, starting with the first player:

- 1 The active player selects an *Umbrella* from one of the 4 *Waiting Zones* around their *Personal board* (left, right, center of the table, or from their *Personal Waiting Zone*).
- 2 They slide it from where they took it into one of the 4 lines (horizontal or vertical, depending on the *Zone*) and take the last *Umbrella* from that line, immediately placing it on the corresponding *Waiting Zone* (on the other side of the *Starting Zone*).



**Exemple :** For example, if the player takes a red Umbrella from the Side Waiting Zone on their left, they insert the Umbrella and push it to the right. They simultaneously take the last yellow Umbrella from the row and move it on the Waiting Zone to their right.

**Note :** If a Waiting Zone is empty, the player cannot push any Umbrella from that Waiting Zone. (In the extremely rare case where all 4 Waiting Zones around the player are empty, the player takes an Umbrella from any Waiting Zone and pushes it in their chosen direction.)

3

If, after sliding an *Umbrella*, the *Stage* of the active player matches one of the *Figure tiles* placed in front of them, the following actions are performed:

- The active player takes a *Scoring token* and places it on their *Scoreboard* on an available spot of the same color as the one used for the *Figure*.



**Note:** When a color is no longer visible on their *Scoreboard* track, the player can no longer complete any *Figure* of that color. Completing a *Figure* of this color is therefore useless, yields no *Scoring token* and does not allow them to pass the *Figure tile* to another player.

- They then take the completed *Figure tile* and pass it to the player on their left.

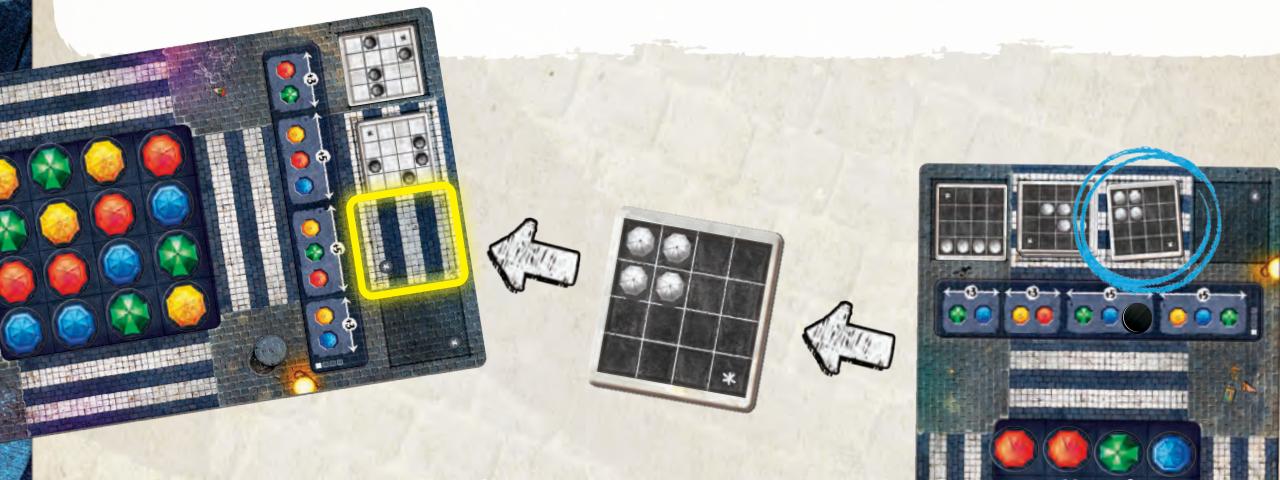
- In a 3- & 4-player game, the visible side of the given *Figure tile* does not change.
- In a 2-player game, the player passing the *Figure tile* chooses which side will be visible for their opponent.

- The player receiving the *Figure tile* places it:

- On the first empty *Figure* space in front of them, following the orientation of the ✕ symbol.
- OR, if there are no more empty *Figure* spaces in front of them, the player chooses which *Figure tile* to cover, following the orientation of the ✕ symbol.

#### NOTE:

Only one *Figure tile* can be completed each turn. If another *Figure tile* is simultaneously completed (or completed by the reveal of the lower tile, or by receiving a tile from an opponent), the active player can only validate it at the end of their next turn, after having slid one of their *Umbrella* tokens.



Then it's the next player's turn to play in the same manner, until the end of the game.

# End of the game

The game ends in 3 different ways:

- When the last available *Scoring token* has been placed.
- When a player no longer has any *Figure tile* in front of them.
- When a player has placed 10 *Scoring tokens* on their *Scoreboard*.

Then, each other player takes one final turn. If necessary, a player can retrieve the *Scoring token* they need from those set aside at the beginning of the game. Then, scores are tallied:



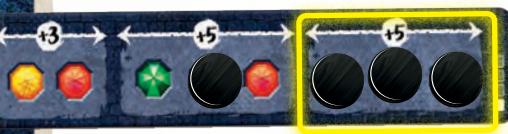
→ **+2 points** for each *Scoring token* placed on their *Scoreboard*.



→ **-1 point** for each *Umbrella token* present in their *Personal Waiting Zone*.



→ **+2 points** if their *Personal Waiting Zone* is empty.



→ Additional points depend on the *Scoreboard* used.  
(See the «*Scoreboards*» chapter.)

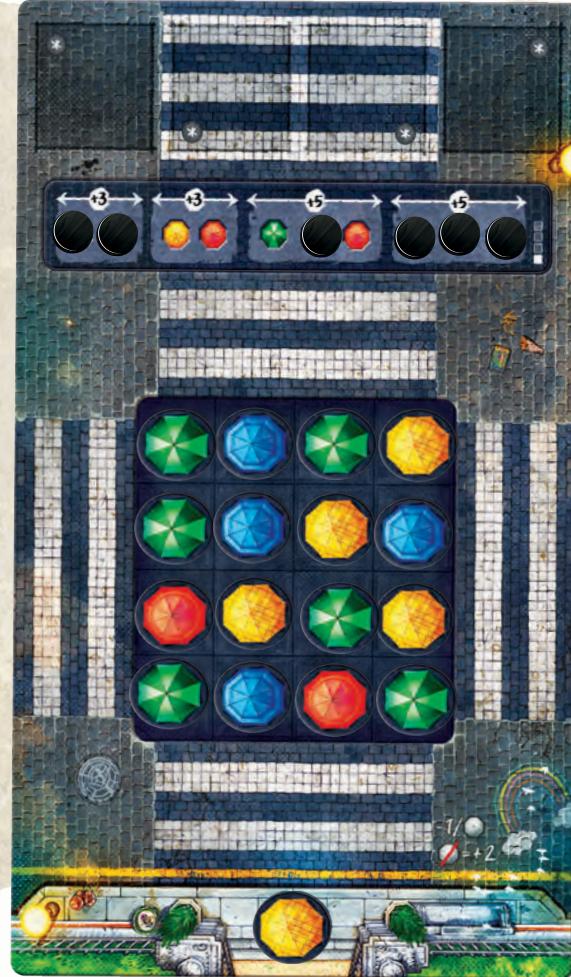
*The player with the most  
points wins the game.*

In case of a tie, the player with the fewest *Umbrellas*  
on their *Personal Waiting Zone* wins.  
In case of another tie, the victory is shared.

## END OF GAME EXAMPLE:



The player ends up with 6 Scoring tokens. Each of them gives them 2 points, so **+12 pts.**



Finally, they have one *Umbrella* remaining on their *Personal Waiting Zone*, reducing their score by **1 pt.**

The player ends the game with

**$12 + 5 + 3 - 1$  points**

for a grand total  
of **19** pts !

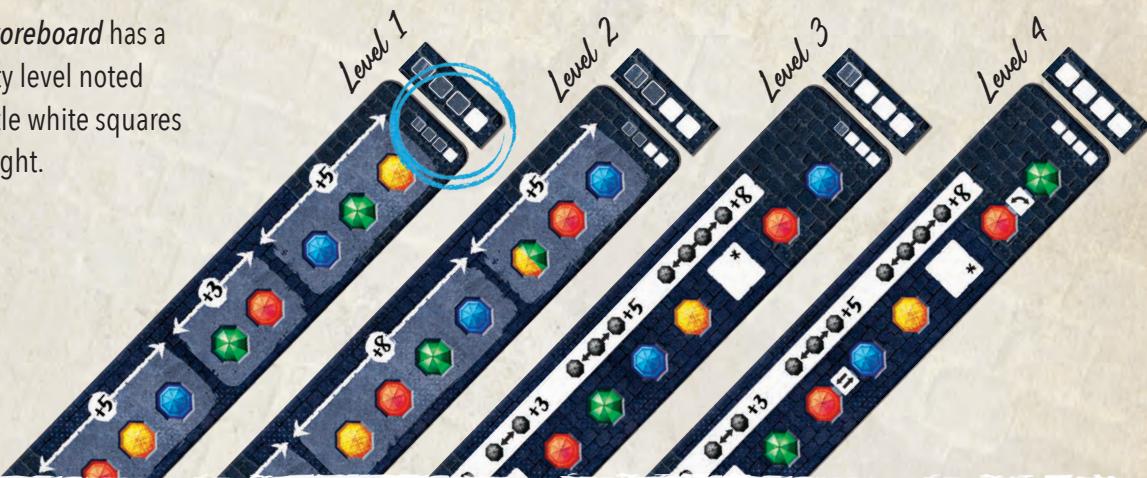
They have completed 2 groups of their Scoreboard:

- The first one gives them **+3 pts.**
- The second one **+5 pts.**



# Scoreboards

Each Scoreboard has a difficulty level noted with little white squares on its right.



## LEVEL 1 SCOREBOARD: (use it for your first game)

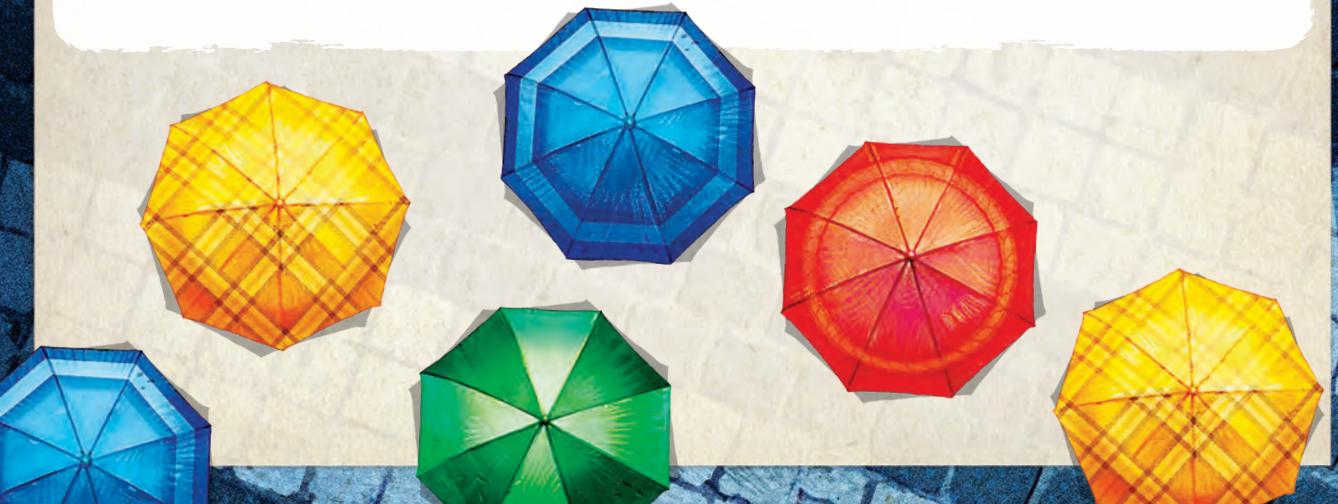


→ On this Scoreboard, if a *Group* is completed, you also gain the points indicated above the *Group*.

## LEVEL 2 SCOREBOARD:



→ On this Scoreboard, if a *Group* is completed, you also gain the points indicated above the *Group*. Bicolor spots can be completed with a *Figure* of either of the 2 required colors.



## LEVEL 3 SCOREBOARD:



→ On this *Scoreboard*, there are white squares. To place a token there, you must complete a *Figure* tile placed on the space with the corresponding orientation of the  symbol, regardless of the color.

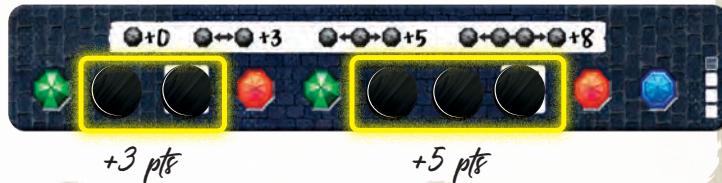
→ There are no predefined *Group*. Each *Group* of 2 adjacent *Scoring tokens* will earn an additional 3 points, each *Group* of 3 adjacent *Scoring tokens* will earn 5 additional points. Each *Group* of 4 or more adjacent *Scoring tokens* will earn 8 additional points.

$$\text{[Umbrella]} = +0 \text{ pts}$$

$$\text{[Umbrella]} \text{ [Umbrella]} = +3 \text{ pts}$$

$$\text{[Umbrella]} \text{ [Umbrella]} \text{ [Umbrella]} = +5 \text{ pts}$$

$$\text{[Umbrella]} \text{ [Umbrella]} \text{ [Umbrella]} \text{ [Umbrella]} = +8 \text{ pts}$$



## LEVEL 4 SCOREBOARD:



→ On this *Scoreboard*, there are white squares. To place a token there, you must complete a *Figure* tile placed on the space with the corresponding orientation of the  symbol, regardless of the color.

→ There are no predefined *Group*. Each *Group* of 2 adjacent *Scoring tokens* will earn an additional 3 points, each *Group* of 3 adjacent *Scoring tokens* will earn 5 additional points. Each *Group* of 4 or more adjacent *Scoring tokens* will earn 8 additional points.

→ There are also *powers*. To activate them, you must fill the 2 colored spots surrounding that *power*.



This *power* allows the player to immediately play a new-turn.



This *power* allows the player to immediately exchange the positions of 2 (orthogonally) adjacent *Umbrella* tokens on their *Personal Board*.



This *power* allows the player to immediately exchange an *Umbrella* token from a *Waiting Zone* with an *Umbrella* token on their *Personal Board*.

# Solo mode

## SETUP

The player takes a *Personal Board* and sets up 1 side *Waiting Zone* to the right, 1 to the left, and 1 above their *Personal Board*.

- 1 They place the 16 starting *Umbrella* tokens on their *Stage* following the color indications.
- 2 They prepare 5 *Umbrella* tokens of each color, shuffle the 20 *Umbrella* tokens, and randomly place them on the 4 *Waiting Zones* (5 *Umbrella* tokens on each zone).
- 3 On the first 2 *Figure* spaces at the top of their *Personal Board*, the player places 2 stacks of 3 *Figure* tiles, with the black side visible, following the orientation of the  symbol.
- 4 The player sets up a *Scoreboard* of their chosen difficulty level and prepares 6 *Scoring tokens*.



## TURN SEQUENCE

- The player chooses an *Umbrella* token from one of the 4 *Waiting Zones* and slides it from where they took it.
- The *Umbrella* token that comes out **is immediately discarded**.
- When the player completes a *Figure*, they place a *Scoring token* on the corresponding spot on the *Scoreboard*.
- If the completed *Figure* is black, the player takes the *Figure* tile and flips it on its white side on the first empty *Figure* space in front of them (or on the *Figure* tile of their choice if there are no empty spaces), following the orientation of the  symbol. If the completed *Figure* is white, the player discards the *Figure* tile.

## END OF THE GAME

The game ends in two different ways:

When the last *Scoring token* has been placed.

OR

When it's impossible to create a new *Figure* with the remaining *Umbrella* tokens.

Points are scored:

- +2 points for each *Scoring token* on their *Scoreboard*.
- Additional points depend on the *Scoreboard* used. (See the «Scoreboards» chapter.)
- If the last *Scoring token* has been placed, the player also scores 1 point for each remaining *Umbrella* token in the *Waiting Zones* (including their *Personal Waiting Zone*).

**Note:** On the level 4 *Scoreboard*, the "Play again" power allows you to not discard the outgoing *Umbrella token*.

## ACHIEVEMENT BOARD

less than 15 pts	15 - 18 pts	19 - 23 pts	24 - 26 pts	27 - 30 pts	31 pts +
try again!	it's a start.	not bad!	well done!	impressive!	good game!

*I'd like to thank the Almudena (Madrid's cathedral) for inspiring the game, Virginie and Laetitia for their long discussions, Antoine for his infectious enthusiasm and talent, Vincent for his incredible illustrations, Flavien for this great first game design experience together, and Virginie for everything...*

Benoit

*First of all, I'd like to thank Laëtitia and Léon, my wife and son, who were my first supporters and gave me the courage and mental space to embark on this new adventure. I'd also like to thank Benoit, who welcomed me into this world and gave me contacts and invaluable advice. Last but not least, I'd like to thank Antoine and the whole lumberjack team for this magnificent project, and let's not forget Vincent and his magic pencil stroke!*

Flavien

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**PUBLISHED BY:** Lumberjacks Studio

**DISTRIBUTION:** Blackrock Games

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