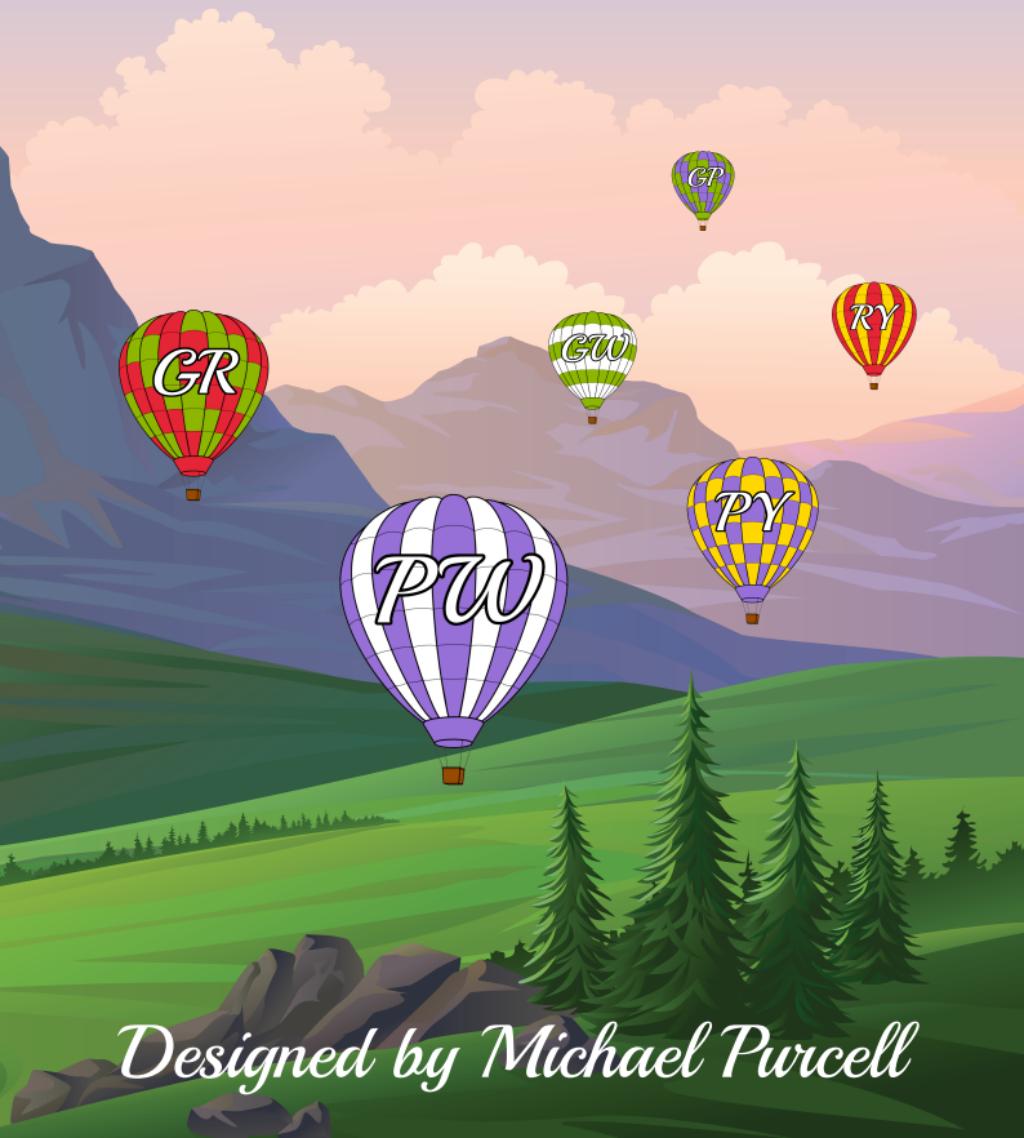


ALOFT



Designed by Michael Purcell

Overview

Aloft is a game for two to six players. It can be played in about thirty minutes and is intended for players who are at least eight years old.

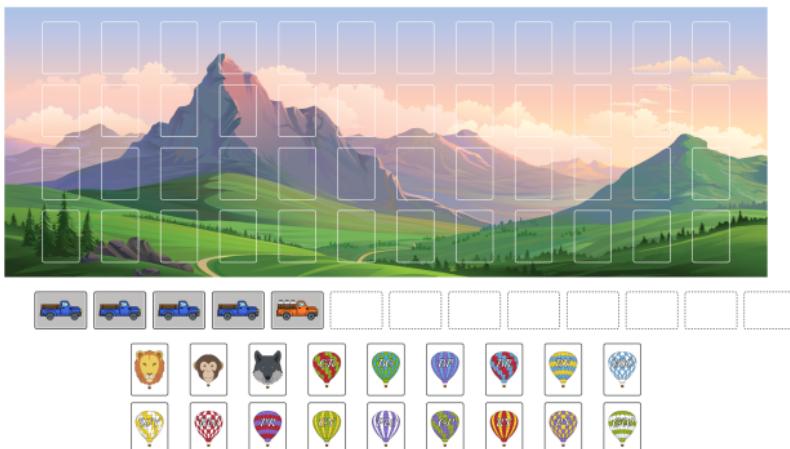
During the game, you will launch a flight of hot-air balloons. You will try to ensure that your balloons end up in the best positions in the resulting formation.

Components

- 18 balloon cards
 - 15 regular balloon cards
 - 3 special shape balloon cards
- 18 scoring tokens
- 41 achievement tokens
 - 33 launch tokens
 - 8 safety tokens
- 6 color cards
- 5 truck cards
- 1 panoramic game board

Set Up

1. In a two or three-player game, give each player two color cards. Otherwise, give each player one color card. Do not reveal your color card(s) to the other players.
2. Place the truck cards in a single row below the five leftmost columns of the the game board. The orange safety truck should be the lead (rightmost) truck.
3. Sort the achievement tokens and place them to one side of the play area.
4. Display the balloon cards at the bottom of the play area.



Gameplay

On your turn, you will perform one of the following actions:

1. Move a truck.
2. Advance a balloon.

The game ends immediately after the last balloon is launched or when no further truck moves are possible.

Move a Truck

To move a truck, you should move it forward (to the right) into the next unoccupied space.

The safety truck must always be the lead (rightmost) truck. There must never be more than one empty space between the last (leftmost) truck and the lead truck.

You may move a truck that has a balloon on it. If you do, then the balloon should accompany that truck when it moves.

If you move the orange safety truck, you should collect a safety token.

Advance a Balloon

Throughout the game, each balloon will advance through a series of states: packed, inflated, and flying. All balloons start in the packed state.

Inflate: To inflate a balloon that is packed, place it on top of an unoccupied truck.

Launch: To launch a balloon that has been inflated, move it to the bottom row of the game board above its truck.

When you launch a regular balloon, collect one launch token for each color on that balloon.

When you launch a special shape balloon, collect one multicolored launch token.

Ascend: To advance a balloon that is flying, move it up one row.

- Balloons that are flying may never be orthogonally adjacent to one another.
- Balloons may not move off the top edge of the board.

Scoring

There are two ways to score, achievement scoring and formation scoring. The player with the highest combined score wins the game.

Achievement Scoring

Your achievement score is determined by the achievement tokens that you collected.

1. Sort your achievement tokens by type.
Sort your launch tokens by color.
2. Discard any launch tokens that match your color card(s).
3. Assign each multicolored launch token a color and add it to the corresponding set.
4. Score points based on the size of each set of achievement tokens in your collection according to the following table.

Set Size	0	1	2	3	4	5+
Points	0	1	3	6	10	15

Formation Scoring

Use the scoring tokens to indicate the number of points scored by each balloon.

1. Place the scoring token numbered “1” on the leftmost balloon in the bottom row of the final formation.
2. Scanning from left to right and bottom to top, place scoring tokens on the other balloons in the formation, placing the token with lowest remaining number on each balloon as you encounter it.

Your formation score is the sum of the scores for balloons on which your color(s) appear.



Example: In this case, the red player’s color score is 28: 12 points for *RW*, 8 points for *PR*, 6 points for *GR*, and 2 points for *RY*.

