Solo Mode

Aloft can also be played as a one-player game. This is similar to the multi-player version, differing in the following ways:

- You will not use the color cards or the scoring tokens.

- You will shuffle the balloon cards before dealing them out in a single row below the game board. If you choose to unpack a balloon on a given turn, you must unpack the first (leftmost) remaining balloon.

- Balloons that are flying and that share a color may never be diagonally adjacent to one another.

- Your score is equal to the number of adjacent columns required to contain the formation plus a three point penalty for every balloon which you failed to launch.

Components

- 18 balloon cards
  – 15 regular balloon cards
  – 3 special shape balloon cards
- 18 scoring tokens
- 4 truck cards
- 6 color cards
- 6 pattern cards
- 1 panoramic game board

Overview

Aloft is a game for one 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.

Advance a Balloon

Throughout the game, each balloon will advance through a series of states: packed, unpacked, inflated, and flying.
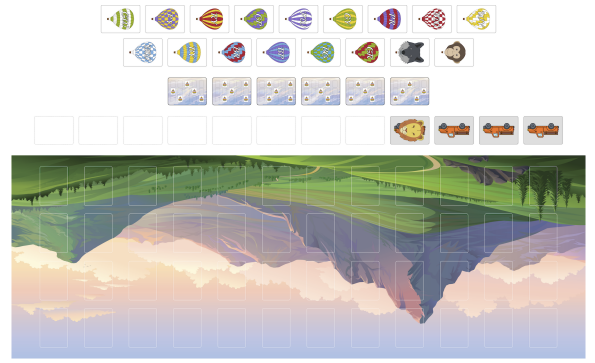
Unpack: To advance a balloon from the packed state to the unpacked state, place it horizontally on top of an unoccupied truck.

Inflate: To advance a balloon from the unpacked state to the inflated state, turn it so that it is placed vertically on its truck.

Launch: To advance a balloon from the inflated state to the flying state, move it to the bottom row of the game board above its truck. It will then be flying at an altitude of one.

Ascend: To advance a balloon that is flying, move it up one row. It will then be flying at an altitude one more than before.

- Balloons that are flying may never be orthogonally adjacent to one another.

- The maximum altitude at which balloons can fly is four.

Claim a Pattern Card

To claim a pattern card, place one unclaimed pattern card face up in front of you.

If the pattern depicted on that pattern card appears in the final formation, you will score ten points. See Pattern Scoring for details.

Scoring

Your score will be determined by the positions of the balloons at the end of the game, i.e. where each balloon is in the final formation.

There are two ways to score points: pattern scoring and color scoring. The player with the highest combined score wins the game.

Set Up

1. Deal one color card at random to each player. Do not reveal this card to the other players until the end of the game.

2. Place the truck cards in a single row below the the four leftmost columns of the game board.

3. Display the pattern cards in a single row below the launch zone.

4. Display the balloon cards at the bottom of the play area.

5. Place one of the special-shape balloon cards horizontally on the lead truck.

Color 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 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 color score is the sum of the scores for the balloons on which your color appears.

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*.

Gameplay

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

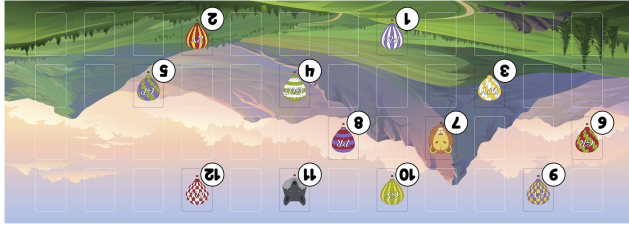1. Move a truck.
2. Advance a balloon.
3. Claim a pattern card.

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 one column to the right.

A truck may not move into a space that is occupied by another truck and may not move past the right-hand side of the game board.

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

Pattern Scoring

We say that a pattern appears in the final formation if there is a set of five balloons whose relative positions match those of the balloons depicted on the corresponding pattern card.

For every pattern that appears in the final formation, you will score ten points if you claimed the corresponding pattern card.

There is no penalty for having claimed a pattern card for a pattern that does not appear in the final formation.

| (a) | (b) | (c) | (d) | (e) | (f) |
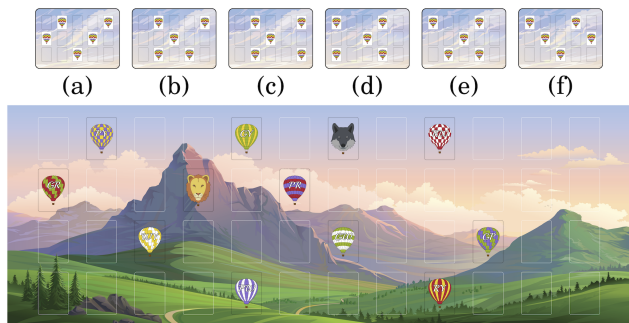
Example: In this case, the positions of the *GR*, *PY*, *WY*, *GY*, and Lion balloons match the pattern depicted on pattern card (a).