

SKY PAINTERS



Blutopia is in danger. A mysterious and evil villainess has stolen the colors of this world, leaving everything in black and white. But the guardian of the clouds has a plan: she has summoned brave guides like you to lead the Sky Painters, winged creatures that have tails that emanate magical paint. With their help, you can return Blutopia to its vibrant beauty. Your task is to collect sky cards and recruit tiles from the most talented Sky Painters to complete this mission. Are you ready for the challenge?

COMPONENTS

1 Sky Board

40 Sky Cards

30 Dice (9 blue, 5 white, 4 grey, 2 yellow, 2 green, 2 black, 2 orange, 2 red y 2 purple)

Rulebook



Hope chips (3 of value 10, 17 of value 5 y 18 of value 1)



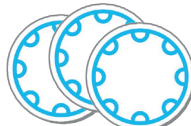
Spot chips (3 of value 10 and 25 of value 1)

8 cloud tokens



25 Protection Squares

1 Líder



8 Fichas de Halo



20 Sky Painter Tiles

SET UP

- 1.- Place the sky board in the center of the table.
- 2.- Identify the 4 initial sky cards, which have the letters A, B, C and D. Give one to each player, randomly. All players place the card on their playing area on their gray side. The player who received the card closest to A will be the starting player and the turns will go clockwise.
- 3.- Shuffle the other sky cards and take 20 if there are 2 players; 25 if there are 3 players; or 33 if there are 4 players. Place them in a deck on the left side next to the board, all on their gray side. Place the first 3 also on their gray side at the bottom outside the board, from right to left.
- 4.- Shuffle the Sky Painter tiles and take 8 if there are 2 players; 11 if there are 3; or 15 if there are 4. Place them in a face-up pile on the board area on the left side of the tower and place the first 3 face-up on top outside the board, from right to left.
- 5.- Shuffle the halo tokens and take 5 without looking. Place them randomly on the circle spaces on the board.



6.- Place the leader and the protection squares outside the board, on the left side; and on the right side, the spot chips, hope chips and cloud tokens forming a reserve.

7.- Give each player the following:
 To the first player, 1 hope.
 To the second, 1 cloud token and 1 spot chip.
 To the third, 1 cloud token, 1 spot chip and 1 hope chip.
 To the fourth, 1 cloud token, 2 spot chips and 1 hope chip.

8.- Roll all the dice and place them in a reserve next to the board without changing their value.

9.- All leftover elements (initial and non-initial sky cards, Sky Painter tiles and halo tokens) return them to the box, unseen.

Let the game begin!



GOAL

This is a competitive game. The object is to **obtain victory** through one of the following 3 ways:

Star Victory.- Get 5 Sky Painters tiles and win immediately.

Firmament Victory.- Complete 9 cards on their blue side in a 3 X 3 grid and win immediately.

Efficiency Victory.- If the end of the game is triggered and none of the previous victories occurred, the one with the most victory points wins.

How and under what conditions each victory is obtained are explained later.

HOW TO PLAY

Your turn consists of 4 steps that you must always perform in order:

STEP 1.- Perform a main action (mandatory)

STEP 2.- Perform additional actions (optional)

STEP 3.- Limit your spots to a maximum of 6 (mandatory)

STEP 4.- Review the victory conditions (mandatory)

In each step, there are several options you can take, as explained below.

STEP 1.- PERFORM A MAIN ACTION

In this step, you must choose only one of 4 main actions:

A.- Take a cloud token.

B.- Take a card and place it.

C.- Take a die and place it.

D.- Take a spot chip.

Let's look at each main action in detail.

A.- TAKE A CLOUD TOKEN

Take a cloud token from the supply and bring it to your play area.

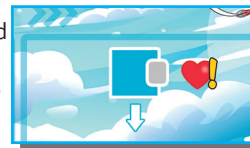
You can only do this action if you do not have any cloud tokens, otherwise you cannot perform this main action.

- You can have more clouds during the game, but you must get them through bonuses that are explained later in the rules.
- There is no limit to the amount of clouds you can have.
- Cloud tokens are a limited resource. When you have to take a cloud token as a main action or as a result of a bonus, you take it from the reserve, but if there are none left, you steal one from the player with the most cloud tokens. If several players are tied for the most cloud tokens, you decide which one to steal from.

B.- TAKE A CARD AND PLACE IT

Take a card from those around the board. You can take any of the 3 cards that are outside the deck for free, or you can take the one at the top of the deck by paying the cost indicated on the board to the reserve (3 spot chips and 3 hope chips). In the game, costs are represented by black heart and spot icons.

- If you took the top card of the deck, the card on the left, or the card in the center, add a hope chip from the supply to the card on the right. A heart icon on the board with an exclamation point will remind you of this.
- If you took the card on the right and it had hope chips, you also take those chips for you. Then, slide all the cards to the right to cover the empty space.

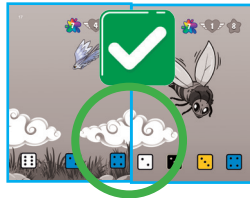


Next, place the card in your play area, orthogonally adjacent

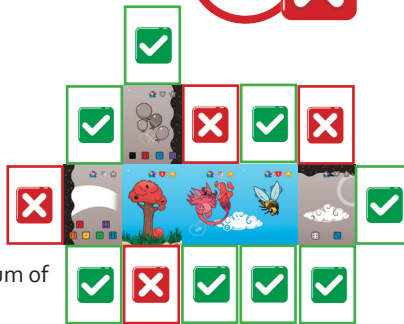


to another card you already have placed. Diagonal placement is not valid. Once placed, the card will remain that way for the rest of the game.

- It is not possible to discard a card.
- Some cards have figures that tie with others: halves of clouds must tie with other halves of clouds and halves of circles (halo of light) with other halves of circles. You cannot place these cards adjacent to each other if the figure does not tie.



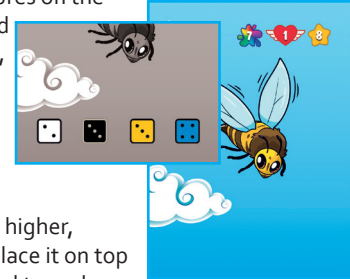
- Likewise, some cards have night limits and grass limits; you cannot place any card adjacent to a limit, not even tying with another limit.



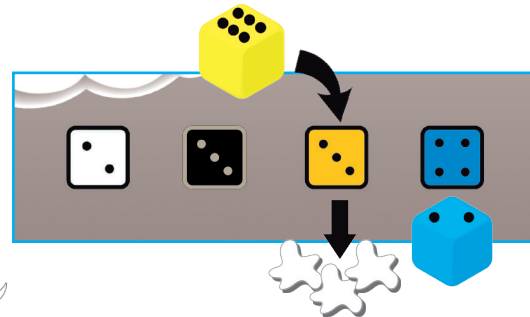
- You can have a maximum of 3 cards in your play area without completing, otherwise you cannot perform this main action.

C.- TAKE A DICE AND PLACE IT

Take a die from the pool and place it on one of your cards with the die symbol of the same color you took. Each die has a color that corresponds to the figures on the cards, for example, this card has a black bee with yellow, blue sky and white cloud.



- If the number on the die matches, place it on top of the symbol. The die is then considered completed.
- If the number on the die is higher, immediately adjust it and place it on top of the symbol. You are forced to make this adjustment, it is not possible not to adjust it. The die is then considered completed. Additionally, immediately take spot chips equal to the difference value you adjusted. For example, if your symbol is a "yellow die 3" and you took a "yellow die 6", then you gain 3 spot chips.
- If the number on the die is lower, place it on the bottom of the card, facing its symbol. In this case, the die occupies that symbol, but is considered not completed.



- You can fulfill the dice on the card in any order, not necessarily from left to right.
- You can pay a cloud token to the reserve to change the color of the die you took.
- You cannot take a die whose color you do not have on a card, unless you use the cloud token as indicated in the previous point.
- The gray dice are wild dice, so they are equivalent to any color.
- You cannot reserve dice to place later.
- Once placed, a die cannot be moved to another card or another die symbol.
- Only one physical die is allowed for each dice symbol on your cards, whether completed or not completed.
- In case there are no dice left in the pool, all players' completed dice are replaced by the protection squares and rerolled, then the game continues as normal. This could happen occasionally in games with 3 or 4 players, but it is not common.

D.- TAKE A SPOT CHIP

Take a spot chip from the supply.

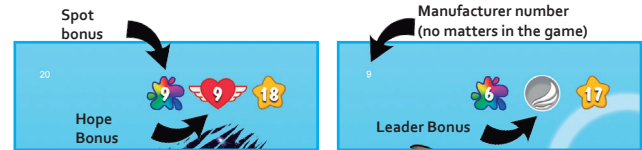
COMPLETING A CARD

When you perform your main action (and even with additional actions), it can happen in any step that a card has all its dice completed, then the card is also completed and you have to activate its bonuses immediately, these cannot be saved for later. If you completed a card:

- 1.- First, carefully throw the completed dice into the reserve. It is not valid to intentionally hit other dice; however, if accidentally hit, the affected dice will retain the value left after being hit.
- 2.- Second, turn the card over and "fix it in your firmament" on its blue side.



3.- Third, you get all the bonuses on the card, from left to right and from top to bottom:



SPOT BONUS.- You get the spot chips that the card gives you. Spot chips are unlimited in the game, if they are missing, replace them with anything else.

LEADER BONUS.- On some cards, you get the leader token, take it from wherever it is.

HOPE BONUS.- On some cards, you get a hope symbol with a number. This symbol is activated only if you have the leader in your play area. If you do not have the leader, the hope symbol does not activate and nothing happens.

• If you activate the current hope symbol, add the total of the numbers of all your hope symbols in your play area, among your cards, Sky Painters tiles, and halo tokens; and divide it by 2. Take that many chips from the reserve rounded down. For example: If your total is 13, you take 6 hope chips from the supply.



• Hope chips are unlimited in the game, if needed, use the figure on your starting card that indicates "X20". For example, 2 hope chips inside that heart indicate that you have 40 hope chips there.



HALO BONUS.- If you completed a halo of light with its two left and right halves connected, take one of the halo tokens from the board. If the token has a cost, pay it. However, taking a token is optional, if you can't or don't want to pay its cost, simply don't take the token.



- The first token costs nothing, but each subsequent token will increase its cost, as this is determined by the empty halo token spaces on the board. Each empty space indicates the cost that must be paid for the next halo token on the board that someone takes.



In this example, the next player that earns a halo token, should pay to the reserve 1 hope chip and 3 spot chips, if not, they do not obtain the token.

- If you took a halo token, place it on the two cards with the circle and immediately activate its effects.

DIFFERENCE BETWEEN THE "HOPE SYMBOL" ICON AND THE "HOPE CHIPS" ICON.

In all components (Sky Painter Tiles, cards, halo of light tokens, etc.) the **hope symbol** is the heart with wings, this is activated when you have just obtained it and only if you also have the leader. Instead, the **"hope chips"** icon indicates that you take a certain amount of hope chips from the pool, regardless of whether you have the leader or the winged heart symbols (hope symbols).



Hope Symbol Icon



Hope Chip Icon



CLOUD BONUS.- If you completed a single cloud figure or a cloud figure made up of two left and right halves, you earn a cloud token.



STEP 2.- PERFORM ADDITIONAL ACTIONS

This step is optional and there are several additional actions you can perform. **You can do them all in your turn, in any order.** With these actions, it is possible to complete more than one card, obtain more than one bonus, and it is also possible to activate various hope symbols several times in the same turn.

ACQUIRE ANOTHER DICE.- You can take another die from the reserve by paying its value in spot chips. You can take this additional action only ONCE each turn. For example, if you take a 4 die, you pay 4 spots. The same rules apply as when you use the main action of "Take a Dice and Place It", for example, you could use a cloud to change the color of the die.

PAINT WITH YOUR SPOTS.- You can use your spot chips to increase the value of uncompleted dice, one spot for each point you want to increase.

- It is not possible to reduce the value of the dice.

- It is only allowed to convert the die upwards from 1 to 6, never in reverse. Example: you cannot convert a die 1 into a die 6 by paying one spot, the correct thing to do is to convert die 1 into a 6 by paying 5 spots.
- You can “paint with your spots” the same or different dice.
- There is no limit to how many times you can do this, but remember that if you complete a card while painting with your spots, you immediately activate all of its bonuses, before continuing.

ACQUIRE SKY PAINTER TILE.-

You can acquire a Sky Painter tile by paying its total cost to the reserve, which is determined by the sum of two costs: the one that each Sky Painter includes at the bottom of the tile in black hearts (cost of hope chips) and black spots (spot chips) and the one printed on the board, in the position where the Sky Painter you acquire is located.

- It is not possible to acquire the Sky Painter at the top of the pile, but it is important that it is visible, so that players know which one is next to enter the offer.

- When you acquire a Sky Painter, slide the remaining ones in the offer to the right to cover the empty space you took from and place the one at the top of the stack in the left position. If there are no more left, just slide the remaining ones, leaving the spaces on the left empty.

- If you acquire a Sky Painter, place it adjacent to another one you already have, joining its shorter side (in purple) and immediately activate its effects and bonuses, from left to right and from top to bottom: There are immediate effects, indicated with the symbol of lightning; permanent effects, indicated with an infinity symbol; and end-of-game effects, indicated with



a flag. Each Sky Painter can have one or more effects, even of different types. See the Sky Painters Almanac at the end of the rulebook.

- After activating its effect, it activates its bonus at the bottom, some Sky Painters also have the take the leader icon and the hope symbol icon that could activate the hope bonus in the same way as those on sky cards.



- Some Sky Painters also award victory points, in case of an efficiency victory.
- You can acquire more than one Sky Painter as long as you can afford it, but first finish activating the effects and bonuses of one Sky Painter, before acquiring another.

STEP 3.- LIMIT YOUR SPOTS TO A MAXIMUM OF 6

From the start of your main action and during your turn before this step, you can have any number of spots. However, when you reach this step, if you can no longer or do not want to do anything, **discard your excess spots until you are left with a maximum of 6, this is mandatory.** If you have less, nothing happens.



STEP 4.- REVIEW VICTORY CONDITIONS

Next, it is mandatory to check if you have won or if the game continues.

There are 3 ways to win the game: star victory, firmament victory or efficiency victory. Let's see each one of them.

STAR VICTORY

If during step 4 you meet these two conditions:

Having 5 Sky Painter tiles and having the leader, you win the game immediately!



FIRMAMENT VICTORY

If during step 4 you meet these two conditions:

If you have completed 9 cards arranged in a 3 X 3 grid and have the leader in your playing area, you win the game immediately!



EFFICIENCY VICTORY

If the last card in the deck fills the offer and neither of the two previous victories has occurred, the Critical Phase is triggered.

CRITICAL PHASE

During the Critical Phase, play continues and can still be won with star or firmament victory. However, when during this phase a player STARTS and ENDS his turn with the leader or there are no more possible moves, the end is triggered and the game ends immediately. Then we proceed to a score.

SCORING

To determine your efficiency victory score total, add:

- The points on your completed cards (star symbols).
- The points on your Sky Painter tiles (including the scoring effects at the end).
- The points on your halo tiles (including the scoring effects at the end).
- Points for cloud tokens. First place with the most cloud tokens has 15 points, second has 7, and third has 5. In ties, each tied takes the full points (they are not divided).
- The points for your hope chips. Each token is worth 1 point, but if you kept the leader meeple, each token is worth 2 points.
- 1 Point for each die you still have on your cards, completed or not.
- 1 Point for each uncompleted card.
- 1 Point for every 2 leftover spots.

Whoever has the most points wins the game! In case of ties, the victory is shared.

IMPORTANT! THIS IS THE STRATEGY TO MAKE COMBOS

When you teach the game to others, also teach them how to make combos. We want everyone to learn how to do combos in the game! By making combos, it is much easier to obtain Sky Painters tiles and multiple benefits. A combo consists of achieving several bonuses at the same time in a single turn. **The most important combo is to complete 2 cards in the same turn** (although you can also try to complete 3 or other combos that you will discover yourself). **Let's look at a comparative example of a turn without a combo and a turn with a combo.**

TURN WITHOUT COMBO

•Milly starts her turn without the leader, with 5 spots and 4 hope chips, she takes the green die 6 as her main action and places it on the missing 2(a), she takes 4 spot chips for the surplus of die 6 and completes the card. Then, she gets 8 bonus spots (b), so in total she already has 17. The card also has a symbol of hope with a value of 7, but she does not have the leader in her play area, so it is not activated and does not take any hope chip.

•Additionally, Milly can acquire a Sky Painter, but she has not enough hope chips, since she has enough spots, but she only has 4 hope chips and Sky Levitt Alpha, the closest for her, costs 6 hope and 15 spots (c).

•Milly can no longer do anything, so she performs step 3 of her turn, discarding her excess spot chips, and she is left with only 6.

•Milly ends her turn with little optimization and no combos.



Milly's game



Danny's game with 2 uncompleted cards



Sky Painters area for this example

TURN WITH COMBO

•Danny starts his turn without the leader, with no hope chips and with 6 spots. This was no coincidence, he tried to have his maximum amount of spots for this turn. As a main action, he takes the blue 6 die and places it on the missing 1 (d). Danny takes 5 spot chips for the surplus and now has 11 spots. Danny intentionally left die 1 to complete last, as he knew he would take quite a bit of surplus. With this he completes the card and gets 7 bonus spots (e). Additionally, the card has the leader symbol (f), so he takes it as well.

el símbolo de líder (f), por lo que también se lo lleva.

•As a bonus action, Danny pays 1 spot to increase the gray die to 6 (g) and pays 2 to increase the blue die to 4 (h); he has 15 spots left over. With this he completes another card and as a bonus he takes 8 more spots (i). He now has 23 spots in total. The completed card has the hope symbol and Danny has the leader, so hope activates. His total hope symbols are 16 (8+4+4) (J), so he takes 8 hope chips (his total divided by 2).

•As another bonus action, Danny acquires Sky Levitt Alpha by paying 15 spots and 6 hope chips. Now he has 8 spots and 2 hope chips left over. But Sky Levitt Alpha has a hope symbol that activates for a total of 20 (8+4+4+4) (K & J). Danny takes another 10 hope chips, leaving him with a total of 12.

•Danny can afford Sky Fugaz, which costs 4 spot chips and 12 hope chips and 2, so he takes it too! In a single turn, Danny completed 2 cards, activated the hope symbols twice and took 2 Sky Painters. What a great combo play!

VARIANTS

You can also play Sky Painters with some changes offered by the following variants.

VARIANT: FORCED LANDING

Forget the star victory and the firmament victory. The only possible victory will be the efficiency victory. During setup, add 3 more cards than indicated to the deck, regardless of the number of players. Play the game the same way.

VARIANT: TENSION DUEL

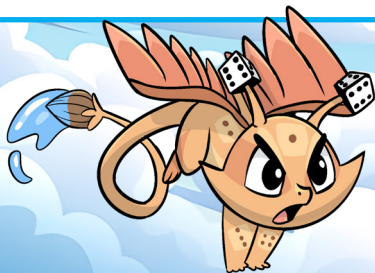
Forget efficiency victory. The game can only be won with the star or firmament victory. During setup, add all the cards to the deck. Also, add all sky painter tiles. It is only possible to play this version with 2 players. Play the game the same way.

VARIANT: LEADER BENEFITS

In this variant, one or both of the following additional rules apply: If you have the leader in your play area, you do not pay board costs to acquire Sky Painters tiles. If you have the leader in your play area, you do not pay board costs to acquire the top card of the deck.

VARIANT: OPEN MIND

You can make your own house rules to adapt the game to you and your group and you can even create or mix up your own variants.



HALO TOKENS ALMANAK

Each halo token has a name. Find it alphabetically on the list to check its effect.

- CONNECTION HALO: Skip the halo placement rule. The rest of the placement rules must be respected, so clouds and night and grass limits have to be placed with their respective rules.
- FAITH HALO: Grants a symbol of hope worth 10
- HEARTBEAT HALO: Earn 9 hope chips immediately
- HONOR HALO: Award 15 points
- INK HALO: Earn 8 spot chips immediately
- LEADERSHIP HALO: Take the leader and give you 1 symbol of hope (as you will have the leader, it activates immediately)
- SKILL HALO: Take a card and it grants you a hope symbol of value 6
- SWOOP HALO: Opponents must decide whether to lose 4 hope or 6 spot chips immediately. Also, this token awards you a hope symbol of value 6



SKY PAINTERS ALMANAK

Each Sky Painter has a nime. Find the name alphabetically on the list to check its effect.

SKY COMMANDER: At the end of the game, score each hope chip as if you had the leader, even if you don't (if you have the leader, ignore the effect). Additionally, at the conclusion of all steps of your current turn, play another turn.

SKY COTTON: You can replace each white die with 2 hope chip you have. You must do this in step 2 as an additional action, simply placing the 2 chips on each dice symbol of the indicated color.

SKY DICE: When you choose the main action "Take a Dice and Place It", roll 2 dice of your choice from the pool, then choose the die you want from the entire pool (it doesn't have to be one of the ones you rerolled).

SKY FUGAZ: At the end of the game, score 2 points for each leader symbol on your cards and 3 points for each star symbol on your cards.

SKY GNOMICHAUN: You can replace each green die and each orange die with 2 hope chips you have. You must do this in step 2 as an additional action, simply placing the 2 chips on each dice symbol of the indicated colors.

SKY HALO: Immediately take 2 halo tokens at random from those kept in the box during game setup; look at them, place one on this tile and activate its effect. Return the other to the box.

SKY HELPSY: Immediately complete an uncompleted card in your play area. If you don't have any uncompleted cards, skip the effect.

SKY LEVITT ALPHA: You are allowed to convert the dice downwards; For example, you can turn a 1 into a 6 by paying only one spot.

SKY MAD: Immediately, opponents must decide whether to reduce 3 of their dice marked 2, 3, 4, 5 or 6 to 1. For each

opponent who decides not to reduce their 3 dice, you gain 4 spot chips and 4 hope chips.

SKY MOMMY: At the end of the game, score 6 points for each Sky Painter tile you have collected.

SKY PLAYFUL: Every time an opponent completes a card, you gain a hope chip.

SKY RACCOON: You can replace each black die and each purple die with 2 hope chips you have. You must do this in step 2 as an additional action, simply placing the 2 chips on each dice symbol of the indicated colors.

SKY SAVINGS: At the end of the game, you get points equal to your number of Sky Painter tiles multiplied by your number of cloud tokens.

SKY SPOTS: Your spot limit increases by one additional spot.

SKY TACKLE: Immediately, opponents must decide whether to discard all their dice with values 1, 3 and 5. For each opponent who not to do so, take 1 cloud token. Then, at the end of all steps of your current turn, play another turn.

SKY TANTRUM: Immediately, opponents must decide whether to discard 2 of their dice of their choice or discard 6 hope chips. Then, take a free gray card, respecting your card limit. Then, at the end of all steps of your current turn, play another turn.

SKY TARGET: Every time an opponent takes a card from the offer, you gain a hope chip.

SKY UPPER: You can replace each yellow die and each red die with 2 hope chips you have. You must do this in step 2 as an additional action, simply placing the 2 chips on each dice symbol of the indicated colors.

SKY WINNER: When you take a blue die, also take another die of value 1 or 2 of any color.

SKY WISDOM: Immediately steal 2 hope chips from each opponent. Also, you omit the cloud placement rule. The rest of the placement rules have to be respected, so the halos of light and the night and grass limits have to be placed with their respective rules.

REFERENCE REMINDER

REFERENCE REMINDER

On your turn, perform these 4 steps in order:

STEP 1. - PERFORM A MAIN ACTION (MANDATORY)



A. - TAKE A CLOUD TOKEN

B. - TAKE A CARD AND PLACE IT

C. - TAKE A DICE AND PLACE IT

If the number matches, place the dice on top.

If the number is higher, immediately adjust the die and place it on top and win spots.

If the number on the die is lower, place it down.

D. - TAKE A SPOT CHIP

IF YOU COMPLETE A CARD, YOU GET THE CARD BONUSSES IMMEDIATELY

SPOT BONUS

LEADER BONUS

HOPE BONUS (only activated immediately if you have the leader)

HALO BONUS (activate immediately when placing the token)

CLOUD BONUS

STEP 2. - PERFORM ADDITIONAL ACTIONS (OPTIONAL, IN ANY ORDER)

ACQUIRE ANOTHER DICE (ONCE PER TURN)

PAINT WITH YOUR SPOTS (UNLIMITED)

ACQUIRE SKY PAINTER TILE (UNLIMITED, activate immediately when placed)

STEP 3. - LIMIT YOUR SPOTS TO A MAXIMUM OF 6 (MANDATORY)

STEP 4. - REVIEW VICTORY CONDITIONS (MANDATORY)

STAR VICTORY

FIRMAMENT VICTORY

EFFICIENCY VICTORY: If the last card in the deck fills the offer, the Critical Phase is triggered. During the Critical Phase, if a player **STARTS** and **FINISHES** with the leader, the game ends immediately and scoring begins.

