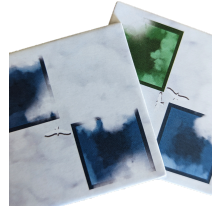


Cloud City

Rules

SET UP

1) Player 1 gets the tile with one bird, Player 2 gets the tile with two birds, etc. Put the tile on the table in front of you. Put on the matching towers.



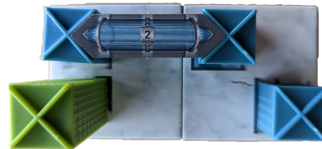
2) Shuffle tiles, place 3 face-up.



3) Each player also receives three tiles for their hand (hide).

EACH TURN

1) Choose the tile from your hand and place it next to another tile in your city.



2) You **must** place the matching towers. You **may** place walkways (maximum 2 per building).

3) Add a new tile to your hand, from the face-up tiles or from the stack.



Remember to place tiles strategically – you have to stay within a 3×3 city limit. The starting tile could end up in any spot in the city!

GAME END

1) The game ends after 8 rounds.

2) Use the scorecard to add up the points from all walkways. High score wins!

Focus Questions

- Does the initial bird tile impact your game play?
- How did you decide to place your tiles?
- Did you rotate your tiles before placing them?
- Did you visualize the placement of the buildings and walkways before placing the tiles?
- How did you plan ahead of your turn to get a higher score?
- Was it better to build walkways immediately or delay their placement?
- Did you prefer choosing from the three tiles face up or from the stack? Why?

“For Next Time” Reflection Question:

- What helps you get a higher score? Is it the size of the building? The length of the walkway? The strategic placement of your tile?

Cloud City