

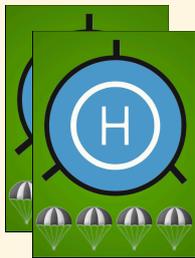
# SKYDIVING

*Skydiving has been like an addiction to you, and now is the time to prove your worth! Jump from the plane, perform elaborate tricks, impress the judges and win!*

Skydiving is fast and fun drafting and dexterity game for 2 to 5 brave players. Each round you will try to take the Tricks you really want, attempt to complete your Jump, claim them and gain Fame! After 3 rounds, the player with the most Fame will win.

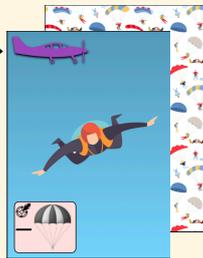
## Components

- 5 Landings



Type icon →

- 40 Tricks



Ability →

- 48 Fame tokens



- 1 Jump token



- 1 Game Box

## Setup

1. Place in the middle of the table Landings according to the number of players, counting their parachute icons. For example, in a 4 player game you will place the Landings with the 1, the 2, the 3 and the 4 parachutes.
2. Shuffle all the tricks into a face down deck. Reveal 3 Tricks in a row, underneath the deck.
3. Then, reveal 1 Trick underneath each Landing, creating different columns.
4. Set all Fame tokens and the Jump token aside. The player who last was on an airplane will begin the game.

## Round order

The game lasts for 3 rounds and each round has the same structure. Beginning with the 1st player and going clockwise, players will keep taking turns until all Landing have been selected from the middle.

During your turn, you can either place a Trick or Pass.

— To place a Trick, take any one Trick from the row and add it to the end of a column. Then, refill the row of Tricks. If the main deck ever runs out, shuffle the discards into a new deck.

— If you Pass, take a column from the middle and place it in front of you. Don't change the order of the cards. After you have passed, you will no longer be able to place new Trick during the current round.

When all but one players have passed, the remaining player can place one last Trick on the remaining column and then take that column in front of them.

**Important:** There can never be more than 5 Tricks in a column.

## Jumps

Starting with the player who passed first, each player will attempt a Jump. To Jump, **place the game's box in front of you** and next to it the column of cards you took this round. The Landing should be the furthest card from you. Then, place on top of the game's box the Jump token and flick it!

If you manage to land on a Trick, keep it along with all the Tricks before it (closer to you). Discard everything else. If you manage to land on the Landing, keep all the Tricks in the column and score the Fame on it, as well. If you fail to Land on any of the Tricks or the Landing, keep any one Trick from the column and discard all other.

When all players have Jumped, proceed to scoring.

### Scoring

You will score 1 Fame per opponent with less icons than you, in each type of Trick. Score each type of Trick separately. Keep your Fame tokens face down. Lastly, take all your Tricks, keep any one face down and discard all other. Return all Landings in the middle and begin a new round.

### 2nd Round

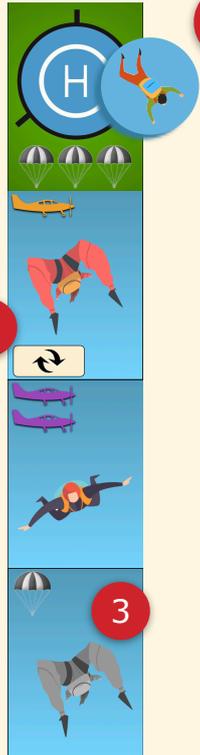
The 2nd round is exactly the same, with the only difference being that you will score 2 Fame per opponent with less icons than you, in each type of Trick. Don't forget to add the Trick you kept from the 1st round. At the end of round, take all your Tricks, keep any two face down and discard all other.

### 3rd Round

The 3rd, and final, round is the same with the only difference that you will now score 3 Fame per opponent with less icons than you, in each type of Trick. Don't forget to add the Tricks you kept from the 2nd round.

### Example

**1**  
This is the column I took this round. Now it's my turn to Jump!

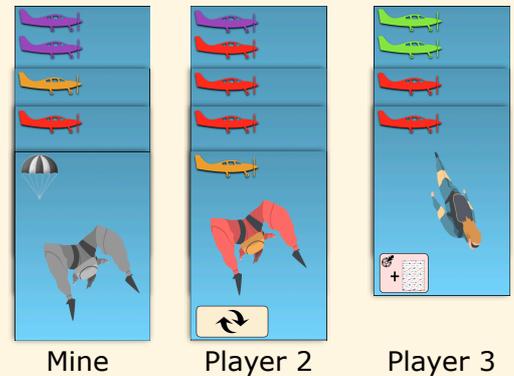


**3** Success! I score 4 Fame immediately (3 from the Landing and 1 from this Trick) and collect all the Tricks.

**2**  
Unfortunately, I failed to land... Thankfully I have another try from this ability.



**4** It's time to score. This is the second round and these are the collected tricks of the players.



**5** I score 4 Fame for the purple icons, as I have the most, and 2 Fame for the orange icons as I have more than Player 3. Player 2 scores 8 Fame and Player 3 score 6 Fame.

### Game end

After 3 rounds the game will end. Reveal your Fame tokens and add them together. The player with the most Fame is the winner, and the best Skydiver!

In case of a tie, the player that had the most Fame before the 3rd round, among those tied, is the winner.

### Glossary

 : 1 Fame

 : If you land on this Trick, draw and keep an extra Trick.

 : If you land on this Trick lose 2 Fame.

 : If you land on this Trick lose 1 Fame.

 : You can try to Jump again. You must take the result of the new Jump.

 : You have one less purple icon.