

REACH THE SKY (2 to 8 players)

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76 cards made up of 18 yellow (1), 16 orange (2), 14 red (3), 12 violet (4), 8 indigo (5), 5 blue (6), 3 azure (7).

AIM OF GAME

Leave the ground and... Reach the Sky! To do so, you must progress from yellow to azure through orange, red, violet, indigo and blue. The game ends as soon as one of the players has "reached the Sky" (azure).

COURSE OF PLAY

One player is the dealer and each player is dealt 3 cards. The remaining cards are put in a pile in the centre of the table. The player on the right of the dealer plays first. In turn, each player picks up a new card from the centre pile and puts down a card --IN FRONT OF HIM OR IN FRONT OF ANY PLAYER--, according to the colours' order (yellow, orange, red, violet, indigo, blue, azure). A player puts down a card of the same colour (e.g. orange after orange) or the next colour in the sequence (e.g. red after orange). If a player cannot put down any of his cards, he discards all those displayed in front of him and all the cards he is holding in his hand. He then takes 3 new cards and play continues to the next player.

Cards are piled up so that only the top card on each pile is visible.

If the main pile is used up, the discarded cards are shuffled and used as a new pile.

If the main pile is used up and if no cards have been discarded, all but the top cards displayed in front of the players are gathered up. They are then shuffled and used as a new pile.

Rules in your own language may be available on our web site: <http://www.lesalteralchimistes.com>.