



Spielanleitung • Rulebook • Règle du jeu • Spelregels • Instrucciones • Istruzioni



Der Wolkenmacher

Wunderwetter nach Rezept



Cloud Maker • Marmite du beau temps • De wolkenmaker
El Fabricante de Nubes • Il signore delle nuvole

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Cloud Maker



A cooperative memory and movement game for 1 to 4 players ages 4 to 99.

Game Designers:

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Illustrator: Christine Faust

Game Developers:

Patrick Tonn & Kristin Dittmann

Playtime: about 10 minutes

ENGLISH



Contents

1 game board (made with 6 puzzle boards), 1 cloud maker, 1 crow, 1 die, 21 recipe cards, 24 ingredient tiles (3 with weather forecasting frogs), 1 rulebook

The Cloud Maker and his best friend the crow make a great team! Every day they cook up the most unbelievable weather, but today the Cloud Maker has been invited to a birthday party. To make sure that there will still be good weather, the crow hops around the house collecting ingredients to surprise the Cloud Maker.

Work as a team to help the crow fill up three recipe cards before the Cloud Maker comes home.

Game Setup

Put together the six-piece game board and place it in the center of the table.

Shuffle the ingredient tiles face-down and randomly place three or four tiles in each room. It doesn't matter which rooms have three or four tiles.

Place the crow on the chimney space with the crow footprints and the Cloud Maker on the chef's hat space in the bottom right of the board.

Shuffle the recipe cards face-down and place three cauldron side up on the marked spaces in the clouds. Return the rest of the recipe cards to the box. Have the die ready.



How to Play

Take turns playing in a clockwise direction. Who has most recently seen a fluffy cloud?
They start by rolling the die!

What did you roll?



- **Crow footprint:**

Move the crow forward or backward in the house by the corresponding number of spaces. The crow may turn but cannot change direction while moving.



- **Crow:**

You may fly the crow to a white space of your choice.



- **Chef's hat:**

Oh no! The crow needs to hurry! Move the Cloud Maker one step toward the front door.

Where did the crow stop?

- **White space:**

Flip over an ingredient tile in this room.

- **Blue space:**

The crow found a shortcut through the ventilation pipe. Move the crow to any blue space along the pipe then flip over an ingredient tile from this new room.



Which image is on the ingredient tile?



- **An ingredient:**

If the ingredient is pictured on one of the recipe cards, place the tile on that recipe card. If the ingredient is on more than one recipe card, pick one of the recipes to add it to.

If the ingredient is not (or is no longer) needed for any recipe, flip the tile over again. Try and remember the tile that is not needed.





• **A frog:**

The frogs cause a lot of confusion. Swap the tile showing the frog with a different tile from any room. All players may look at the swapped tile. Remember which tile is which and then turn them both face down again.

Then it's the next player's turn.

End of the Game

The game ends

... when all three recipe cards have been filled with the correct ingredients.

Turn them over to see what fantastic weather you cooked up this time. You all win together.

or

... when the Cloud Maker reaches the front door of his house. The surprise is ruined and you all lose together. Better luck tomorrow!

Tip: The game can be made easier by removing the three weather forecasting frog tiles and only putting three tiles per room during setup.



 **Dear Children and Parents,**

After a fun round, did you suddenly discover that a part of this HABA game is missing and nowhere to be found? No problem!

At www.haba.de/Ersatzteile you can find out whether this part is still available for delivery.