



RULES



Every year, Mexico celebrates its departed with a joyful and colorful festival, under the watchful eye of the mysterious Catrina.

This year, it's your turn to handle the preparations!
Bring your village streets to life, attract chimeras, and release balloons to create an unforgettable Day of the Dead celebration.

Make it the most beautiful *Día de los Muertos* ever and prove yourself worthy of Catrina!

✂ 1 Double Sided Board



✂ 6 Starting Tiles



✂ 1 Catrina Token



✂ 114 Path Tiles



SET UP

- 1 Place the main board at the center of the table on the side matching the number of players.



2-3 players



4-6 players

- 2 Sort the Chimeras by size and place them on the board on their dedicated space.
- 3 Put all the Path Tiles in the bag. Randomly place a Path Tile on every available space on the board.



INENTS

✂ 12 Large Chimera Tiles



✂ 15 Small Chimera Tiles



✂ 16 Balloon Tiles



✂ 1 Score pad



✂ 1 Bag



4 Take the Balloon Tiles corresponding to the number of players.

2+

2 players

2+ 3+

3 players

2+ 3+ 4+

4 players +

Sort the Balloon Tiles by color.

Stack them in ascending order with the highest value on top of the pile.

Place them on their dedicated space on the board.



Your goal is to create the most beautiful celebration in your village to earn the most victory points.



5



5 Randomly give a Starting Tile to each player. This tile represents the start of your playing area (called Village). The last person who was offered flowers takes the Catrina Token. They will be the first player.

HOW TO PLAY

There are as many rounds as there are players in a game. The player with the Catrina Token starts the 1st round. Then, the game goes on clockwise.

TURN STRUCTURE

On your turn, you must take the following actions:

- 1 Take a tile from the board
- 2 Place the tile in your village

TAKE A TILE FROM THE BOARD

Choose one of the available tiles. To be available, a tile must be at one end of a row.

NOTE

Choose one of the available tiles.
To be available, a tile must be at one end of a row.



Example: Anna has the choice between 3 tiles.

PLACE THE TILE IN YOUR VILLAGE

Place the chosen tile in your Village.
It can be placed in any orientation and must be adjacent to another tile in your Village, sharing a full edge.

NOTE

You never have to match the paths drawn on the tiles.

A Path Tile can be composed of two types of paths:  A Path Tile can be composed of two types of paths: 

• Paved paths



• Blooming trails



A Path Tile may contain the following elements:  A Path Tile may contain the following elements: 

• One or several Balloons



• One or several Butterflies



• One or several Visitors



• One or several Chimera Pedestals



• One Altar



• One Shop



✂ IMPORTANT ✂

In order to be part of your Village, an element must be **on a path (or trail) connected to your Starting Tile.**

THE BALLOONS



Thousands of balloons fly to the night sky.

As soon as you place your **3rd balloon of the same color** (connected to your Starting Tile), take the first Balloon Tile of the corresponding color. Place the Balloon Tile next to your Village, it will score points at the end of the game.



Example: Anna places her tile. Doing so, she gets her 3rd red balloon and takes the 5 points red Balloon Tile from the top of the Red Balloon pile.

When you place your **sixth balloon of the same color**, flip your Balloon Tile on its golden side.



THE CHIMERAS



It is time for the **alebrijes** procession!
These fantastic and colorful creatures, looking like chimeras, are wandering in the streets.

To attract chimeras into your Village, you must build Pedestals.

There are 2 sizes of Pedestals you can build, each one matching a different size of Chimera:



When you build a Pedestal as shown below, take the 1st matching size Chimera from its pile and place it on its Pedestal. It will score points at the end of the game.

✕ IMPORTANT ✕

A Pedestal is only valid if it is closed and exactly the same size as the Chimera.

NOTE

Chimeras of the size you need may run out.
In that case, your Pedestal will not score any point. Keep an eye on your opponents' Village!



Example: Amandine built an 8-tile Pedestal. Even though there is plenty of room to place a small and a large Chimera, it is not exactly the same size as a Chimera. Thus she cannot place any Chimera there.

THE STALLS



It is tradition to decorate the altars for the departed with many things: pan de muerto, fruits, **cempasúchil**, flowers, banners, candles and **calaveras**. Visit all the stalls to collect your offerings!

There are 6 stalls in the game:



Pan de muerto



Fruits



Calaveras



Cempasúchil
flowers



Banners



Candles

At the end of the game, you score points **for each different Stall** in your Village.



1	2	3	4	5	6
0	1	4	9	16	25

NOTE

You may draw several extra tiles from the bag during the same turn, by placing several Stalls one after the other.

When you place your second Stall of the same type in your Village, **immediately draw a Path Tile** from the bag. Place this tile as an ordinary Path Tile following the same placement rules and effects.

Exemple : Louison chooses a Path Tile from the board.

She places it in her Village, thus gaining her 2nd Fruits Stall ①.

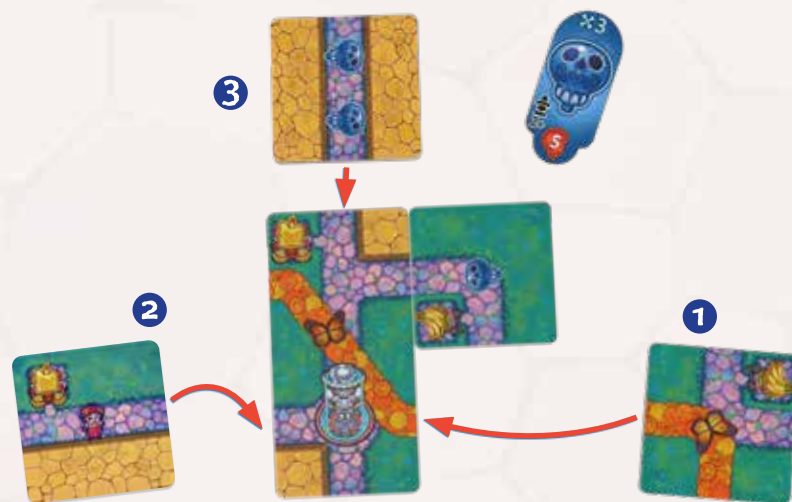
She draws an extra tile from the bag and places it in her Village.

This tile contains a 2nd Candles Stall ②.

Louison can draw a 2nd extra tile from the bag.

She places it in her Village, thus gaining her 3rd blue Balloon ③.

She takes the 1st available blue Balloon Tile from the board.



THE BUTTERFLIES & THE VISITORS



Every year, during **Día de los Muertos** visitors are coming from all over the world, as well as thousands of monarch butterflies as they end their migration. Trace Paved Paths and Blossom Trails to invite them to the celebration!

Example: In her Village, Anna has 4 butterflies and 4 Visitors.

In addition to Paved Paths, your Village also includes Blossom Trails. At the end of the game, each Butterfly on the Blossom Trail connected to your Starting Tile is worth **2 points**.

At the end of the game, each Visitor on a Paved Path connected to your starting Tile is worth **1 point**.

She places her new tile, containing 1 Visitor and 1 Butterfly.

However, 1 Visitor and 1 Butterfly are still not connected.

By doing so, she connects 2 additional Visitors.



Anna now has 5 Butterflies and 7 Visitors.

THE ALTARS



To honor their departed, families prepare beautiful Altars – also called *Ofrendas* – that they cover with gifts and decorations.

At the end of the game, each Altar grants you points for each requested element you have in your Village.

Example : Amandine has 5 Stalls, her Altar  = 1, grants her **5 points**.

Thanks to her 3 blue Balloons, her Altar  = 1, grants her **3 points**.



END OF ROUND

When the last Path tile is taken from the board, the round ends.
Draw as many Path Tiles as necessary to fill the board.
The Catrina Token goes to the next player clockwise.
A new round begins.

NOTE

There are as many rounds as there are players in a game.
When the last player takes the Catrina Token, the last round begins.



END OF GAME

When the last Path Tile of the last round is taken, the game ends.
Count your points using the Score pad.
The player with the most points is the winner.

Catrina is grateful to you for this spectacular celebration !

Endgame scoring example:

Louison has 8 blue Balloons and 4 green Balloons.

She took the corresponding Balloons Tiles, flipped her blue Balloon Tile and scores **12 points**.



The Altar grants her **8 points**.



Her Chimeras are worth **13 points**.



This Butterfly is not connected and is worth no points.

She has 4 different Stalls and scores **9 points**.

Finally, her Village counts 7 Visitors and 6 Butterflies connected to her Starting Tile. She scores **19 points**.

$$12 + 8 + 9 + 13 + 19 = 61 \text{ points}$$

PLAYER AID

✕ Balloon Tiles



✕ Chimera



✕ Shop



✕ Visitor & Butterfly



✕ Altar



CREDITS

Game Design: Frédéric Boule & Grégory Gard

Illustrations: Jérémie Fleury

Editor: Delphine Brennan

Graphic Design: Allison Machepy

Booklet Writing: Emeline Staes

English translation: Ludiverse Translation (Adil & Taher)

ACKNOWLEDGEMENTS

Anna, the Bureau des Auteurs Rouennais, Gui, James and the Ludopotes du Mercredi Soir.

Grégory Gard

Huge thanks for the numerous playtests to Juliette, Elisa, Amandine, Héloïse and the Bureau des Auteurs Rouennais.

Frédéric Boule

THE
FLYING
GAMES