



Disney · PIXAR You can fly!

The Soar-Around-Your-
House Game

Instructions

Ages 4+
2-4 Players
20 Minutes

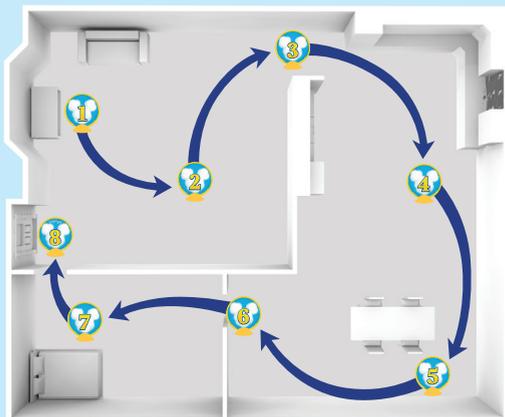
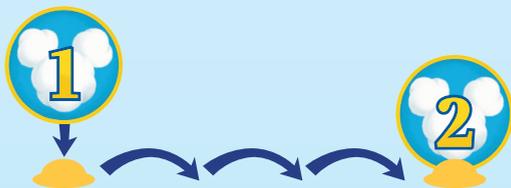
Contents:

- 4 Character Flyers
- 12 Flight Tiles
- 12 Lift Tokens
- 8 Cloud Markers with Bases
- Instructions

Learn
How to Play!
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PlayYouCanFly

Set Up

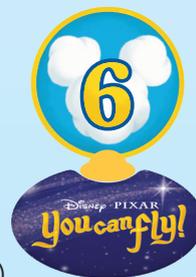
- Place each Cloud marker in a base. Then place the 8 Clouds at least 3 giant steps away from each other in a path around your play area, in number order.



- Each player chooses a character flyer and takes the 3 Lift tokens that match their flyer.



- Place the oval-shaped Flight tiles face down, mix them up, and put 5 back in the box—they will not be used this game.
- Without looking at them, place one Flight tile face down at each Cloud **except the Finish** (Cloud 8).



Object

Score points if you land your flyer the closest to a Cloud. Be the player with the most points after reaching the Finish to win!

How to Play

1. All players stand behind **Cloud 1**.
2. Flip over the Flight tile and read it aloud.



3. Starting with the youngest player, take turns tossing your flyer toward **Cloud 2** according to the Flight tile instructions. Don't pick up your flyer once it lands!
4. After all players have tossed, the player whose flyer is closest to the Cloud scores the Flight tile you threw from! Go back and take the Flight tile from **Cloud 1**. If you can't tell which flyer is closest, try using your hands as a measurement tool.



Tinker Bell landed the closest to **Cloud 2** and scores the Flight tile from **Cloud 1** (where the flyers were thrown from).

5. When you score a Flight tile, help the **other** players on their next flight! The player who scored the Flight tile chooses one of their Lift tokens to play and places it next to **Cloud 2**.



Giant Step

Every **other** player may take one giant step toward the next Cloud before tossing.



Ignore Tile

Every **other** player may ignore the Flight tile instructions and toss however they want.



Re-Toss

Every **other** player may toss again if they don't like their first toss.

Note for later in the game:

If you've already played all three of your Lift tokens, then skip this step, even if you score more Flight tiles.



Now repeat steps 1–5 above, but flying from **Cloud 2** to **Cloud 3**. Continue flying from Cloud to Cloud until you reach the Finish (**Cloud 8**). Don't forget to take the Flight tiles you score along the way!

Ending the Game

Once all players have reached the Finish (**Cloud 8**) and the last Flight tile is scored, each player adds up the points from all their Flight tiles. The player with the most points wins!