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2-4



15'

# BUBBLY

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**Illustrations:**

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## COMPONENTS

55 cards:

- 1 Starting card
- 54 Sky cards, in 6 colors

## GOAL OF THE GAME

Fill your lungs and blow your soap bubble as far as possible through the sky, while the other players try to hamper you.

## SETUP

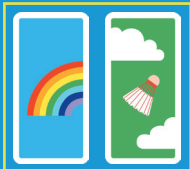
One player is the Bubble, and the others represent the Sky. Players will switch roles each round.

1. Shuffle the 54 Sky cards and deal 12 to the Bubble.
2. The Sky players each receive 9 cards (12 in a 4-player game). Use the remaining cards to create a face-down draw pile.
3. Keep the cards in your hand, and hide them from the other players.
4. Place the Starting card on the table.

Once setup is complete, the youngest Sky player starts the game.

## HOW TO PLAY

The starting Sky player plays 3 cards from their hand, in a column. The top card must be next to the Starting card. This creates 3 levels.



Now, it's the Bubble player's turn. They must place 1 face-down card on the newly created column to carry out one of the following actions:

**A/** Play a card of a matching color to ascend or remain at the same level.

**B/** Play a card of any color to descend to a lower level.



In the example above, the Bubble starts at the level of the Starting card. They may play a green card to remain at the same level, or play a card of any other color on top of the pink card.

The Bubble must show their card to the other players before placing it face down on the card that's on the table.

The Bubble can only ascend or descend 1 level at a time.

**Note:** You may choose to descend by not playing a matching color, even if you have one or more matching cards in your hand. That way, you can try to bluff the Sky players.



< Starting level

Example:

The Bubble has a choice between:

- A/** Playing an orange card and ascending 1 level.
- B/** Playing a pink card and remaining on the same level.
- C/** Playing a card of any color to descend 1 level.



Now, it's the next Sky player's turn. They place 3 cards of their choice in a column to the right of the column that was most recently created. Slowly, 3 rows will start to form.

The Bubble now plays, then the Sky, then the Bubble, ... The Sky players take turns in clockwise order. They may freely communicate out loud.

If a Sky player runs out of cards at the end of their turn, they draw 9 new cards.

If the Bubble can no longer play, the round ends. This may happen prematurely if the Bubble is on the lowest level and is unable to play a card of a matching color to ascend or remain at the same level.

## END OF THE ROUND

A round can end in 2 ways:

1. The Bubble is unable to advance. Write down how many cards they were able to play.
2. The Bubble was able to play all their cards. Write down how many cards they were able to play (12) and which level they ended up in.

Start a new round, with a different player as the Bubble. The Sky player to the left of the Bubble starts the new round.

After everyone has played a round as the Bubble, the game ends.

## END OF THE GAME

The Bubble with the highest score (number of cards played) wins the game. In case of a tie, the Bubble who ended up in the highest row of the final column wins.

If there's still a tie, those Bubbles share the victory.

**Did you know?** The walls of a soap bubble are made of water and soap, a mixture that tends to descend because of gravity. The top wall of the bubble becomes thinner and thinner until it finally pops. If you touch a bubble while your hands are wet, most likely it won't pop.

# BUBBLY

English Translation: Jo Lefebure  
for The Geeky Pen

