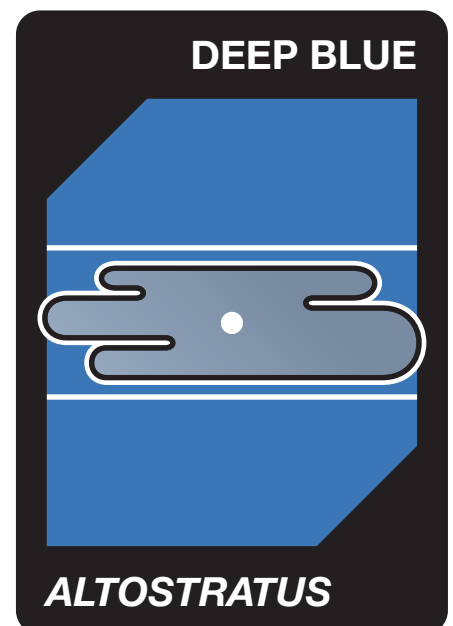
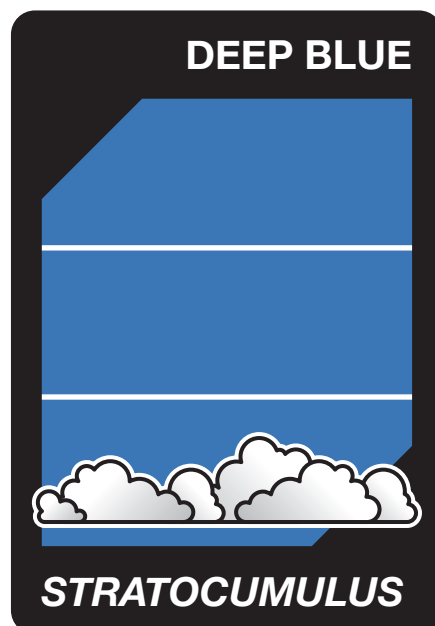
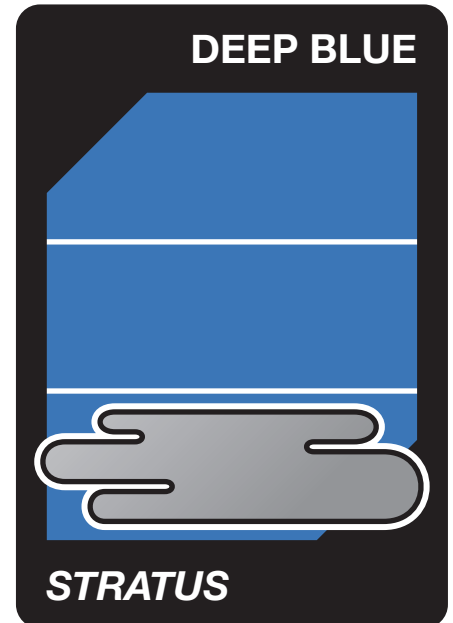


NUBE Deck

Print on regular paper and then laminate OR print on cardstock. We recommend printing with the “scale to fit” setting. The game is designed to be printed on both sides. For single-sided printing, print only the odd pages.

Cut along the gray lines. If you printed single-sided, you will need to glue both sides of the direction tracker and reference cards together.

Use the same print settings for the tuck box (optional).





DEEP BLUE



ALTOCUMULUS

DEEP BLUE



CIRROSTRATUS

DEEP BLUE



CIRROCUMULUS

DEEP BLUE



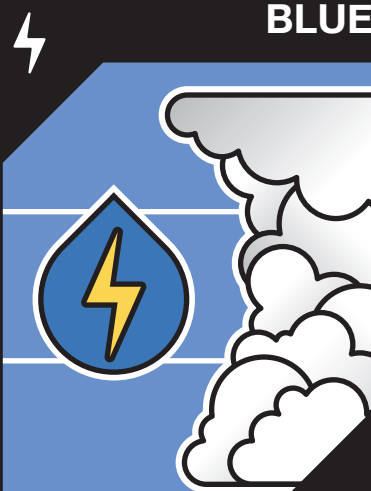
CIRRUS

DEEP BLUE



CONTRAILS

BLUE



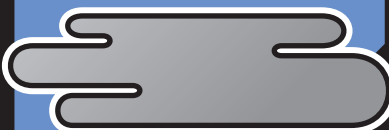
CUMULONIMBUS

BLUE



NIMBOSTRATUS

BLUE



STRATUS

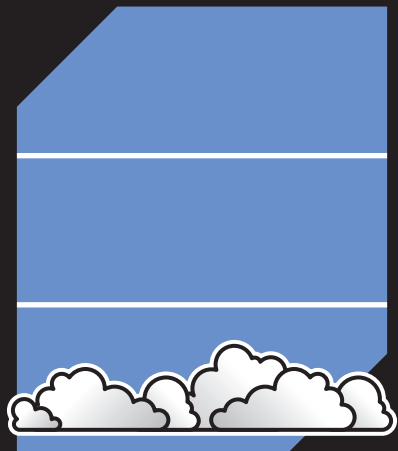
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CUMULUS

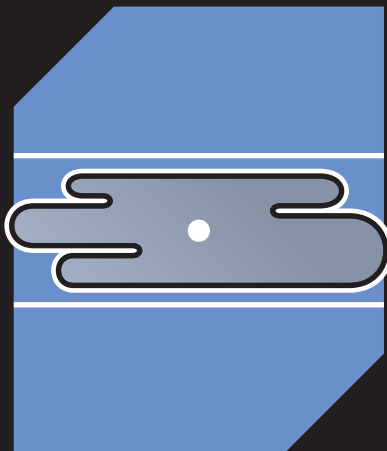


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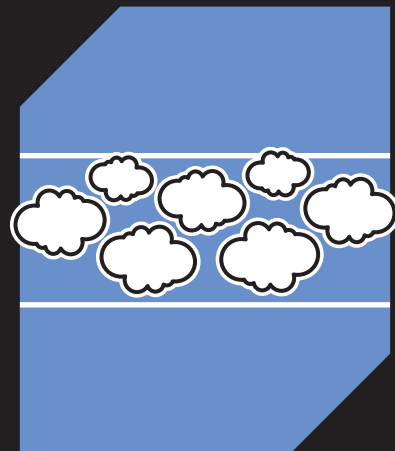
STRATOCUMULUS

BLUE



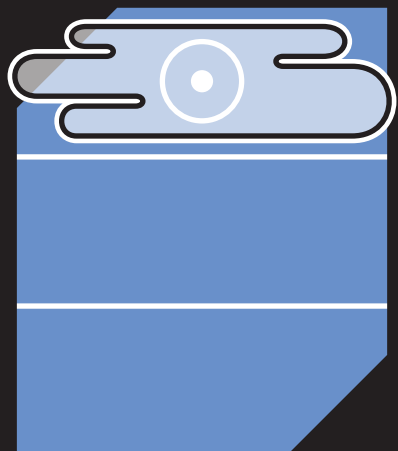
ALTOSTRATUS

BLUE



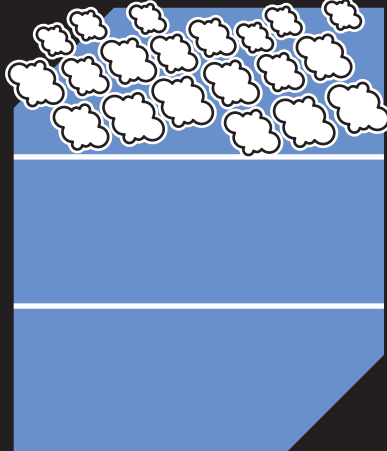
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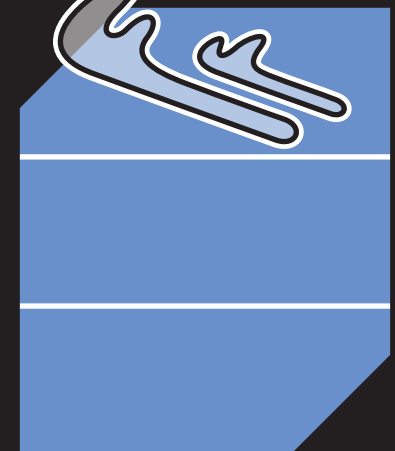
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BLUE



CIRROCUMULUS

BLUE



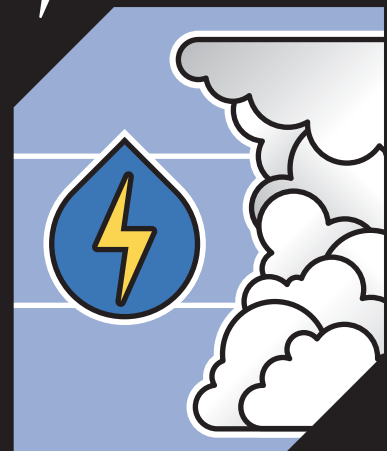
CIRRUS

BLUE



CONTRAILS

LIGHT BLUE



CUMULONIMBUS

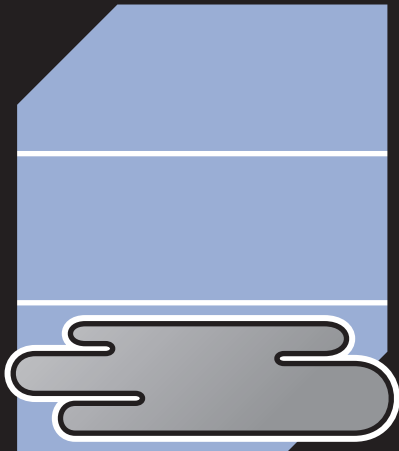
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NIMBOSTRATUS



LIGHT BLUE



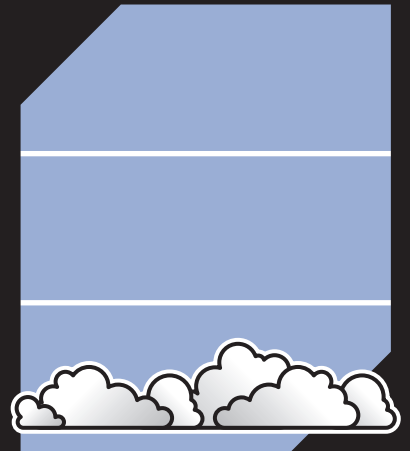
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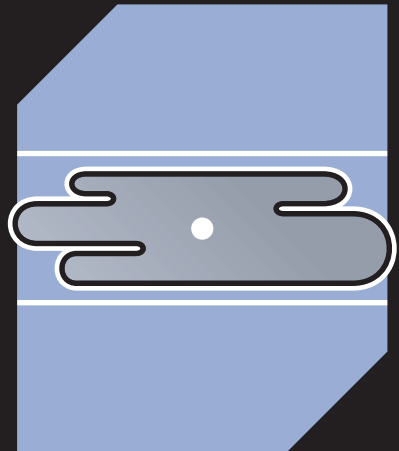
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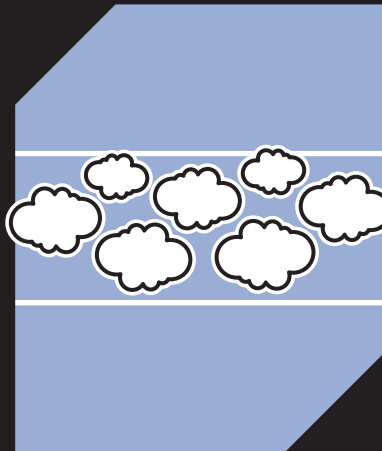
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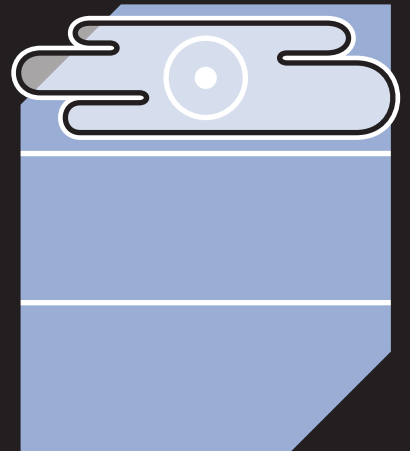
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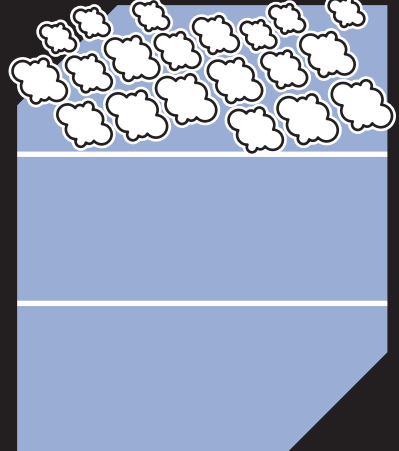
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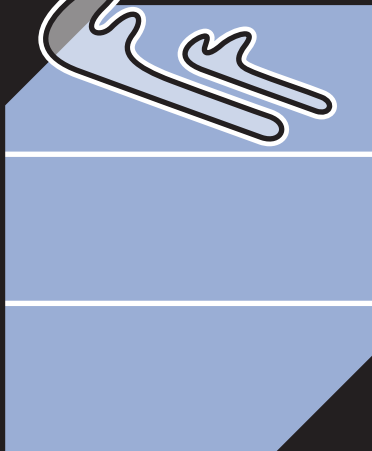
CIRROSTRATUS

LIGHT BLUE



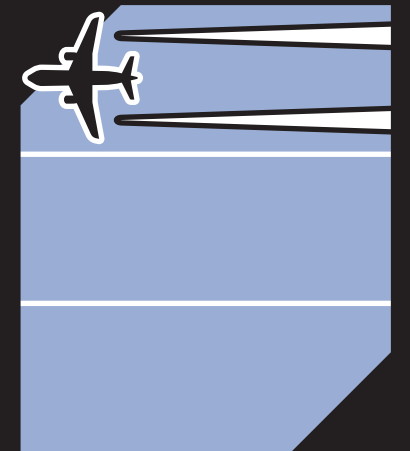
CIRROCUMULUS

LIGHT BLUE



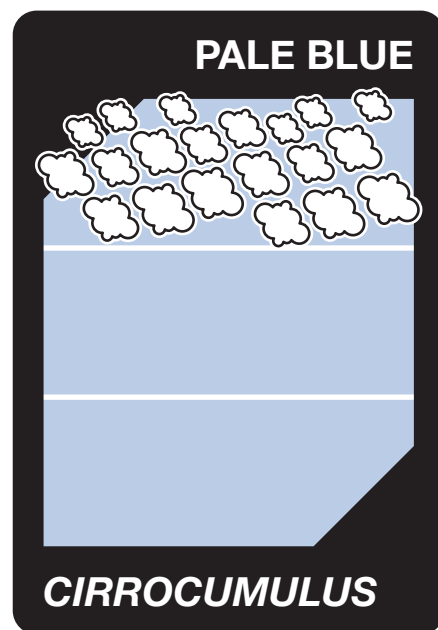
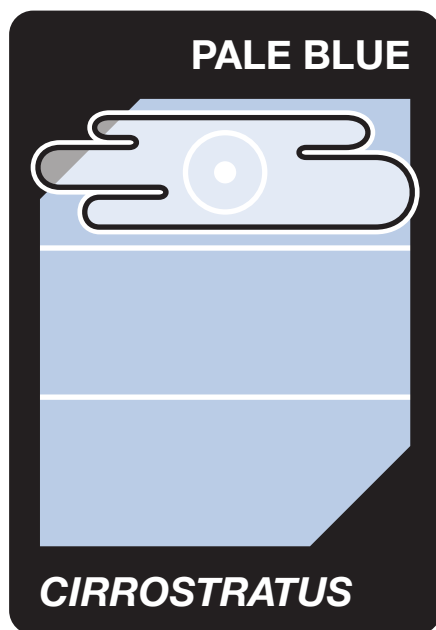
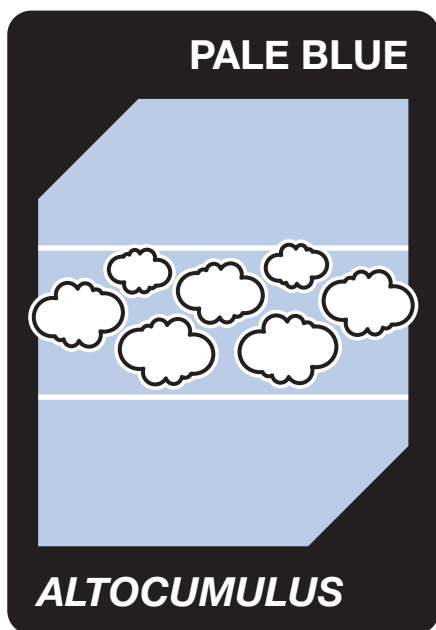
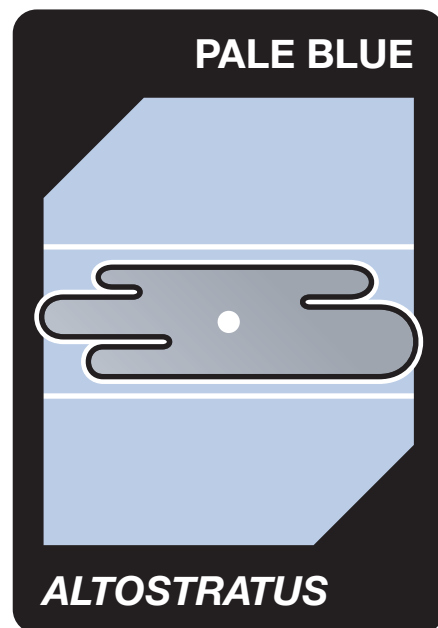
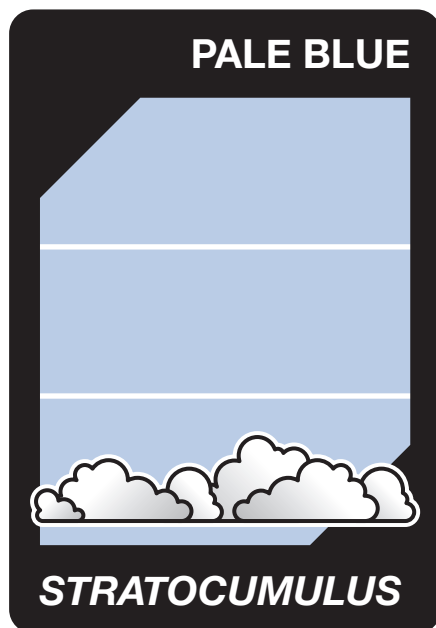
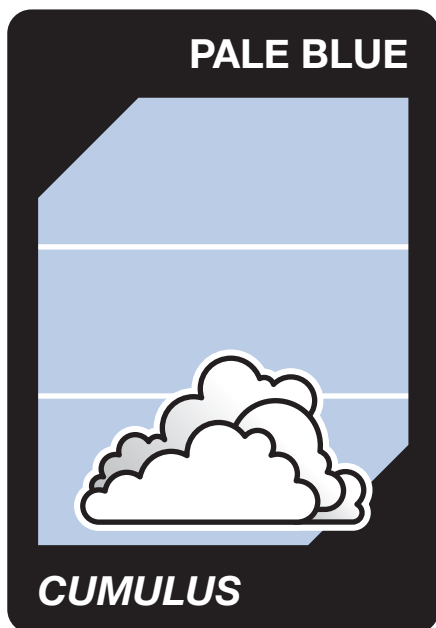
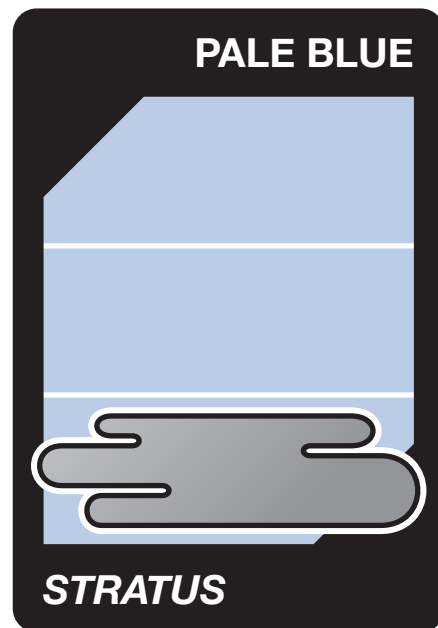
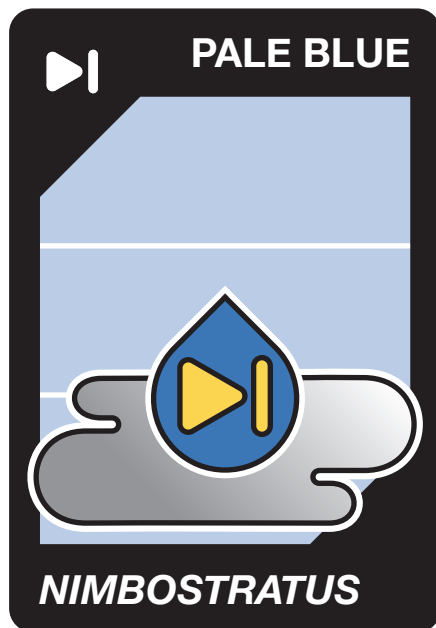
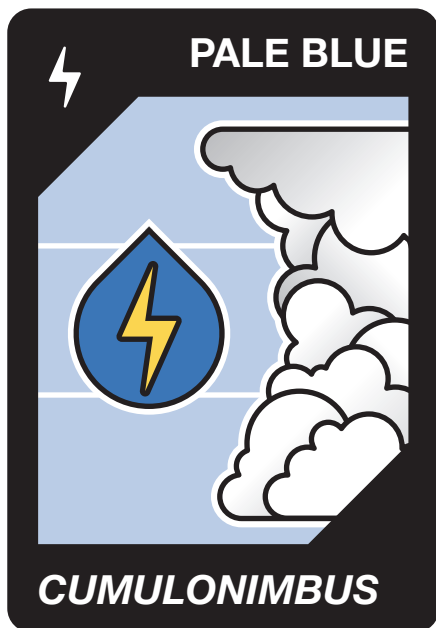
CIRRUS

LIGHT BLUE

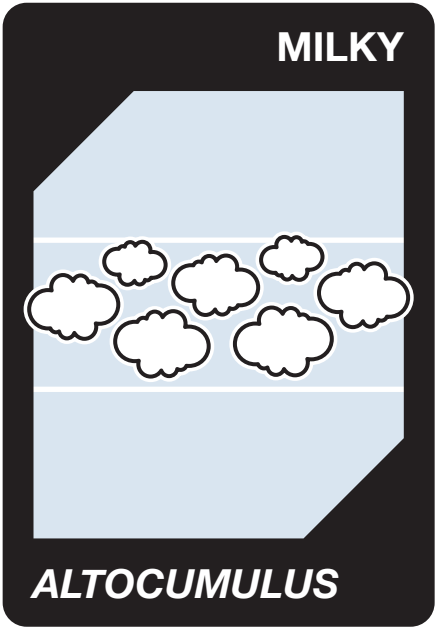
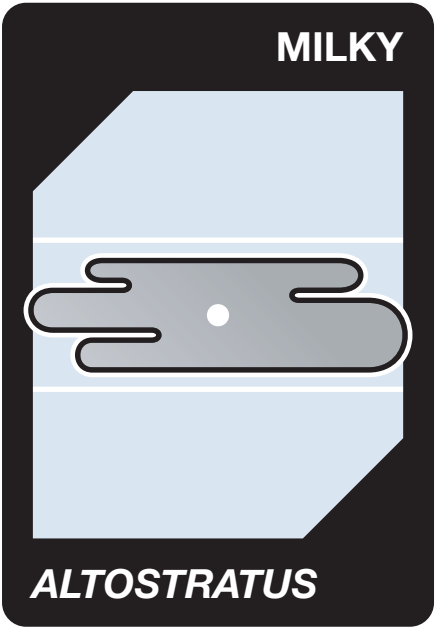
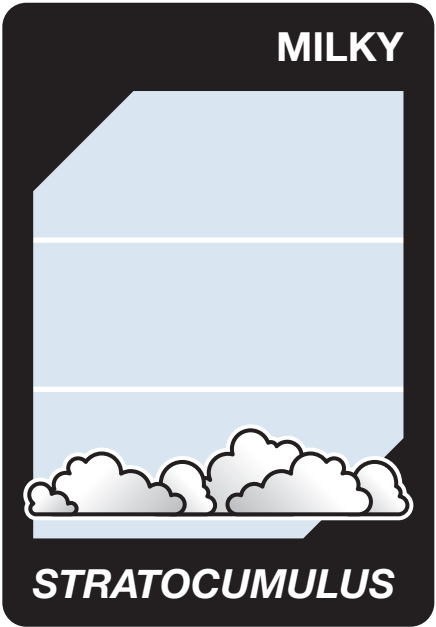
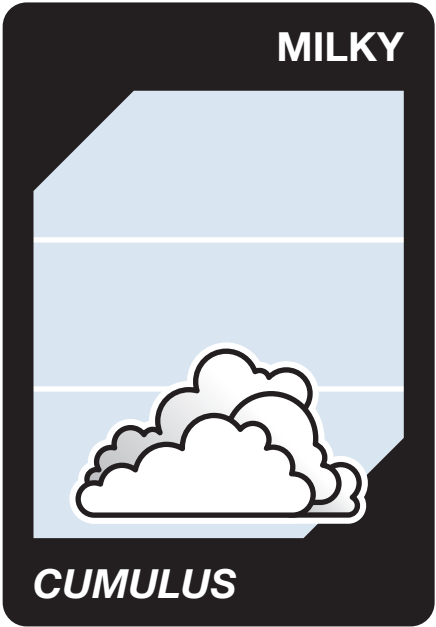
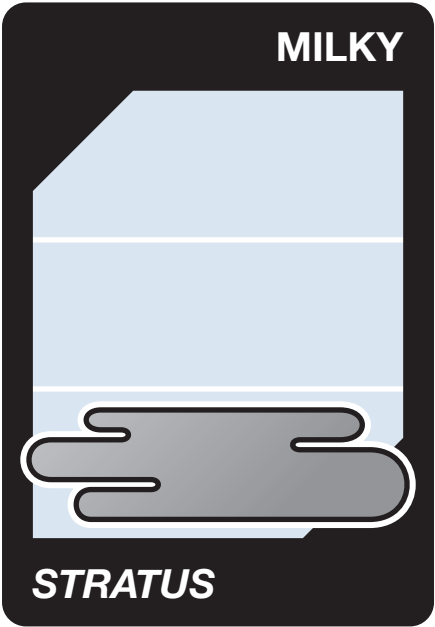
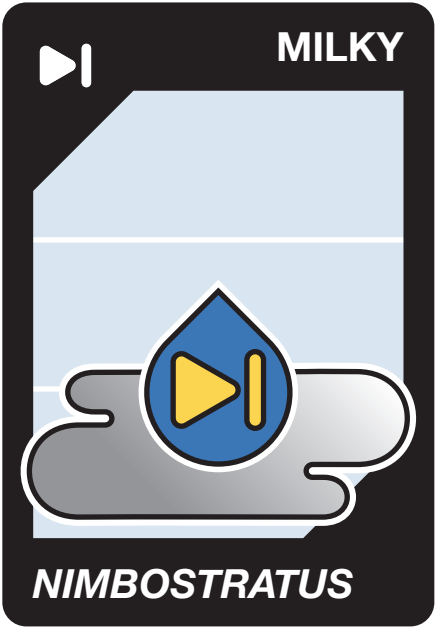
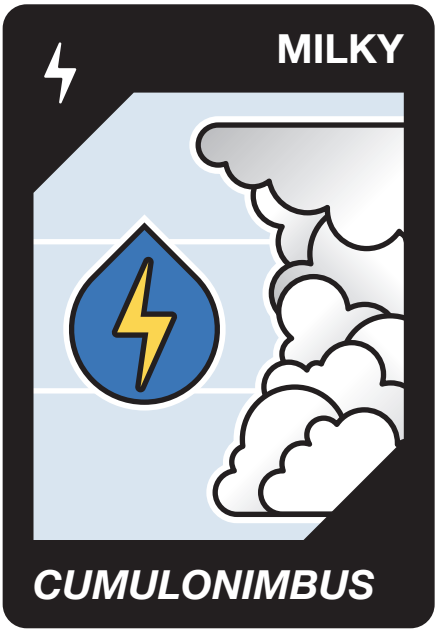
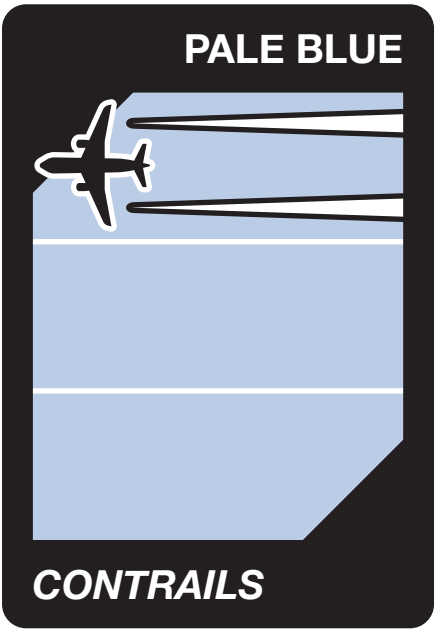
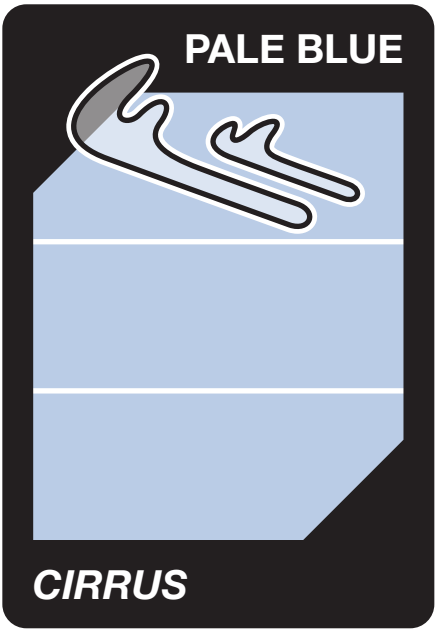


CONTRAILS











MILKY



CIRROSTRATUS

MILKY



CIRROCUMULUS

MILKY



CIRRUS

MILKY



CONTRAILS

OBSCURATION



VOLCANIC ASH

OBSCURATION



SEA SPRAY

OBSCURATION



SAND

OBSCURATION



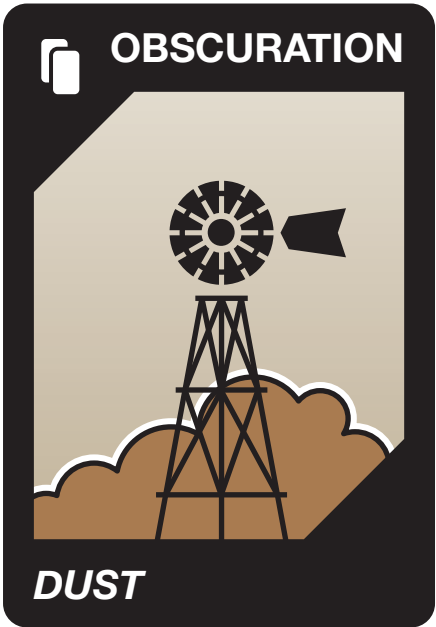
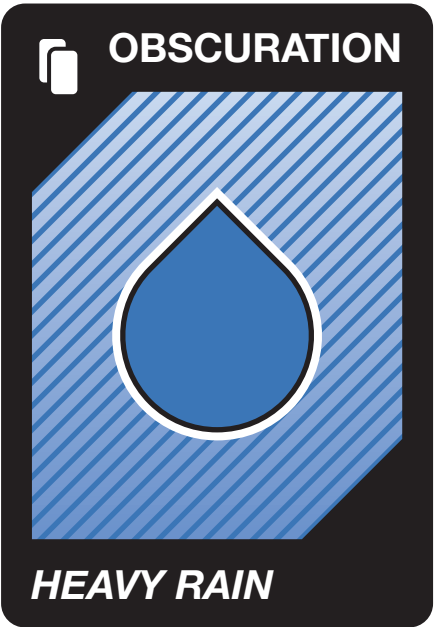
HAZE

OBSCURATION



HEAVY SNOW







DEAL 7 cards to each player, and flip one to start the discard pile.

DISCARD cards by matching either the cloud type or sky color, or by playing a wild card (Obscurations and Mysteries). If the player cannot play a card, they must draw 1 card, which can be played immediately, if possible.

NUBE (pronounced noo-beh) is the Spanish word for cloud. When a player is about to play their second to last card, they must shout "Nube!" or draw 2.

WIN by discarding all of your cards first!


Customize the game by adding or removing Mystery cards. We recommend starting with 2 to 3.

For complete instructions, go to observer.globe.gov/nubegame



CLOUD CARDS

CLOUDS

 You must match either the sky color or cloud type.


SKY COLORS (5): Deep Blue, Blue, Light Blue, Pale Blue, Milky


CLOUD TYPES (11): Cumulus, Stratus, Stratocumulus, Cumulonimbus*, Nimbostratus*, Altostratus, Cirrus, Cirrocumulus, Cirrostratus, Contrails

**These clouds are Rainmakers*

RAINMAKERS


These are cloud cards with special effects.

 **REVERSE:** When thunder roars, go indoors! Reverse the order of play.

 **SKIP:** It's a rainy day. The next player skips their turn.

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WILD CARDS

OBSCURATIONS


 Something is blocking your view of the sky! The next player must draw 2 cards. They may play any card at the start of their turn.

MYSTERIES


 The next player with a cloud card in their hand must choose a cloud card without revealing it to the other players. The player must complete the action on the card (describe, sketch, or move), while the other players guess the cloud type. Once the cloud type is guessed correctly, the player discards the cloud card and the first person to guess correctly goes next. If no one guesses, the player discards the cloud card and draws 1.

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