



2 to 6 Players

Ages 7+

Clouds are an important part of the Earth system. They are deeply connected to the weather that we experience every day and the patterns that we see over our lifetimes. By observing the clouds, we can learn more about the conditions in our atmosphere.

Goal

Match cards by cloud type or sky color. The first player to discard all their cards wins!

Set-up

Customize the game by adding or removing Mystery cards. Mystery cards add a Charades-like element to the game, where players Describe, Move, or Sketch a mystery cloud type. We recommend starting with 2 to 3.

Place the Direction Tracker in the center of the table with the Clockwise side up and distribute the reference cards.

Shuffle the deck and deal 7 cards facedown to each player. Place the remaining cards in the center of the table to form a draw pile. Flip the first card to start a discard pile. The player to the left of the dealer goes first. If the first card flipped is a Rainmaker, Obscuration, or Mystery, the effect applies to the first player.

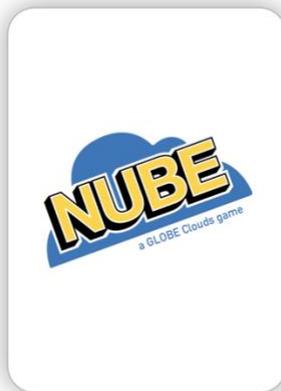
Due to the Coriolis Effect, hurricanes spin clockwise in the southern hemisphere and counterclockwise in the northern hemisphere.



In the example below, the first card flipped by the dealer is a Blue Cumulonimbus card. Because Cumulonimbus has a reverse effect, the direction tracker is immediately flipped to the counterclockwise side, and play starts to the right of the dealer.



Direction Tracker



Draw Pile



Discard Pile

How to Play

On their turn, a player may discard a card by matching either the cloud type or sky color of the top card in the discard pile, 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. Otherwise, play continues in the direction indicated by the Direction Tracker.

If the draw pile ever becomes depleted, shuffle the discard pile and use it to replenish the draw pile.

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!” If the player is caught forgetting to shout “Nube!” before the next player’s turn, they must draw 2 cards.

The first player to discard all their cards wins!

Card Types

There are two categories of cards in NUBE: Cloud Cards (Basic Clouds and Rainmakers) and Wild Cards (Obscurations and Mysteries).

Cloud Cards

Basic Clouds (45): You must match either the sky color or cloud type.

Sky Colors: Deep Blue, Blue, Light Blue, Pale Blue, Milky

Cloud Types: Cumulus, Stratus, Stratocumulus, Cumulonimbus*, Nimbostratus*, Altocumulus, Altostratus, Cirrus, Cirrocumulus, Cirrostratus, Contrails

*Cumulonimbus and Nimbostratus are Rainmakers.

Rainmakers (10): These are cloud cards with special effects. Note: Rainmakers are NOT wild.

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

 **Nimbostratus – Skip:** It’s a rainy day. The next player skips their turn.

Wild Cards

Obscurations (8): 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. There are 8 unique obscuration cards: dust, sand, smoke, haze, volcanic ash, sea spray, heavy rain, and heavy snow.

Aerosols, like dust, haze, and sea spray, effect the sky color. When there are more aerosols in the atmosphere, the sky appears lighter. Aerosols are essential for cloud formation, because they provide a surface for water to condense onto. When there are a lot of aerosols close to Earth’s surface, they may even obscure your view of the sky.

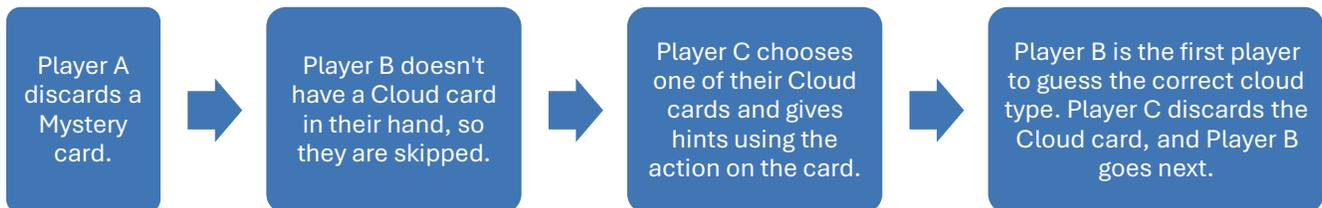
Clouds that produce precipitation have *nimbus* in their names. Nimbostratus clouds produce light rain or a steady drizzle, while cumulonimbus clouds produce intense storms with thunder and lightning.

Mysteries (up to 6): Sometimes you need a little help from your friends to identify a cloud. 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, move, sketch), while the other players guess the cloud type. Once the cloud type is guessed correctly, the player discards the cloud card and the first player to guess correctly goes next.** If no one guesses correctly, the player must discard the cloud card and draw 1.***

Describe: The player may use any words except for the name of the cloud. For example, they might say “puffy low-level cloud” to describe cumulus.

Move: The player must use movement to represent the cloud. They cannot say anything, but sound effects are okay. For example, they might hold their arms out flat to mimic stratus clouds and then use gestures to indicate the cloud level.

Sketch: The player must make a quick drawing of the cloud. It’s okay to draw in the air if there isn’t any paper. Try drawing a unique cloud instead of copying the cloud on the card!



**If none of the other players have a cloud card in their hand, the person who played the Mystery card must draw 2 new cards and play one immediately.*

*** If the card has a special effect (Nimbostratus or Cumulonimbus), the effect applies to the first player who guessed correctly.*

****There may be instances in which the other players refuse to guess. For example, if the player giving the clue is on their last card, or if it is a Nimbostratus card and would result in the guesser losing a turn. Players may say “pass” to indicate that they will not guess.*

Considerations for Two-Player Games

Two-player games work best with a couple of modifications.

Direction of Play: Do not use the Direction Tracker. Because REVERSE has no effect in a two-player game, the Cumulonimbus card should be used as a SKIP card.

Mysteries: Mystery cards work best in games of 3 or more players. In a two-player game, consider either omitting the Mystery cards, or changing the penalty so that if the cloud isn’t guessed correctly, BOTH players draw 1 card.

