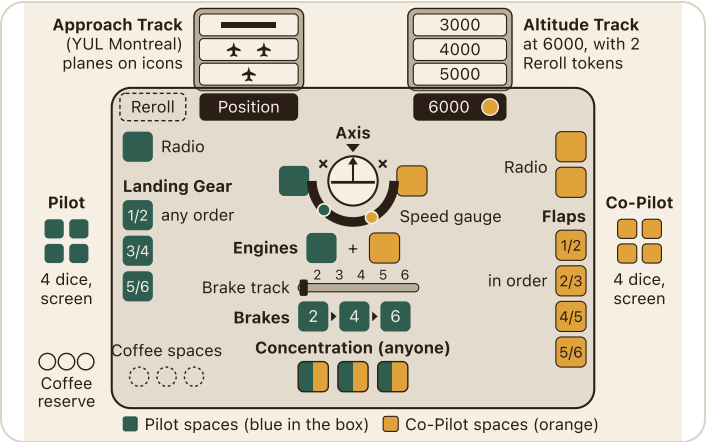
THE LUDARIUM · TEACH SHEET

Teach Sky Team in ten minutes

Exactly 2 players · About 20 minutes · Ages 14 and up

The goal: Land the plane together in round 7: traffic cleared, gear and flaps down, wings level, and speed under the brakes.



On your turn

1. Talk strategy, never dice. Then roll your 4 dice behind your screen. Silence from here.
2. Take turns placing 1 die on a free space of your color. The altitude arrow says who starts.
3. Each player must place 1 die on the Axis and 1 on the Engines every round.
4. Axis: the plane tilts toward the higher die, 1 mark per point of difference.
5. Engines: total below the blue marker, stay. Between markers, move 1. Above orange, move 2.
6. Radio: a die of N removes a plane from space N, counting your own space as 1.
7. Gear (Pilot), Flaps (Co-Pilot, in order), and Brakes (Pilot, 2, 4, 6) each move a marker.
8. All 8 dice placed: talk again, drop 1,000 feet, and take back your dice.

Three tips for your first game

1. Settle the Axis early. Leaving it for both last dice is how planes spin.
2. Every die you place is a message. Ask what your partner will read from it.
3. Need speed? Hold the Flaps. Need to stay put? Lower the Landing Gear.

Setup

1. Sit side by side. Pilot takes the blue side and 4 blue dice; Co-Pilot, orange.
2. Axis arrow points straight up. All 10 Switches cover their green lights.
3. Blue Aerodynamics marker between 4 and 5; orange between 8 and 9.
4. Red Brake marker to the left of the 2 on the Brake track.
5. Altitude Track, green and yellow side, at 6000. A Reroll token on each Reroll icon.
6. Montreal (YUL) Approach Track in its slot. An Airplane token on every Traffic icon.
7. Coffee tokens beside the board, not on it. Each player takes a screen.
8. First game: leave the closed compartment and the Flight Log booklet in the box.

Scoring

- No points. You land together or crash together.
- Coffee: any die on Concentration earns 1, up to 3. Spend one to shift the die you place by 1.
- Reroll: take the token at its altitude. Spending it lets both players reroll once.
- To land: no Airplane tokens left on the Approach Track.
- To land: all 3 Landing Gear and all 4 Flaps switches show green.
- To land: the Axis is level, and the final Engines total is below the Brake marker.
- Crash: the Axis hits an X, or the Axis or Engines miss a die.
- Crash: moving forward with planes in your space, overshooting the airport, or arriving late.

Game end: The final round starts when the airport shows in the position screen and the airplane in the altitude screen. Arrive early and you circle without moving. In the final round, Engines are compared to the Brakes; meet all four landing conditions to win.

Free course: theludarium.com/academy/sky-team/

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