Balloon Cup

1. Setup:
    a. Place tiles 1 and 3 as plains; 2 and 4 as mountains. Draw cubes for each tile equal to tile number. No tile may have more than two cubes of same colour and ensure no colour has more cubes than the cost to win its trophy across all tiles.
    b. Place trophies to side of play area.
    c. Shuffle cards and deal 8 to each player.
    d. Players choose a side of the tiles as their own.
2. Each turn:
    a. Place a card matching a cube colour on either player's side of a tile as long as there isn't a matching card placed already (optional: players can only play on opponent's side once they complete their own side). A card MUST be placed if possible otherwise show all cards to opponent, discard up to 4, redraw and place if possible; otherwise show cards and end turn.
    b. If both sides of a tile have a number of cards matching the number of cubes on the tile, score the tile [see over].
    c. If the draw pile is empty, shuffle the discard pile into a new draw pile. Draw a card.
    d. A player who lost a tile this turn goes next.
3. Game End:
    a. The game ends immediately when a player claims a third trophy. That player is the winner.

Scoring:

i. For plains, the lowest scoring set of cards wins; for mountains, the highest scoring set of cards wins. In a draw, whoever played the last card wins.
ii. The winner takes the cubes, flips the tile, randomly draws new cubes, observing setup rules and discards all cards played on the tile. If there are not enough cubes left remove the tile from the game.
iii. The winner may claim as many trophies for which they have enough cubes of the required colours. Once a trophy has been claimed, all unused cubes of that trophy's colour can be traded at a cost of three for one towards payment for other trophies.
iv. The loser may claim a trophy if able.
v. Repeat steps iii. and iv. until nobody claims a trophy.