

PANORAMA

INTRODUCTION

As your hot-air balloon begins to rise into the clear, blue sky, you watch the landscape unfold below you. Yellow prairies give way to green hills, followed by golden forests and finally craggy, white mountains. Rivers flow, flowers dot the terrain, and animals poke their heads out across the landscape. You feel the stress of everyday life seep out of your body... you have the entire day ahead of you to appreciate this incredible panorama!

GAME OVERVIEW

On your turn, advance your Hot-Air Balloon  and collect a Tile to add to your Panorama. Line up your **Terrains** as best as you can, making sure to collect as many **Flowers**  and **Animals**  as possible in each Terrain type. But be careful, the further you move ahead, the longer it will be until you play again!

At the end of the game, when a pile of Tiles has been exhausted, multiply the **Flowers** you have in each **Terrain Zone** by the number of **Animals** in that same Zone to determine your score. Don't forget the common **Objectives**, which will be added to your score if you meet them!



CONTENTS & SETUP



A CENTREPIECES (x3)

Place the appropriate **Centrepiece** (A, B, C) for your player count (4, 3, 2) in the middle of the table.



B PANORAMA TILES (x36)

Place the **Panorama Tiles** face down on the table, shuffle them, and arrange them in stacks of 4. Place those stacks face up around the Centrepiece, as shown. Place all unused Panorama Tiles back in the box.



C SUN/MOON TOKEN (x1)

Place the **Sun/Moon** token with the Sun side facing up next to the pile of Tiles in line with the Sunrise symbol on the Centrepiece.



D OBJECTIVE TOKENS (x12)

Take the **3 Objective tokens** shown in the example above and place them beside the play area, so all players can see. These tokens have a star to indicate they should be used for your first play(s). Return all other **Objective tokens** to the box.



Once you're comfortable with the game, you can randomly choose one token of each colour during setup, or give yourself an added challenge by using a Scenario (see p. 15)!



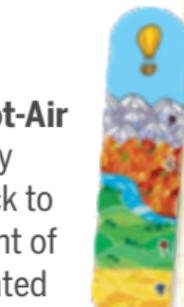
E STARTING TILES (x4) **HOT-AIR BALLOON PIECES (x4)**

Each player chooses a **Starting Tile** and a **Hot-Air Balloon** piece of the **same colour**. Return any unused **Hot-Air Balloons** and **Starting Tiles** back to the box. All players place their Starting Tile in front of them and give their **Hot-Air Balloon** to a designated player. That player shakes them, and drops one on the table. Place that **Hot-Air Balloon** at the **Location with the Sun** token.

That player will be the **Active Player**. Shake the **Hot-Air Balloons** again and place the one that falls out at the next **Location** in **clockwise direction**. Repeat until all **Hot-Air Balloons** have been placed.

F SCOREPAD (x1)

Place the **Scorepad** nearby, to be used at the end of the game.



GAMEPLAY

If your **Hot-Air Balloon** 🎈 is at the same Location as the Sun token ☀️, it's your turn!

STEPS IN A TURN

- 1 Select a Tile
- 2 Place a Tile
- 3 Advance Sun

1 SELECT A TILE

The first thing to do on your turn is **select a Tile** to add to your Panorama. You may select a Tile from **any free Location** (one that is **unoccupied** by another player's **Hot-Air Balloon** or the **Sun token**).

Simply move your **Hot-Air Balloon** to that Location and take the top Tile from the pile.

It's the red player's turn.

They can move to any of the ✓ locations.



2 PLACE A TILE

Once you've selected your **Tile**, **place it** into your Panorama following these 3 rules:

- You can only place the Tile to the right or left of the Tile(s) already in front of you.
- You may not place a new Tile in between Tiles currently in your Panorama.
- You cannot move any Tiles you've already placed.

ALIGNING TILES

You've probably noticed the Tiles have wavy edges! That's so that they fit together properly. Make sure your Tiles are nestled snugly against one another, with no gaps or openings between them.



NOT SURE?

Because your turn isn't over until **you** advance the Sun token (see p. 7), you can still change your mind about which Tile you want to place!

It can be tricky picturing how a Tile will fit into your Panorama, so you can always place a Tile to see if it fits the way you imagined.

If the Tile doesn't line up the way you like, just put it back on the Location with your Hot-Air Balloon and select another free Location with a Tile you hope works better. It doesn't matter if you see the Tile beneath the one you chose!

CHOOSING THE RIGHT TILE

Your choice of Tile in **Panorama** will be based on whether it contributes toward Terrain Scoring at the end of the game through **Flowers**  and **Animals** 

TERRAIN SCORING

In Panorama, **Flowers are Points**. But in order to score those **Flowers** at the end of the game, they must be in **the same Terrain Zone** (see below) **as at least 1 Animal**. Each **Flower** counts as 1 point per **Animal** in the same **Terrain Zone**.



TERRAIN ZONES

A **Terrain Zone** is any area of uninterrupted orthogonally (not diagonally!) connected spaces with the same Terrain type.

Terrain Zone Scoring



- Forest Zone A will score 2 points (2 Foxes x 1 Flower).
- Forest Zone B scores 0 (1 Fox x 0 Flowers).

OBJECTIVE TOKENS

Over the course of the game, you will be competing for the 3 **Objective tokens** beside the play area, which will be assigned at the end of the game to the player(s) who have best met each Objective's requirement. See pp. 12-14 for descriptions of all **Objective tokens**.



3 ADVANCE SUN

The **last thing** to do on your turn is **Advance the Sun token** (❸) to the next clockwise Location occupied by a **Hot-Air Balloon** (❹). Your Turn is now over, and it is now the Turn of the player with the Sun next to their Hot-Air Balloon.

Yes, it could even be your own Hot-Air Balloon if it moved to a space without passing another player!

You will continue to take Turns like this until a player takes the last Tile on a Location, which triggers the **End of Game** phase.

BE CAREFUL!

If you move far ahead to take a Tile, you could end up waiting a long time until your turn comes around again. It's a risky move, but it might be worth it!

The green player has finished their turn. They advance the **Sun token** to the next clockwise Location occupied by a **Hot-Air Balloon**, in this case, the red one.



END OF GAME

When a player has taken the last Tile on a Location and placed it into their Panorama, they deflate their **Hot-Air Balloon** 🎈 by laying their piece flat on the table and making a 'balloon deflating' noise. This indicates their flight is over and that they will not play any more turns.

They then **flip the Sun/Moon token** ☀🌙 to its **Moon** 🌙 side, and advance the **Moon token** to the next Location in clockwise direction with a **Hot-Air Balloon**, as they would normally do with the **Sun token**.

The red player has taken the last Tile from a Location.

- They lay their **Hot-Air Balloon** flat on the table.
- Then they flip the **Sun/Moon token** ☀🌙 to its **Moon** 🌙 side and place it beside the next **Hot-Air Balloon**.



That player will now take their **final** turn and advance the **Moon token** as normal.

When all players have taken their final turn and laid their **Hot-Air Balloon** flat on the table, the game is over and it's time to move on to **Scoring**.

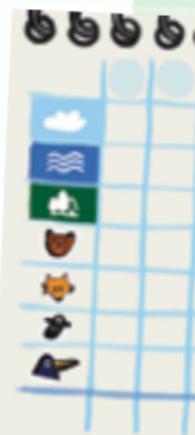


SCORING

ASSIGNING OBJECTIVE TOKENS

One at a time, all players compare Panoramas to determine who best met the requirements for each **Objective token**. The winner of each **Objective token** is awarded **10 points**, which is marked in the appropriate box on the **Scorepad**. Once scored, place each token back in the box.

If there is a draw, each of these players is awarded **10 points**.



EXAMPLE



This Objective is awarded to the player with the **fewest Clouds in their Sky**.



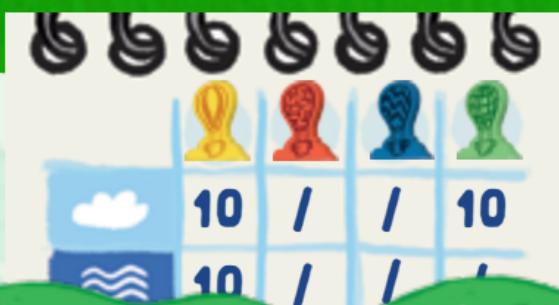
The yellow player's Panorama has **3 Clouds** in their Sky.



All players count their Clouds.



The yellow and green players have the fewest Clouds, so they are **both awarded 10 points**, which are written in the **Scorepad** next to the Objective.



TERRAIN SCORING

To score your Panorama, simply count the number of **Flowers** in each **Terrain Zone** and multiply this by the number of **Animals** in the same **Terrain Zone**. Write the total in the box associated with that Terrain type on the **Scorepad**.

Note: *A Terrain type may have multiple Terrain Zones. In this case, simply add the totals of each Terrain Zone and write the number on the Scorepad.*

EXAMPLE

The game has ended. Here is the yellow player's final Panorama. They start by scoring points for their Mountain Zones.



Their first Mountain Zone contains 1 Bear and 2 Flowers:

$$1 \text{ bear} \times 2 \text{ flowers} = 2$$

Their second Mountain Zone has 2 Bears and 4 Flowers:

$$2 \text{ bears} \times 4 \text{ flowers} = 8$$

They add the two scores together to get their total score for the **Mountain Terrain** on the Scorepad.



FINAL SCORING

Add up the points for **Objective tokens** plus points for all **Terrain Types** to determine the final score for each player. The player with the highest score wins!

In the case of a draw, these players share the victory!
It's all about the journey, after all...

SCORING EXAMPLE

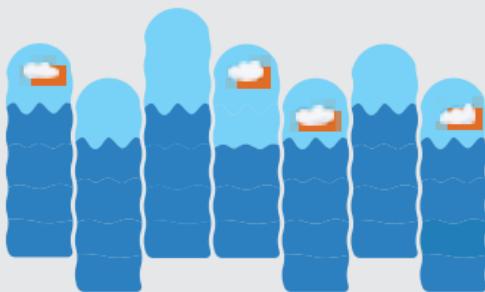
	Yellow	Red	Blue	Green
Cloud	10	/	/	10
Waves	10	/	/	/
Mountain	/	10	/	/
Bear	10	12	5	6
Cat	16	8	2	14
Sheep	6	6	18	7
Swallow	2	2	10	4
54 38 35 41				

The **yellow** player wins!



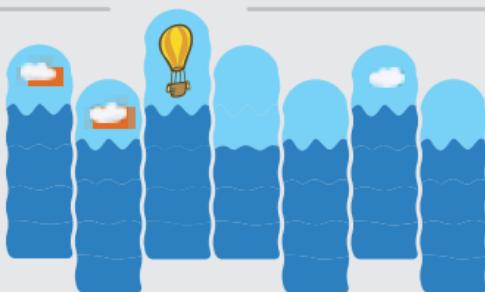


OBJECTIVES



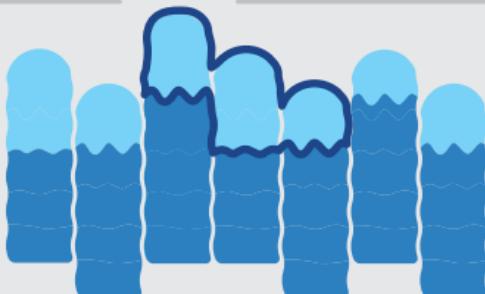
=4

Have the **FEWEST CLOUDS** in your sky.
Sky spaces don't need to be connected!



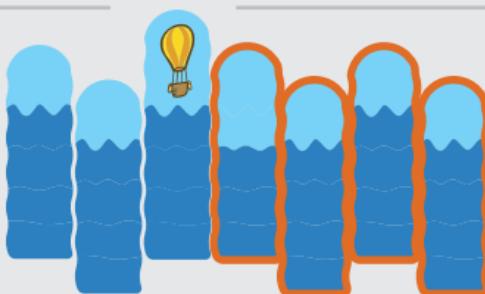
=2

Have **THE MOST CLOUDS ON ONE SIDE OF YOUR HOT-AIR BALLOON (STARTING TILE)**.
Sky spaces don't need to be connected!



=3

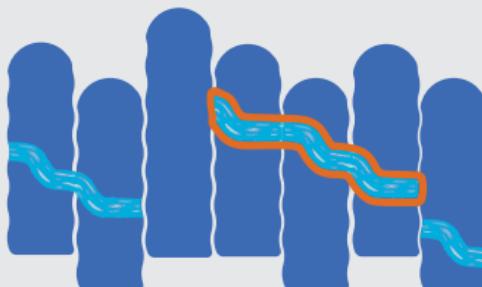
Have the **LARGEST SKY ZONE**.
Sky spaces must be connected for this one!



=4

Have **THE MOST TILES ON ONE SIDE OF YOUR HOT-AIR BALLOON**.

🌊 OBJECTIVES



=3

Have the **LONGEST RIVER**. That is, the River that passes unbroken through the most Tiles.

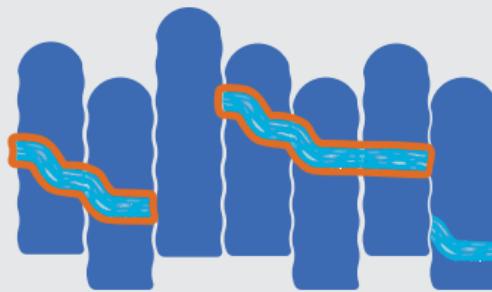


=3

Have the **MOST ANIMALS NEXT TO THE SAME RIVER**.

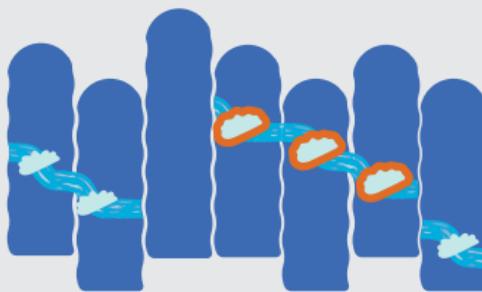
Do not include Animals next to separate Rivers!

**Note: Not all Animals are next to Rivers!*



=2

Have the **MOST GROUPS OF RIVERS** that connect across at least 2 Tiles.



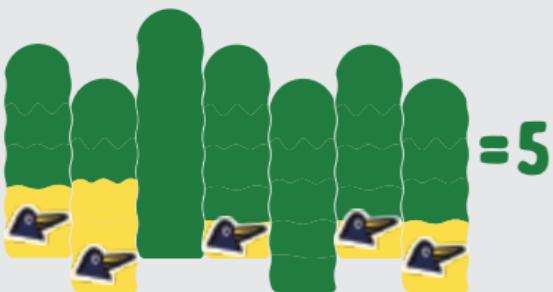
=3

Have the **MOST WATERFALLS** in the same River.

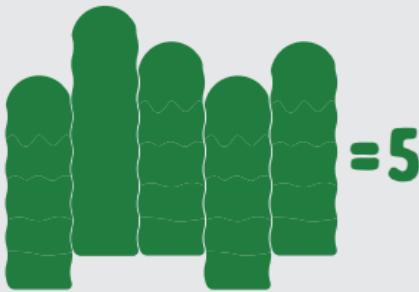
Do not include Waterfalls in separate Rivers!



OBJECTIVES



Have the **MOST CROWS** in your Panorama.
Their Terrain Zones do not need to be connected.



Have the Panorama with the **FEWEST TILES**.



Have the **MOST TERRAIN ZONES
CONTAINING AT LEAST 1 ANIMAL**.

A Terrain Zone with multiple Animals counts as 1.



Have **THE FEWEST TERRAIN ZONES**

in your Panorama.

Sky Zones do not count.

SCENARIOS

Once you're familiar with the game, you can try out some of these **Scenarios** to give you a new challenge!

ANIMAL FESTIVAL



RIVER LOVER



THE LONG WAY HOME



GREAT VIEW



RIVERSIDE ROAM



LESS IS MORE



DISTRIBUTION



x10



x12



x14



x16



x20



x17



x15



x14



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We finance the replanting
of all the trees used in the
production of our games.

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