# Setup

## Board

* Select side matching player count
* Remove Frosty Fjord & Wayward Wood cards for 1 to 3 players
* ■ Public Starfall (red): reveal top card of deck
* ■ Hidden Objective (orange) deal cards to matching pip slots
* ■ Hidden Starfall (blue) deal 1 into first blue slot

## Player

* Any 4 starting resources (2 Gold, 2 Wood recommended)
* Place cube on Player Turns track and take reward (if any)

***Turn Order is tiebreaker for both round and game ties***

# Turn Structure

1. Take one Action
	* **Empower and place 1 Airship in a region**
	* Total power of all Airships should not exceed 10
	(otherwise *each* power token is reduced by overage)
	* Draw a ■Starfall if taking an unoccupied Explore slot
	* 3rd Airship (ends round participation): move Player Turn cube to *any* unoccupied slot (per player count) in other row.
	* **Purchase 1 Fortress, Market, or Skimmer**
	* Buildings on hexes (+ pips indicate connection count)
	* Fortress: +1 Power to connected Airship
	* Market: connected Regions generate 1 resource
	ONLY if Airship has non-zero power
	(include Fortresses but exclude Skimmers)
	* Skimmers to Region (but not to Explore slots): add +1 Troop power to region (no airship required for rewards).
	* **Pay 2 Gold to Scout:** see 1 ■Starfall, optionally take region resource, and then place cube accordingly.
	* **Pay 2 resources Peek**:see 1 ■Objective and place cube.
	* **Free action**: trade 2 for 1 of any resources
2. End of Round: all players have placed their 3rd Airship
	1. Reveal corresponding ■Objective and award Starfall (only “most troop power” objectives require non-zero participation.)
	2. Reveal corresponding ■Starfall and place token(s) for all revealed regions (public and hidden)
	3. Reward each region per player power: 1st Starfall,
	2nd Both resources, 3rd One resource.
	4. Markets generate resources if conditions are met
	5. Reshuffle and deal a ■Public Starfall and place token.
	6. Collect, reshuffle, and refill ■Starfall slots ≤ round#
	7. Return all Airships, Skimmers, and only cubes used to Scout ■

# End Game (after 5th Round)

* Most Starfall wins