# 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