

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
 - a. Reveal corresponding ■ Objective and award Starfall (only “most troop power” objectives require non-zero participation.)
 - b. Reveal corresponding ■ Starfall and place token(s) for all revealed regions (public and hidden)
 - c. Reward each region per player power: 1st Starfall, 2nd Both resources, 3rd One resource.
 - d. Markets generate resources if conditions are met
 - e. Reshuffle and deal a ■ Public Starfall and place token.
 - f. Collect, reshuffle, and refill ■ Starfall slots \leq round#
 - g. Return all Airships, Skimmers, and only cubes used to Scout ■

END GAME (AFTER 5TH ROUND)

- Most Starfall wins