RULEBOOK

CLOUDAGE

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Fifteen years ago, the mysterious secret society "CLOUD" set fire to countless oil production sites and burned down large forests to destabilize the world. The resulting environmental catastrophe had disastrous effects on the entire planet.

Now, years later, you travel above the dried-out landscape in your airships, searching for a better life. You visit cities, send out drones to collect resources, and battle CLOUD militia.

In these rules, you'll find various ways of playing CloudAge. Depending on your preference, you can play the 7 chapters of the campaign through in order, or you can pick one of 3 standalone scenarios. For your first game, we recommend choosing either Chapter 1 or Scenario 1. They are one round shorter and help you get into the game more quickly. Over the course of the campaign, different aspects of the game become unlocked, all while you actively experience and direct the story.

GAME COMPONENTS



4 double-sided game boards



39 city cards



79 project cards



38 story cards



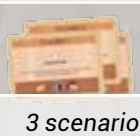
6 cloud sleeves



1 production board



12 mission cards



3 scenario cards



1 double-sided city board



36 water, 12 water tiles (5 count)



40 new growth tiles

1 solo board

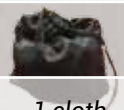


1 start player marker





28 metal, 8 metal tiles (5 count)



1 cloth bag

In each player color:



8 markers



1 victory point marker



1 victory point tile 50/100



1 airship board with 10 Upgrades



1 drone



1 airship



1 production marker



1 energy marker



7 navigation start cards

15 legacy tiles (L1-L15)

2 plastic bags, 2 sticker sheets

IMPRINT

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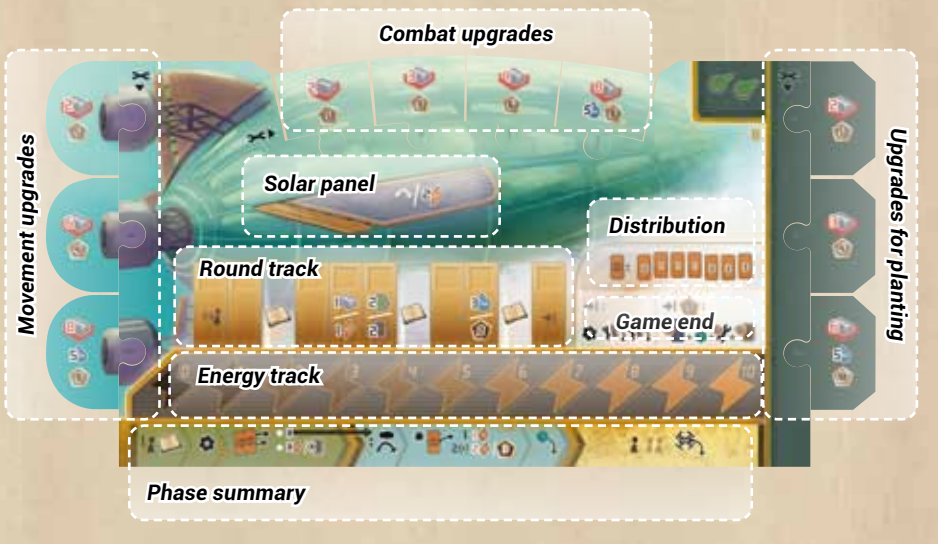
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Shown components and materials: subject to change.

Airship board

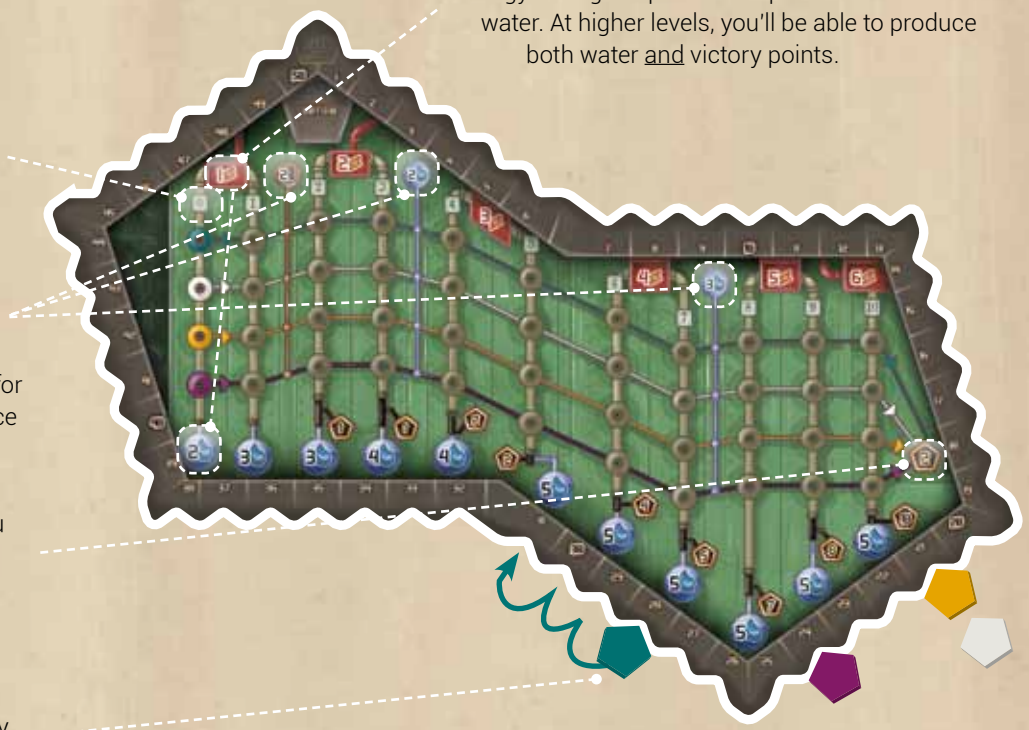
The airship board is split into the following sections:

- The **phase summary** uses symbols to depict the order in which the phases occur. When you're the start player, you can move the start player marker to indicate which phase you're currently in.
- The **energy track** is where you record your current energy supply. When you receive energy, move your energy marker forward the corresponding amount.
- The **round track** is where you place your markers at the start of the game. The number of markers on the round track indicates how many rounds are yet to be played.
- To the right of the round track you will find the distribution of your **navigation card** values.
- After the final round, **game end** scoring occurs. Here you'll find symbols summarizing it.
- You can upgrade your airship in 3 different areas (only 2 ways in Chapters 1, 2 and Scenario 1). In each area, you can only ever build the next-cheapest available upgrade, without skipping any (see the arrow on the wrench).
- There are **3 movement upgrades**, each of which permanently gives you 1 movement point.
- There are **4 combat upgrades**, each of which permanently gives you 1 combat point.
- From chapter 3 / scenario 2 onward there are **3 upgrades**, that let you **plant** additional new growth.
- Your airship comes equipped with a standard **solar panel**, that either produces 2 energy during the movement phase or gives you 1 movement point.



Production board & victory point tracker

- Use the production board to mark your current production level.
- You start the game on **level 0** but can increase it to level 10 over the course of the game.
- Rewards are indicated **between production levels 1-2, 3-4 and 7-8**. As soon as you increase your production from level 1 to level 2, for example, you immediately and once only receive 2 project cards.
- For **level 10** applies: each time you could increase your level further, score 2 victory points instead and remain on level 10.
- The **victory point track** circles the production board. Move the victory point marker on the edge of the board, making it point towards your current score.
- You need energy to **produce**. On level 0, you can pay 1 energy during the production phase to receive 2 water. At higher levels, you'll be able to produce both water and victory points.



Immediately score victory points with this background.

Score victory points with this background only **at game's end**.

The game boards

There are 4 double-sided game boards:



1A / 1B 2A / 2B 3A /3B 4A / 4B

- Each game board is made up of multiple hex spaces.
- Cities covered by clouds span one or more spaces. Each hex space with at least a part of a city on it is called a **city space**.
- Most **cities** have a name, a combat value, and a reward. You receive the reward for winning combat.
- Some spaces require **more than one movement point** to move onto them.
- Some spaces have **finds** that you receive as soon as you move onto the space.



Project cards

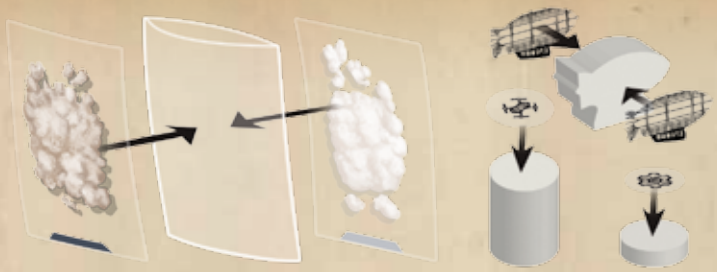
Every project card is split into the following sections:



Card back



BEFORE YOUR FIRST GAME



- Stick 1 **cloud sticker** carefully each on the front and back of all card sleeves, in any combination you like. **Pay attention to place the blue bar onto the closed side of the sleeve.** Small creases or bubbles won't affect gameplay.

- Add stickers to the **airships, drones, and production markers** also. We suggest using the black stickers for the light and the white stickers for the dark player colors. Stick the **sticker** onto the brown start player marker.
- Stick the sticker onto a **plastic bag**. Put all project cards numbered 1 to 8 and **legacy tiles L1 to L15** into this bag. This bag will hold "inactive" game components, i.e. not yet unlocked.
- Stick the sticker onto the other plastic bag. Over the course of the campaign, project cards and legacy tiles from the bag will become unlocked, or "active". After each chapter, put all active project cards and legacy tiles into the bag.

CHAPTER 1 / SCENARIO 1 SETUP

Image: game setup for 2 players, chapter 1 / scenario 1

1. GAME BOARDS

Set up the game boards as follows:
1-3 players: 1A, 2A, 3A
4 players: 1B, 2A, 3A

2. PRODUCTION BOARD

Take the production board and place the 50/100 victory point markers onto their corresponding spaces.

3. PROJECT CARD

Shuffle all project cards numbered with "0" and form a common, face-down, draw pile with them.



7. AIRSHIP BOARD

Each player chooses an airship board, placing it in front of themselves with Side A facing up.

Place the 7 upgrades, as shown, onto their assigned spaces. You won't need the other 3 upgrades in this game.

Leave some room below the board for the project cards that you will build and lay out over the course of the game.

8. AIRSHIP, DRONES, AND MARKERS

Give each player the components that match their color, placing them as follows:

- 1 Airship on the start space
- 1 drone next to the city board (loading dock)
- 1 Energy marker on 2 energy
- 1 Victory point marker on space 0
- 1 Production marker on space 0

With 1-3 players, place 7 markers from **right to left** on the round track.
With 4 players, place 6 markers from **right to left** on the round track.

Up to 2 spaces on the far left should remain empty!

4. RESOURCES

Form a general supply with the water, water tiles, metal, and metal tiles.

5. CITY BOARD

Place the city board, with Side A facing up, in view of all players.

6. CITY CARDS

Shuffle the city cards and add 8, unseen, to each of the 3 cloud sleeves. Place the cloud sleeves face up above the city board. The rest of the city cards and cloud sleeves are not needed.



9. NAVIGATION DECK

Each players shuffles their personal navigation cards, consisting of 0,1,1,1,2,2,3, forming their personal nagivation decks.

Leave a little space next to this deck for navigation discards.

10. START RESOURCES

Give each player 2 water and 2 metal from the general supply.

11. PROJECT CARDS

Each player draws 5 project cards, adding them to their hands without showing the other players.

Leave a little space next to the project cards deck for the discard pile.

12. START PLAYER

The last player to buy a plant is the start player. Give them the start player marker.

13. STORY CARD / SCENARIO

For Chapter 1, take story card 11 and place it, face-up, onto the table. The start player reads the card out loud.

For Scenario 1, take scenario card 1 and lay it out.

SETUP

> Changes for CHAPTER 2 <

Image: game setup for 2 players, scenario 2

1. GAME BOARDS

Set up the game boards as follows:
2-3 players use 1A
4 players use 1B

You can choose freely from the remaining boards.

Just make sure to lay the boards out in increasing number (1, 2, 3, 4).

Chapter 2
2-3 players: 1A, 2A, 3A, 4A
4 players: 1B, 2A, 3A, 4A

2. PRODUCTION BOARD

Take the production board and place the 50/100 victory point markers on the corresponding spaces.

3. CITY BOARD

Place the city plan with the Side B face up.

Chapter 2
Place the city plan with the Side A face up.

4. CITY CARDS

Shuffle the city cards and add 8, unseen, to each of the 3 cloud sleeves. Place the cloud sleeves face up above the city board.

The rest of the city cards and cloud sleeves are not needed.



9. LEGACY TILES

Campaign: Take all legacy tiles from the bag.
Add them to their corresponding spaces.

Scenario: Use all legacy tiles indicated by the scenario card, adding them to their corresponding spaces.

10. AIRSHIP BOARD

Each player chooses an airship board, placing it in front of themselves. Use Side B and all 10 ship upgrades.

Leave some room below the board for the project cards that you will build and lay out over the course of the game.

Chapter 2
Airship board Side A and 7 matching upgrades.

11. AIRSHIP, DRONES, AND MARKERS

Give each player the components that match their color, placing them as follows:

- 1 Airship on the start space
- 1 drone on the city board
- 1 Energy marker on 2 energy
- 1 Victory point marker on space 0
- 1 Production marker on space 0

Additionally, with 1-3 players place 8 markers on your airship board. With 4 players take only 7 markers, leaving the first space empty.

5. RESOURCES

Form a general supply with the water, water tiles, metal, and metal tiles.
Add all new growth tiles to the cloth bag.

Chapter 2
Leave all new growth tiles and the cloth bag in the box.

6. MISSION CARDS

Shuffle the mission cards and deal 1 to each player.
Form a draw pile with the remaining cards.

7. STORY / SCENARIO CARD

Campaign: Take the current story card out of the bag.

Scenario: Choose either scenario card 2 or scenario card 3.

8. PROJECT CARDS

Campaign: Take the current project cards out of the bag and shuffle them well, forming a draw pile.

Scenario: Use all projects cards indicated by the scenario card.



12. START RESOURCES

Give each player 2 water, 2 metal (from the general supply), and 2 new growth tiles (from the bag).

Don't use the new growth tiles for **Chapter 2**.

13. NAVIGATION DECK

Each player shuffles their personal navigation cards, consisting of 0,1,1,1,2,2,3, forming their personal navigation decks.

Leave a little room next to this deck for navigation discards.

14. START PLAYER

The last player to buy a plant is the start player. Give them the start player marker.

15. PROJECT CARDS

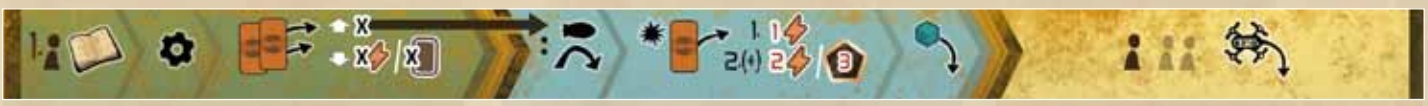
Each player draws 8 project cards from the deck, choosing 5 to keep and discarding the rest. Form a discard pile with the unwanted cards.

16. CAMPAIGN

The start player reads the story card text out loud and follows any further instructions.

GAMEPLAY

Depending on player count and which chapter / scenario you are playing, you will play between 6 and 8 rounds.
Each round consists of the following **3 phases** (see airship board):



Production phase | Movement phase | Action phase

- Each phase begins only once all players have completed the current phase.
- **A new round** begins after the end of the action phase.
- Each round you will move one **marker** from the round track on your airship board to the game board (see movement phase)
- **Game end** scoring happens after the round during which you placed the last marker (see page 13). The player with the most victory points wins the game.

- All **costs** are shown with red numbers and all **rewards** with black numbers. If you have to spend resources, then put them back to the general supply or put them on the discard pile (in case of project cards). Put new growth into the cloth bag.



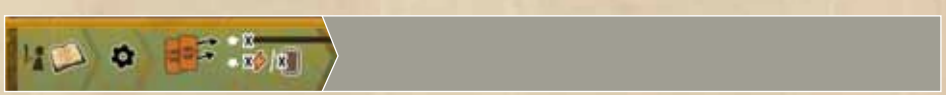
Costs



Rewards

The production phase

is carried out, in order, as follows:

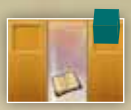


1. Give the **start player marker** to the next player in clockwise direction. They are the start player for the current round. Do not carry out this step in the first round.

As start player, check on your round track if a **book** is **"active"**: A book becomes active when the marker to its left was removed in the previous round. In other words, there is still a marker to the book's right. If this is the case, then all players may carry out any book actions shown on the story or scenario card.



Inactive



Active



Inactive

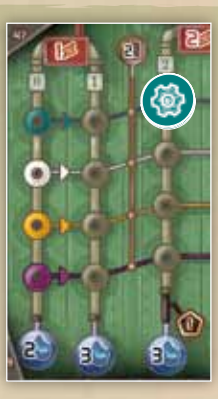
If all books are inactive, then there are no book actions available this round. *You can find more details on story and scenario cards on page 13.*

2. **Produce water and possibly victory points:**

To produce, pay as much energy as indicated for your level on the production board and then take the indicated amount of water (and possibly victory points).

If you don't have enough energy, or don't want to use the level you're at, you can instead choose to produce at a lower level.

You can produce simultaneously and only once.



Example:

Catalina is on level 2 of the production board. She may pay 2 energy to receive 3 water and score 1 victory point, or can instead choose to pay only 1 energy to receive only 3 water. She could even choose to pay 1 energy to receive only 2 water. She chooses to pay 1 energy, moving her energy marker one space to the left. She takes 3 water from the general supply.

3. Each player reveals 2 cards from their **navigation deck**:

- For the **lower-value card**, you immediately receive either energy or project cards in the amount indicated. You may not choose some of each.
- Add the lower-value card to your personal navigation discard pile, and then place the higher-value card on top of it.
- The value of the **higher-value card** will be needed during the movement phase.

You can reveal the cards simultaneously.

IMPORTANT: Whenever you need to draw a new card from your personal navigation deck and the deck is exhausted, do the following: Shuffle your navigation discard pile and place it, face-down, as a new navigation deck. Do not shuffle cards just drawn. Then continue drawing cards as necessary.

Example: *Catalina draws a 2 and a 3. She adds the 2 to her navigation discard pile and can choose either 2 energy or 2 project cards. She chooses 2 energy, moving her energy marker 2 spaces to the right. She then puts the 3-value card on top of her navigation discard pile.*

The movement phase



is played in turn order, starting with the start player. You move your **airships** around the board, collect finds, mark your route with your markers, and fight against the Cloud militias.

On your turn:

1. **Move your airship on the game board.** Your available movement points are the sum of the following:

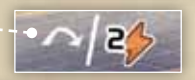
Value of the top card in your navigation discard pile
+ 1 movement point from your solar panel (optional)
+ 1 movement point per movement upgrade on your airship board
+ Any movement points provided by the **project cards** you have played



- Move your airship from space to space, paying the required **movement points**. Depending on type, moving onto a space costs between 1 and 3 movement points. You don't need to use all of your movement points when moving, and are even allowed not to move at all.



- If you move into a space with a **find**, receive the indicated reward immediately (2 metal in the example to the right).



- Your airship has a **solar panel** that gives you either 1 movement point or 2 energy. If you don't use the movement point, immediately receive 2 energy.



- **At the end of your movement** your airship must be on a city space. Any space with at least part of a city in it counts as a city space.

ADDITIONAL RULES:

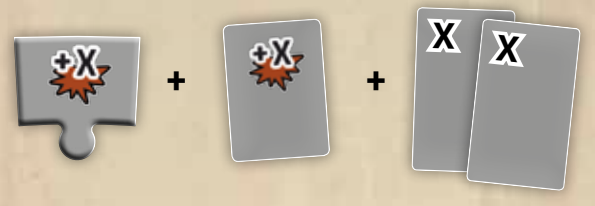
- You may move **through a space** containing another **airship**. You **may not end your movement** on a space containing another **airship**.
- You may move in **any direction**, and even change direction, while moving, but may not leave the game board.
- You can only receive the reward from a **find once per turn**, even if you move onto the space multiple times. If you start your movement on a space with a find, you only receive the reward if you move off of the space and back onto it again. You receive a find's reward even if other players already received it this round.

2. **Cloud militias** threaten the cities. It's up to you if you fight them:

The first time **you** visit a **city** (i.e. no markers of your color are located there yet), you have the following option: **Fight** the resident Cloud militia to receive the city's reward.

To **win** combat, you must have a combat value **equal to or higher** than the city's combat value. The combat value of a city applies to all city fields, no matter where the combat value is displayed.

Your **combat value** is the sum of:
Your number of combat upgrades
+ Combat value of the **project cards** you have played
+ Combat value of any additionally-drawn **navigation cards**



To increase your combat value, you may draw cards from your navigation deck:

- The **first card** costs 1 energy. Pay the cost before revealing the card, then add the card to a separate combat area.
- You can draw as many additional cards as you like, however **each additional card** costs either 2 energy or 3 victory points (you can have negative victory points).

You can end combat any time you like, even if you don't have the combat value needed to win the fight.

At the **end of combat**, move any drawn navigation cards from the combat area to your navigation discard pile.

You only receive the **reward** if you win the fight.

IMPORTANT: Whenever you need to draw a new card from your personal navigation deck and the **deck is exhausted**, do the following: Shuffle your navigation discard pile (do not shuffle cards just drawn) and place it, face-down, as a new navigation deck. Then continue drawing cards as necessary.

3. Take the leftmost **marker** from your **round track** and add it to the city in which your airship is located. You can visit this city again, but may not fight here any more (even if you didn't win the first time).





Whenever you reveal a reward on your round track by removing a marker, take the corresponding reward from the general supply (1 metal or 1 energy in the example).

The action phase

is played in turn order, starting with the start player:

On your turn in this phase, you become the active player and choose one of the **city actions**:

- City board A → **COLLECT RESOURCES** or **BUILD** (Chapter 1-2 / Scenario 1)
- City board B → **COLLECT RESOURCES** or **BUILD** or **PLANT NEW GROWTH**

Each city action also includes an action for the **other players** (inactive players). The phase ends once all players have chosen a city action as an active player exactly once.

COLLECT RESOURCES

1. Choose one of the 3 **city sectors (#1, #2 or #3)**.

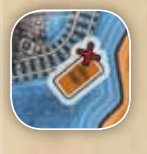
2. Place your **drone onto** one **resource space** in this sector. Then, **all other players**, in turn order, place their **drones** onto **still-empty resource spaces** in the same sector. Your fellow players cannot choose a different sector, and so will have fewer and fewer resource spaces to choose from.

3. Remove the corresponding **top card from the cloud sleeve** and **add** it to your **navigation discard pile**. The city card thus becomes part of your navigation deck.

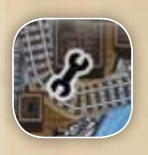
4. Immediately receive any one-time **new growth bonus** indicated.

5. Finally, each player, in turn order, receives **as many resources** of their **chosen type** as indicated by the city card and potentially carries out a **bonus action**. Return all drones to the loading dock

- Each **city card** has a navigation value and 4 resource regions: energy, metal, water, and an inhabited region (project cards).
- The **region** with the largest area always provides 3 resources, the second largest always 2, and the two smallest always 1 each. Should a region be split into several pieces, then the total area is the sum of the pieces.
- The **middle of the card** indicates how many resources you gain from each region.
- Additionally, each city card has "**Navigation update" and "Wrench" bonus actions**, located in different regions along the city's railway track. Players who placed their drones in regions with available bonus actions must carry these out immediately after receiving resources or choose to skip them.



NAVIGATION UPDATE:
You may immediately remove a card from your navigation discard pile, returning it to the box.



WRENCH:
Immediately either receive 1 resource of your choice or build 1 upgrade for the normal cost.



City Card Example: *The city card has a navigation value of 3 and a new growth bonus. Water is the largest region and therefore provides 3 water. The water region also has a navigation update. Metal is the second largest region and therefore provides 2 metal. Energy and project cards are the smallest regions and provide 1 resource each. The wrench is in the project card region.*



Some city cards have a **new growth bonus**. In **Chapters 1 and 2**, as well as in **Scenario 1**, take water (either 1 or 3 as indicated) instead of new growth.

From **Chapter 3 / Scenario 2** onward, the active player instead draws either 1 or 3 new growth tiles from the cloth bag and places them in front of themselves. You can use the "Plant new growth" city action to play multiple new growth tiles (see "Plant New Growth").

Resource Collection Example (2 players):
It is Catalina's (turquoise) turn. She chooses to collect resources as her city action:

1. *Catalina is the active player and chooses sector 2, placing her drone on the metal resource space. She's hoping for a large metal region.*



2. *All other players in turn order place their drones on empty resource spaces in the same sector. Nina chooses water.*



3. *Catalina draws the city card from the cloud sleeve and adds it to her navigation discard pile. She draws 3 new growth from the bag, takes 2 metal and, thanks to the navigation update bonus action, removes a 1-value card from her navigation discard pile. Nina takes 3 water and builds an airship upgrade. Finally, both players return their drones to the loading dock.*

BUILD

With a build action, you can build an upgrade for your airship, or play a project card from your hand.

- As the **active player**, place your drone onto the "build" space.
- You may now carry out up to 2 **build actions**. They can be different actions, or the same action twice.
- Afterward, the **other players** can each carry out 1 build action in clockwise direction.
- For a faster gameplay, build simultaneously and put the costs onto the card/tile you are paying for.



Important: Any player who cannot or chooses not to carry out a build action instead takes 1 resource of their choice from the general supply instead (water, metal, energy or a project card). You may use it for a potential second build action.

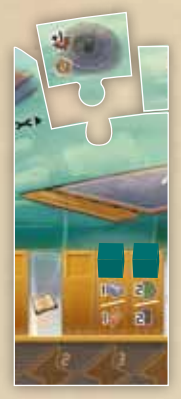
UPGRADE AIRSHIP:

- Choose an **upgrade type**: **movement, combat, or** (from chapter 3 / scenario 2 onward) an upgrade for planting **additional new growth**.
- Pay the cost of the **currently cheapest upgrade of that type**, and then turn the corresponding tile over.
- Depending on which **upgrade** you chose, you
- immediately have either another movement point, another combat point, or the ability to plant more new growth.
- For upgrading the last tile in a category you also receive an additional immediate bonus of 5 water.
- At the **end of the game**, you score points for the highest-level upgrade of each type.

PLAY PROJECT CARD:

- To play a project card from your hand, first pay the costs (shown top left) – put water to the general supply and project cards to the discard pile.
- Then place the card beneath the matching-color phase on your **airship board**. Project cards give you permanent benefits or one-time effects, and in many cases also victory points.

Example: *Catalina, as the active player, chooses the build action. She has 2 build actions available. She upgrades her airship and also plays a project card from her hand.*



Upgrade airship: *She pays 2 metal and turns over her first combat upgrade, revealing the EMP cannon. The new upgrade gives her a permanent +1 combat point, and is also worth 1 victory point at the end of the game, should she not upgrade her combat abilities any further.*



Play project card: *Catalina chooses the Wreck project card from her hand and places it below the matching-color production phase area of her airship board. She pays the costs: 3 water and 1 project card. She immediately receives 2 metal and advances her production marker 1 space further. The card will be worth 1 victory point at the end of the game.*

PLANT NEW GROWTH

From chapter 3 / scenario 2 onward, you will be using the **B-side** of the city board. It has an additional action space for a new action: "Plant New Growth". All of the other actions are the same as on the A-side.



- As the active player, place your **drone** on the "plant new growth" space.
- From the **new growth tiles** you have collected, select as many as you are able to plant, based on the planting abilities of your airship.
- Take the indicated **reward** for each tile you chose.
- Finally, depending on the **type of new growth**, either add the tiles to the game board or return them to the cloth bag.
- While you are planting, each of your **fellow players** may carry out 1 build action (or take 1 resource of their choice from the general supply)..
- Once all players have finished carrying out their actions, return your drone to the **loading dock**.
- The next player in clockwise direction becomes the new active player.
- When planting new growth, first count up your **planting ability**. Your airship (side B) has a base ability to plant 2 new growth . The number of those symbols is the maximum number of new growth tiles you can choose and plant from your personal supply. Then, take the indicated rewards for each tile, consisting of resources and immediate actions. You can take them in any order you choose, and potentially use resources you receive immediately for a build action.

There are 2 types of new growth
(different back sides)





When you plant a **wilted new growth**, you receive a reward but must then **return the tile to the cloth bag**.

Below is a summary of the **rewards** for wilted new growth:



Take either 4 energy or 2 additional new growth tiles from the cloth bag. Add the new growth tiles to your personal supply. You may not plant them this turn.



Draw either 4 project cards or take 4 water.



Take 1 metal and carry out a build action (see "Build"). You can use resources you received this turn as payment for the build action. However, if you upgrade your planting ability, you may not use the newly-increased ability to plant another new growth this turn.

When you plant a **green new growth**, you score victory points and may place the tile **on the game board**.



Green new growth tiles **always provide the same reward**:

Immediately score 2 victory points on the victory point track.

Then, place the tile, green side up, on a suitable space on the game board.

A suitable space meets the following requirements:

- The space must be empty (no other game components).
- The space is not part of a city.
- The space is adjacent to your airship or is connected to your airship via already-planted spaces.

If you **cover a find** with a green new growth tile, you immediately receive the reward. The find is then no longer available for any other player.
If there are **no suitable spaces** available, you still score the victory points but must then return the tile to the cloth bag.
Moving over planted spaces on the game board always costs 1 movement point, no matter what kind of terrain was covered up.

Example: *Valerie chooses the plant new growth action and places her drone on the matching space on the city board.*





1. *Valerie counts 3 planting ability on her airship. She may therefore plant 3 new growth from her personal supply.*



2. *She chooses 1 wilted and 2 green new growth and takes the indicated rewards in the follwoing order: 4 victory points, and then 4 energy.*

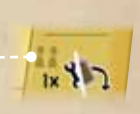


3. *Valerie has chosen to plant 2 green new growth. She may add these tiles to the game board. She places the first one on an adjacent empty space.*



4. *She places the second one on a space now connected to her airship via the newly-placed new growth. The find on that space rewards her with 3 metal.*

5. *Nina, her fellow player, then carries out 1 build action.*



STORY CARDS AND SCENARIO CARDS

Story cards and scenario cards are functionally very similar.

- If you play a **scenario**, then you only need the 1 scenario card for the whole game.
- If you play a **chapter**, then new story cards or other game materials may enter the game via instructions on the cards.



Story card

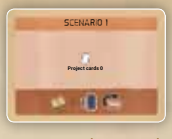
All **story cards** are marked with a number between 11 and 48 on their top right. Place the story card matching the chapter you are playing (story card 11 for chapter 1) face up next to the game board. The start player reads the card's text before the first round, and follows any instructions.

A **book action** is usually indicated on the front of most story cards. You can only carry that action out when the next book action on your round track becomes active.



Active ***Inactive*** ***Inactive***

A Reminder: Markers are located to the right and left of each book at the start of the game. If the marker to the left was removed during the previous round, then each player may carry a book action out at the start of the current round. If you cannot or do not want to carry the book action out at that time, then you may not carry it out later.



Scenario card

The **3 scenario cards** are numbered in the headline. It is best to play them in order.

You will find **details on the necessary game components**, game setup, and a book action on the front of each scenario card.
Book actions on scenario cards are triggered in the same way as for story cards. After activating the first book action on the round track, turn the scenario card over – regardless of how many players carried out the first book action. The book action on the back of the card will be available for the remaining books.

MISSION CARDS

Starting with **chapter 2 / scenario 1**, mission cards enter the game.

- Each mission card consists of 2 missions, with each mission being worth varying amounts of victory points, depending on level of success.
- If, over the course of the game, you receive a **second mission card**, then all player must overlap their cards so that one of the four missions is covered up. Which mission to cover up is up to each player, but can never be changed again afterward.

Only the 3 visible missions are scored at the **end of the game**. If you receive a third mission card, you must again choose a mission to cover up.

- 1 mission card → 2 missions
- 2 mission cards → 3 missions
- 3 mission cards → 4 missions



Cover up a mission

NOTE: No player can have 2 copies of the exact same mission in front of them. If you receive a mission card with the exact mission on it that you already have laid out, then add the drawn mission card to the bottom of the mission card deck and draw a new one.

GAME END

After the round in which you add your **last cube to a city**, the game ends and final scoring is carried out. You will find a summary at the end of the round track on your airship board. All players simultaneously carry out the **following steps**:



1. All players produce in accordance with the usual rules (see production phase).

2. Then, all players can carry out 2 build actions in accordance with the usual rules.

Remember: Any player who cannot or chooses not to carry out a build action instead takes 1 resource and can use this resource for the second build action.



Count up all of your **"grey victory points"** and score them on the victory point track:

1. Victory points for **completed missions** depending on level of success.
2. Victory points for **markers in cities** with corresponding legacy tiles.
3. Victory points for the **highest airship upgrade** of each type.
4. Victory points for **played project cards**.

- If you pass **50** with your victory point marker, take a "50" victory point tile. If you pass 50 a second time, turn the tile over to the "100" side.
- **Remaining resources** have no value.
- The player with the most victory points wins the game.
- In the case of a **tie**, all tied players take part in one last combat in accordance with the usual rules. However, you may not pay victory points to draw navigation cards. The tied player who wins the combat wins the game. If the combat also ends in a tie, then there are multiple winners.
- If you are playing the **campaign**, enter your name and the stars achieved in the logbook on page 15.

CLEAN UP:

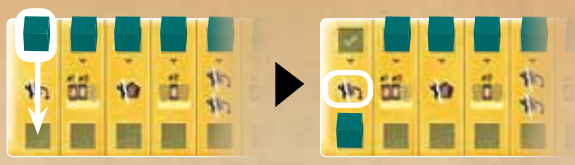
- **Campaign:** You want to go on with the campaign? Add all project cards and legacy tiles from the boards to the bag.
- **Scenario:** Sort project cards 1-9 out of the deck and add them with all legacy tiles to the bag.

SOLO GAME

SETUP: You can also play the scenarios or campaign chapters solo: For a solo game, first set up the game as if for 2 players. Ignore the start player and the second player's game components, though (i.e. airship board, airship, drone, etc.). Then take the solo board and place 8 markers in an unused color on the indicated spaces. When playing chapter 1 or scenario 1, place only 7 cubes on the solo board – the leftmost space remains empty.

GAMEPLAY: Carry out the production and movement phases the same as for a 2-4 player game. The solo game action phase consists of 2 actions.

1. SOLO BOARD ACTION: Move the leftmost cube on the solo board from the upper row down to the bottom row. Then carry the indicated action out.

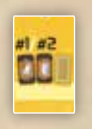



You may carry out 1 build action (airship upgrade or play a project card).


You may carry out 2 build actions (airship upgrades and/or play project cards).


You may either build 1 upgrade or score 2 victory points.


You may either score 2 victory points or play 1 project card.



You may collect resources in either sector 1 or sector 2.


You may either collect resources in sector 3 or carry out 1 build action (airship upgrade or play a project card).

NOTE: When **collecting resources** via the solo board action, the following rules are in effect:

- Return the **city card** you draw during the action back in the game box. You do not add it to your navigation deck, and you do not receive any new growth.
- If you chose the **largest region** (i.e. region with 3 resources), you instead receive nothing. You receive no resources and also no bonus action.

2. CITY BOARD ACTION: Choose a space on the city board and place your drone on it. Carry out the action according to the usual rules. Ignore actions for the other players.

VICTORY CONDITIONS:
Scenario 1: Have at least 80 victory points.
Scenario 2+3: Complete every mission at the highest level and have at least 110 victory points.

You can increase the **difficulty level** by taking one more mission card than called for during setup. Mission card rules remain unchanged.
(Remember: from the second mission card onward one mission is covered up)

To successfully complete the **campaign**, you need to get 30 out of the 37 possible stars.
Fill in the stars corresponding to your victory points.
Subtract 1 star for each mission not completed on the highest level.

		★	★★	★★★	★★★★	★★★★★	
CHAPTER 1	VICTORY POINTS:	60-69	70-79	80+			☆☆☆
CHAPTER 2	VICTORY POINTS:	70-79	80-89	90-99	100+		☆☆☆☆
CHAPTER 3	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆
CHAPTER 4	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆
CHAPTER 5a	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆
CHAPTER 5b	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆
CHAPTER 6	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆
CHAPTER 7	VICTORY POINTS:	70-79	80-89	90-99	100-109	110+	☆☆☆☆☆

CAMPAIGN RESULT	_____ x ★

LEGACY TILES

All legacy tiles are clearly marked with L1-L15 on their **reverse sides**.
L1, L2 and L5: If you have a **marker** in one of those cities, you can remove it any time to perform the corresponding action. Put the marker back into the box. If you have now no marker in this city, you are allowed to visit the city again and combat for the reward. If you have several markers there, you can perform the corresponding action with each of it.



L1 replaces part of the city of Whika. If you have a marker in Whika, you can remove it at any time to temporarily increase your combat value by 2. If your marker remains in Whika at the end of the game, score 3 victory points.



L2 replaces the city of Devil's Fork. If you have a marker here, you can remove it at any time to temporarily increase your combat value by 1. If your marker remains in L2 at the end of the game, score 1 victory point.



L5 replaces the city of Whitehaven. If you remove a marker from here during the action phase, you can immediately plant 1 new growth. If your marker remains in L5 at the end of the game, score 2 victory points.



L14 offers a new city action (add it beneath the action on the right side of the city board). If you loose, it's the next players turn. Win a fight with a combat value of 5. Then plant as many new growths as your total ability. Then plant 1 extra new growth. After getting the reward for the extra new growth, place the tile on a suitable space on the game board, even if the new growth is wilted. Score 1 victory point for each new growth tile you place on empty (no finds) spaces.
The other players receive 1 build action.



L15 also offers a new city action (add it beneath the action on the left side of the city board). If you loose, it's the next players turn. Win a fight with a combat value of 5. Then remove the weapon system (L8-L13) of your choice and place it in the bag. Receive 3 water, plant 1 new growth, and receive 2 build actions. The other players receive 1 build action.

LOGBOOK

NAME:

CHAPTER 1	⬠	★ 60-69	★★ 70-79	★★★ 80+	+★ WINNER		
CHAPTER 2	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100+	+★ WINNER	
CHAPTER 3	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★ WINNER
CHAPTER 4	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★ WINNER
CHAPTER 5a	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★ WINNER
CHAPTER 5b	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★ WINNER
CHAPTER 6	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★★ WINNER
CHAPTER 7	⬠	★ 70-79	★★ 80-89	★★★ 90-99	★★★★ 100-109	★★★★★ 110+	+★★★★ WINNER
CAMPAIGN RESULT							

___ x ★	___ x ★	___ x ★	___ x ★
___ x ★	___ x ★	___ x ★	___ x ★
___ x ★	___ x ★	___ x ★	___ x ★
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___ x ★	___ x ★	___ x ★	___ x ★

MISSIONS IN DETAIL



Reach at least production levels 4/6/8 at game end to score 2/5/7 victory points.



If you have markers in 1 or 2 of these cities at game end, you score 2 or 5 victory points.



Combat at game's end. Have a combat value of 7/10/13 to score 3/8/11 victory points.



Have built 4/5/6 airship upgrades at game end to score 2/4/6 victory points.



Have played 4/5/7 green project cards at game end to score 2/5/7 victory points.



Have played 4/5/7 blue project cards at game end to score 2/5/7 victory points.



Have played 2/3/4 yellow project cards at game end to score 2/5/7 victory points.



Have played 8/10/12 project cards at game end to score 2/5/7 victory points.



Have played at least 1/2/3 project cards costing at least 8 water at game end to score 2/5/7 victory points.



Have at least 3/4/5 permanent movement points (upgrades + project cards + solar panel) at game end to score 2/5/7 victory points.



Have a base combat value of 3/4/6 (upgrades + project cards) at game end to score 2/5/7 victory points.



Have a navigation deck consisting of at least 9/10 cards at game end to score 4/9 victory points.

PROJECT CARDS IN DETAIL



Propeller Plans: Immediately build the next movement upgrade for 3 metal less. Minimum cost 0.



EMP Plans: Immediately build the next combat upgrade for 3 metal less. Minimum cost 0.



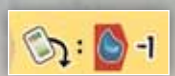
Sam: From now on, all airship upgrades cost you 1 metal less. Minimum cost 0.



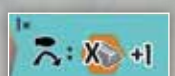
Mechanic: Immediately build the airship upgrade of your choice for 1 metal less per mechanic (including this one) you have.
Minimum cost 0.



Inventor: All project cards cost you 1 water less.



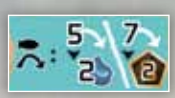
Frank: Green project cards cost you 1 water less.



Grappler: Once per turn: If you find 1 metal on a space during the movement phase, receive 1 additional metal.



Solar Panel: Immediately receive 2 energy per solar panel (including this one) you have. Your airship's solar panel does not count.



Capacitor: If, during the movement phase, you have at least 5 movement points, receive 2 water. For at least 7 movement points, either score 2 victory points or receive 2 water.



Pilot Insignia: Immediately score 2 victory points per movement point from movement upgrades and played project cards. Navigation cards and your airship's solar panel do not count.



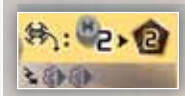
Combat Insignia: Immediately score 1 victory point per combat point from combat upgrades and played project cards.
Navigation cards do not count.



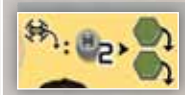
Combat Video: If, during combat, you had a combat value of at least 5, receive 2 water. For a combat value of at least 8, either score 2 victory points or receive 2 water. You may continue fighting to reach these values even if you have already won the combat.



Flying Lesson: If the region in which you collect resources provides a navigation update, then score 2 victory points, even if you are not the active player.



Porthole: If the region in which you collect resources provides exactly 2 resources, then score 2 victory points, even if you are not the active player.



José: If the region in which you collect resources provides exactly 2 resources, then immediately plant up to 2 new growths in accordance with the usual rules, even if you are not the active player.



Secret Tunnel: If the region in which you collect resources provides a wrench, then score 2 victory points, even if you are not the active player.



Green Market: Immediately return 3 new growth tiles to the cloth bag and score 7 victory points.



Biology Text Book: If you, as the active player, plant 2 new growths, receive 3 water. If you plant 3 or more, score 3 victory points (or 3 water).



Parrot: If you, as the active player, receive the city card after collecting resources, you may add it to the top of your navigation deck.