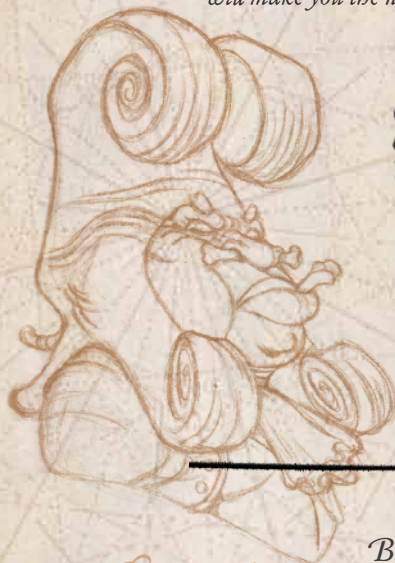# Sky Traders

RULES of PLAY

SKY TRADERS

A GAME OF COMMERCE AND INTRIGUE IN *The* AGE OF SKYSHIPS

BY
GIOACCHINO PRESTIGIACOMO

SINCE THE DAWN OF THE AGE OF SKYSHIPS, *ruthless traders have competed for control of the lucrative trade lanes. To prevent this conflict from turning bloody, the mighty Sky Guild was formed. But like anything of value, it was only a matter of time before the Guild itself became the prize for the highly competitive Sky Traders!*

Now ruthless Sky Traders compete to become the Master of the Sky Guild! Cloud mining, negotiation, piracy, the black market...which route will make you the new ruler of the skies?
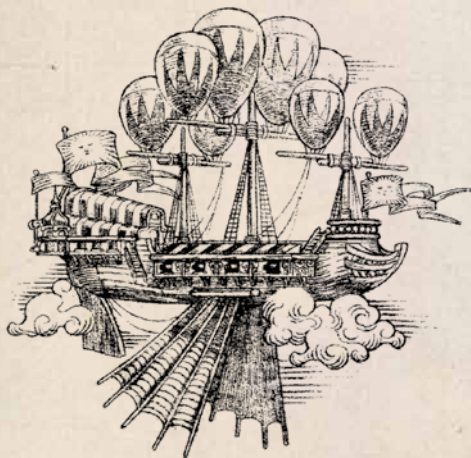
IN HONG KONG
by Dust Games Limited

IN ROSEVILLE
by Fantasy Flight Games

MMXII
BY APPOINTMENT OF
The SKY TRADING GUILD

*The supreme
Duke Skazzu Milingo*

SKY TRADERS
and WIND PIRATES

Though the sight of a graceful skyship coursing across the heavens would barely turn the head of the least educated bumpkin today, it was only a few years ago that Vance Drillby's amazing discovery at the South Pole made such lighter-than-air vessels possible. Despite the obvious military potential of flying vehicles, it was the merchant class that ultimately drove the development of this fantastic new technology.

The Drillby Expedition
and the Discovery of Liftgas

Vance Drillby was the illegitimate son of a wealthy industrialist's heiress and a petty noble. Driven by an insatiable curiosity and wanderlust, the young adventurer set out to become the first human to reach the southernmost point of the world.

But the south polar region was an unfriendly one, and Drillby soon found his ship trapped in a great sea of ice. It was not until half his crew had succumbed to cold and hunger that the route to freedom revealed itself.

A sudden shift in the ice released a peculiar gas, which caught in the tarps Drillby's men had set up for shelter from the wind. The men had trouble holding down the tarps as they filled with the gas, which proved to be many times lighter than air. Inspired by the sight, Drillby ordered the sails converted into a makeshift balloon, and had it filled with the newly discovered "Liftgas." A few hours later, the ship was floating above the ice, buoyed by the incredible properties of Liftgas.

However, the earliest flying ships were limited by their dependence on wind power for propulsion. This proved to be a greater obstacle even than gravity in the development of true skyships. The brilliant engineer Reginald Haversham was the first to develop a functional "airscrew" that could provide propulsion to a flying vessel, but it was worthless without an abundant energy supply.

Ultimately, it would be chemist and beer enthusiast Korbinian Machstfeld von Neustadt's discovery that would truly break the bonds of gravity and usher in the Age of Flight.

Von Neustadt and Phlogiston

The wave of revolutions that washed across the globe in the early part of the century ushered in more than a new political order and economic system. It also fostered an era of innovation and scientific curiosity. With new pathways to wealth suddenly open, funding for every conceivable avenue of scientific study became available. A small fortune eventually found its way into the hands of the reclusive and eccentric (some would say "odd") Korbinian Machstfeld von Neustadt.

By combining a series of chemicals in a copper brewing vessel of his own design, von Neustadt had hoped to finally discover the secret to crafting the ultimate pilsner. Dreaming of dominating both the domestic and international markets for beer, he never could have imagined what his final product would be: a faintly glowing, almost ghost-like fluid with the consistency of castor oil.

It would take more cultured minds to understand the true import of this liquid. It was nothing less than rarified phlogiston: the medium by which heat, electricity, and energy move between bodies. In short, Von Neustadt had discovered the ultimate power source: pure liquid energy.

Wealthy industrialists seized upon the invention, and soon "Machstfeld Boilers" became the preferred energy supply for the rapidly growing fleet of flying ships. No longer tied to the whims of the wind, the first true "skyships" were born.

Within a decade of The Drillby Expedition, airborne commerce had displaced traditional nautical trade. The brief experiments with steam-driven locomotion that had been in development before the explorer's discovery were quickly abandoned in favor of the far more promising invention of phlogiston-powered flying craft.

The Birth of the Sky Traders and the Formation of the Sky Guild

At first, only wealthy magnates could afford to construct and maintain skyships. But Marie-Luis de Montaigne's development of synthetic Liftgas made it possible to assemble and equip a skyship with only a modest amount of starting capital. Within a few years, a new class of independent traders began to appear. Known as "Sky Traders," these brave and resourceful men and women became the dominant force in the development of airborne trade.

Once a Sky Trader became established, there was no limit to the profits he or she might enjoy. It was no exaggeration to say that the sky was the limit! But, in the face of enormous profits, decency was eventually overcome by greed. Competition grew increasingly fierce and bitter. Before long, Sky Traders were equipping their vessels with weaponry and violent clashes between rival traders over the various trade routes became normal.

The growing violence in the skies became a deterrent to trade. The governments of the world and the most prominent Sky Traders knew that something had to be done. Before things could get out of hand, these two groups met and agreed to form a governing body that would oversee the actions of all Sky Traders: the Sky Guild.

Those who refused to accept membership in the Guild became hunted criminals. Those who joined reaped the benefits: right of way in the Guild's airlanes, a common global currency (called "Guild Piasters"), and unlimited access to the Sky Guild's air docks and facilities in every major city of the world. In time, the Sky Guild became so large and powerful that its leaders were able to directly control the price of trade goods.

Perhaps the greatest achievement of the emerging Sky Guild was the construction of the fabulous Dual City. Combining the best of terrestrial and aeronautical design and technology, the Dual City served as both a seat of government for the Sky Guild and the largest trading center in the world. Traders from everywhere made the long and dangerous trek to the Dual City to offer up their wares. "If it's worth buying, it's worth buying in the Dual City" became the unofficial motto of the rapidly expanding marketplace.

The Problem of Sludge

Like all wondrous inventions, the new technology that made skyships possible had drawbacks of its own. The cheap energy supplied by the Machtsfeld Boiler was too tempting for anyone to resist. After a few short decades, it had replaced all traditional forms of energy production, such as oil or coal. The wealthy could afford to equip their own houses with a Machtsfeld Boilers, and the urban governments established community boilers to supply phlogiston to the poorer districts.

But Mother Nature was reluctant to allow her energy to be drawn out so easily. The process of liquefying phlogiston was not a clean one. An oily green residue was left behind, gradually building up within the Boiler. This toxic byproduct of phlogiston manufacture came to be known simply as "sludge."

The trouble with sludge was its own unique chemistry. Just as phlogiston could be described as pure liquid energy, sludge was pure liquid filth. No known method of processing could purify sludge. It could only be stored. At first, small quantities of sludge were easily contained. But as the technology became more widely used, the undesirable sludge began to pile up.

After a massive crop failure caused by an accidental spill of sludge in one of the world's most productive agricultural regions, it was obvious to all concerned that simply dumping sludge into the lakes, rivers, or oceans would be a disastrous solution to the problem. A better method of sludge disposal had to be found, and fast.

Enter the geographer Giovanni degli Lordosso. He was able to show that the intense geochemical reactions that occur deep beneath the surface of the earth in the magma cores of volcanic mountains had the ability to effectively break down and destroy sludge. Not being one to miss such an opportunity, the Sky Guild immediately offered the services of its member Sky Traders to undertake the transport of sludge to distant volcanoes – for a price. Of course, once a Sky Trader had loaded up his holds with sludge and sailed out of sight of a city, there was little to stop him from simply dumping it over the side...

The Wind Pirates

Not everyone with access to a functioning skyship was happy with the dominion of the Sky Guild, or, for that matter, content with the relatively peaceful profession of dragging cargo from city to city in search of uncertain profits. These "independent" skymen found it more lucrative to take up the time-honored profession of piracy. They became known as "Wind Pirates."

A constant scourge to honest Sky Traders everywhere, the Wind Pirates would strike without warning, seizing cargo and setting skyships aflame if their captains refused to pay the Pirates' demands.

The Sky Guild responded by again joining forces with the governments of the world, this time to create the Sky Patrol. Equipped with the latest weaponry and the fastest ships available, the Sky Patrol was tasked with protecting the airlanes from the ravages of the Wind Pirates and maintaining law and order among the clouds.

Under the guidance of the first Airmarshal, the Sky Patrol was very successful; the Sky Patrol prisons in the Dual City were quickly filled with Wind Pirates and their associates. Pushed to the brink of extinction, the Wind Pirates retreated to the most inhospitable locations, where even the Sky Patrol could not reach, and went into hiding.

The most ruthless of the Wind Pirates was Volodymyr Blutovych Mekokov. Notorious even among the most infamous pirates, Mekokov combined the creative genius of an inventor with the blood-thirsty tastes of a buccaneer. Alone among the Wind Pirates, he recognized the value of organization. Setting out aboard his armored skyship, Dragon's Teeth, he sought out each of the other Wind Pirate captains and delivered his ultimatum: join him or watch as he burned their ships and added their crews to his own.

The first three or four chose the second option. After that, the rest had the good sense to accept Mekokov's leadership.

Calling himself "The Wind Pirate King," Mekokov converted the hiding places of the pirates into secure strongholds that he called "coves." From these secret hiding places, the Wind Pirates could once again strike fear into the hearts of air travelers everywhere!

Grog and the Black Market

During this period of consolidation, Mekokov "rescued" a team of chemists whose experimental skyship had crashed on a high mountain peak. They had been searching for a new refining process for phlogiston that would not produce the deadly sludge. Financed by the Wind Pirate King, they continued to conduct their research as his "guests."

While their research failed to produce cleaner fuel, it did offer an opportunity for Mekokov. The new process created an additional byproduct that would come to be known as "grog."

Grog was a mild intoxicant, which quickly made it popular among the crews of the Wind Pirates, but its true value would not become apparent for some time after its initial discovery. Prolonged exposure to the chemical was found to have unpredictable, but generally favorable, effects on the body. When word of these benefits got out, demand for grog skyrocketed.

Unfortunately for the users of grog (but most fortunate for those who produced it), all of its benefits faded quickly without continued use. A constant supply of the stuff was needed to satisfy the demand. Almost overnight, a shady black market for the precious liquid emerged, despite the efforts of every government and the Sky Guild to ban grog. For the first time, the Sky Guild had true competition from the Wind Pirates.

Seeing that they could not easily or cheaply defeat the Wind Pirates through force, the leaders of the Sky Guild attempted a different solution. Meeting in secret with the Wind Pirate King, they established a hidden shadow trade in grog. This fledgling black market quickly grew to rival the legal trade of goods.

The pirates, already out of the reach of the law, had little difficulty producing the highly-desired but legally untouchable grog. And those Sky Traders who were willing to deal directly with the Wind Pirates would benefit from the highly profitable trade – at least as long as the Sky Patrol didn't notice!

The Present

Little has changed since the momentous events that ushered in the Age of Flight. Sky Traders – members of the Sky Guild – continue to ply the airlanes between cities, buying and selling a variety of goods. The market prices are largely controlled by the secret Guild Council, who raise and lower prices according to their own secret agenda.

The Wind Pirates' uneasy alliance with the Sky Guild still holds. The pirates provide a steady supply of forbidden grog, and the Sky Guild now recruits most of its new members from among the ranks of their former adversaries. These days there is little to distinguish a true Sky Trader from a Wind Pirate, and most assume both roles as profit and opportunity demand.

In this era of relative peace and prosperity, the most valuable prize that any Sky Trader could hope to claim is nothing less than the leadership of the Sky Guild itself. Whether honest trader or ruthless pirate, every captain of a skyship hopes to be the next to claim the exalted rank of Master of the Sky Guild.

GAME OVERVIEW

In *Sky Traders*, two to five players take on the roles of sky traders competing to become the Master of the Sky Guild. Each player starts with an empty skyship and must hire crew, trade goods, battle pirates, and manipulate the market in order to buy influence in the Sky Guild and win the game.

COMPONENT LIST

- ☞ 5 Plastic Sky Trader Figures
- ☞ 5 Skyship Sheets
- ☞ 1 Commodities Exchange Sheet
- ☞ 1 Guild Influence Track
- ☞ 14 Sky District Tiles consisting of:
  - ☠ 2 Hyperzephyrs
  - ☠ 2 Flyover Lands
  - ☠ 6 Cities
  - ☠ 1 Wind Pirates' Cove
  - ☠ 1 The Dual City
  - ☠ 1 Phlogiston Geyser
  - ☠ 1 Volcano
- ☞ 31 Ill Wind Cards
- ☞ 29 Crew Cards
- ☞ 16 Damage Cards
- ☞ 5 Hold Upgrade Cards

- ☞ 1 First Player Card
- ☞ 6 Wanted Tokens
- ☞ 10 Plastic Influence and Phlogiston Markers (in 5 player colors)
- ☞ 100 Guild Piasters (abbreviated "GP") in 5 different denominations:
  - ☠ 25 x 1 GP
  - ☠ 25 x 5 GP
  - ☠ 25 x 10 GP
  - ☠ 15 x 50 GP
  - ☠ 10 x 100 GP
- ☞ 80 Cargo Barrels (in 7 colors)
- ☞ 20 Sludge Barrels
- ☞ 5 Commodities Exchange Sliders
- ☞ 15 Six-sided Dice (in 5 player colors)

COMPONENT OVERVIEW

Sky Trader Figures

Each figure represents a sky trader and indicates where his skyship is currently located on the game board. The figures are attached to colored bases that match the color on the Skyship sheets.

Skyship Sheets

These Skyship sheets represents a sky trader's skyship. Each sheet displays six holds for storing goods and crew members, as well as a phlogiston reserve for tracking fuel consumption.

Commodities Exchange Sheet

This table tracks the price of goods as they fluctuate over the course of the game.

Guild Influence Track

The Guild Influence track shows how much influence each player has bought during the game.

Sky District Tiles

These map tiles make up the game board and represent the various districts where sky traders go to trade goods.

Ill Wind Cards

These cards represent different events that sky traders come across during their travels. Ill Wind cards have a variety of effects that can help or hinder the players.

Crew Cards

These cards represent crew members that players can hire. Each crew member has a unique ability that may affect combat, trade, or even movement.

Damage Cards

These cards represent different types of damage that a skyship can sustain during combat.

Hold Upgrade Cards

These cards represent upgraded holds with increased cargo capacity.

First Player Card

This card identifies which player is currently the first player.

Wanted Tokens

These tokens identify traders who have violated the law and are wanted by the authorities.

Guild Piaster Tokens

These tokens represent the currency of *Sky Traders*.

Cargo Barrel Tokens

Each barrel represents 10 tons of cargo. There are seven different types of goods in *Sky Traders*.

20 Class 1 Goods
- Minerals -

10 Class 2 Goods
- Food -

10 Class 3 Goods
- Textiles -

10 Class 4 Goods
- Wine -

10 Class 5 Goods
- Spices -

10 Class 6 Goods
- Jewels -

10 Black Market Goods
- Grog -

Sludge Barrel Tokens

These tokens represent a waste byproduct of phlogiston manufacturing known as "sludge."

Class Sliders

These sliders track the price of goods (and sludge) on the Commodities Exchange sheet.

Influence & Phlogiston Markers

These markers track influence on the Guild Influence track. They are also used to track how much phlogiston each skyship currently has.

Six-sided Dice

These dice are used during combat, to determine the market prices of goods, as well as other random game elements.

OBJECT of The GAME

The player with the most influence on the Guild Influence Track wins the game. Players can buy influence using Guild Piasters, which they can accumulate by trading goods between the various sky districts.

GAME SETUP

Follow these steps to set up a game of *Sky Traders*:

1. **Create the Game Board:** Shuffle all 14 district tiles facedown. Deal them facedown as evenly as possible among all players. Depending on the number of players in the game, it is possible some players receive more tiles than other players.

   The player who received the Volcano tile places it faceup in the central play area. That player becomes the first player and takes the First Player card. Starting with the player to the left of the first player, each player places one tile faceup, adjacent to at least one other tile already placed.

   Each tile shows either brown or red arrows along three of its edges. Tiles must be placed so that the edges with arrows connect to each other. The tiles must alternate colors between brown and red. That is, a tile with red arrows must connect to a tile with brown arrows, but a tile with red arrows **cannot** connect to another tile with red arrows, nor can a tile with brown arrows connect to another tile with brown arrows (see "District Tile Placement" below).

District Tile Placement

Incorrect tile placement

Correct tile placement

Important: Hyperzephyr tiles cannot be placed adjacent to the Volcano tile. Also, there must be at least five tiles between both Hyperzephyr tiles (see "Setup Diagram" on page 13).

   Players continue taking turns placing tiles until they have all been placed. If a player cannot legally place any of his tiles, his turn is skipped and the next player places a tile. After all 14 tiles are placed, the board is complete.

2. **Prepare the Play Area:** Arrange the following components in the available space around the game board:

   ☞ Place the Crew cards faceup, sorted by type

   ☞ Place the Commodities Exchange and Guild Influence Track near the game board.

   ☞ Arrange the goods and sludge barrels, sorted by color

   ☞ Arrange the GP coins by denomination

   ☞ Place the Wanted tokens next to the other tokens

3. **Prepare the Commodities Exchange:** Set the opening prices on the Commodities Exchange by placing each class slider on the far left spaces of its corresponding row of the Legal Goods Market, the Sludge Exchange, and the Black Market.

4. **Prepare the Ill Wind Deck:** Remove the Traders' Day card and shuffle the rest of the Ill Wind cards. Insert the Traders' Day card facedown in the middle of the Ill Winds deck.

8. **Place the Damage Deck:** Shuffle and place the Damage deck facedown.

9. **Choose a Sky Trader:** Each player chooses a Skyship sheet and receives the following:
   - ☞ 1 Figure representing his sky trader
   - ☞ 3 Dice matching the color of his sky trader figure's base
   - ☞ 20 Guild Piasters (hereafter "GP")
   - ☞ 1 "Skyman" Crew card placed in hold 4, 5, or 6 on the Skyship sheet
   - ☞ 2 Influence & Phlogiston markers, one placed on the number "10" space of his phlogiston reserve, and one on the "0" space of the Guild Influence track.

   Note: Each player may keep the amount of GP he owns hidden from the other players.

10. **Choose a Treasurer:** Decide who is going to be the treasurer. This player manages all buying and selling deals between the treasury and the players. He also distributes Crew cards, goods, and GP during the game.

    Important: The treasurer's own properties must be kept separate from the treasury!

11. **Determine Starting City:** Each player rolls one die and places his sky trader figure on the city that matches the number rolled. For example, Baron Ketto von Perux rolls a "6," so his figure begins the game on the class 6 city tile.

    Note: There is no limit to the number of sky trader figures that can be placed on a city tile.

Skyship Sheet Breakdown

Each player's skyship sheet has six **HOLDS** that can contain goods, sludge, and crew and hold cards. It also has a **PHLOGISTON RESERVE** that is used to track the use of phlogiston.

Setup Diagram

1. Game Board
2. Crew Cards
3. Ill Wind Cards
4. Commodities Exchange
5. Damage Cards
6. Guild Influence Track
7. Wanted Tokens
8. Goods and Sludge Barrels
9. Guild Piasters

The GAME ROUND

Sky Traders is played over a series of rounds. During a round, play proceeds clockwise and each player takes one turn being the active player. Each round ends with a Guild Council involving all players. The player who has the First Player card always takes the first turn of the round.

Each player's turn is divided into four phases that must be played in this order:

1. Ill Winds Blow
2. Sail Skyship
3. Dump Cargo and/or Crew
4. Perform **only one** of the following actions:
   - ☞ Trade
   - ☞ Collect Minerals
   - ☞ Mine the Clouds
   - ☞ Attack a Skyship

Phases 2, 3, and 4 must be completed within two minutes (use a watch or clock to track the time). When a player completes his turn (or runs out of time) the player to his left begins his turn.

After all players have taken one turn, the Guild Council begins (see "Guild Council" on page 24). When the Guild Council is finished, the First Player passes the First Player card to the player to his left and that player begins the next round.

Phase 1: ILL WINDS BLOW

During this phase, the active player must reveal the top card from the Ill Wind deck and read it aloud to all players. After he has followed the instructions on the card, it is placed faceup in a discard pile next to the deck.

Some Ill Wind cards have a combat value in the upper left corner. This value is used when an Ill Wind card attacks a sky trader (see "Combat Against Ill Wind Cards" on page 21).

Note: After the player has resolved this phase, phases 2, 3, and 4 must be completed within two minutes!

Phase 2: SAIL SKYSHIP

During this phase, the active player may sail his skyship up to five tiles away. To do so, he must spend phlogiston from his phlogiston reserve depending on how many tiles he wishes to move. See the "Phlogiston Use" table on page 15 to determine how much phlogiston a player must spend when moving.

To sail his skyship, a player performs the following steps:

1. **Declare Distance:** The player announces how many tiles he wishes to move.
2. **Spend Phlogiston:** The player spends the amount of phlogiston that corresponds to the number of tiles he wishes to move (according to the "Phlogiston Use" table) by moving his phlogiston marker that number of spaces to the left.
3. **Move Sky Trader:** The player moves his sky trader figure the number of tiles he declared in step 1.

A player must have sufficient phlogiston to sail to his desired destination. If he cannot spend the required amount of phlogiston, he cannot move. When his reserves reach "0," he must obtain more phlogiston by either purchasing more or mining clouds (see "Mining The Clouds" on page 20).

A player may choose not to move his sky trader at all.

Phlogiston Use

TILES MOVED	PHLOGISTON SPENT
0	0
1	1
2	2
3	3
4	5
5	10

Example: *Ping Chan has eight phlogiston in his phlogiston reserve. He moves four tiles which costs five phlogiston. Before moving, his phlogiston marker must be placed on the "3" space of his phlogiston reserve.*

HYPERZEPHYR TILES

Hyperzephyr tiles allow a sky trader to quickly move around the game board. When a sky trader moves onto a Hyperzephyr tile, he can either continue moving normally (as if moving through a Flyover Lands tile), or jump directly to the other Hyperzephyr tile. When jumping to another Hyperzephyr tile, the district tiles that are "skipped" **do not** count toward the amount of phlogiston used (see "Hyperzephyr Movement" below).

Hyperzephyr Movement

Example: *Comte Arnaud de Rodellec starts his turn on a city tile. He declares that he is moving three tiles and spends three phlogiston. He then moves onto an adjacent Hyperzephyr tile, jumps to the other Hyperzephyr tile, and moves to an adjacent city.*

Phase 3: DUMP CARGO and/or CREW

During this phase, the active player may dump any CARGO from his holds (including legal goods, sludge, or grog) in order to make room for other cargo. He may also dump crew cards. Return any dumped cargo or crew cards to the treasury without receiving any GP.

Warning! If a player dumps sludge in a city, he receives one Wanted token (see "Wanted Tokens" on page 23).

Phase 4: TAKE 1 ACTION

During this phase the active player performs **only one** action from the following list:

- ☞ Trade (only on a city)
- ☞ Collect Minerals
- ☞ Mine the Clouds
- ☞ Attack a Skyship

TRADE

If a player's sky trader is on any city tile (whether he moved this turn or not), he may trade. He may do **all** of the following – in any order he chooses and as many times as he wants:

- ☞ Buy/Sell Cargo
- ☞ Buy/Sell Phlogiston
- ☞ Hire/Fire Crew
- ☞ Load Sludge
- ☞ Organize Cargo
- ☞ Repair Damage
- ☞ Upgrade Holds

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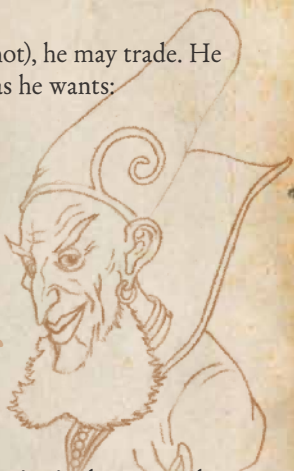
Buying Cargo

Each city exports only one type of GOOD. The CLASS of goods sold in a city is shown on the city tile. For example, the city marked "Class 1" only sells class 1 goods.

To buy a good, the active player's sky trader figure must be on that city's tile. He pays the current market price indicated by the position of the class slider on the Commodities Exchange for that class of good. The class slider shows the price of a **single** barrel of goods of that class, and the player may buy as many barrels as he has resources and holds to store those goods. The player takes purchased goods from the treasury and places them in one of his holds. The GP paid for the goods goes to the treasury.

COMMODITIES EXCHANGE

Class 1 Minerals	1	2	3	4	5	Pos
Class 2 Food	2	4	6	8	10	Pos
Class 3 Textiles	3	6	9	12	15	Pos
Class 4	4	8	12	16	20	Pos

Example: The class 2 slider is on the second space of the Commodities Exchange. Each class 2 good costs 4 GP.

Storing Cargo

Each hold can contain up to two barrels of cargo, and all cargo stored in a hold must be of the same class. That is, a player cannot store different types of cargo in the same hold at the same time. Cargo must be placed on the hold so that all players can see them.

Selling Cargo

If the active player's sky trader figure is in a city, he can sell goods from his holds. For each barrel he sells, he receives the current market price indicated by the class slider on the Commodities Exchange for that class of good. He can sell as many goods of each class as he chooses, as long as he has them in his hold. The only restriction is that a player cannot sell any goods that match the exports of the city he is in. For example, if a player's sky trader is in a city with the number "3," he cannot sell any class 3 goods. The player returns any sold goods to the treasury, and he takes the GP earned from the sale from the treasury.

Note: If there are no goods of a given class in the treasury (including grog, see "Buying and Selling Grog" below), players cannot buy that good until more become available.

Buying and Selling Grog

The most valuable but riskiest source of profit lies in the trade of illegal GROG, a mildly intoxicating bio-active byproduct of phlogiston refining. Players can buy grog only in the Wind Pirates' Cove for the market price indicated by the position of the class slider on the Black Market of the Commodities Exchange. Grog can then be sold in any other city for current market price.

Warning! Some Ill Wind Cards attack any players who are transporting grog!

Buying and Selling Phlogiston

The active player can buy phlogiston in any city (including the Dual City and Wind Pirate's Cove) for one GP per unit. Each skyship can hold a maximum of 10 phlogiston. Players can resell their phlogiston to the treasury in any city at a fixed cost of one GP per unit.

Hiring and Firing Crew

The active player can hire one or more CREW members in any city. Only Crew cards in the treasury are available for hire. The cost in GP is shown in the lower-right corner of the Crew card.

When a player hires a crew member, he must place it in one of his holds. Each Crew card shows numbers in the upper-left corner. These numbers indicate which hold that card can occupy. Each hold may contain only one Crew card, and a hold containing a Crew card cannot contain any goods or sludge.

Example: A "Skyman" card shows "4.5.6" in the upper-left corner, so it can occupy hold 4, 5, or 6. A "Skyman" cannot occupy holds 1, 2, or 3.

Note: Adding Crew cards to a hold will reduce the amount of goods the skyship can transport.

In addition to hiring crew members, the active player may fire any number of crew members from his skyship and return them to the treasury. The player receives **half the price listed** on each fired card from the treasury. Any Crew card removed from its hold for any reason returns to the treasury for future purchase.

Load Sludge

Burning phlogiston to power a city creates a toxic byproduct known as SLUDGE. Hauling sludge away can be a profitable source of income, but it can also cause contamination and disease aboard a skyship.

The active player can load sludge when his sky trader is in any city. Each hold of a skyship can store up to two barrels of sludge (sludge cannot share a hold with any other type of goods). When a player loads a barrel of sludge onto his skyship, he immediately receives GP from the treasury equal to the current market value of sludge as shown on the Sludge Exchange line on the Commodities Exchange.

Example: Duke Skazzu Milingo loads five barrels of sludge onto his skyship when the class slider is on the "2" GP space of the Sludge Exchange. The treasury pays him 10 GP.

Players can dump sludge on any map tile during the Dump Cargo phase of their turn (see "Phase 3: Dump Cargo and/or Crew" on page 16). Sludge cannot be sold for GP.

Warning! If a player dumps sludge in a city, he must take a Wanted token (see "Wanted Tokens" on page 23).

Toxic Damage!

Be careful! The Ill Wind card "Toxic Damage" causes damage to any holds on your skyship with two or more barrels of sludge.

Organizing Cargo

The active player can rearrange all of his goods, sludge, and crew around his holds, but he must respect the limit of two of the same type of goods or sludge per hold, unless he has purchased a Hold Upgrade card upgrade (see "Upgrade Holds" on page 19).

Repairing Damage

The active player can repair **DAMAGE** sustained during combat (see "Combat" on page 21). The player must pay the repair cost for each Damage card he wants to repair. After paying the cost, he removes the card and shuffles it back into the Damage deck.

Upgrade Holds

The active player can upgrade one or more holds by purchasing a Hold Upgrade card in any city. A Hold Upgrade card allows a player to store **up to four** goods of the same type in the hold that this card occupies. The cost in GP is shown in the lower-right corner of the Hold Upgrade card.
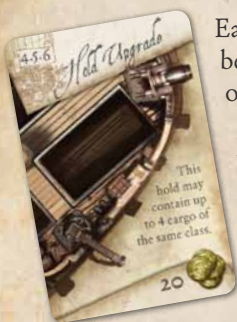
Each Hold Upgrade card shows numbers in the upper-left corner. These numbers indicate which hold that card can occupy. Each hold can be upgraded only once and crew cards cannot occupy an upgraded hold.

In addition to purchasing Hold Upgrade cards, a player may sell any number of Hold Upgrade cards and return them to the treasury. The player receives **half the price listed** on the card. Any Hold Upgrade card removed from its for any reason returns to the treasury for future purchase.

COLLECT MINERALS

If the active player's sky trader figure is in any city, he may choose to collect minerals from the nearby countryside as his action for the turn. The player rolls two dice and adds the results together. The total is the number of mineral barrels (class 1 goods) the player **may** load into his holds for free, provided he has enough space to do so. He takes the goods from the treasury and adds them to his holds. Treat these goods as normal class 1 goods.

If the result on both dice is the same, the player also acquires some precious jewels. He may load one jewels barrel (class 6 good) into one of his holds.

Example: Abacuc Mangold rolls a double "4" on the dice while stealing minerals. He can take up to eight class 1 goods and one class 6 good and add them to his holds.

MINING The CLOUDS

Small amounts of phlogiston can be found everywhere, and skyships are equipped with special "accumulators" which can extract and consolidate phlogiston from the clouds. As his action for the turn, a player can mine the clouds for phlogiston.

The player rolls one die and increases his phlogiston reserve by moving his phlogiston marker to the right a number of spaces equal to the result. Players can mine clouds for phlogiston on any tile.

Mining the Phlogiston Geyser

A player who is mining the clouds while his sky trader figure is on the Phlogiston Geyser tile has a chance to receive more phlogiston . He rolls **two dice** and increases his phlogiston reserve by moving his phlogiston marker to the right a number of spaces equal to the result of both dice.

The indefatigable Baron Ketto von Perux
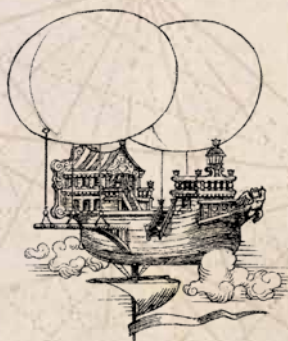
ATTACK A SKYSHIP

When two or more players' sky trader figures share the same tile, the active player may attack another player's skyship as his action for the turn. The active player can attempt to negotiate a payment from another player on his tile in exchange for not attacking that player's skyship. Payment may only include any combination of the following resources:

- ☞ GP
- ☞ Crew
- ☞ Sludge
- ☞ Goods

If the other player refuses to give in to these demands, combat immediately begins (see "Combat" on page 21).

At the end of each combat round, the defender can end the battle by giving in to the attacker's demands and end the combat. However, at the beginning of each combat round, before rolling dice, the attacker can change, increase, or decrease his demands.

If the defending player **does not** hold a wanted token, the attack is considered an **ACT OF PIRACY**. If the defending player holds a wanted token, the active player may collect a bounty if he manages to destroy the skyship of the wanted trader (see "Wanted Tokens" on page 23).

Warning! If a player commits an act of piracy (even if no combat occurs), he receives one wanted token (see "Wanted Tokens" on page 23).

Note: When a player attacks another player's skyship, his turn is no longer limited to two minutes.

COMBAT

There are two ways a player can participate in combat:

☞ **Ill Wind Card:** When a player reveals an Ill Wind card, it may attack him (see "Combat Against Ill Wind Cards" on page 21).

☞ **Attack a Skyship:** When two players share the same tile, one may attack the other during phase 4 of his turn (see "Attack a Skyship" on page 20).

The COMBAT ROUND

Combat is resolved over a series of rounds. Each combat round is divided into four steps:

1. **Rally Crew:** The attacker selects **one** Crew card (if any) to use this combat round. Then the defender does the same.

2. **Roll Combat Die:** The attacker rolls one die, known as the COMBAT ROLL, and adds the COMBAT MODIFIER of the Crew card he declared in step 1. This total is known as a COMBAT VALUE. Then the defender does the same.

3. **Damage:** The player with the highest combat value wins the combat round and inflicts one damage on his opponent (see "Damage" below). If both players obtain the same total, both players suffer one damage.

4. **Pursue/Withdraw:** The attacker must now decide whether to withdraw and end the combat, or continue attacking and fight another combat round. The defender cannot withdraw from combat. However, when defending against another player, the defender can concede to the attacker's demands (see "Attack a Skyship" on page 20).

DAMAGE

Each time a player takes damage, he must draw one Damage card and reveal it to all players. It can be:

☞ "Light Damage," which costs 5 GP to repair

☞ "Medium Damage," which costs 10 GP to repair

☞ "Heavy Damage," which costs 25 GP to repair

Roll one die to determine which hold is damaged. Place the Damage card faceup in the hold that matches the die result. If that hold is already damaged, place the card in the next highest-numbered, undamaged hold. If hold 6 is already damaged, then place the damage card on hold 1, and so on. When a hold is damaged, all goods, crew, or sludge in that hold are destroyed (return them to the treasury). A damaged hold cannot contain anything until it is repaired (see "Repairing Damage" on page 19).

COMBAT AGAINST ILL WIND CARDS

Some Ill Wind cards attack a player's sky trader. When an Ill Wind Card attacks a player's sky trader, the card is considered the attacker for the combat round and is controlled by the player to the left of the active player.

Ill Wind cards that attack players have a combat modifier in the upper-left corner of the card. This combat modifier is added to the combat roll to determine the total combat value for the Ill Wind card.

Important: Ill Wind Cards **cannot** withdraw from combat and continue attacking until they receive one damage and are destroyed!

Combat Example

First Combat Round

Duke Skazzu Milingo, a wanted sky trader, has been attacked by the Sky Patrol! Duke Skazzu's skyship is equipped with one "Gunner" and one "Able Skyman."

1. The Sky Patrol has a combat modifier of +3. Duke Skazzu decides to fire back using his "Able Skyman," which has a combat modifier of +2.

2. The Sky Patrol is the attacker. The player to Duke Skazzu's left controls the Sky Patrol. He rolls his combat die and obtains a "2." He adds the roll to the combat modifier of the Sky Patrol and for a combat value of 5.

   Now it's Duke Skazzu's turn as the defender. He rolls his combat die and obtains a "1." Adding his Able Skyman's combat modifier (+2) only gives him a combat value of 3.

3. Duke Skazzu loses the first combat round and suffers one hit. He then draws one Damage card and rolls a die to see which hold is damaged. The result is a "6," so he places the card in hold 6, which also kills his "Able Skyman."

4. Like all Ill Wind cards, the Sky Patrol cannot withdraw from combat, so they must resolve another combat round.

Second Combat Round

1. This time Duke Skazzu declares that he will use his "Gunner."

2. The player to Duke Skazzu's left rolls a combat die again and obtains a "5". The Sky Patrol's combat value for the round is 8.

   Duke Skazzu rolls his combat die and obtains a "6." Duke Skazzu must now return his "Gunner" to the treasury. His combat total is 9: 6 from his combat die plus 3 from his "Gunner."

3. Duke Skazzu has won the fight and destroyed the Sky Patrol vessel!

BLOWN OUT of The SKY!

Skyships are very sturdy, but they can be destroyed. If **all six holds** of a skyship are damaged, the skyship is destroyed!. The player loses the rest of his turn and must immediately discard everything he owns, including wanted tokens, and Ill Wind cards.

Important: Players do not lose influence if their skyship is destroyed (see "Step 4: Purchasing Guild Influence" on page 28).

On his next turn, that player may begin again with a new, empty skyship and all the initial supplies listed in step nine of "Game Setup" on page 12. He also collects a payout from insurance or charity (see below).

Insurance & Charity

When a player's skyship is destroyed, his insurance pays him half of the GP (rounded up) he had. If the player had no GP, the insurance does not pay him, but each opponent must give him a charitable donation of 10 GP from his own funds. If any player cannot pay the full amount of the donation, the treasury pays instead.

WANTED TOKENS

Each time a player commits a crime, he must immediately take one wanted token. Crimes include:

- ☞ Committing an act of piracy (see "Attack a Skyship" on page 20).
- ☞ Dumping sludge in a city (see "Phase 3: Dump Cargo" on page 16).
- ☞ Defeating the "Airmarshal" Ill Wind card in combat.

Note: All wanted tokens a player collects must always remain visible to all players.

WANTED TRADERS

Any player who holds one or more wanted tokens is considered a **WANTED TRADER**. Any player who manages to completely destroy a wanted trader's skyship (by damaging his last hold) immediately collects a bounty equal to 50 GP for **each** wanted token the wanted trader holds.

Attacking a wanted trader to retrieve his bounty **is not considered an act of piracy** (see "Attack a Shyship" on page 20). A wanted trader cannot collect the bounty on other wanted traders.

Note: Players can discard wanted tokens during the Traders' Day for 25 GP each (see "Traders' Day" on page 29).

GUILD COUNCIL

The Sky Guild controls the value of goods throughout the world. Periodically, the most influential members of the Guild meet to set the prices.

Once all players have completed their turns for the round, a Guild Council takes place. All players participate in the Guild Council, actively trying to influence the price of goods.

The Guild Council is divided into five steps:

1. Council Deliberations
2. Investments
3. Shortage & Surplus
4. Purchasing Guild Influence
5. Closing the Council

The austere Comte Arnaud de Rodellec

Step 1: COUNCIL DELIBERATIONS

The Council has only two minutes to negotiate with each other. Use a stopwatch or timer to keep track of the time. Follow these three steps:

1. Each player rolls all three of his dice and shows the results. These dice will be used during the Investments phase to adjust the price of the various goods.

   Important: If any player has reached the yellow or orange spaces of the Guild Influence Track, he may choose the value of one or two of his dice before rolling the rest of his dice (see "Market Control" on page 28).

2. The first player begins the two-minute time limit.

3. As long as the time runs, players can attempt to negotiate with each other, trying to sell their dice, buy dice from other players, give them away for free, or arrange a promise to use the dice in a certain way. Players can offer any amount of GP, goods, or Crew cards they own. In other words, players should use their best trading skills to get the dice they desire.

Place any traded dice in the purchasing player's play area for use in the Investments step of the Guild Council.

Rolling Triples

If a player rolls his dice and obtains three identical results, the class slider that matches the result of the dice **immediately** moves up three spaces. The player must then reroll his dice, and invest using the new results (see "Investment in Legal Goods" on page 25). In the rare case that the player obtains three identical results again, the class slider that matches the new result would immediately move up three spaces (even if it is the exact same result as his first role), and the player would roll his dice again.

Example: A player rolls three dice and they each result in a "6." The class 6 slider moves up 3 spaces. That player then rerolls his dice and invests with the new results.

Commodities Exchange Sheet Breakdown

The Commodities Exchange is divided into 3 sections. The top section shows the Legal Goods (classes 1–6). The Sludge Exchange shows how much cities will pay to get rid of sludge. The bottom represents the Black Market, which gives prices for Grog.

Step 2: INVESTMENTS

After the two minutes have passed, all negotiations stop. Starting with the first player and continuing clockwise, each player must place **all** of the dice he currently has in his play area onto the Commodities Exchange. Each die can be placed in either the "negative" or "positive" box that matches the number showing on the die.

Example: Baron Ketto von Perux holds dice showing "1," "4," and "5." He must place them on the negative or positive boxes for classes 1, 4, and 5, respectively.

After all players have placed their dice, the price of goods fluctuates depending on the type of good and how the dice were placed. Resolve the price fluctuation in this order:

1. Legal Goods
2. Sludge
3. Grog

Note: Any dice that cannot be placed must be discarded (see "Investment Limit" on page 26).

Investment in Legal Goods (Classes 1, 2, 3, 4, 5, and 6)

After all players have placed their dice, the class slider for each class moves up or down based on the number of dice assigned to that class. Each die in the negative box moves the class slider down one space, and each die in the positive box moves it up one space.

To move the sliders, determine the **difference between the number of dice in the positive and negative boxes** for each class, then move the class slider up or down that many spaces.

*Important: Only move the class slider a number of spaces equal to the difference between the **number** of dice in the positive and negative boxes. Do not move the slider down for each negative die and up for each positive die!*

Investment Limit

The investment boxes of each class have one or more small printed dice that indicates the maximum number of dice that can be assigned to that box.

- ☞ Classes 1 and 2 can have up to four dice assigned to each of the positive and negative boxes.
- ☞ Classes 3 and 4 can have up to three dice assigned to each box.
- ☞ Classes 5 and 6 can be assigned only two dice in each box.

The Sludge Exchange

The value for sludge fluctuates based on the dice placed during the Guild Council:

- ☞ If there are **more** total dice on the **negative** boxes, sludge moves **down** one space.
- ☞ If there are **more** total dice on the **positive** boxes, sludge moves **up** one space.
- ☞ If there is an **equal number** of dice on both sides, sludge does not move.

The Black Market

The value of grog on the Black Market is connected to the general trend of the Commodities Exchange, so it can be very unpredictable:

- ☞ The Black Market goes **up or down** as many spaces as the **difference** between the total number of dice in all positive boxes and total number of dice in all negative boxes. If there are more dice in the negative boxes, the value goes down; if there are more dice in the positive boxes, the value goes up.

Market Rebound

Each class slider has a maximum and minimum value. If the slider for that class of goods would move beyond the end of the row of available spaces, it "bounces" back the other direction until it has moved the correct number of spaces.

Example: If the class 1 slider has a value of 2 GP and must move down 3 spaces, it moves left one space, then bounces two spaces to the right, reaching a final value of 3 GP.

Note: The market rebound rule also applies to price fluctuation caused by Ill Wind cards.

Guild Council Example

Abacuc Mangold (red), Ping Chan (green), and Duke Skazzu (yellow) begin council deliberations by rolling their dice. Abacuc Mangold has dice showing "2," "4," and "5," Ping Chan has dice showing "3," "6," and "6," and Duke Skazzu rolled "2," "4," and "4" on his dice.

Ping Chan would like to lower the price of class 4 goods because he wants to fill his holds next turn. He sees that Duke Skazzu's holds are full of class 3 goods, so he proposes to trade his "3" die in exchange for one of Duke Skazzu's "4" dice. Duke Skazzu agrees and they trade dice.

Abacuc Mangold sees an opportunity to sell his "4" die and asks Ping Chan if he would like to trade a an amount of gold for it. Ping Chan counters by offering a "Skyman" card instead. Abacuc agrees and Ping Chan gives the Crew card to Abacuc and takes the "4" die.

After 2 minutes have passed, the negotiations stop and the players take turns placing their dice. Duke Skazzu is the first player and now has dice showing "2," "3," and "4." He places his "2" in the negative box of the class 2 goods and his "3" and "4" in the positive boxes of the class 3 and 4 boxes respectively.

Ping Chan goes next and now has two "4" dice and two "6" dice. He places his two "4" dice in the negative boxes of the class 4 goods to counteract the "4" that Duke Skazzu placed earlier. He then places one "6" in the positive box and his other "6" in the negative box of the class 6 goods.

Abacuc Mangold has dice showing "2" and "5". He places his "2" in the negative box of the class 2 goods and his "5" in the negative box of the class 5 good.

At this point, the players adjust the prices for each class of legal goods based on the difference between the number of dice placed in the positive boxes and number of dice placed in the negative boxes. The results are:

☞ *Class 1 does not change, and remains at 3 GP* ①.

☞ *Class 2 moves down one, then rebounds up one, to 4 GP* ②.

☞ *Class 3 moves up one space to 12 GP* ③.

☞ *Class 4 moves down one space to 4 GP* ④.

☞ *Class 5 moves down one space to 20 GP* ⑤.

☞ *Class 6 does not change, and remains at 20 GP* ⑥.
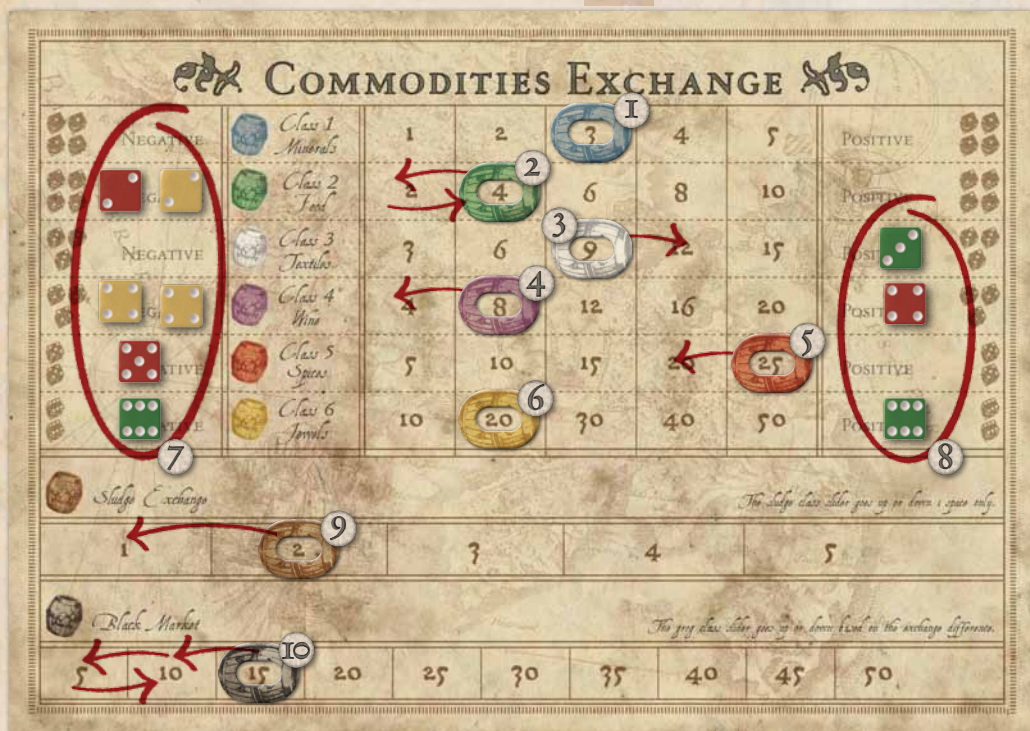
Next, the players adjust the prices of sludge and grog. Six dice were played on the negative boxes ⑦, and only three on the positive boxes ⑧. More dice were played on the negative boxes, so the value of sludge on the Sludge Exchange ⑨ drops **one** space to the left.

The **difference** between the number of dice in the negative boxes ⑦ and the number of dice in the positive boxes ⑧ is three, towards the negative side. So, the price of grog on the Black Market ⑩ moves a total of three spaces. It drops two spaces, then rebounds one space to 10 GP.

Step 3: SHORTAGE AND SURPLUS

Each round, some goods may fluctuate independently of the investments due to market forces beyond the players' control. Once all investments have been made, the first player determines which good has a SHORTAGE by rolling one die. The class of good that matches the result of the die immediately moves **up** one space on the Commodities Exchange. Next, the first player determines which good has a SURPLUS by rolling one die again. The class of good that matches the result of that die immediately moves **down** one space.

Example: Duke Skazzu rolls one die to determine the shortage and obtains a "6." He moves the class 6 slider up one space. Next he rolls one die to determine the surplus and obtains a "3." He moves the class 3 slider down one space.

Step 4: PURCHASING GUILD INFLUENCE

After the price of all goods have fluctuated, players have a chance to buy INFLUENCE in the guild. Keep track of influence on the Guild Influence Track. Starting with the first player, each player may buy as many spaces of influence as he wishes for the following prices:
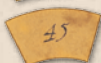
☞ Blue influence spaces cost 5 GP   *15*

☞ Yellow influence spaces cost 10 GP   *33*

☞ Orange influence spaces cost 15 GP   *45*

Player's cannot purchase more than 50 influence. If two or more players reach 50 influence, break the tie as shown in "The End of The Game" on page 29.

Market Control

As players gain influence in the guild, they gain MARKET CONTROL over the prices of goods. Before player's roll their dice during the investments phase of the Guild Council, check the position of the influence markers on the Guild Influence Track:

☞ If a player's influence marker is on a **yellow** space, he may set **one** die to the value of his choice.

☞ If a player's influence marker is on an **orange** space, he may set **two** dice to the values of his choice.

The player then rolls his remaining dice as normal and proceeds with the negotiations.

Important: If two or more players' influence markers are in the yellow and/or orange spaces of the Guild Influence Track, each player sets the values of their dice in turn order.

Example: Arnaud de Rodellec has reached space "34" of the Guild Influence Track (a yellow space) and Duke Skazzu has reached space "46" (an orange space). During the next investments phase, Arnaud is first in the turn order. He plans on purchasing class 4 goods and would like to adjust the cost down. He sets his one die to a value of "4." Duke Skazzu is next and he sets one of his dice to "3" so he can get a better price on class 3 goods. He then sets his other die to "4" in the hopes of counteracting Arnaud's die placement in the investments phase.

Step 5: CLOSING The GUILD COUNCIL

After all players have had a chance to buy influence, the Guild Council ends. The first player hands the "First Player" card to the player on his left, who becomes the new first player for the next round. A new round begins, and play proceeds clockwise as before.

The END of The GAME

The round in which any player who **does not have any sludge in his holds** reaches 50 influence on the Guild Influence track is the last round of the game. Continue playing until the end of that round, so all players have an opportunity to buy influence.

The player with the highest influence total at the end of the round is declared the new Master of the Sky Guild, and wins the game!

If two or more players reach 50 influence, each tied player adds the value of all goods on board his skyship to his GP on hand. The tied player with the highest total value wins. If there is still a tie, all tied players compare the total value of all Crew cards. The tied player with the highest total value of Crew cards wins. If there is still a tie, then the players share the victory!

*Important: Even if a trader has 50 influence, he cannot win the game as long as he has any sludge in his holds! Keep playing until a player **with no sludge** is at the 50 influence goal.*

ADDITIONAL RULES

TRADERS' DAY

When a player reveals the "Traders' Day" card from the Ill Winds deck, each player may discard any number of wanted tokens he holds by paying 25 GP to the treasury **for each token** he wants to discard.

The DUAL CITY

As the trading capital of the world, the Dual City sells a variety of goods that changes over time. The goods which can be purchased there are random each time a player visits.

When a player moves to the Dual City, he rolls two dice. The results show which two kinds of legal goods can be **bought** there this round. All other goods can be **sold** there as normal. If a player spends his next turn in the Dual City, he must roll two dice again to see what goods may be bought and sold on that turn. Thus it is possible for a player to later sell goods that he may have purchased at the Dual City during his previous turn.

Example: Abacuc Mangold rolls a "2" and a "4" when he visits the Dual City. He can buy goods of classes 2 and 4, and he can sell classes 1, 3, 5, and 6. Abacuc buys two class 2 goods and two class 4 goods. During the next round Abacuc chooses to stay at the Dual City. He rolls two dice and gets a "2" and a "6." Abacuc can now buy goods of classes 2 and 6, and he can sell classes 1, 3, 4, and 5. Abacuc sells the two class 4 goods that were in his holds from his previous turn.

Important: If the result on both dice is the same, there are no goods available in the Dual City and the player cannot buy or sell any goods or take on sludge there during that round.

The VOLCANO

The Volcano is the prefered place for sky traders to dump their toxic sludge – far away from civilization. Any player who ends his movement on the Volcano tile may dump all of the sludge in his holds. The player rolls one die. He receives GP equal to the result times the number of sludge barrels dumped.

Example: Ping Chan ends his move on the Volcano tile in order to dump four barrels of sludge. He rolls a "3" on one die and receives 12 GP from the treasury.

VARIANT RULES

SHORTER GAME

For a faster game, follow the normal rules with one exception: influence in the guild costs 5 GP for **every space** of the Guild Influence track. Players still gain market control if their influence markers are on a yellow or orange space.

TWO-PLAYER GAME

For a two-player game, follow the normal rules with one exception: during the Guild Council two extra sets of dice of different colors than those that the players are using are rolled. The first player rolls one set of these extra dice and places them on their corresponding negative boxes. Then the second player rolls the other set of extra dice and places them on their corresponding positive boxes. Then the two players roll their own dice and place them as they choose, following the normal rules.

NO TIME LIMIT

In this variant, play proceeds as normal, except that players have an unlimited amount of time to complete their turns.

The SKILLED TRADER'S GUIDE

1. Fill your holds with as many goods as you can.
2. Keep your phlogiston reserves full.
3. Always keep at least one "Skyman" card on your skyship.
4. Be careful with sludge: it occupies a lot of space in your holds until you dump it.
5. If the minerals (class 1 goods) price is high, go steal some.
6. Keep a good amount of GP on hand to negotiate with other players.
7. Do not risk trading grog if you have not added crew to your skyship.
8. The more GP you accumulate, the more likely other players will attack you.
9. Remember the Traders' Day takes place about once every 15 turns.
10. Above all, stay friendly with the other traders!

The subtle
Ping Chan
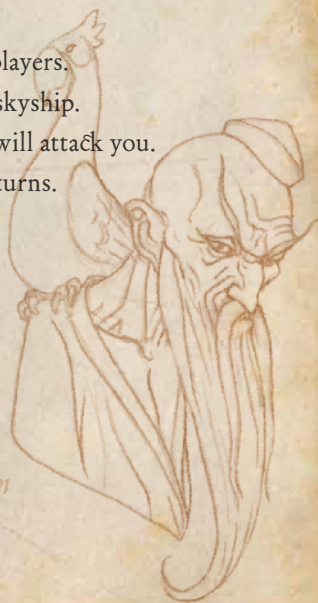
CREDITS

GAME DESIGNER
Gioacchino Prestigiacomo

EXECUTIVE PRODUCER
David Preti

COVER ILLUSTRATORS
Christophe Madura and Miguel Coimbra

ARTISTIC DIRECTOR
Mathieu Harlaut

ILLUSTRATORS
Miguel Coimbra, Nicolas Fructus, and Christophe Madura

LOGO
Mathieu Harlaut

PLASTIC COMPONENTS
Dust Studio Team

TRANSLATOR
Fulvio Cattaneo

EDITOR
William Niebling

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❧ Fantasy Flight Games Team ☙

PRODUCER
Christopher Hosch

EDITING & PROOFREADING
Julian Smith and Steven Kimball with Brady Sadler

PRODUCTION MANAGER
Eric Knight

EXECUTIVE GAME DESIGNER
Corey Konieczka

EXECUTIVE PRODUCER
Michael Hurley

PUBLISHER
Christian T. Petersen

PLAYTESTERS
Pedar Brown, Nicholas Frisbie, Gregg Helmberger, Lukas Litzsinger, Lori Jean Richards, Chris Shibata, Clint Vogel, Christian Williams, Lynell Williams, and Nik Wilson

FANTASY FLIGHT SUPPLY™

1 1

PROTECTIVE CARD SLEEVES

QUICK REFERENCE

The GAME ROUND

TURN PHASES
1. Ill Winds Blow
2. Sail Skyship
3. Dump Cargo and/or Crew
4. Take one action

The GUILD COUNCIL
1. Council Deliberations
2. Investments
3. Shortage and Surplus
4. Purchase Guild Influence
5. Close the Guild Council

Phlogiston Use

TILES MOVED	PHLOGISTON SPENT
0	0
1	1
2	2
3	3
4	5
5	10

ACTIONS

A. TRADE
☞ Buy/Sell Cargo
☞ Buy/Sell Phlogiston
☞ Hire/Fire Crew
☞ Load Sludge
☞ Organize Cargo
☞ Repair Damage
☞ Upgrade Holds

B. COLLECT MINERALS
Receive 2d6 worth of class 1 goods for free. If the dice result in doubles, receive one additional class 6 good.

C. MINE The CLOUDS
Collect 1d6 phlogiston units for free on any tile. If on the Phlogiston Geyser, collect 2d6 units.

D. ATTACK A SKYSHIP
If on the same tile as another player, demand compensation from that player. If that player refuses, combat begins.

The COMBAT ROUND

1. **Rally Crew:** Selects **one** Crew card.

2. **Roll Combat Die:** Roll one die and add combat modifiers.

3. **Damage:** Highest total combat value wins and the losing player must draw one Damage card.

4. **Pursue/Withdraw:** Decide to either continue attacking or withdraw.