



KESTRAL



ETHERTON



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ANTARA



ELSOA



ELSOA



PERIUM



THOIA



THOIA



VALJUSTINA



MAVERK



MAVERK



PERIUM



EASLEY



EASLEY



VALJUSTINA



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COSTA

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HAYDEN



ANTARA



MAVERY



MAVERY



VALJUSTINIA

ANTARA



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VALJUSTINIA



PERIUM

ZEPPELIN DERBY

RACE DAY - AIRCREWS TO YOUR ZEPPELINS!

Needed: The 13 derby cards, 5d6 and one ship marker per player.

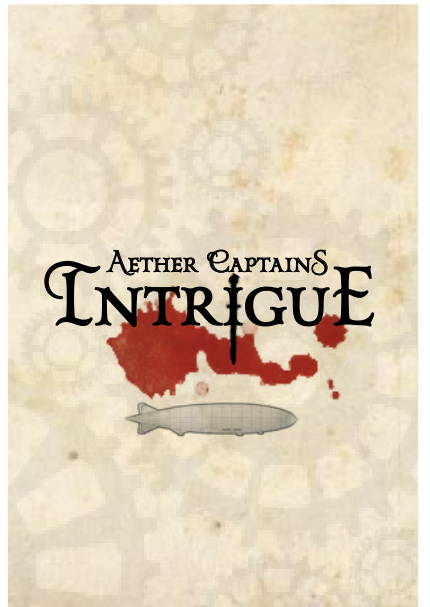
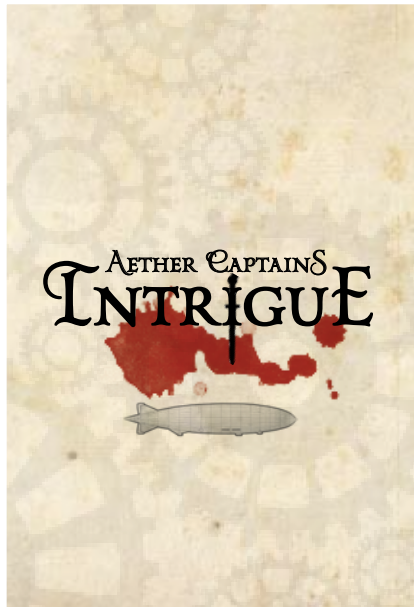
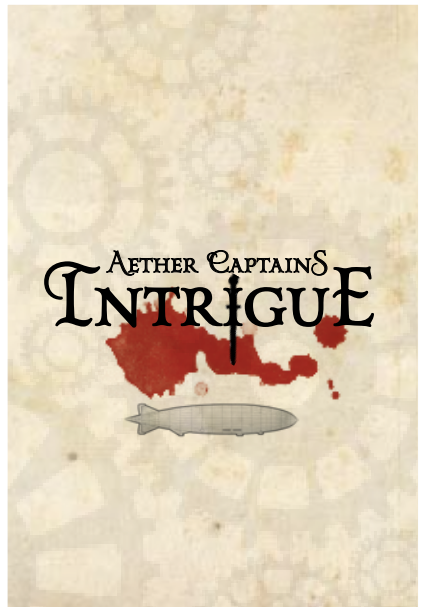
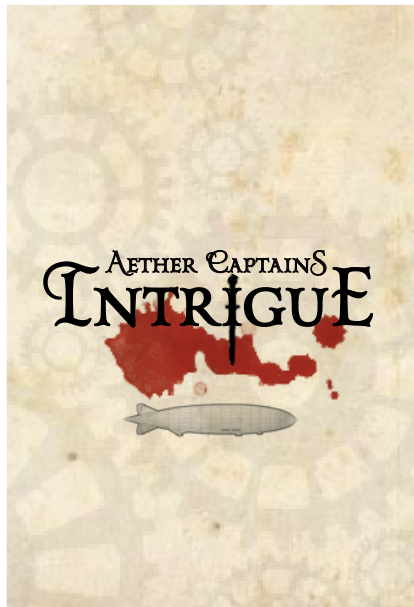
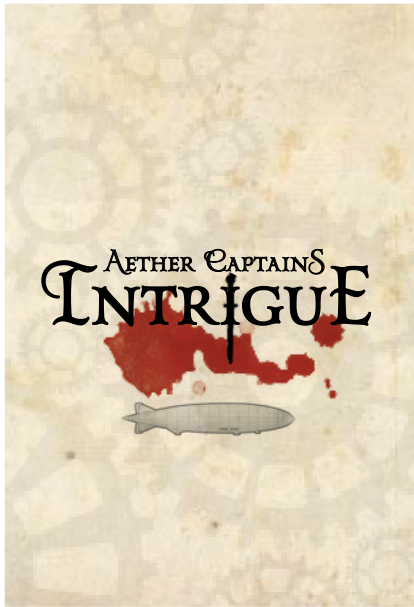
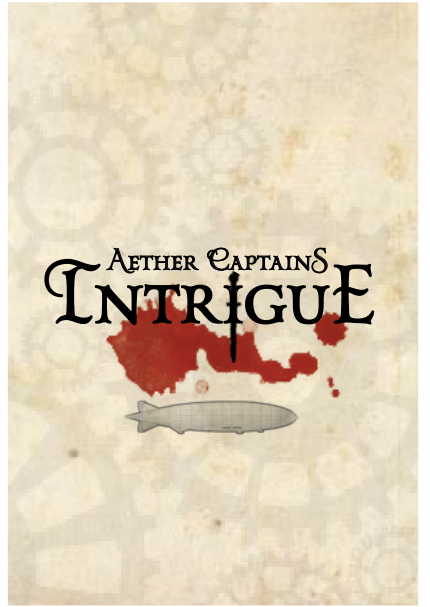
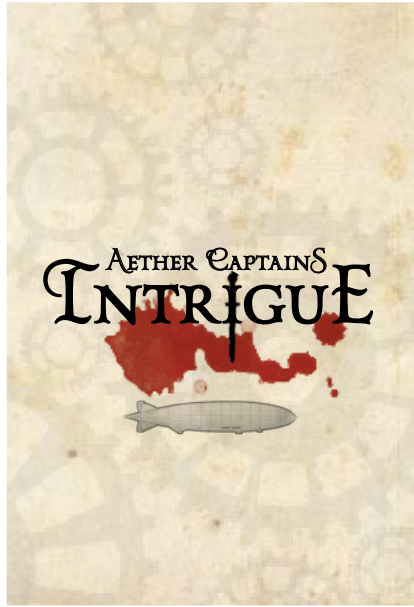
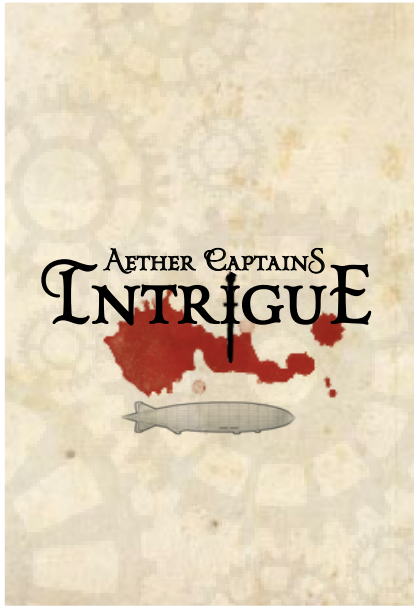
Win: The first to travel the 25 spaces and cross the finish line with their zeppelin wins the trophy.

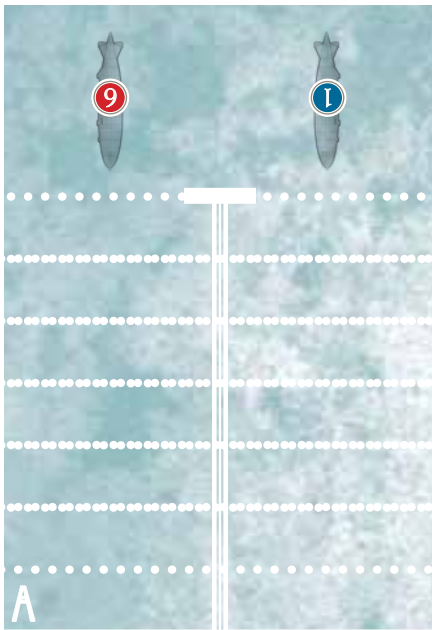
Setup: Choose who will be **Player 1** and **Player 2**. Place the 3 derby course cards between players, adjacently aligning A to A and B to B. **Player 1** places their marker on the zeppelin marked (1), **Player 2** on the zeppelin marked (6). Shuffle and deal 4 race cards to each player and set the remaining cards aside. They will not be used in the race.

Play: In turn, each player will throw 5d6 once, locking any they choose, and can then re-roll the rest once more. **Player 1** is trying to roll 1s and **Player 2** trying to roll 6s. You may play a card before or after your roll, but only during your turn. There is no draw deck for new cards.

Move zeppelins according to numbers in the chart below, where x = your ship number:
1x of a kind - 2 spaces 2x of a kind - 3 spaces
3x of a kind - 5 spaces 4x of a kind - 7 spaces
5x of a kind - 10 spaces

Some cards will let you roll more dice or move a longer distance on your turn.





ENGINEERING

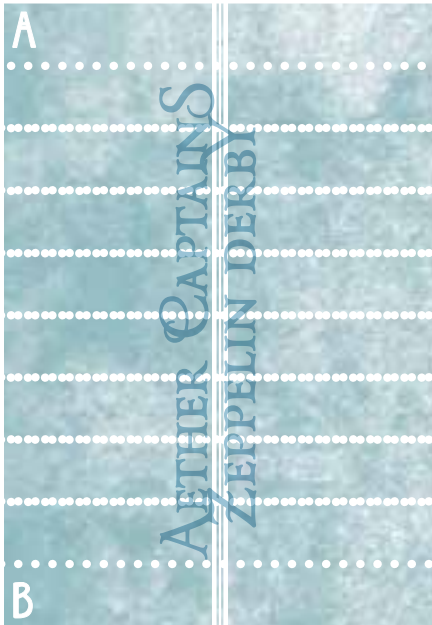
Full Throttle

Choose the number 2, 3, 4 or 5 and roll for that value instead. You may continue to roll any dice you choose and may stop when you wish. If, however, you roll your ship number at any time during this, your turn is over and no dice count towards movement.

WEATHER

Aether Storm!

If both player markers are on the middle (AB) course card, rotate the card 180 degrees and continue towards finish line.



DIRTY TRICKS

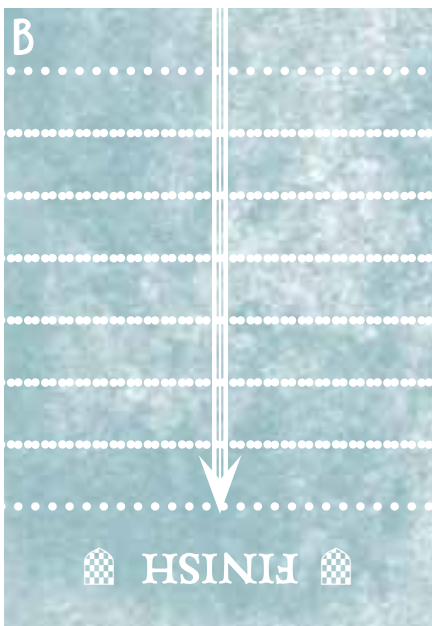
Grappling Harpoon

Roll one die to calculate range. If this number is equal to or greater than the distance between you and your opponent, you may switch the positions of your markers.

CREW

Wild Cards

Exchange this card for any card already played and use it instead.



DIRTY TRICKS

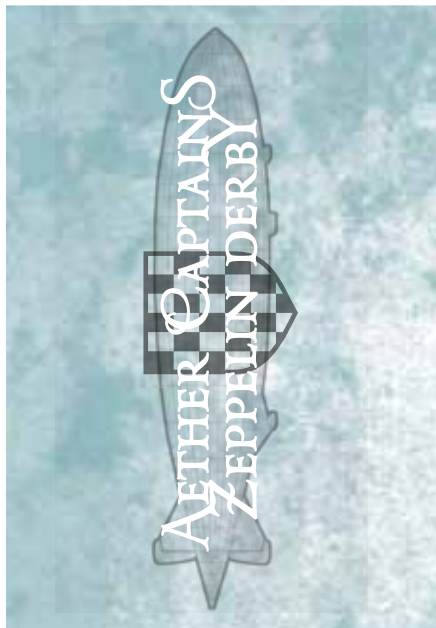
Sabotage!

Discard a random card from your opponent's hand.

CREW

Teamwork

If you roll a 'full house' with your five dice, and your ship number is on 2 or 3 of the dice, your movement value is doubled.



ENGINEERING

Engine Overdrive

Movement bonus during rolls for set matching:

roll a 2, 3 and 4 = +2 spaces
 3, 4 and 5 = +2 spaces
 2, 3, 4 and 5 = +4 spaces

WEATHER

Tailwind

Reroll any dice you choose, once more during your turn in addition to your normal rolls.

INTRIGUE

The Grand Council's influence reaches far in Arkady

Needed: The 26 game cards, 25 influence markers per player, and pen and paper to keep track of victory points (VP). This is a 2 player game.

Win: The object is to have the most influence markers in each city state. The winner will have the most VP after 2 rounds by wielding the most influence in Arkady.

Setup: Align the 6 map cards between players to create the map of Arkady. Shuffle the deck of 20 cards, and deal one to each player. Each player then secretly chooses one of the two city states on that card as their Ruling House and writes this down (*At game end if you have the most influence in your Ruling House you gain an additional 5VP*). Shuffle the deck of 20 cards once more and deal 3 to each player. The remaining cards will form a draw pile. Eldest player goes first.

Play: The game is played in two rounds. Players must do one of three actions on their turn:

1. Discard 1-3 cards, with **one** matching city state icon, and place 1-3 influence markers in that city state on the map. Then draw back 3 cards to your hand.

DIRTY TRICKS

Spanner in the Works

Place this card in front of your opponent. On their next roll they may only roll 3 dice instead of 5.

DIRTY TRICKS

Shadow Drafting

Roll one die to calculate range. If this number is equal to or greater than the distance between you and your opponent, you may move the same amount as your opponent before your next turn.

3

At the beginning of each round 1d6 was rolled and placed next to the Trade Market. Find this number and read across on the Trade Market card to determine the market prices for buying and selling during the round.

2/3 means **glass** may be bought for 2 gold per good and sold for 3 gold per good. A divided box means a player can buy or sell either good.

Players may either buy or sell in a port, but may not do both. When goods are bought, place resource markers in your cargo hold in the correct goods area and subtract the price from your gold total. When goods are sold, remove markers from your cargo hold and add the profit to your gold total. If a player ever runs out of gold, they lose their turn and begin the next turn with 1 gold.

Upgrades: Purchase a ship upgrade during a turn for the listed price. Gain the listed **VP**, and place a marker on the numbered player space on the Ship Upgrade card. A player may purchase each upgrade once.

Pass: Player passes turn to next player.

Each player will take their one action, then a new event will be rolled and the next turn in the round will commence.

Round/Game End: When the 4th event is encountered, players each finish their action. The marker on the white square is then moved to the next number. After the 4th round is over the game is ended. Each 5 gold is worth **1VP**. Ship upgrade **VP** values are as listed. The winning trader has the most **VP**. In the case of a tie: whichever player has the most goods in their cargo hold wins.

AETHER CAPTAINS TRIAD

Celinian Trader

ZEPPELIN DERBY

INTRIGUE

Ship Upgrades

Aether Guns - 7 GOLD - negates Air Pirates/Civil Unrest

Extra Sails - 15 GOLD - +1 to navigation rolls

Hire Trade Agent - 20 GOLD - buy +1 good at a Port

Bigger Cargo Hold - 25 GOLD - converts your ship's 2 goods Cargo Hold into a 3 goods Cargo Hold

Events

- 2 Clear Nights (event not counted)
- 3 New Markets +1 to total of goods able to be purchased in a Port
- 4 Calm Skies (event not counted)
- 5 Air Pirates Remove 2 goods from cargo hold, other player chooses goods
- 6 Fair Winds (event not counted)
- 7 Sargasso -2 to max. navigation range
- 8 Civil Unrest -1 to Trade Market selling prices
- 9 Port Taxes Roll 1d6 / pay this amount
- 10 Swift Currents (event not counted)
- 11 Repairs Roll 1d6 / pay this amount
- 12 Silent Seas (event not counted)

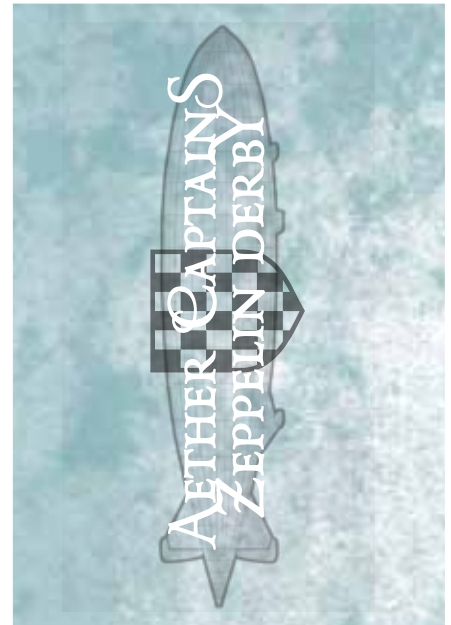
2. Discard 2 cards with **two** matching city state icons (both icons on both cards must match) and remove an opponent's influence marker from that city state and return it to them. Then draw back 2 cards to your hand.

3. Discard 1 card and draw back 1 card to your hand.

When all cards from the draw pile have been drawn the first time, shuffle the discard pile and make a new draw pile. After cards have been drawn a second time, round one is done, play stops immediately and scoring takes place. **Score 1VP if you have 1 more marker in a city state than your opponent, score 2VP if you have 2 or more markers in a city state more than your opponent. No VP for ties.** Then shuffle the discard pile to form a new draw pile. A player may have stopped in mid-draw before scoring; they should draw remaining cards as needed to fill their hand back to 3 cards.

Game End: When all cards from the draw pile have been drawn the third time, round two is done and the game ends immediately (players may not play more cards). Score **VP** as before. If, at game end, a player has the most influence markers in their ruling house, they score an additional **5VP**. In the case of a tie, most markers played wins.

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2

A *turn* consists of an event, followed by both players navigating the trade route in clockwise order (following the trade route arrows), buying/selling goods or upgrading ships.

To begin a turn one player rolls 2d6 and consults the Event card, referencing the rolled number. Both players are subject to this event. Events listed in gray are counted off on the gray numbered circles on the trade route board. Events listed in blue have no effect on this count. After 4 gray events have been encountered the round is over, and players should move the marker on the white square to the next round ([1] to [2] etc...)

Next, Player 1 then Player 2 does the following: Navigate, then one action: Buy / Sell / Upgrade or Pass Turn.

Navigate: Roll 1d6. This is the maximum amount a ship can travel during a turn (ex. a roll of 4 means the player may move up to 4 ports in a clockwise direction) A player may move less than this amount if they choose. They may not dock at the same port as the other player.

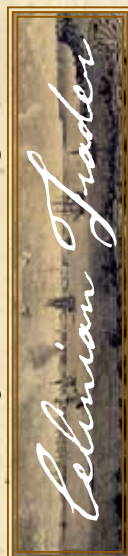
Buy/Sell: Each port shows two colored boxes. The left box shows the type of goods available and the maximum number that can be bought during a player's turn. Different sized cargo holds can store up to 3 types of goods. A player may **only store 3 types of goods at most, at one time, and cannot store two of the same types of goods at the same time** (ex. a ship could hold 4 coal, 3 glass and 2 copper goods at one time, but not 4 coal, 3 glass and 2 coal). The right box shows the type of goods that can be sold at that port. Prices for buying and selling are set by the Trade Market card.



AETHER CAPTAINS



AETHER CAPTAINS



Celinian Trader

SEEK YOUR FORTUNE ON THE CELINIAN SEA (1P/2P)

Needed: The 11 trader cards, 2d6 and 15 markers per player (10 for goods, 4 for upgrades and 1 for the ship). 1d6 and two markers for the calendar on the map are also needed. Pen & paper to keep track of gold is a good idea.

Win: After 4 rounds, the trader with the most **VP** wins.

Setup: Align the 4 map cards between players to create the trade route board. Place the Trade Market, Ship Upgrade, and Events cards near the map, roll 1d6 and place it next to the Trade Market. This will set the starting market prices for goods. Place one marker on the [1] white square (months at sea) and another near the gray numbered circles (events encountered) on the trade route board.

Each player then takes the 2 halves of their trade ship, showing the 4 types of cargo (glass, linen, copper and coal), 2d6 and their 15 markers. Next, each player rolls 2d6 and places one marker as their ship on the corresponding port number on the map. If a player rolls a 12 they may place their ship on any port they choose. Each player begins the game with 9 gold. The player with the most money in their pocket goes first and will be Player 1.

Play: Each round of the game (1 month at sea) is divided into turns. A round is over once 4 events are encountered during turns. After 4 rounds the game is over. Roll 1d6 at the beginning of each round to set Trade Market prices.

Trade Market

1	1/2	2/3	3/4	3/5
2	2/3	1/2	3/5	2/3
3	3/4	2/3	1/3	1/2
4	2/3	3/4	1/2	3/4
5	1/3	2/5	3/4	2/4
6	3/5	1/2	2/3	1/3



AETHER CAPTAINS



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AETHER CAPTAINS



AETHER CAPTAINS



AETHER CAPTAINS



ZEPPELIN DERBY

RACE DAY - AIRCREWS TO YOUR ZEPPELINS!

Needed:

The 13 derby cards, 5d6 and one ship marker per player.

Win:

The first to travel the 25 spaces and cross the finish line with their zeppelin wins the trophy.

Setup:

Choose who will be **Player 1** and **Player 2**. Place the 3 derby course cards between players, adjacently aligning A to A and B to B. **Player 1** places their marker on the zeppelin marked (1), **Player 2** on the zeppelin marked (6). Shuffle and deal 4 race cards to each player and set the remaining cards aside. They will not be used in the race. **Player 1** rolls first.

Play:

In turn, each player will throw 5d6 once, locking any they choose, and can then re-roll the rest once more. **Player 1** is trying to roll **1s** and **Player 2** trying to roll **6s**. You may play a card before or after your roll, but only during your turn. There is no draw deck for new cards.

Move zeppelins according to numbers in the chart below, where x = your ship number:

- 1x of a kind - 2 spaces
- 2x of a kind - 3 spaces
- 3x of a kind - 5 spaces
- 4x of a kind - 7 spaces
- 5x of a kind - 10 spaces

Some cards will let you roll more dice or move a longer distance on your turn.

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Win: The object is to have the most influence markers in each city state. The winner will have the most VP after 2 rounds by wielding the most influence in Arkady.

Setup: Align the 6 map cards between players to create the map of Arkady.



Play: The game is played in two rounds. Players must do one of three actions on their turn:

1. Discard 1-3 cards, with **one** matching city state icon, and place 1-3 influence markers in that city state on the map. Then draw back 3 cards to your hand.
2. Discard 2 cards with **two** matching city state icons (both icons on both cards must match) and remove an opponent's influence marker from that city state and return it to them. Then draw back 2 cards to your hand.
3. Discard 1 card and draw back 1 card to your hand.

When all cards from the draw pile have been drawn the first time, shuffle the discard pile and make a new draw pile. After cards have been drawn a second time, round one is done, play stops immediately and scoring takes place. **Score IVP if you have 1 more marker in a city state than your opponent, score 2VP if you have 2 or more markers in a city state more than your opponent. No VP for ties.** Then shuffle the discard pile to form a new draw pile. A player may have stopped in mid-draw before scoring; they should draw remaining cards as needed to fill their hand back to 3 cards.

Game End: When all cards from the draw pile have been drawn the third time, round two is done and the game ends immediately (players may not play more cards). Score **VP** as before. If, at game end, a player has the most influence markers in their ruling house, they score an additional **5VP**. In the case of a tie, most markers played wins.

Shuffle the deck of 20 cards, and deal one to each player. Each player then secretly chooses one of the two city states on that card as their Ruling House and writes this down (*At game end if you have the most influence in your Ruling House you gain an additional 5VP*). Shuffle the deck of 20 cards once more and deal 3 to each player. The remaining cards will form a draw pile. Eldest player goes first.

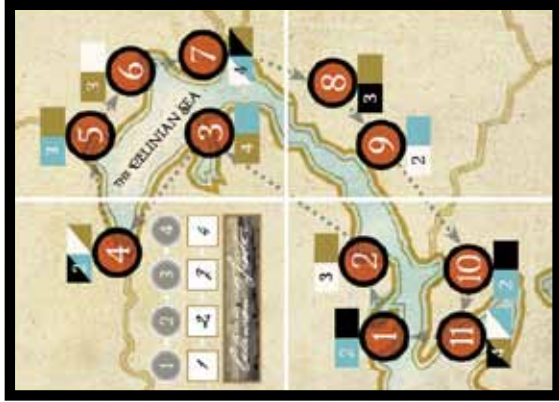
Celuvian Trader

SEEK YOUR FORTUNE ON THE CELUVIAN SEA (1P/2P)

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Upgrades: Purchase a ship upgrade during a turn for the listed price. Gain the listed **VP**, and place a marker on the numbered player space on the Ship Upgrade card. A player may purchase each upgrade once.

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