SAVE THE SKY-PORT



MINI-GAME



High above the Mortal Realms, the floating cities of the Kharadron Overlords make the clouds their home. Held aloft by a magical lighter-than-air substance called aether-gold, each soaring sky-port needs a constant supply of aether-gold (also known as sky-gold) to prevent it from crashing to the ground.

Barak-Urbaz, also known as the Market City, is close to catastrophe. If they do not get a new supply of aether-gold soon, they will surely plummet to the ground below. You must launch your ship and mine as much aether-gold as possible to save the citizens of Barak-Urbaz.

Their future is in your hands. Fly safe!

Save the Sky-port is a fast-paced game of luck, risk, and cunning in which an Arkanaut Ironclad airship mines a precious gas called aether-gold. It is a single-player game that is easily completed in pairs or a group.

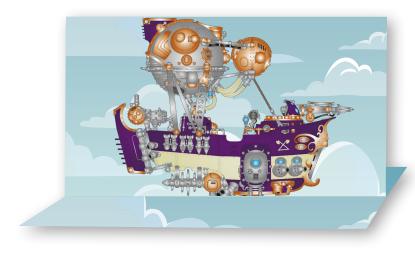
You will need:



2 Six-sided Dice



Deck of 18 Exploration Cards





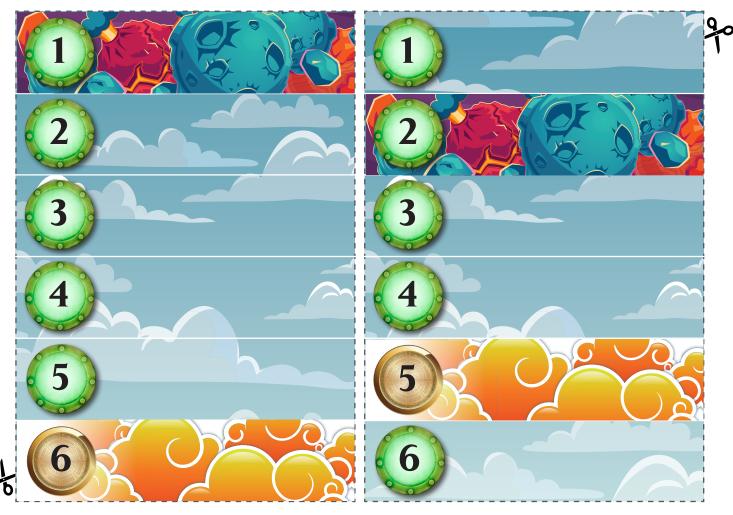


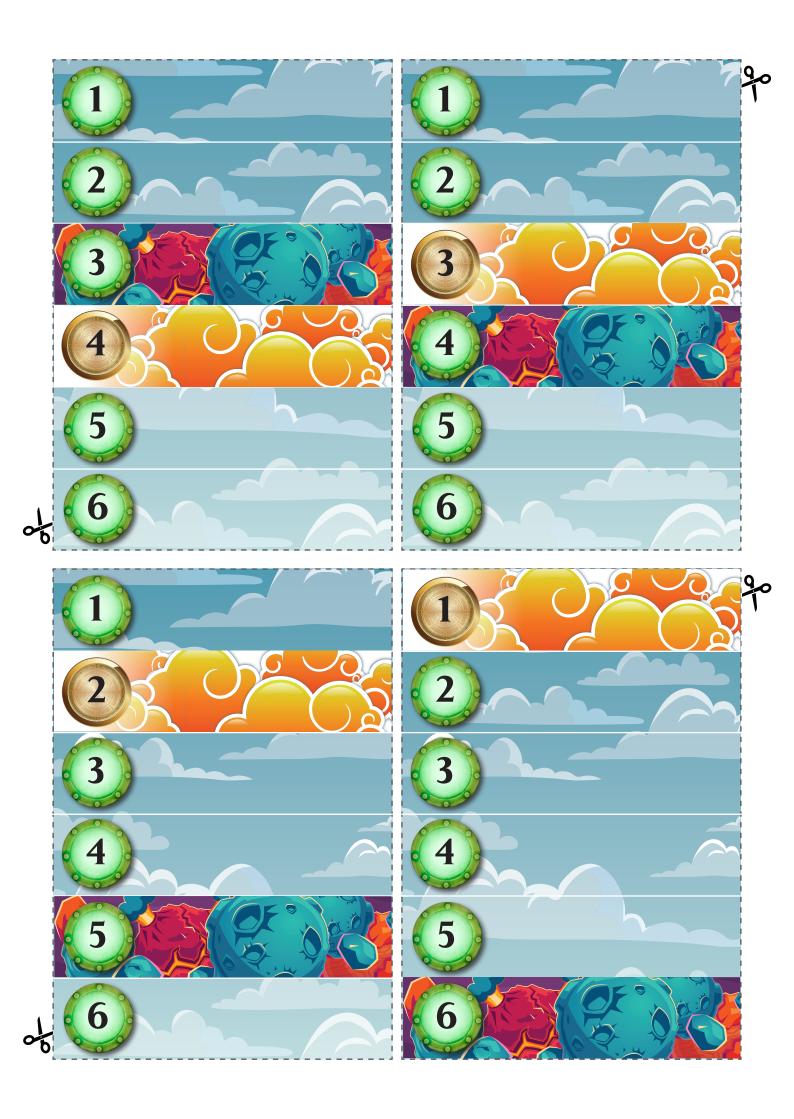
18 Aether-gold Tokens

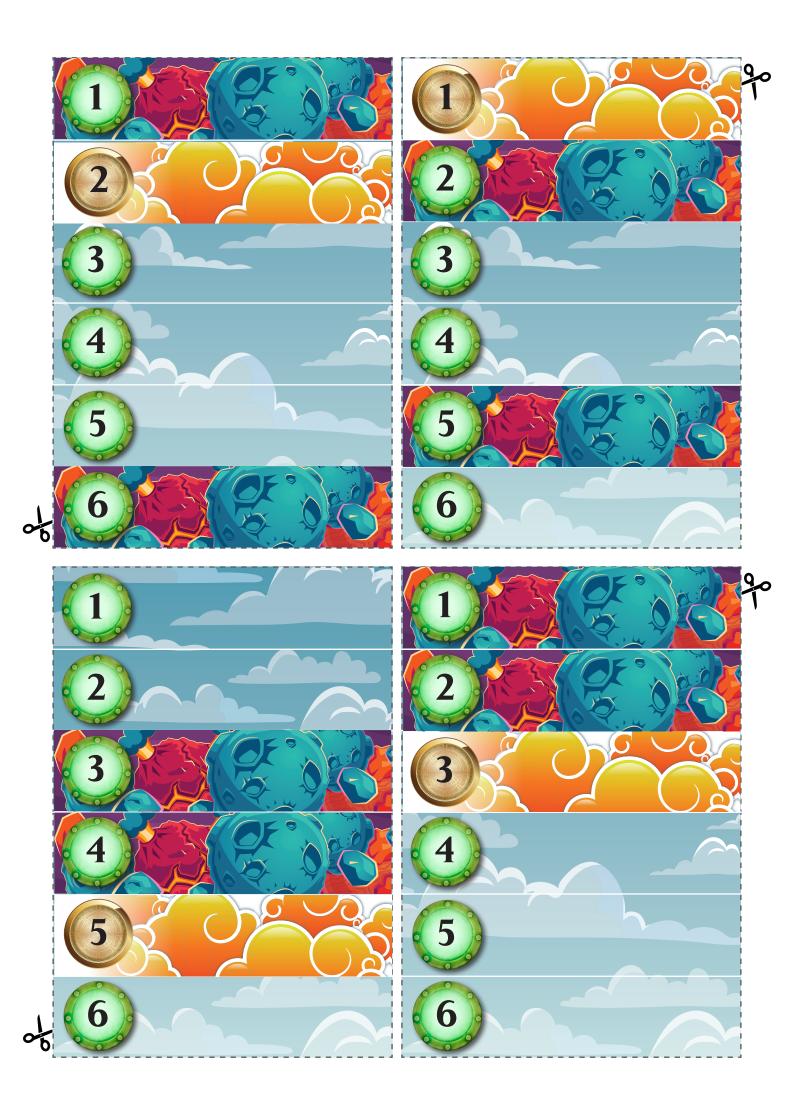
HOW TO PLAY

- 1. Shuffle the Exploration Cards and place them in a pile face-down. This is your Exploration Deck.
- 2. Turn the top card of the Exploration Deck over and place it face-up in front of you.
- 3. Roll 2 dice.
- 4. Pick one of the dice and move your ship token onto the Exploration Card in the space with the number that matches your chosen dice.
 - If you move onto blue skies and clouds, your journey continues safely, for now.
 - If you move onto a meteor, your ship crashes and you collect no more aether-gold. If you are playing on your own, the game is over.

- If you move onto golden clouds, collect one aether-gold token.
- 5. You can now choose to go again, or return to the sky-port with your mined aether-gold.
 - If you choose to go again, repeat steps 2-4.
 For every 3 cards you move onto, take an aether-gold token.
 - If you choose to return to the sky-port, or you run out of Exploration Cards, count your aether-gold tokens – this is your score.











Instructions to make your own Kharadron ship:

- Cut out the Arkanaut Ironclad Airship token.
 Fold the token in the middle, along the dotted line.
 Fold-out each flap, forming a base to make your ship stand up.
- 4. Glue the blank side of the token (but not the flaps) and then hold it together so the ships form one solid piece with a front and back.

Take it further:

Glue your token to a strip of thick card to make it longer lasting!

