Fractured Sky

Guidebook of the Starseekers

A star tore to pieces and fell to the sea.

Ten cursed islands arose from the depths.

A numen was awakened by the clamor they caused,
whose anger turned waters pitch black.

The god-beast called out to the seers and the wise men of Earth,
and did offer to grant them one wish.

In exchange, they would bring him star fragments that fell,
so he might cast them back to the heavens.

But only one wish would be granted to them,
to the ones who had gathered the most.

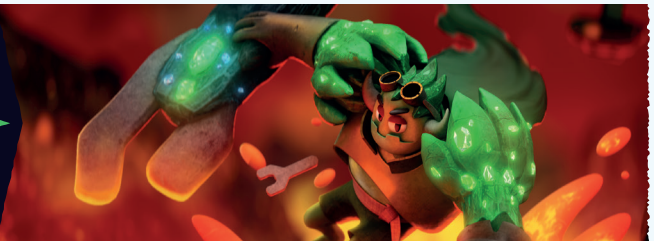They took to the sky; in their vessels they soared,

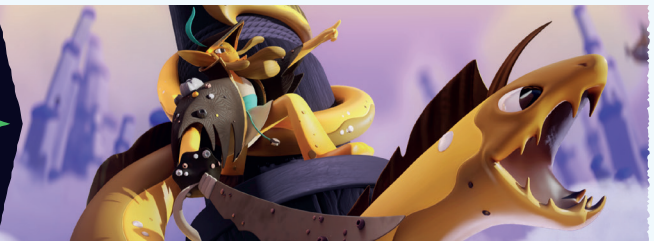For riches,

For love,

For glory.

Go forth, brave adventurer,
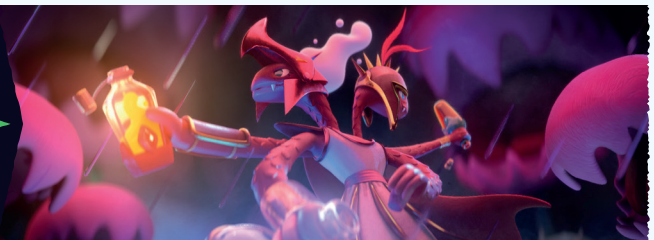and claim your heart's greatest wish!

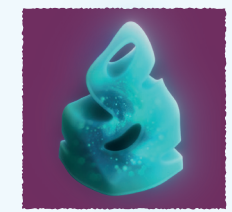# Table of Contents

Components

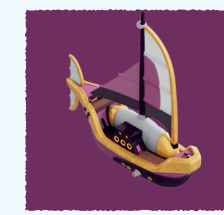20 Starfall Cards

36 Objective Cards

10 Reference Cards

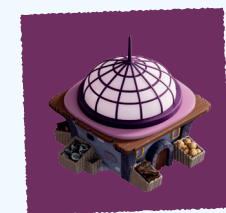32 Starfall Tokens

15 Airship Minis

25 Skimmer Minis

70 Player Cubes

60 Power Chips

25 Market Minis

25 Fortress Minis

1 Rulebook

1 Gameboard

5 Player Shields

5 Player Trays
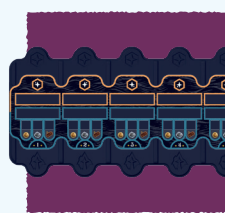
1 Starfall Tray

AI Components (p. 23)

Setup

Fractured Sky

B

C

D
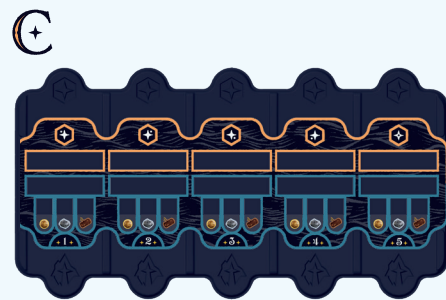
Public Starfall	Hidden Starfall	Objectives

A

Player Turns — 1 to 3 Players

Player Turns — 4 to 5 Players

A For 3 or fewer players use the side of the board with 3 "Player Turns" slots. Otherwise, use the other side.

B Place the gameboard on the table within easy reach of all players.

C Place the Starfall tray along an edge of the board, within easy reach of all players.

D Collect the Public Starfall, Hidden Starfall, and Objective cards. Each type has a matching color card back.

Player Items

All players select a color and take the corresponding components below:

A
1 Player Tray and Overlay

B
14 Player Cubes

C
5 Market Minis

D
5 Fortress Minis

The Ashbane

E
5 Skimmer Minis

F
3 Airship Minis

G
1 Player Shield

H
12 Power Chips

Each player has their own accent color plastic tray:

I
2 Reference Cards

Cards and Resources

Slots 1-5   Slots 2-4   Slots 4-5

D

C

A

B

A Shuffle the Public Starfall deck and place the top card face up on top of the Public Starfall deck.

B Shuffle the Hidden Starfall deck and place the top card face down in the 1st Hidden Starfall slot. Place the extra cards face down within reach of all players.
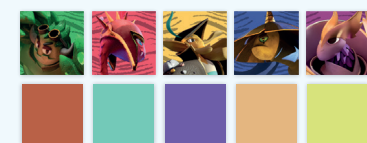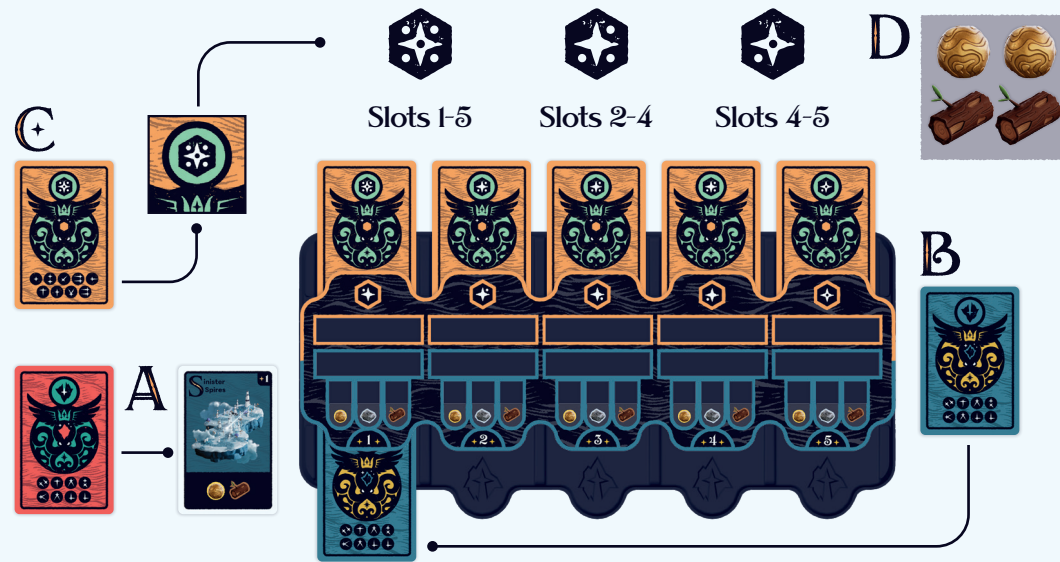
C Shuffle the Hidden Objectives deck. Draw and place 1 Hidden Objective face down in in the 1st empty slot available from left to right, matching the slot icon. Cards drawn without an available open slot are discarded.

D Players choose any 4 starting resources to begin the game. Use 1 player cube per resource type on your game tray to track resources. If this is your 1st game, we recommend starting with 2 Gold and 2 Wood.

Setup: Resources and Cards to Remove

Resources can be gained from placing Airships in Regions, Scouting Starfall cards, or from activated Market buildings. The resources gained will be noted under Region banners or Scouted cards. Available resources are Gold, Iron, and Wood.

Careening Cliffs

The Careening Cliffs contain Gold and Iron!

Gold Resource

Iron Resource

Wood Resource

When playing 1 to 3 players, Frosty Fjord and Wayward Wood are absent from the board. Since those Regions are removed, the following cards should be removed from the Public Starfall, Hidden Starfall, and Objective decks:

Frosty Fjord   Frosty Fjord   Wayward Wood   Wayward Wood +1

Conquered Cold — Have the most buildings connected to Frosty Fjord.

Covert Coalition — Have the most Troop Power in Frosty Fjord.

Forests Fate — Have the most buildings connected to Wayward Wood.

Formidable Frontline — Have the most Troop Power in Wayward Wood.

Note

Objective of the Game

Each player is competing to have the most Starfalls at the end of 5 rounds.
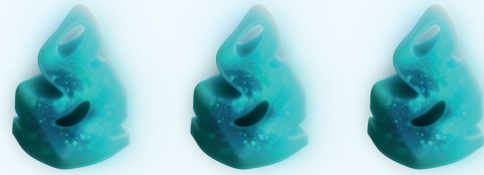
Players can gain Starfalls in 2 different ways:

Winning Regions with Starfalls.

Winning an Objective at the end of each round.

Red player wins the Starfall!

The player with the most Starfalls wins. Ties are broken by whoever is earlier in the turn order at the end of round 5.

Starting Player

The person who most recently saw a shooting star is the 1st player and places their turn order marker (player cube) in any slot of the "Player Turns" section of the gameboard. Players then continue placing their cubes in clockwise order on the same row. If it's your 2nd game of the night, the person seated to the left of the winner places their turn order marker, with players then continuing to place in clockwise order. Any time a player covers a Gold icon on a "Player Turns" slot, they gain a Gold resource.

The blue player gains a Gold resource.

Player Actions

Each turn a player can take 1 of 3 actions:

Place an Airship

Create a Building/Skimmer

Scout a Starfall Region or Peek at an Objective

At any time, players can trade any combination of 2 resources for 1 resource of any type as a free action.

Action: Placing an Airship

Each round, all players will place 3 Airships on the board in any of the 10 Regions. To the bottom of each of those Airships, players will attach a magnetic Power Chip with a number representing the amount of Troop Power a player is committing to that Region. A player's total Troop Power, once all 3 Airship tokens are placed, cannot exceed 10. See the next page if this rule is broken.

$2 + 6 + 1 = 9$ ✓ $10 + 0 + 0 = 10$ ✓ $10 + 9 + 8 = 27$ ✗

When a player takes this action, they choose an Airship and place it on a Region on the map. If this is the 1st Airship token placed in that Region, that player will place it within the "Explore Slot" and draw 1 Hidden Starfall card from the unused Hidden Starfall deck (if there are any cards remaining). This will show that there will not be a Hidden Starfall in the Region depicted on the card for the current round. Drawn Hidden Starfall cards are private from other players.

Explore Slot

Yellow places the 1st Airship in the Careening Cliffs and may draw from the Hidden Starfall deck.
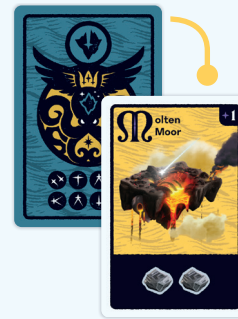
No Hidden Starfall in Molten Moor!

When placing Airships, keep in mind the "10" and "1" Power tokens are colored differently and can be used to bluff. Use this to your advantage and keep your opponents guessing!

Action: Placing Your Last Airship

Once all 3 of a player's Airship tokens are placed on the board, they then move their turn order marker to the next row, taking any available open "Player Turns" slot up to the player count. They can take no further actions this round, and play continues until all players have placed their 3rd Airship.
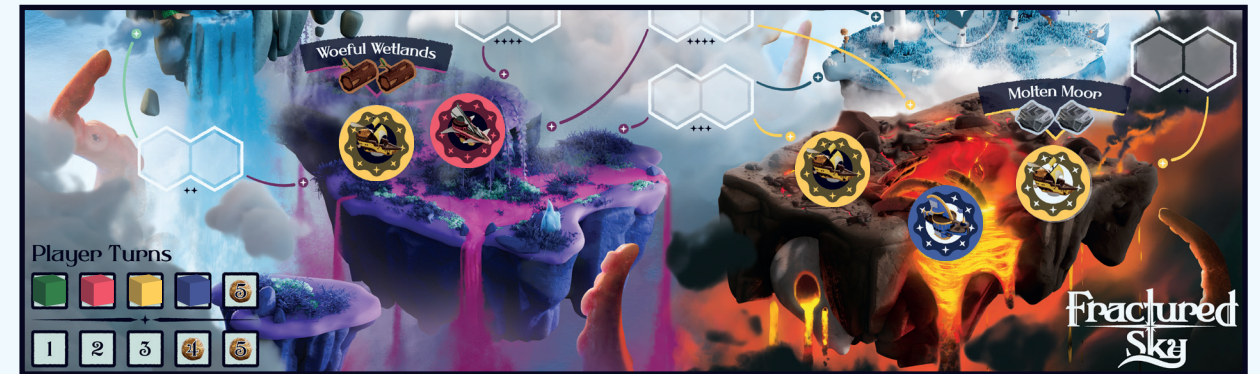
On their turn, the yellow player places their final Airship. They are done playing for the round and may pick any of the available slots from the "Player Turns" area. The 5th slot is unavailable because there are only 4 players in the game. Don't forget the bonus Gold resource on 4!

Note

If a player exceeds a Troop Power of 10 on their Airship tokens, each of their tokens are reduced by the amount of Troop Power they played in excess of 10. For example, if a player played 12 Troop Power, all of their tokens would be reduced by 2 Troop Power.

$3 + 4 + 5 = 12$ ✗

$-2 \quad -2 \quad -2$

Action: Floating Platforms and Fortresses
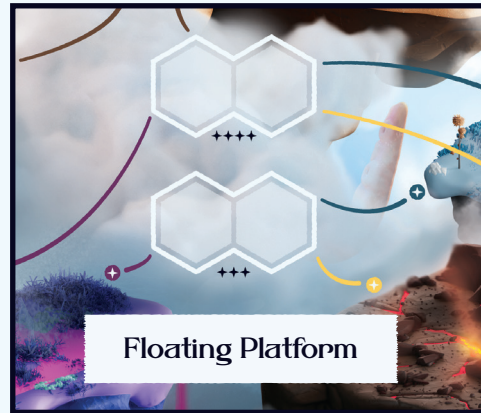
Floating Platform

Fortresses and Markets are built on Floating Platforms, which are connected to Regions via bridge systems. These platforms connect to varying numbers of Regions, as denoted by the bridges and dots near each platform.

Connected to 4 Regions

Connected to 2 Regions

If a player chooses the Build action on their turn, they must pay the associated cost and either place a Fortress or Market on a Floating Platform, or place a Skimmer on a Region. Each Build action has a different effect and cost:

Fortress

Fortresses add 1 extra Troop Power to adjacent Regions when a matching color Airship is placed there. Each Fortress can only add 1 Troop Power per Region, but it can affect multiple Regions and can stack with other Fortresses.

Action: Markets and Skimmers

Market

Markets give an extra resource from each adjacent Region where a matching color Airship is placed during rewards at the end of the round. Each Market can only gain 1 resource per Region but may affect multiple Regions and/or stack with other Markets. The extra resource gained must match 1 of the available resources in that Region. Markets do not give an extra resource to placed Airships with Troop Power of 0 unless they gain an extra Troop Power from Fortresses.

Skimmer

Skimmers give a temporary +1 to Troop Power in a Region they are placed in. Skimmers are placed on Regions just like Airships and can be placed in a Region without an Airship but do not interact with Markets and Fortresses like an Airship would. Skimmers may not be placed on Explore Slots. They are removed from the board at the end of the round.

✦ A Region that has a 0 Troop Power token and a Skimmer would not interact with a Market even though there is 1 Troop Power in that Region.

Action: Scouting

The Yellow player spends 2 Gold to Scout the 3rd Hidden Starfall. They also choose to collect 1 Gold from Sinister Spires.
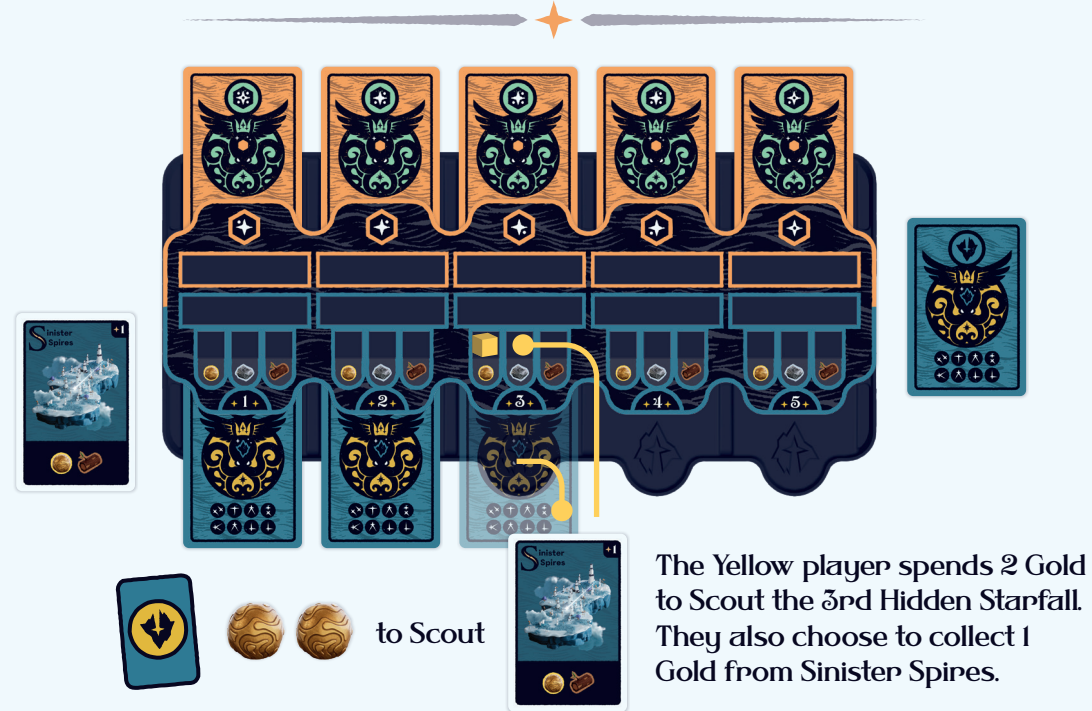
to Scout

Players can pay 2 Gold to Scout at a Hidden Starfall on the Starfall tray they have not already Scouted. They take this card and look at it, keeping it a secret from other players, then return it to the Starfall tray face down in the same slot. These cards represent the Regions that will have an available Starfall at the end of the round.
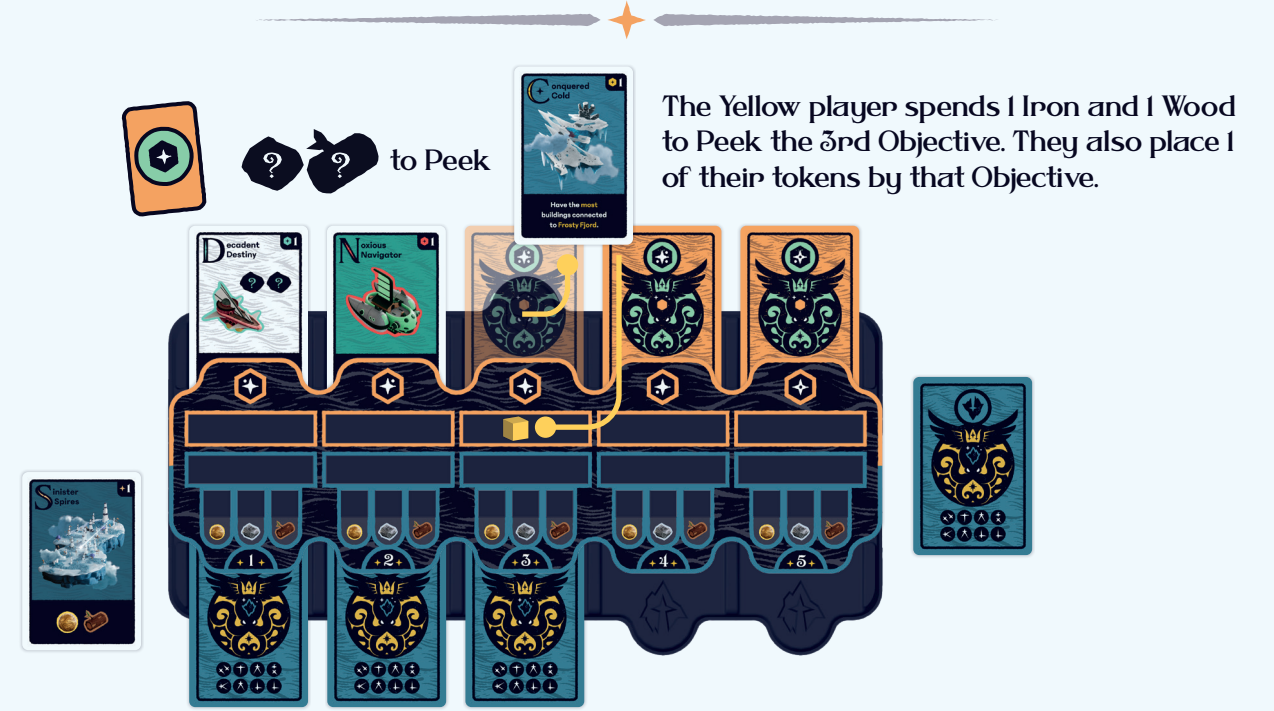
When a player Scouts, they must place 1 of their player tokens on the space above the card that they Scouted. They can then choose to take a resource from the Region that was on the card. If they do, their player token will be placed above the icon instead of the generic Scout space.

Players may Scout the same Hidden Starfall as others. Those players follow the same rules above. They may choose to take 1 of the other resources, or if they take the same resource as a previous player, they place their token in the larger slot above.

Action: Peeking

to Peek

The Yellow player spends 1 Iron and 1 Wood to Peek the 3rd Objective. They also place 1 of their tokens by that Objective.

Players may also pay 2 of any combination of resources to Peek at a Hidden Objective card on the Starfall tray they have not already Peeked. They take this card and look at it, keeping it a secret from the other players, then return it to the Starfall tray in the same slot. When they do so, they must place 1 of their player tokens on the space below the card that they Peeked at.

Note: Fractured Sky is not a memory game. At any time, players may look at cards they have already looked at.

Ending Rounds

Ending Rounds: Rewards

Once all players have placed their 3rd Airship and set their turn order markers, the round is over. At this time, flip the leftmost Hidden Objective card, reveal the Hidden Starfall cards, and then reveal Troop Power tokens beneath all Airships.

Objective cards will award 1 Starfall to a player for meeting the requirements listed on the card. Each Objective card is only scored once in the round which it is revealed. Objectives can relate to building number or type, Airship placement, Scouting, or Troop Power on the board. If there is a tie, whoever is earliest in "Player Turns" order breaks the tie.

Reveal the Hidden Starfall cards and place Starfall tokens on those Regions on the board, including the Public Starfall card. Moving from left to right on the board, each Region is resolved 1 at a time, with players comparing their Troop Power in the Region and taking rewards.

Starfalls are placed on:
Sinister Spires (Public)
Dredful Desert (Hidden)
Peaceful Plains (Hidden)
Sinister Spires (Hidden)

Hidden Starfalls can overlap Public Starfalls!

The player with the most Troop Power in a Region must take the highest reward tier available, with subsequent Troop Power levels taking a reward 1 tier down. A player's activated Markets award resources regardless of their reward tier position even if they receive a Starfall from reward tiers. Airships with 0 Troop Power are not considered for rewards unless a Fortress is connected, modifying its final value.

Reward Tiers

1. Starfalls
2. Both Resources
3. One Resource
4. No Resources

Note: All ties are broken by end of round turn order. Whoever is earlier in turn order will receive the higher reward.

1st: Yellow - 4 Troop Power
Yellow takes the Starfalls.

2nd: Blue - 3 Troop Power
Blue takes 1 Gold and 1 Wood.

3rd: Red - 2 Troop Power
Red chooses 1 Wood.

4th: Green - 1 Troop Power
Green gets no reward but activates their Market for 1 Wood.

If no player places an Airship or Skimmer on a Starfall Region, that Starfall stays on the board and can be claimed by winning that Region in a future round!

Ending Rounds: Round Cleanup

Do not return tokens from the Objective row to players.
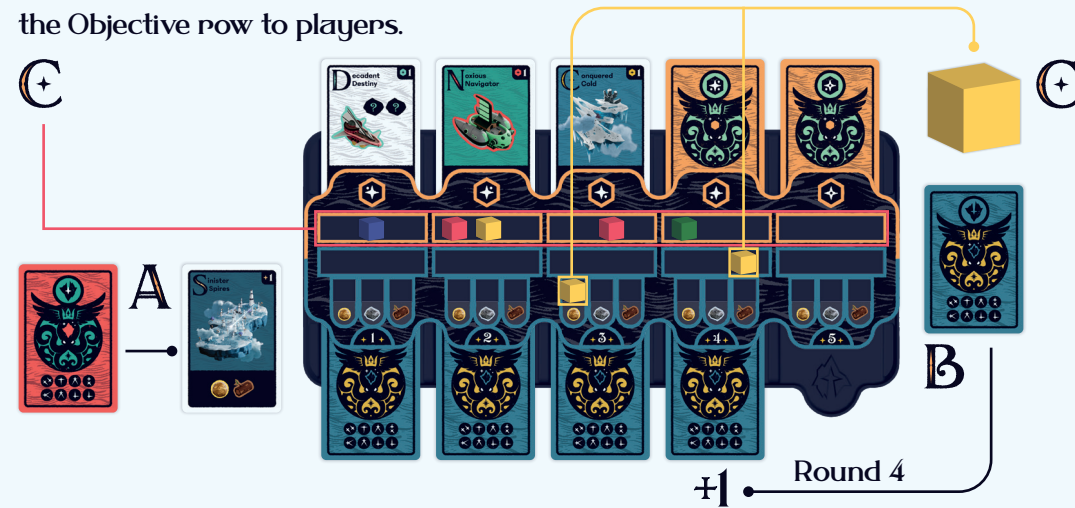
Round 4

Before continuing to the next round, players must do the following:

A Return and shuffle all Public Starfall cards to the Public Starfall deck and place 1 face up on top of that deck.

B Return and shuffle all Hidden Starfall cards to form the Hidden Starfall deck, then add facedown cards to the tray equal to the round number. Place the unused cards face down within reach of all players.

C Return all Airships and Skimmers to Player trays. Return all player tokens that were used for Scouting. Do not return buildings or player tokens from the Objective row.

✦ The player 1st in "Player Turns" order now begins the next round.

Ending The Game

✦ Once the 5th round is over, the player with the most Starfalls wins!

Tiebreakers

1st	4th	2nd	3rd
x8	x6	x8	x7

"Player Turns" order in this example at the end of round 5 is Green, Red, Yellow, then Blue. If Green and Yellow would tie at the end of the game, Green would break that tie and win the game.

Player Turns

1 2 3 4 5

Note

When players place their final Airship in the last round, they still move their turn order marker. If there is a tie, the player earlier in turn order will win the game.

Glossary

AI Action Card - A card used to signify an action taken by the AI.

AI Advantage - The AI matches their placements to similar colors.

Airship - A token placed in a Region that has 0 to 10 Troop Power.

Bridge Systems - Lines connected from Floating Platforms to Regions.

Contested Region - A region that contains multiple Airships of different colors.

Compass - A guide for determining AI placement directions.

Floating Platform - An area of the board where buildings can be placed.

Fortress - A building that increases the power of Airships with Troop Power.

Hidden Starfall - A Starfall that is revealed at the end of the round.

Market - A building that awards a single resource to matching color Airships.

Objective - A card that awards a Starfall at the end of the round.

Peek - An action that allows a player to look at an Objective secretly.

Player Turns Slot - Slots that signify turn order and break ties.

Public Starfall - A Starfall location that is known at the beginning of the round.

Region - A location where Airships and Skimmers can be placed.

Resources - Gold, Iron, and Wood collected from Regions and Scouting.

Scout - An action that allows a player to look at a Hidden Starfall secretly.

Skimmer - A 1 Troop Power token that does not interact with buildings.

Starfalls - Victory points that can be obtained from Regions or Objectives.

Troop Power - The quantifiable influence held by player Airships and Skimmers.

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