

Skyrose Game Rules

Number of Players: 1-4

Setup: Standard

Length of Game: 1 hour

Age: 12 +

Components:

- (5) soldiers of all game colors (red, blue, purple, green)
- (5) elite soldiers (silver with brown base)
- (5) special characters
- (1) d6 die (for movement on land)
- (1) card die
- (1) d12 die (for movement on water)
- (4) card decks (Fortune, Weapon, Creature, Spell)
- (5) castles, one in each game color plus Skyrose Castle
- (4) ships, in game colors
- (8) sea monsters (octopuses) in various colors
- (2) treasure chests
- (1) shipwreck
- (1) raft
- (2) pirate armies
- (2) undead armies
- Assorted gold, silver, and bronze pieces
- Assorted Terrain Tiles

Goal

The goal is to conquer Skyrose Castle. A secondary goal is to collect as many Victory Points as possible.

How to Win

The first person to liberate Skyrose from the forces defending it is the winner. If no one has conquered the castle by the end of the first hour of play, the player with the most Victory Points wins.

How to Collect Victory Points

Players may claim Victory Points by accomplishing the following tasks:

Victory Points Chart

Task	Victory Points	Notes
Defeating sea monsters and claiming the treasure they are protecting	<p>The victory points are different for each color of sea monster</p> <p>Black - 20 Dark Grey - 15 Light Grey - 10 White - 5</p>	<p>Damage Done by Monsters</p> <p>Black - 20 Dark Grey - 15 Light Grey - 10 White - 5</p>
Raiding another player's home base, defeating the army stationed there, and capturing the castle	25	
Recapturing a home base from an opposing army	25	The player who captured the base in the first place gets to keep their victory points, even if the base is recaptured by the owner
Playing a Terrain Tile to bypass one ring of the natural defenses on Skyrose Island	5 point for each ring bypassed	No points are awarded if a player is simply moving on top of a Terrain Tile placed by another player
Sea Battle - attacking an enemy ship at sea (must be on an adjacent space to the attacked ship)	10	
Attacking enemies with an undead or pirate army	5 points for initial attack. No points for subsequent attacks	
Killing enemy soldiers and special characters	<p>5 points for each soldier killed 10 points for each Elite soldier killed in Skyrose Castle 10 points for each special character</p>	Special characters (leaders) and soldiers may be revived with a Resurrect Spell

Keeping Track of Victory Points

Players keep track of Victory Points on their Victory Scorecard, which is on the game table. They place their Victory Token (green square with a circle in it) on the number of Victory Points they have earned in the game.

Game Setup

Everyone rolls the six-sided die (d6) and the highest number goes first, with play proceeding clockwise. The first player picks the color they want to be (red, purple, blue, or green) and positions themselves by their kingdom. Each army is lead by a different special character:

1. Brown Army (Skyrose Army): Zor (half-elephant, half-man)
2. Green Army: Sares (female fighter)
3. Blue Army: Ironcat (feline warrior)
4. Purple Army: Konu (male soldier)
5. Red Army: Baskul (half-lion, half-man)

The other players then pick their colors and do the same. Players shuffle the card decks and place them on the table, then each player takes the following to start the game:

- (2) \$100 gold pieces
- (4) \$50 silver pieces
- (4) \$25 bronze pieces
- (2) Terrain tiles, based on their game color
 - Green - 2 axes
 - Blue - 2 boats
 - Purple - 2 horses
 - Red - 2 camels
- (2) each of the following cards: fortune, weapons, spells, monsters, resources

Player Turns

Once the game setup has been completed, the first player starts the game. On their turn, a player may do the following:

- Purchase resources from the store
- Barter with other players to trade or sell Terrain Tiles, undead or pirate armies, or form alliances. Players may not sell or trade their own soldiers or special characters
- Sail to another location (home base, an enemy home base, the Reckless Reefs, or Skyrose Island)
- Attack an enemy's home base, ship, soldiers, or special character (leader)
- Recapture a home base from an enemy
- Battle a sea monster
- Play a Terrain Tile to bypass a natural defense ring on Skyrose Island
- Roll the Card Die (the d6 with the game card images on it) and take the appropriate game card. Each player rolls the Card Die once per turn.
- Each player collects \$100 in gold from the store on every turn

Kingdoms

The Skyrose Kingdom (Zors)

- Key element: rose quartz
- Commander: Zor
- Sigil: elite soldier

The Green Kingdom (Earth Beasts)

- Key element: earth
- Commandar: Saras
- Sigil: Earth Beast (a monster that roams the woods and hills of the land)

The Red Kingdom (Fire Jackals)

- Key element: fire
- Commandar: Baskul
- Sigil: Fire Jackal (a vicious spellcaster that engulfs enemies in flame)

The Blue Kingdom (Water Wicked)

- Key element: water
- Commandar: Ironcat
- Sigil: Water Wicked (a loathsome creature that lives beneath the waves)

The Purple Kingdom (Air Axes)

- Key element: air
- Commandar: Konu
- Sigil: Air Axe (a fearsome winged flyer)

Battling Sea Monsters

The darker the sea monster (giant octopus) the more damage they do. Players battle sea monsters the same way they conduct other battles - with the player rolling the d6 and adding in any cards they want to assist them with the battle. Another player plays as the sea monster. Sea monsters are allowed to play the same amount of cards the opposing player plays, so if an opposing player plays 1 weapon and 1 spell card, the player who is playing for the sea monster picks one of each of those cards from the top of the deck, and plays them against the opposing player. If the sea monster wins the battle, the damage they do to one of the opposing armies or the leader is listed in the chart on page two. If the damage exceeds the strength of the army or special character (leader) on board (when added together with their cards) the army or leader who attacked the sea monster dies. Only one army or special character dies in this situation, not both, and it is the attacking player's choice which one dies. If a player attacks a sea monster with only one special character or army onboard their ship, and loses the battle, the ship is also destroyed.

War & Peace

A declaration of war (or of a peaceful alliance) with another army can happen in several ways:

- A player may choose to announce they are at war or have formed an alliance with another army, at any time for any reason
- Countries that were allies can declare war if the opposing country break any agreements made when the alliance was formed
- Countries at war can choose to declare peace at any time and become allies

Movement

Movement in the game is controlled by rolling the d6. If a player is on Skyrose Island, they can move one of their game pieces as many spaces as the number they roll on the die. If they are at sea, travelling between their home base, the reefs, or Skyrose island, the number they roll is how many spaces they can travel on the water. Here are some notes about movement:

- One soldier or special character must stay at the at army's home base at all times to protect their castle from invaders
- A ship can only transport two battalions, or one battalion and one special character, at a time
- After a ship completes its journey, for example from an army's home base to Skyrose Island, two of the player's pieces are moved from the home base to the island, and placed on a tile adjacent to where the ship landed

Battle

Battle is conducted via the d6 plus any cards the players choose to play for the attack. Each card has a Battle Points number in the upper-right-hand corner, which is added to the die roll to produce the Battle Score. Whichever party has the higher Battle Score, wins the battle. This will result in the losing party losing an amount of resource points equal to the damage done by the attacker.

Battle Points Chart

Description	Battle Points (before cards added)
Leader	3
Soldier	2
Elite Soldier	4
Undead Army	5
Pirate Army	4
Ship	2
Black sea monster	20
Dark Grey sea monster	15
Light Grey sea monster	10
White sea monster	5

Moving Armies

Each soldier game piece represents a battalion of foot soldiers. However, the leader game piece only represents one individual. If a player's soldiers and leader are located on adjoining spaces on the game board, when one soldier or the leader moves, all the other pieces move with them. For example, imagine a game where the leader of the red army is on Skyrose Island with two soldier pieces next to him on the board, and the associated player is rolling a die in order to move the army. The player rolls a 4, so they move the piece closest to the direction they want to go 4 spaces. Next, they move the two soldier pieces 4 spaces each, so they end up on spaces adjoining the leader, in the same configuration they were before the move.

Multipart Battles

The soldiers and leaders fight battles together in the same way they move together. Using the above example of the red army leader and two soldier pieces next to each other on the board, imagine they are attacked by the green army leader with two soldier pieces adjacent to her on the board. There will be three battles that take place, all on the same turn, with the two soldier pieces of each army fighting each other and the two leaders fighting. Players will roll the die and play whatever cards they want for each battle, and when the battle is over, the losing pieces will be removed from the board.

Attacking an Enemy Base

If an opposing army attacks an enemy base and defeats the army guarding it, the castle on that base is destroyed. The opposing army does not have to leave any armies on the base, unless they want to battle their enemies when they return.

An army that has been invaded and had their castle destroyed must return to their base and rebuild their castle on the next turn. They cannot complete further explorations or attacks until they have rebuilt their castle. New castles may be purchased in the store.

Soldier/Special Character Attacks

Soldier and Special character attacks can only take place when the attacker lands on a space adjacent to whatever they are attacking. Players roll the d6 and add in Battle Points from any cards they choose to use during battle. The player with the highest Battle Score wins. The cards are returned to the bottom of the appropriate decks after the battle is concluded.

Navigating the Terrain on Skyrose Island

Skyrose has 6 rings of natural protection from enemies, which are surrounded by a neutral beach area.

- The beach can be accessed by any player who lands on Skyrose Island
- In order to bypass the remaining rings of natural protection, players will need Terrain Tiles. There are five types of terrain tiles. Each one will get a player past the associated ring of natural protection (see chart below)
- Terrain tiles are placed randomly across Skyrose Island. Additionally, players are given two Terrain Tiles at the start of the game, and may purchase more in the Store

Store

The store holds items players may want to purchase, including:

- Terrain tiles (\$500)
- Weapon, Fortune, Spell, and Creature Cards (\$100)

- Soldier (battalion) - (\$100)
- Ship or Castle - (\$200)

GUIDE TO SKYROSE ISLAND

Ring	Color	Name	Terrain Icon
1	Tan	Broken Beach	None
2	Green	Frightful Forest	
3	Purple	Mortal Mountains	
4	Blue	Reckless River	
5	Red	Fiery Fields	
6	Yellow	Castle Canyon	
Center	Brown	Skyrose Castle	None

GUIDE TO VICTORY POINTS

Mission

Defeating sea monsters and claiming their treasure.

The victory points are different for different colored monsters.

Victory Points

Black - **20**

Dark Grey - **15**

Light Grey - **10**

White - **5**

Winner's Reward

Black - **Undead Army**

Dark Grey - **Pirate Army**

Light Grey - **\$600**

White - **\$500**

Damage if Hit

Black - **20**

Dark Grey - **15**

Light Grey - **10**

White - **5**

Mission

Raiding another player's home base, defeating their army, and capturing their castle.

Victory Points

25

Mission

Recapturing a home base from an opposing army.

Victory Points

25

Mission

Playing a Terrain Tile to bypass one ring of the natural defenses on Skyrose Island.

Victory Points

5 points for each ring bypassed via a tile placed by the player

Mission

Attacking an enemy ship at sea (player must be on an adjacent space to the attacked ship)

Victory Points

10

Victory Points Scorecard

1	2	3	4	5	6	7	8	9	10	VICTORY POINTS
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	