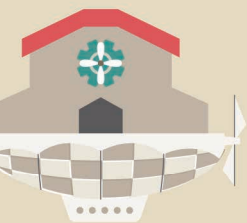




airship city

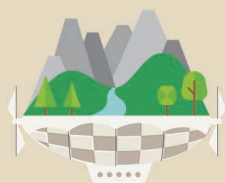
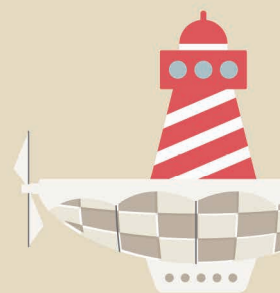
飛行船都市



PLAYERS
3-4

AGES
14+

TIME
75-120



Welcome to airship city!

Electing to make a new home among the clouds, humankind has assembled a variety of airships to provide utilities, thereby creating airship city.

However, this newly created city lacks both a means of transportation and vital public facilities.



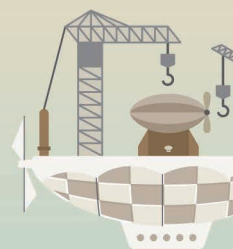
As airship engineers, you will gather materials and work hard to build airships to further the development of airship city.

You may choose to donate your completed airships to contribute to the city's development, or sell them to secure the funds needed to make an even larger contribution.



In order to build airships efficiently, you'll need to donate airships to cultivate a positive relationship with the city, renovate your workshop, hire workers, and occasionally piggyback off other engineers to acquire resources.

You can contribute to the city's development not only by donating airships, but also by building public facilities and participating in trade.



Will your contributions to the development of airship city earn you fame as an airship engineer?



Components



Start Player Marker x1



Player Markers x16
(four of each color)



Contribution Markers
x80
(twenty of each color)



Victory Point Markers
x4
(one of each color)



20/40 Victory Point
Markers x4
(one of each color)



Resource Management
Markers x16
(four of each color)



Action Tiles x16



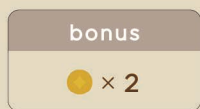
Contract Tiles x20



Renovation Tiles x16
(four of each color)



Bonus Action Tiles
x12
(four of each color)



Stage Bonus Tiles x7
(one of each type)



Round Marker x1



Price Markers x6



Player Boards x4
(one of each color)



Contribution Board x1



Economy Board x1



Rulebook x1

Game Summary

- ✕ Players move their player markers to different action tiles, allowing them to perform actions that include collecting resources, taking contracts, and building airships or public utilities.
- ✕ Players score victory points (VP) by spending their gathered resources (wood/metal/gold/gears) to build airships or public utilities, fulfil contracts, and renovate their workshops.
- ✕ By donating airships to the city, players can become more efficient at building airships or public utilities, renovating their workshops, and hiring additional workers. Additionally, players can perform bonus actions once they have fulfilled specific conditions.
- ✕ At the end of the game, the players who have contributed the most to the city in terms of shipbuilding, construction, and trade score additional victory points.
- ✕ At the end of the game, players total their victory points, and the player with the most victory points wins.

Example Action Tiles



forest | 森林

Performing this tile's action allows you to collect wood.



shipyard | 造船所

Performing this tile's action allows you to spend resources to build an airship.

Component Overview

✕ Action Tiles

When moving a player marker to an action tile, you may choose to perform the action depicted on the tile.

Front



Colors of the Corresponding Crests

Tile Action

Piggybacking Bonus

Back (Developed)



Crest Bonus

Colors of the Corresponding Crests

Tile Action

Piggybacking Bonus

✕ Contract Tiles

You can score the victory points and collect the gold depicted on the tile by spending the resources required to complete the contract.



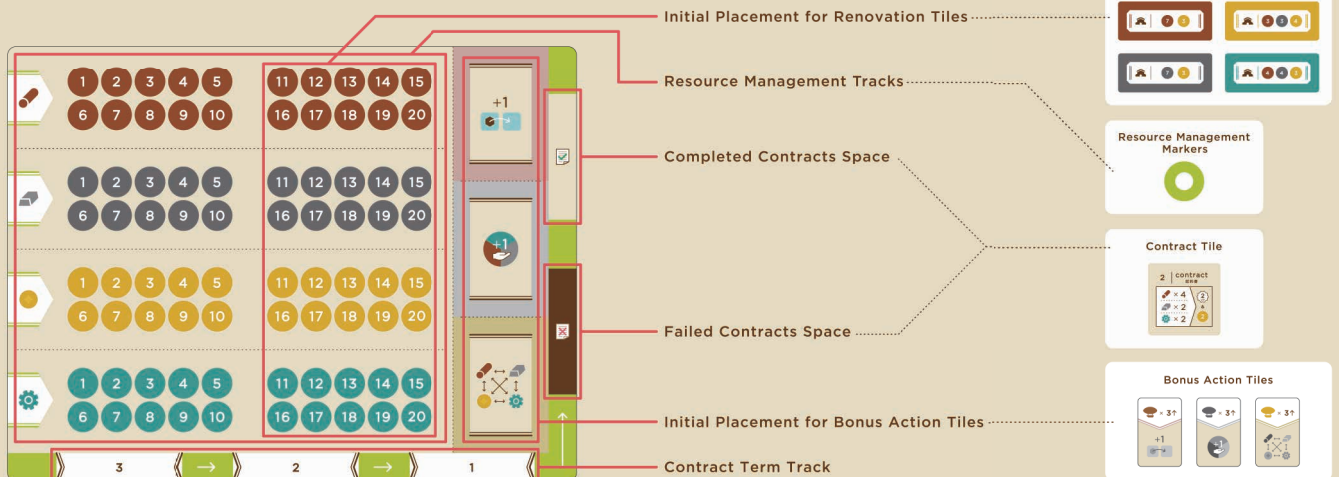
Resources required to complete the contract

Victory points scored when the contract is completed

Gold collected when the contract is completed

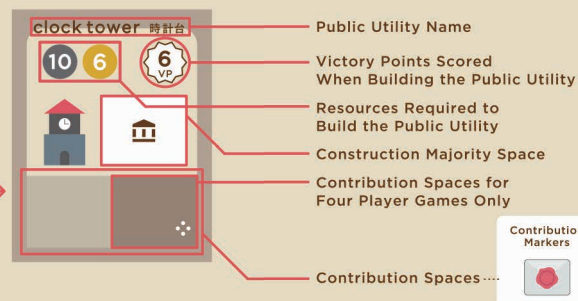
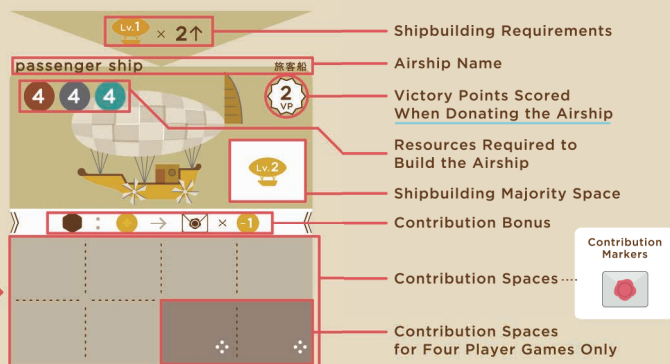
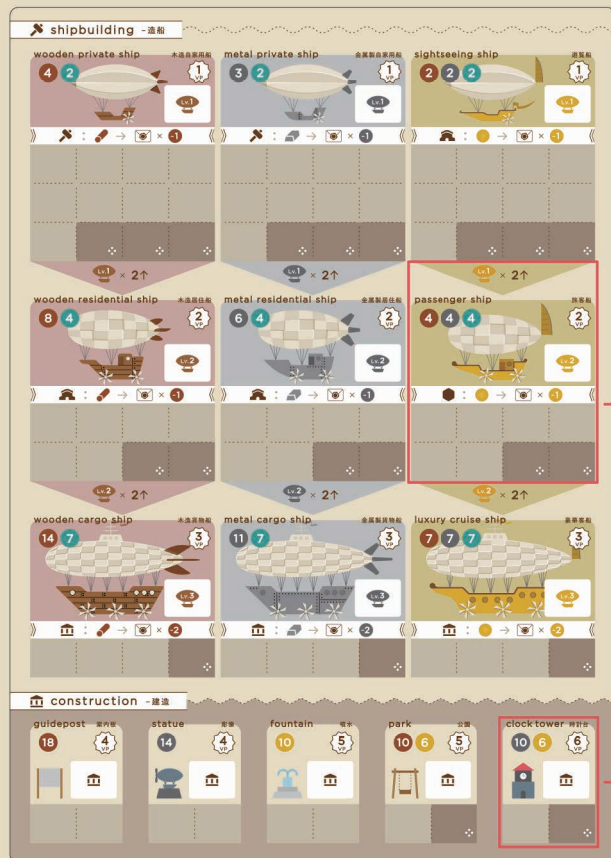
✕ Player Board

You will use resource management markers to track how many of each resource you have.



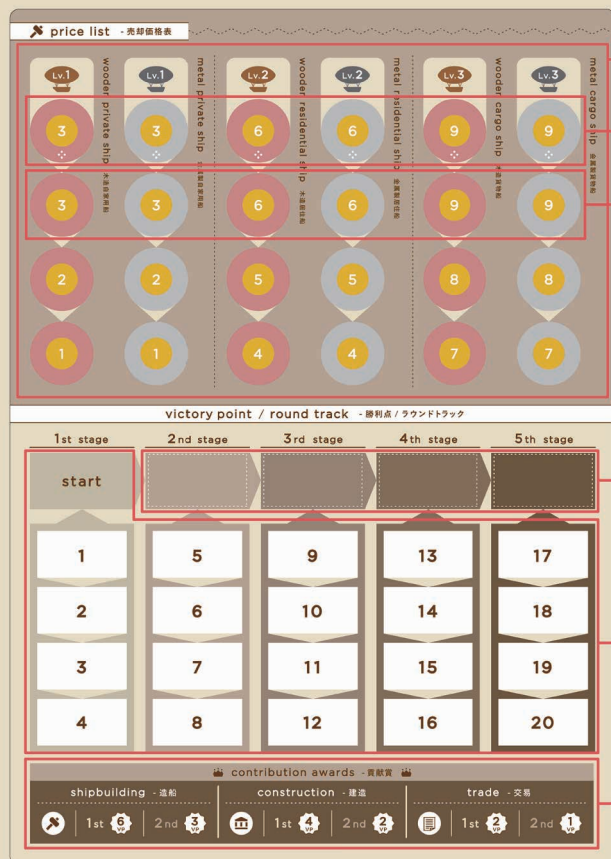
✕ Contribution Board

You will place contribution markers in different spaces on the board to track how many airships you have donated and how many public utilities you have built.



✕ Economy Board

You will use this board to manage the prices for each type of airship, score victory points, and keep track of game rounds.



Price Track

Initial Placement for Price Markers for Four Player Games

Initial Placement for Price Markers for Three Player Games

Initial Placement for Stage Bonus Tiles

Victory Point / Round Track

Victory points scored at the end of the game for earning contribution awards in shipbuilding, construction, and trade

Price Markers

2nd & 3rd Stage Bonus Tiles

bonus ×2 bonus ×2 bonus ×1 + ×1

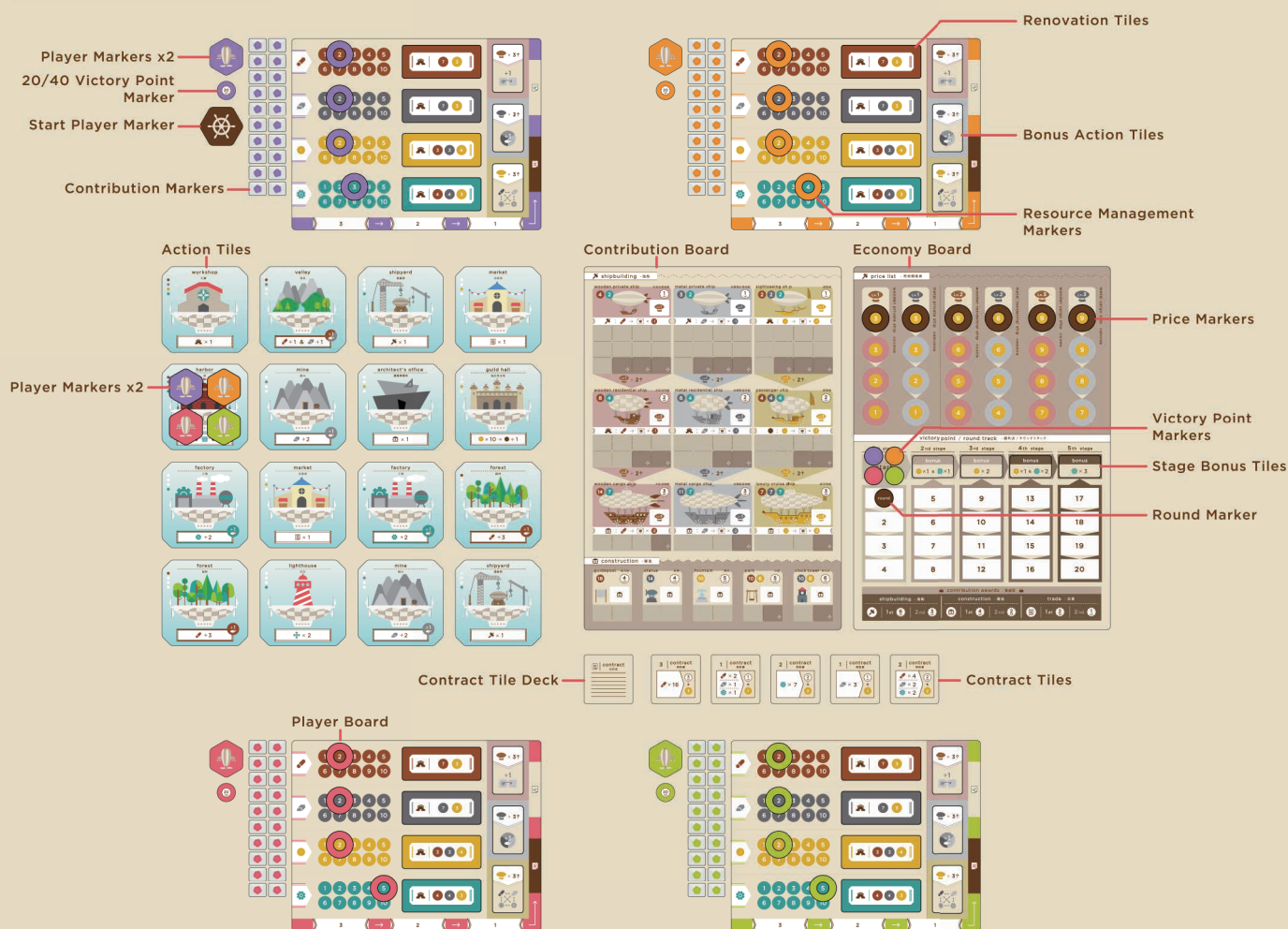
4th & 5th Stage Bonus Tiles

bonus ×3 bonus ×3 bonus ×2 + ×1 bonus ×1 + ×2

Victory Point Markers

Round Marker

Setting Up



- ✗ Shuffle the 16 action tiles and randomly place them developed side down to form a 4 x 4 square grid in the center of the table. Place the Contribution Board and Economy Board next to the grid.
- ✗ Place price markers on each airship's price track in the space appropriate for the number of players in your game.
- ✗ Separate the three 2nd & 3rd stage bonus tiles from the four 4th & 5th stage bonus tiles and shuffle each set face down. Then, place two of the 2nd & 3rd stage bonus tiles face up in the appropriate spaces on the stage track. Do the same for the 4th & 5th stage bonus tiles. Return the unused stage bonus tiles to the box.
- ✗ Place the round marker on space 1 of the round track.
- ✗ Shuffle the twenty contract tiles face down and place them next to the Contribution Board to form the contract tile deck. Then take the top five tiles from the contract tile deck and place them face up next to the deck as available contract tiles.
- ✗ Randomly choose who will play first and give this player the start player marker.
* Play proceeds clockwise, beginning with the start player.
- ✗ Choose a color and take the player board, four player markers, twenty contribution markers, one victory point marker, one 20/40 victory point marker, and four resource management markers of that color, as well as four renovation tiles (one of each type) and three bonus action tiles (one of each type).
- ✗ Place your victory point marker on the START space of the victory point/round track.
* You will use this marker to record the victory points you score during the game.
When your victory point marker reaches the space marked 20, exchange your victory point marker for the 20/40 victory point marker (with the 20 side facing up) and return it to the START space of the victory point/round track. If your 20/40 victory point marker reaches the space marked 20, flip it over so that the 40 side faces up and return it to the START space of the victory point/round track.
- ✗ Place two of your player markers on the harbor action tile.
- ✗ Place a resource management marker on space 2 of the wood, metal, and gold resource management tracks on your player board. The first player places a resource management marker on space 3 of the gears resource management track, the second player on space 4, and the remaining players on space 5.
- ✗ Place each of the four renovation tiles so that they cover spaces 11-20 on the resource management track (wood/metal/gold/gears) that matches the color of that renovation tile. Place each of the three bonus action tiles in the bonus action space that matches the icon depicted on that bonus action tile.
- ✗ Place your two remaining player markers, twenty contribution markers, and 20/40 victory point marker next to your player board to form your stock.

Game Overview

- ✗ The game is played over five stages, each composed of four rounds. Every round, players take turns, beginning with the start player and proceeding clockwise. The round ends once all players have taken a turn. Move the round marker one space along the round track and begin the next round.
- ✗ On your turn, move all of your player markers one space to an adjacent action tile. After moving a player marker, you may choose to perform the action depicted on the action tile. [Example 1]
 - * The top and bottom rows are not connected, nor are the left and right columns. You cannot move between them in a single move.
 - * After moving, you may choose not to perform the action depicted on the action tile.
 - * Turn your player markers over after moving them to indicate they have been moved.
- ✗ If you move a player marker to a tile in which one of your player markers is already present, do not perform that tile's action. Instead, move your player marker one additional space. You may perform the action of the tile you end your move on. [Example 2]
 - * You may not use the additional move to return your player marker to the tile it originally occupied.
 - * You may not have more than one player marker on any single action tile. However, when performing the guild hall's or harbor's action, you may have multiple player markers on the harbor action tile.
 - * You may place a player marker on a tile in which another player's player marker is already present.
- ✗ During your turn, you may spend one gear to slide all action tiles in a single row or column one space in the direction of your choice. The action tile that leaves the grid is replaced at the opposite end. [Example 3]
 - * You may spend gears to manipulate action tiles as described above at any time during your turn, so long as you have not moved all of your player markers. You may do so multiple times during your turn, provided you have the gears required.
- ✗ Your turn ends when you have moved all of your player markers.
 - * You must move all of your player markers. You may not choose to keep a player marker on the same action tile.
 - * Once you have moved all of your player markers, you cannot spend gears to manipulate action tiles.

Fulfilling Contracts

At any point during your turn, you may spend the resources required to complete one of your contract tiles. You may do this multiple times during your turn.

Place completed contract tiles in the completed contracts space of the contract term track, and immediately score the victory points and collect the gold depicted on the tile.

- * You may spend resources to complete a contract even after you have moved all of your player markers.
- * You may check how many contract tiles another player has completed at any time.

Crest Bonuses |

After performing an action on a developed action tile, you may receive the crest bonus depicted on the action tile if you have already removed the renovation tile with the matching crest from your player board.

- * You may receive a crest bonus even when performing an action on a tile that another player has developed.
- * You may not receive a crest bonus if you didn't perform the tile's action.
- * You may receive a crest bonus after performing the tile's action.

Piggybacking Bonus |

If another player moves one of their player markers to a tile in which one of your player markers is present and performs an action that allows them to collect resources, you may receive the piggybacking bonus depicted on that action tile.

- * You cannot receive the piggybacking bonus if the other player does not perform the tile's action.
- * If multiple players have player markers in that tile, all of them may receive the piggybacking bonus.
- * This does not reduce the number of resources collected by the player that performed the tile's action.

Example 1



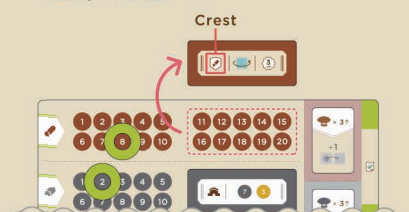
Example 2



Example 3



Example Crest

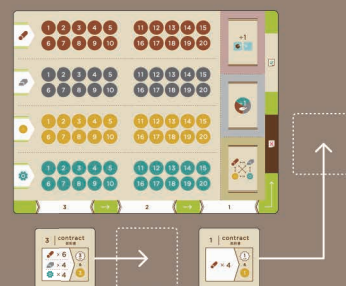


Upkeep at the Beginning of a New Stage

- ✂ At the beginning of a new stage (excluding the 1st stage), resolve the following:
- ✂ All players may receive the bonus depicted on the stage bonus tile. Then, turn the stage bonus tile face down.
- ✂ Remove any face down (used) bonus action tiles from the bonus action spaces on your player board and place them face up next to your player board so they can be used again.
- ✂ Slide all incomplete contract tiles one space to the right along the contract term track. You lose victory points for any incomplete contract tiles moved to the failed contracts space. Move your victory point marker back a number of spaces along the victory point track equal to the number of victory points depicted on the contract tile.

* At the end of the game, move all incomplete contract tiles to the failed contracts space and deduct victory points as appropriate.

Example Contract Tile Movement



Action Tiles

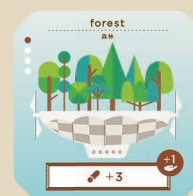
forest | 森林 (2 tiles)

You may collect 3 wood.

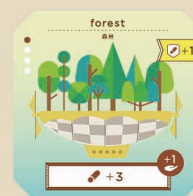
* Once you reach the maximum on the wood resource management track, any additional wood is lost. You may not perform this action if you have already reached the maximum on the wood resource management track.

+1 Crest Bonus | When performing this action, you may collect 1 additional wood.

+1 Piggybacking Bonus | If another player performs an action on a forest tile in which one of your player markers is already present, you may collect 1 wood.



Front



Back (Developed)

mine | 鉱山 (2 tiles)

You may collect 2 metal.

* Once you reach the maximum on the metal resource management track, any additional metal is lost. You may not perform this action if you have already reached the maximum on the metal resource management track.

+1 Crest Bonus | When performing this action, you may collect 1 additional metal.

+1 Piggybacking Bonus | If another player performs an action on a mine tile in which one of your player markers is already present, you may collect 1 metal.



Front



Back (Developed)

factory | 工場 (2 tiles)

You may collect 2 gears.

* Once you reach the maximum on the gear resource management track, any additional gears are lost. You may not perform this action if you have already reached the maximum on the gear resource management track.

+1 Crest Bonus | When performing this action, you may collect 1 additional gear.

+1 Piggybacking Bonus | If another player performs an action on a factory tile in which one of your player markers is already present, you may collect 1 gear.



Front



Back (Developed)

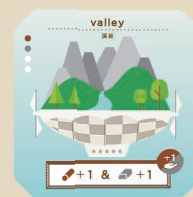
valley | 溪谷 (1 tile)

You may collect 1 wood and 1 metal.

* Once you reach the maximum on the wood/metal resource management track, any additional wood/metal is lost. You may not perform this action if you have already reached the maximum on both the wood and metal resource management tracks.

+1 Crest Bonus | When performing this action, you may collect 1 additional wood or metal. However, you may only choose a resource for which you have removed the renovation tile with the corresponding crest from your player board.

+1 Piggybacking Bonus | If another player performs an action on a valley tile in which one of your player markers is already present, you may collect 1 wood or metal.



Front



Back (Developed)

shipyard | 造船所 (2 tiles)

You may spend the resources required to build one airship of your choice. Then, choose whether to donate or sell the airship.

* You may not perform this action if you do not have the required resources.

Donate:

If you choose to donate the airship, place one contribution marker in one of the airship's contribution spaces, and score victory points as depicted on the Contribution Board.

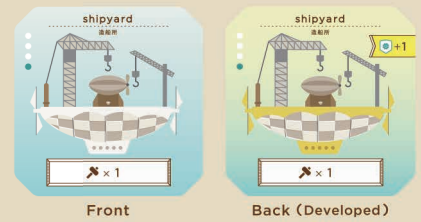
For the rest of the game, you may receive the effects of the airship's contribution bonus.

If you alone have the most contribution markers in that airship's contribution spaces, place a contribution marker in the airship's shipbuilding majority space.

* You do not score victory points when placing a contribution marker in an airship's shipbuilding majority space.

* If at any point during the game you alone no longer have the most contribution markers in an airship's contribution spaces, immediately remove your contribution marker from the airship's shipbuilding majority space and return it to your stock.

* You may not donate an airship if contribution markers have been placed in all of its contribution spaces.



Sell:

If you choose to sell the airship, check the price list to see where the price marker is located on the airship's price track. You may collect the amount of gold indicated on the space where the price marker is located. Move the price marker one space down the track.

* You may only choose to sell wooden airships and metal airships. Tourist airships may not be sold.

* If the price marker is already in the last space of the price track, it cannot be moved any lower.

+1 Crest Bonus | When performing this action, you may collect 1 gear.

Price List

price list - stone	price list - metal	price list - wood	price list - tourist
10	10	10	10
9	9	9	9
8	8	8	8
7	7	7	7
6	6	6	6
5	5	5	5
4	4	4	4
3	3	3	3
2	2	2	2
1	1	1	1

architect's office | 建築事務所 (1 tile)

You may spend the resources required to build one public utility of your choice.

* You may not perform this action if you do not have the required resources.

Place one contribution marker in one of the public utility's contribution spaces, and score victory points as depicted on the Contribution Board.

If you alone have the most contribution markers in the public utility's contribution spaces, place a contribution marker in the public utility's construction majority space.

* You do not score victory points when placing a contribution marker in a public utility's construction majority space.

* If at any point during the game you alone no longer have the most contribution markers in a public utility's contribution spaces, immediately remove your contribution marker from the public utility's construction majority space and return it to your stock.

* You may not build a public utility if contribution markers have been placed in all of its contribution spaces.



+1 Crest Bonus | When performing this action, you may collect 1 gold.

guild hall | 組合集会場 (1 tile)

You may spend 10 gold to hire a new worker. Place one player marker from your stock on the harbor action tile.

Newly placed player markers cannot be moved or used to perform actions during the round in which they were placed.

* You may not perform this action if you do not have the required resources or if there are no player markers in your stock.

+2 Crest Bonus | When performing this action, you may collect 2 gold.



workshop | 工房 (1 tile)

You may choose one of the renovation tiles on your player board and spend the resources required to renovate your workshop. Remove the chosen renovation tile from your player board and turn it over, then resolve the following effects.

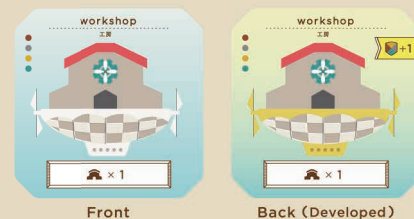
* You may not perform this action if you do not have the required resources or if you have already removed all four renovation tiles from your player board.

- For the rest of the game, you may receive crest bonuses for the crest depicted on the renovation tile. Any time you perform an action on a tile where the crest is depicted, you may collect the resource(s) depicted on the crest bonus.
 - * You may receive a crest bonus even when performing an action on a tile that another player has developed.
 - * You may not receive a crest bonus if you didn't perform the tile's action.
 - * You may receive a crest bonus after performing the tile's action.
- Choose one action tile that corresponds to the crest depicted on the renovation tile and flip it over to develop that action tile.
 - * The colors of the corresponding crests are depicted in the top left of every action tile.
 - * You may not develop an action tile that has already been developed (you may not flip a tile over again).
 - * You may not develop an action tile if there are no tiles that can be developed.
- Score 3 victory points.
- You may now hold up to 20 of the resource depicted on the renovation tile.



Crest Bonus

When performing this action, you may collect 1 resource of your choice; however, you may only choose a resource for which you have removed the renovation tile with the corresponding crest from your player board.



Example Renovation Tile

Front



Resources Required to Renovate

Back

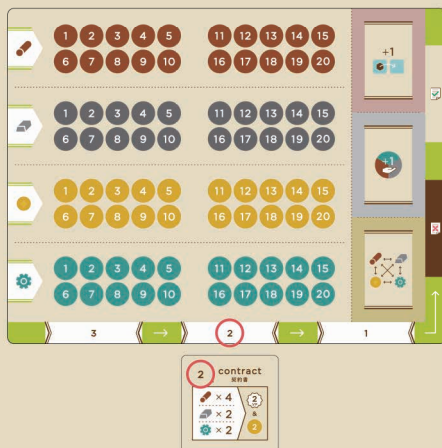


Crest

Victory Points

market | 交易所 (2 tiles)

You may take one of the available contract tiles. Place the chosen contract tile in the numbered space on your player board's contract term track that matches the number in the upper left of the contract tile. Then take the top tile from the contract tile deck and place it face up next to the deck to replenish the available contract tiles.



- * If the contract tile deck runs out of tiles, available contract tiles can no longer be replenished.
- * You may not perform this action if there are no available contract tiles.
- * There is no limit on the number of contract tiles you may have at a time.



Crest Bonus

When performing this action, you may collect 1 gold.



lighthouse | 灯台 (1 tile)

You may slide all action tiles in two rows or columns one space in the direction of your choice. Alternatively, you may slide all action tiles in a single row or column up to two spaces in the direction of your choice. Any action tiles that leave the grid are replaced at the opposite end.



Crest Bonus

When performing this action, you may collect 1 gear.



harbor | 港 (1 tile)

Return all of your player markers to the harbor.

- * You must do this for all of your player markers.
- * Any player markers that were not moved before the harbor's action was performed must be moved after being returned to the harbor.



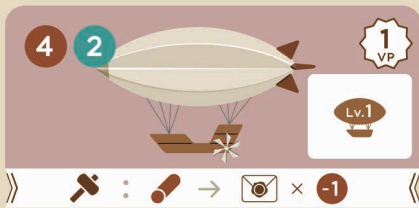
Crest Bonus

When performing this action, you may collect 1 resource of your choice; however, you may only choose a resource for which you have removed the renovation tile with the corresponding crest from your player board.



Airships

wooden private ship | 木造自家用船



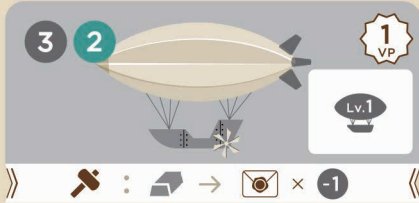
Shipbuilding Requirements:

None

Contribution Bonus:

Performing the shipyard's action costs one less wood for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

metal private ship | 金属製自家用船



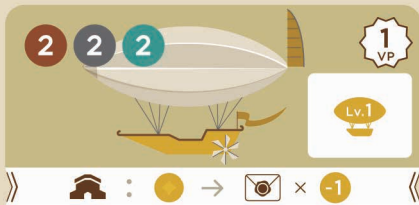
Shipbuilding Requirements:

None

Contribution Bonus:

Performing the shipyard's action costs one less metal for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

sightseeing ship | 遊覧船



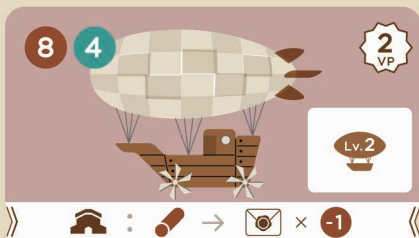
Shipbuilding Requirements:

None

Contribution Bonus:

Performing the workshop's action costs one less gold for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

wooden residential ship | 木造居住船



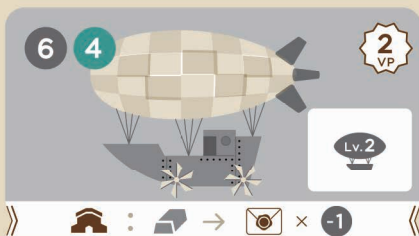
Shipbuilding Requirements:

You must have two or more contribution markers in the wooden private ship's contribution spaces.

Contribution Bonus:

Performing the workshop's action costs one less wood for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

metal residential ship | 金属製居住船



Shipbuilding Requirements:

You must have two or more contribution markers in the metal private ship's contribution spaces.

Contribution Bonus:

Performing the workshop's action costs one less metal for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

passenger ship | 旅客船



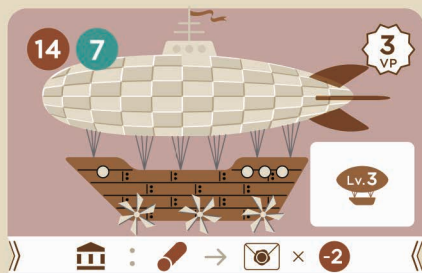
Shipbuilding Requirements:

Shipbuilding Requirements: You must have two or more contribution markers in the sightseeing ship's contribution spaces.

Contribution Bonus:

Performing the guild hall's action costs one less gold for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

🚢 wooden cargo ship | 木造貨物船



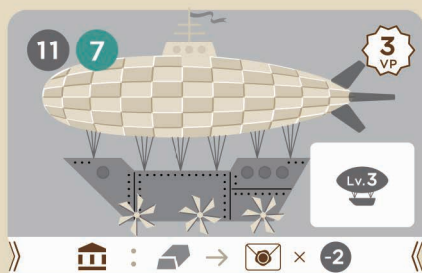
Shipbuilding Requirements:

You must have two or more contribution markers in the wooden residential ship's contribution spaces.

Contribution Bonus:

Performing the architect's office's action costs two less wood for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

🚢 metal cargo ship | 金屬製貨物船



Shipbuilding Requirements:

You must have two or more contribution markers in the metal residential ship's contribution spaces.

Contribution Bonus:

Performing the architect's office's action costs two less metal for each contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

🚢 luxury cruise ship | 豪華客船



Shipbuilding Requirements:

You must have two or more contribution markers in the passenger ship's contribution spaces.

Contribution Bonus:

Performing the architect's office's action costs two less gold for every contribution marker you have in this airship's contribution spaces and shipbuilding majority space.

* Contribution bonuses cannot reduce the cost of an action to less than 0.

Bonus Actions

Once you fulfill specific conditions, you may remove bonus action tiles from your player board, flipping them over so they can be used to perform specific bonus actions once per stage.

Once you have used a bonus action tile, place it on the matching bonus action space, keeping it face down. The bonus action tile cannot be used again this stage.



✕ Long Distance Flight

Conditions for Use:

You must have three or more contribution markers in wooden airships' contribution spaces.

Effect:

When moving one of your player markers, you may use this bonus action tile to move that player marker one additional space. You may perform the action of the tile you end your move on.

* You may not perform the action of the tile you passed through.



✕ Skilled Negotiator

Conditions for Use:

You must have three or more contribution markers in metal airships' contribution spaces.

Effect:

When receiving a piggybacking bonus, you may use this bonus action tile to increase the number of resources you collect by 1.



✕ Barter

Conditions for Use:

You must have three or more contribution markers in tourist airships' contribution spaces.

Effect:

You may use this bonus action tile to exchange 1 of any resource you have for 1 resource of your choice.

Ending the Game

✕ At the end of every round in the 5th stage, check if any of the following three conditions have been met:

- 1 Contribution markers have been placed in all nine shipbuilding majority spaces on the Contribution Board.
- 2 Contribution markers have been placed in three of the construction majority spaces on the Contribution Board.
- 3 Round 20 has ended.

If any of these conditions have been met, the game ends.

* Even if a condition is temporarily fulfilled during a round,
if it is not met at the end of the round, the game does not end.

Scoring

At the end of the game, add the victory points you scored during the game to any victory points you scored at the end of the game. The player with the most victory points is the winner.

* In the case of a tie, whichever player has the most resources (wood/metal/gold/gears) remaining is the winner.
If players also tie for remaining resources, whichever player has the most gears is the winner.

Victory Points Scored During the Game

* Check your victory point totals again at the end of the game!



Airships Donated

For each airship, you score victory points for every contribution marker you have in that airship's contribution spaces.

* You do not score victory points for contribution markers placed in an airship's shipbuilding majority space.



Public Utilities Built

For each public utility, you score victory points for every contribution marker you have in that public utility's contribution spaces.

* You do not score victory points for contribution markers placed in a public utility's construction majority space.



Contract Tiles

You score victory points for every contract tile in the completed contracts space and lose victory points for every contract tile in the failed contracts space.



Renovation Tiles

You score victory points for every renovation tile removed from your player board.

Victory Points Scored at the End of the Game



Contribution Award: Shipbuilding

The player with the most contribution markers placed in shipbuilding majority spaces scores 6 victory points.
The player with the second most scores 3 victory points.

* Players who do not have any contribution markers placed in shipbuilding majority spaces cannot score victory points for this contribution award.



Contribution Award: Construction

The player with the most contribution markers placed in construction majority spaces scores 4 victory points.
The player with the second most scores 2 victory points.

* Players who do not have any contribution markers placed in construction majority spaces cannot score victory points for this contribution award.



Contribution Award: Trade

The player with the most completed contract tiles scores 2 victory points.
The player with the second most scores 1 victory point.

* Players who do not have any completed contract tiles cannot score victory points for this contribution award.

* If there is a tie for first place, add the victory points for first and second place and divide the total equally between the tying players (rounding down).
Players in second place do not score victory points.
If there is a tie for second place, divide the victory points for second place evenly between the tying players (rounding down).