

Welkin



Rules

In a world where the habitable land floats in the sky, you are a celestial builder! Get your hands on the materials you need to build the most beautiful homes ever. Control market fluctuations and become the most reputable – and the wealthiest – builder!

GOAL OF THE GAME

The player with the most money at the end of the game wins.

COMPONENTS



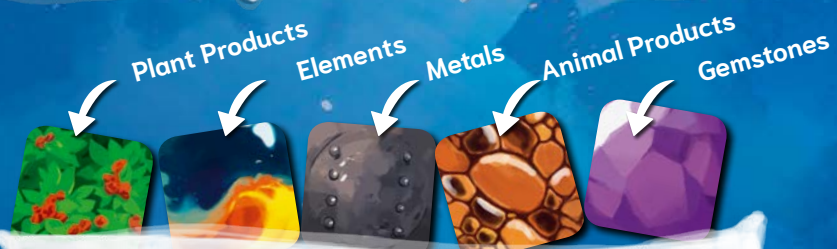
1 central board



4 individual boards



46 Construction Site cards



75 Construction Material tokens (15 of each type)



10 Bid tokens



70 Money tokens



20 Procurement tokens

SET-UP

Put the central board in the middle of the table. Take then 10 **Bid** tokens and put them on the board any side up. Sort them into each of the zones of the board according to the **Construction Material** visible on each token **1**.

Shuffle the **Construction Site** cards and form a draw pile of:

- 20 cards for 2 players,
- 24 cards for 3 or 4 players.

Put this pile in the middle of the table near the central board **2**. Put the remaining cards away in the box; they will not be used during the game.

Draw the top 5 cards from the pile and put them face up in the slots around the central board **3**.

Put the **Money** **4** and **Construction Material** **5** tokens in the middle of the table near the central board.

Each player takes an individual board and 5 different **Procurement** tokens and puts them on the corresponding spaces on their boards with the **Construction Material** side up **6**.

The player whose head is most "in the clouds" (i.e. the tallest player) goes first.



PLAYING THE GAME

When it is your turn, you may perform only one of the following three actions:

1. OPEN A CONSTRUCTION SITE
2. PROCURE CONSTRUCTION MATERIALS
3. USE CONSTRUCTION MATERIALS

1. OPEN A CONSTRUCTION SITE

Take one of the available **Construction Site** cards from around the central board and put it in one of the two **Construction Site** slots on your individual board.

Important: If both of your slots are full, you cannot perform this action.

Replace the card you took by putting the top **Construction Site** card from the draw pile in the empty slot on the central board.

If the  symbol is in the upper-left corner of the **Construction Site** card that you just took, choose a **Bid** token from the central board and flip it over. Then, move it to the zone on the central board that matches the newly visible **Construction Material** on the token.

Example

Alice chooses a card. She puts it in one of the slots on her board **1** and replaces it on the central board **2**. Since the card she chose has the **3**  symbol, Alice chooses a **Bid** token on the central board, turns it over, and moves it to the corresponding zone **4**.



TIP: Side A of each **Bid** token includes a (small) indication of the **Construction Material** on side B, and vice versa.



2. PROCURE CONSTRUCTION MATERIALS

This action lets you procure **Construction Materials** with the help of the **Procurement** tokens on your individual board.

The  sides represent your procurement capacity, and the **Construction Material** sides      represent the **Construction Materials** you can procure.

To perform this action:

You must choose at least one **Procurement** token on your individual board and flip it over (it does not matter which side was up originally). Turning the first **Procurement** token over is free. You may then turn over as many additional **Procurement** tokens as you wish, but to do so you must pay  for each additional token you turn over.

Then, take as many **Construction Material** tokens as there are  symbols visible on your **Procurement** tokens and add them to your stock. You may only procure **Construction Materials** that are visible on your **Procurement** tokens.

NOTE: Be careful. Your stock is limited to 4 **Construction Material** tokens. If you have more than 4 **Construction Material** tokens in your stock, immediately discard the tokens of your choice, keeping only 4.

Important: It is possible to turn the same **Procurement** token over twice. Players can decide to turn over a **Procurement** token for free and then pay  to turn it over again.

Example

Alice must turn over one **Procurement** token for free. Then, she turns over 2 other **Procurement** tokens. She therefore pays $2 \times \text{1}$, which she puts back in the reserve.

Since 3  symbols are visible, she takes 3 **Construction Material** tokens of her choice from among the visible types of **Construction Materials** ( or ) and puts them in her stock. This means she may take either 3  OR 3  OR 2  + 1  OR 2  + 1 .



3. USE CONSTRUCTION MATERIALS

This action lets you move all or some of your **Construction Material** tokens to empty spaces of the same type on your **Construction Sites**. A **Construction Site** is complete when all the **Construction Material** symbols on the card are covered by matching tokens.

As soon as a **Construction Site** is complete, it is sold. To know how much you make, calculate the value of the **Construction Materials** on the **Construction Site**.

Each **Construction Material** token on a completed **Construction Site** brings in as much money as there are matching tokens visible on the central board.

Take the corresponding money from the reserve. Put all the **Construction Material** tokens from the completed **Construction Site** back in the central reserve, and put the completed **Construction Site face up** next to your individual board.

NOTE: When a **Construction Site** is complete, slide all the other open **Construction Sites** to the left in order to fill the empty slots on your individual board.

► Example:

Alice puts 3 **Construction Material** tokens on her **Construction Sites**: two animal products  and one steel  1. The **Construction Site** on the right is complete 2! On the central board, there are three animal product **Bid** tokens  and three steel tokens  face up 3. Alice therefore collects $2 \times \text{1 1 1}$ and $1 \times \text{1 1 1}$, puts the completed **Construction Site** card next to her board, and returns the **Construction Materials** that were used to the central reserve.





SPECIAL CONSTRUCTION SITES

Some **Construction Sites** are special. **Construction Materials** of any type can be put on their spaces. They do not have powers (see Powers of Completed **Construction Sites**).

POWERS OF COMPLETED CONSTRUCTION SITES

Completed **Construction Sites** give you powers that you may use once per game. These powers may be used during your turn, before and/or after performing your action. Once you have used a power, turn the corresponding card over face down (you

cannot re-use that power). You may use as many powers as you like during your turn. Using a power never counts as an action for the turn.



Until the end of your turn, you may sell **Construction Sites** even if they are not complete, as long as there is at least one **Construction Material** token on the site. However, you only receive the 1 corresponding to the **Construction Materials** present on the **Construction Sites** in question.



Perform a "Use **Construction Materials**" action.



Perform an "Open a **Construction Site**" action. If you already have two open **Construction Sites**, this power lets you open an additional site, without any limit on the number of **Construction Sites** in front of you (put the **Construction Site** card to the right of your other, already-open **Construction Sites**).



You may pay 1 to take 2 **Construction Materials** of your choice from the central reserve and add them to your stock. If you go over the limit of 4 **Construction Materials** in your stock by doing so, immediately discard the excess.



Choose 2 **Bid** tokens of different **Construction Material** types and turn them over.



END OF THE GAME

When a player takes a **Construction Site** card and it cannot be replaced on the central board because the draw pile is empty, that player finishes their turn, and then all the other players play one last turn. After that, the game ends.

The player with the most money wins the game. In the event of a tie, the player who has the most completed **Construction Sites** wins. If players are still tied, the winner is the player whose completed **Construction Sites** have the highest combined cost (in number of **Construction Materials** on the sites). If, after this, players are still tied, they are invited to break the tie by playing the game again!

CREDITS

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