

Sovereign Skies

Objective: Players compete to earn the most influence.

Setup

1. Create the game board by shuffling the 6 Planet tiles and connect them so that they form a circle in the middle of the table.
2. Separate the Politic cards into six stacks by type; shuffle each stack separately and place a number of face-up cards from each stack equal to the number of players adjacent to their respective Planet tiles.
 - Return any unused Politic cards to the box.
3. Separate the Standard Influence chits (*i.e.* ) by type, placing them near the game board along with the Energy chits () to form the Bank.
4. Place the Activation Influence mat near the game board, separate the Activation Influence chits (*i.e.* ) by colour, stacking each colour in descending order (highest on top), and then place each stack onto its corresponding space on the Activation Influence mat.
5. Place the Pledge mat near the game board, place the Pledge Influence chits (*i.e.* ) on the Pledge mat in any order, and then place an Energy chit on each of the spaces provided beneath the Pledge Influence chits.
6. Each player takes a Player board, 3 Energy chits, and the Bases () Dropships () and Mothership (*i.e.* ) of a single colour.
 - Each player places the Bases with the Activation icon () facing down onto the spaces indicated on their Player board.
7. Randomly select a player and give them the First Player token ()
8. Shuffle the Senator cards together and deal one Senator card face-up to each player.
 - i) In player order, each player places one Dropship on each of the two Planet tiles that match the Politic icons shown on their Senator card.
 - ii) In player order, each player chooses one other Planet tile where they have no Dropships to place their third Dropship.
 - iii) All Senator cards are returned to the Senator deck.

9. Place the Senator Influence mat near the game board, and separate the Senator cards into three stacks based on the number of dots shown on the top right-hand corner of each card; shuffle each stack separately and place it face-up on the slot with the matching number of dots on the Senator Influence mat.
10. Separate the 3 levels of Senator Influence chits (i.e. ) by colour and number of dots. Stack each set in descending order (highest on top) onto the corresponding spaces of the Senator Influence mat.
11. In reverse player order, each player chooses a Planet tile to place their Mothership (i.e. ) on.
 - Motherships cannot occupy the same Planet tile; this rule only applies during setup.
 - When placing their Mothership, the player chooses the direction the Mothership faces by placing it on the corresponding arrow.

End of Game

The end of game is triggered when two stacks of Senator Influence chits (i.e. ) , two stacks of Activation Influence chits (i.e. ) , or one stack of each have been depleted. Once the end of the game is triggered, the current round is played to completion to ensure each player gets an equal number of turns.

Each player adds up their points from the following sources:

Chits: Activation Influence chits (i.e. ) , Senator Influence chits (i.e. ) , Pledge Influence chits (i.e. ) , and Standard chits (i.e. ) .

Energy: Every 3 Energy chits () a player has remaining is equivalent to 1 point.

The player with the most points is the winner.

Tie Breaker: In the event of a tie, the player with the most points from Activation Influence chits wins the game; if still tied the player with the most points from Senator Influence chits wins the game; if still tied the player with the most points from Standard chits wins the game; if still tied the player with most Energy chits remaining wins the game; and if still tied, the tied players share the win.

Houses Rising (Expansion)

In the *Houses Rising* expansion, each player will have two player powers that are unique to them.

Setup: Each player takes the House card matching their chosen player colour or each player drafts a House card in reverse turn order.

Gameplay: A player may use one of their two powers once per turn; these are considered bonus actions and as such do not count towards the number of actions a player may take on their turn.

Temporum Note: When the player moves their Mothership to *Hreja*, they must keep it facing in the same direction that it was at the start of their turn.

Senator Cards



Politic Icons: The Politic cards that must be spent in order to purchase the Senator card.

Card Level: Each card shows 1 – 3 dots that determine which pile it is placed in on the Senator mat.

Senator Favours: The player may perform one of the two effects shown when playing a Senator card on their turn.

A player may play up to one Senator card at any time during their turn. When playing a Senator card, the player chooses one of the two available favours on the card to enact and then discards the Senator card from the game.

- Playing a Senator card does not count as the player using one of their available actions.



The player collects 3 Energy () from the Bank.



The player may pay 2 Energy () to the Bank to Construct one Base () on any Planet where they meet the Dropship () requirements.



The player discards a Politic card they own back to its Planet and takes a Politic card they do not already own from any Planet.



The player pays 1 Energy () to the Bank to Pledge; they discard 1 – 3 Politic cards, acquire a Pledge Influence chit (i.e. ) or 1 Standard Influence () per Politic card Pledged.

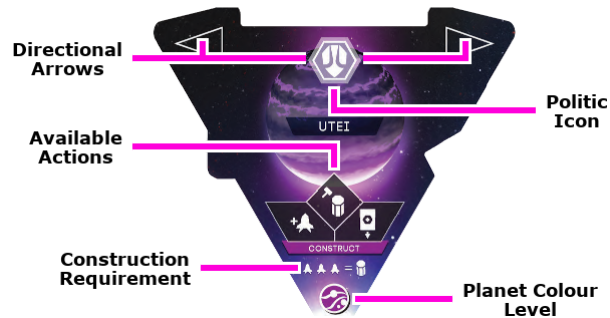


The player pays 1 Energy () to the Bank to Relocate up to 3 Dropships () to and from any Planets.



The player adds one Dropship () from their supply to any one Planet.

Planet Tile Anatomy



Directional Arrows: Directional arrows are used to indicate which direction a player's Mothership (i.e. ) is moving.

Politic Icon: Denotes which Politic card stack is placed above the Planet tile.

Available Actions: The available actions that can be taken while occupying the Planet tile.

Construction Requirement: The number of Dropships () required to build a Base () on the Planet tile.

Planet Colour Level: Each Planet tile is one of three levels (green, purple, or orange), each of which is associated to an Activation Influence stack on the Activation mat.

General Rules

Depleted Influence Stacks: If a player needs to take an Influence chit before the game ends and the corresponding stack is depleted, they take the amount in Standard Influence chits () equal to the amount printed on the board.

Turn Order (Single player turns in clockwise order)

- A player may not visit the same Planet tile two turns in a row.
- In addition to the normal Planet Actions, on their turn the player may take bonus actions such as playing up to one Senator card and gaining Construction Bonuses when Constructing; these do not count towards the number of actions the player may take on their turn.

1. **Moving the Mothership:** The player must move their Mothership (*i.e.* ) at least one adjacent Planet tile in the direction their Mothership is pointing, onto the arrow of the matching direction as that of the Planet tile they left.

- Before moving, the player may pay 2 Energy () to the Bank to reverse the Mothership's course; moving it onto the opposite facing arrow of the Planet tile (the Mothership must still move at least one Planet tile).
- The first Planet tile moved when the player moves their Mothership is free, however they may move their Mothership additional tiles by paying 1 Energy for each additional Planet tile they move.
- Multiple Motherships may occupy the same arrow space on the same Planet tile.

Energy Bonus for Opponent Majority: If the player moves their Mothership to a Planet tile that one of their opponent's holds sole majority on, that opponent takes 1 Energy () from the Bank.

- If multiple opponents are tied for majority, no player receives the Energy Bonus.
- If the player moves to a Planet tile where they have sole majority, they do not receive the Energy Bonus.

Determining Majority: Planet majority is determined by the player that has the most Activated Bases ( showing the Activation icon - ) , followed by Unactivated Bases () , followed by Dropships ().

2. **Planet Actions:** After moving their Mothership (*i.e.* ) to a new Planet tile, the player may perform up to 3 Planet actions.

- The player may perform the Planet actions in any order but may only perform each kind of Planet action once per turn.
- Depending on the number of Planet actions taken, the player gains or loses Energy accordingly:

1 Action

2 Actions

3 Actions

The player earns 1 Energy () from the Bank.

The player neither earns nor pays Energy.

The player pays 1 Energy () to the Bank.

Add a Dropship (): The player adds one of the Dropships () from their supply to the Planet tile where their Mothership is located.

- Dropships remain on the Planet tiles on which they are placed until they are moved with the Relocate action or removed with the Construct action.

Take a Politic Card (): The player takes a Politic card into their hand from the Planet tile where their Mothership is located.

- The player may not take this action if they already have a Politic card in their hand from the Planet their Mothership is located at.
- Politic cards are played (returned to their respective Planet stack) when performing the Recruit action to acquire Senator cards or when performing the Pledge action to acquire a Pledge Influence chit (*i.e.* ).

Special Planet Actions (): The player may use the unique Planet action of the Planet tile that their Mothership is located on one time.



Recruit a Senator (Deyvas): The player discards 2 Politic cards from their hand that match the Planetary icons on one of the three available Senator cards in the stacks next to the Senator mat to take that card into their hand.

- When a player acquires a Senator card they also collect the top-most Senator Influence chit (*i.e.* ) from the corresponding Senator card stack and place it on their Player board.



Activate a Base (Hreja): The player flips one of their Unactivated bases () so that its Activation symbol () is face-up.

- The player takes the top-most Activation Influence chit (*i.e.* ) from the stack matching the Planet's colour level where the Activated Base is located; a Planet's colour level is located at the central most point of the Planet tile.



Relocate (Wyrne): The player selects any 1 – 2 of their Dropships () from the same or different Planet tiles and moves each to any other Planet tile.

- The origin and destination Planet tile may be the same or different for each Dropship moved.



Refuel (Solenmere): The player takes 2 Energy () from the Bank plus an additional 1 Energy per Base () they have on all Planet tiles, regardless of whether they are Activated (as shown by the Activation symbol –) or not.

Pledge (Eylona): The player discards a Politic card from their hand to the matching Planet tile’s stack and gains the matching Pledge Influence chit () and an adjacent bonus Energy () from the Pledge mat.



- If the chit isn’t on the Pledge mat, the player may steal the Pledge Influence chit from an opponent when pledging, but only if the player holds sole majority on that Planet.
- If the player can’t steal the Pledge Influence chit from an opponent or they already possess the chit, they take 1 Standard Influence chit () from the Bank instead.
- The player may do this action up to 3 times, pledging 1 card each time they perform the Pledge action.

Construct (Utei): The player removes a Base () from their Player board and places it with the Activation icon () facing down on a Planet tile where they have enough Dropships () to Construct:

Green Level Planet	Purple Level Planet	Orange Level Planet
2 Dropships required	3 Dropships required	4 Dropships required

- The player returns the Dropships used to Construct to their Player board from the Planet where they constructed their base.
- A player may only Construct one Base per Construct action.



Construction Bonus: Each Base constructed awards the player a bonus action that they must take immediately after placing a Base on a Planet tile.

First Column	Second Column	Third Column
Gain 2 Energy () from the Bank	Add a Dropship () to any one Planet tile	Collect any one Politic card that they do not already hold

- The player may choose to remove a Base from any available column on their Player board when placing a Base.

- Once both Bases from a column have been placed, the player cannot take the corresponding bonus action for the remainder of the game.