



lighthouse



valley

airship city



guild hall

factory



market

shipyard



forest

harbor



RULEBOOK



INTRODUCTION

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 many other vital public facilities.

As airship engineers, you will gather materials to build airships, public facilities, and complete contracts to further the development of Airship City.

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

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CREDITS

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Special thanks to everyone who helped playtest the game!



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GAME COMPONENTS



1 First Player token



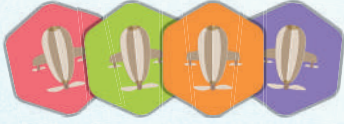
6 Price markers



1 Round marker



4 Victory Point markers



16 Crew tokens



16 Resource markers



4 "20/40" Victory Point markers



80 Donation markers



7 Stage Bonus tiles



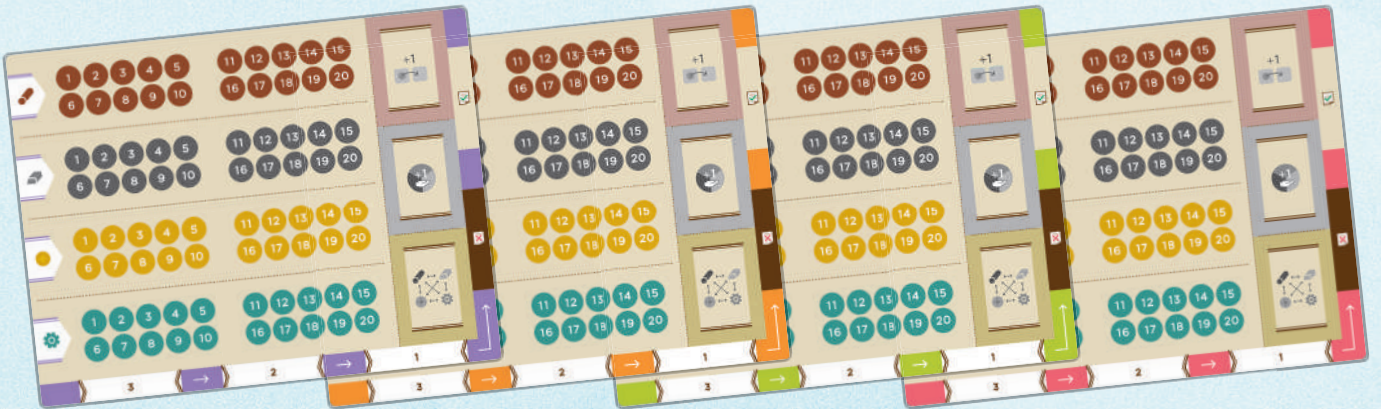
20 Contract tiles



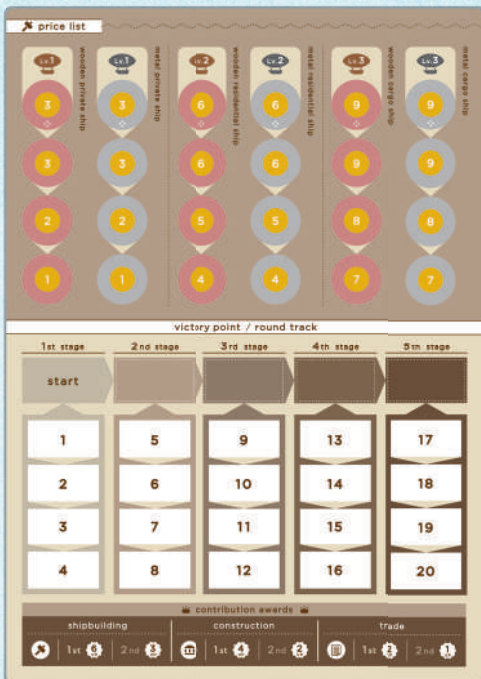
12 Bonus Effect tiles



16 Renovation tiles



4 Depot boards



1 Economy Board



16 Location tiles



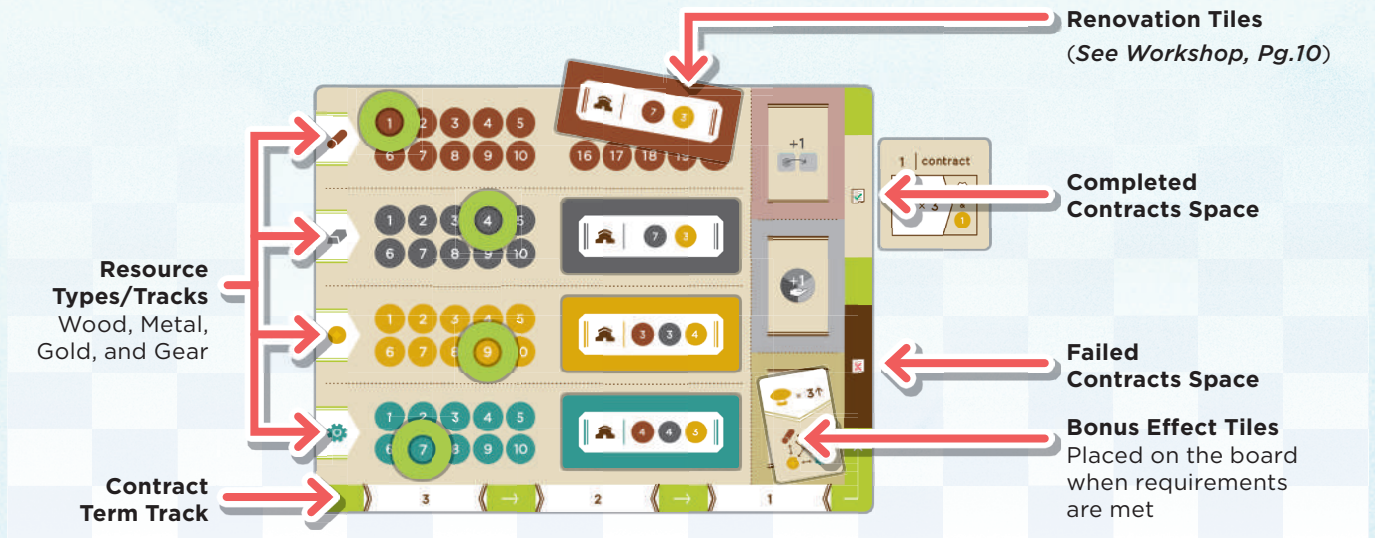
1 Donation Board

COMPONENT OVERVIEW

✖ Depot Board

Players use their Depot to manage Resources, Contracts, Bonus Effects, and Renovations. Use Resource markers to track the number of Resources players have on the Depot.

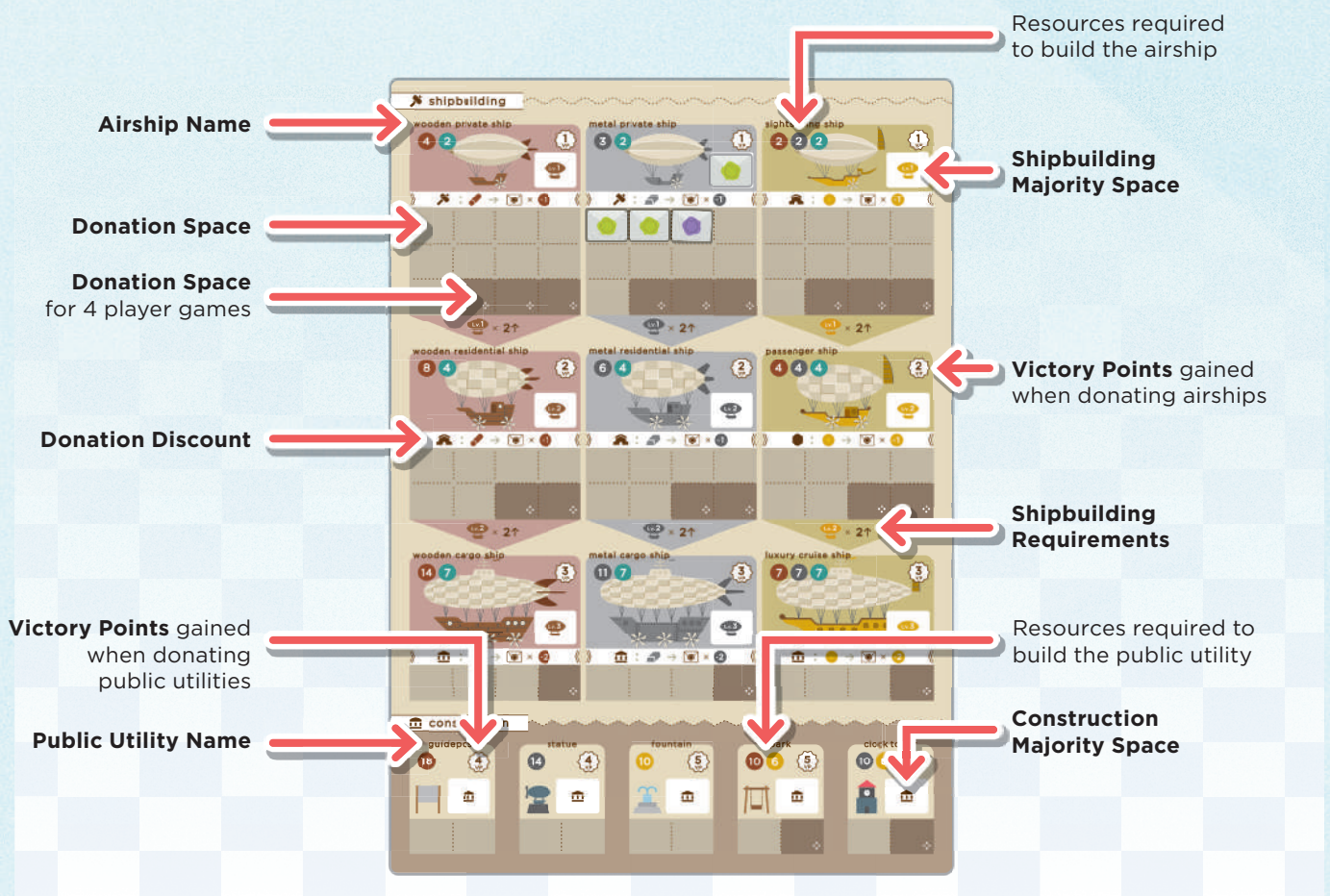
NOTE: If at any point a player would gain more Resources than they can currently hold, any excess is lost.



✖ Donation Board

Use the Donation Board and Donation markers to keep track of how many airships/public utilities each player donates.

NOTE: If the Donation spaces for a given airship/public utility type are full, this type can no longer be donated.



✕ Economy Board

The Economy Board is used to keep track of the selling price of airships, the current Stage and Round of the game, and how many Victory Points (VP) each player earns. The bottom of the board lists bonus VP players gain at the end of the game (See *Contribution Awards, Pg.12*).

NOTE: Price markers are initially placed on the highest tier of the Price List for 4 player games or 1 tier lower for 3 player games (as shown).

- Victory Point Marker**
One per player
- Round Marker**
Initial placement
- Stage Bonus Tiles**
(See *Prepare the City, Pg.6*)

The Economy Board is divided into three main sections:

- Price List:** A grid showing the selling price of airships across five levels (Lv.1 to Lv.3) for three types: metal cargo airship, wooden cargo airship, and metal cargo airship. Prices range from 1 to 9.
- Victory Point / Round Track:** A table showing the progression of stages and rounds, including bonus VP markers.
- Contribution Awards:** A section at the bottom detailing bonuses for shipbuilding, construction, and trace activities.

Level	metal cargo airship	wooden cargo airship	metal cargo airship
Lv.1	3	3	3
Lv.2	6	6	6
Lv.3	9	9	9

Stage	Round	VP
1st stage	1	2
2nd stage	2	8
3rd stage	3	12
4th stage	4	16
5th stage	5	20

✕ Location Tiles

Landing on a Location tile allows players to perform the action depicted on it.

Location tiles are shown in two states: Basic side and Developed side.

- Basic side:** Features a valley landscape with a basket. The tile action is $\text{wood} +1 \ \& \ \text{metal} +1$.
- Developed side:** Features a valley landscape with a basket and a crest. The tile action is $\text{wood} +1 \ \& \ \text{metal} +1$. It also includes a **Crest Bonus** of +1 and a **Piggybacking Bonus** of +1.

✕ Contract Tiles

Score Victory Points and gain Gold gold by spending the Resources required to complete the Contract.

Contract tiles are shown with the following details:

- Contract Term:** 1 | contract
- Required Resources:** $\text{wood} \times 2$, $\text{metal} \times 1$, $\text{gear} \times 1$
- Victory Points:** 1 VP
- Value in Gold:** 1 gold

SETTING UP THE GAME

✖ Prepare The City

- 1 Shuffle and randomly place the 16 Location tiles, basic side up, forming a 4x4 grid in the center of the table.
- 2 Place Price markers on each airship's Price List in the space appropriate for the number of players in your game.
- 3 Separate the three 2nd & 3rd Stage Bonus tiles from the four 4th & 5th Stage Bonus tiles and shuffle each set facedown. Then, place two 2nd & 3rd Stage Bonus tiles faceup in the appropriate spaces on the Stage Track. Do the same for the 4th & 5th Stage Bonus tiles. Remove the unused Stage Bonus tiles from the game.
- 4 Place Victory Point markers at the start of the Round Track. Place the Round marker on space 1 of the Round Track.
- 5 Shuffle the 20 Contract tiles facedown and place them next to the Donation Board, forming the Contract deck. Then, take the top 5 tiles and place them faceup next to the deck as available Contracts.
- 6 Randomly choose the first player and give them the First Player marker.

NOTE: The first player does not change throughout the game!



✖ Prepare Your Depot

- 7 Choose a color and take its matching Player Board, 4 Crew tokens, 20 Donation markers, 1 20/40 Victory Point marker, 4 Resource markers. Players also take 4 Renovation tiles (1 of each type), and 3 Bonus Effect tiles (1 of each type).
- 8 Place 2 Crew faceup on the Harbor Action tile.
- 9 Place Resource markers on space 2 of each of the Wood, Metal, and Gold Resource Tracks. Place a Resource marker on space 3 (for the first player), space 4 (for the second player) or space 5 (for remaining players) of the Gear Resource Track.
- 10 Place 4 Renovation tiles Front side up so they each cover spaces 11-20 of its corresponding Resource Track.
- 11 Place the remaining 2 Crew, 3 Bonus Effect tiles, 20 Donation markers, and the 20/40 Victory Point marker next to your Depot.

GAME OVERVIEW

Airship City is played over 5 Stages, each composed of 4 Rounds. Players take turns, beginning with the first player and proceeding clockwise.

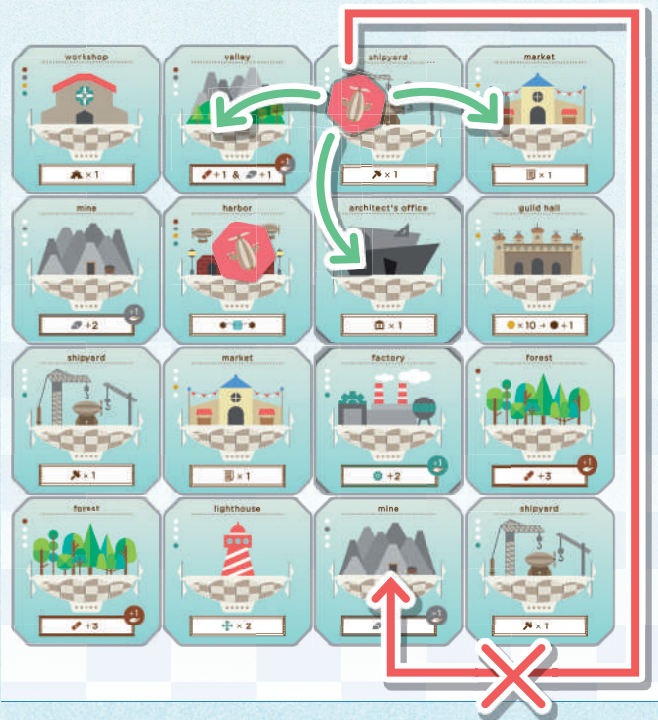
The Round ends once all players have taken a turn. Move the Round marker 1 space forward along the Round Track and begin the next Round.

✖ Crew Activation

During your turn, you must Activate each of your Crew by moving them 1 space to an adjacent Location tile. After moving, your Crew may choose to perform the Action depicted on its tile. (See *Location Tiles, Pg.9*).

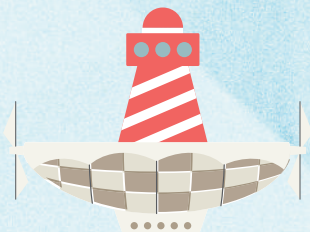
NOTE: Your Crew cannot move diagonally. Players must perform the entire activation for each crew one at a time.

Example: Fox's Crew begins its turn on the Shipyard tile. From here, it may move to either the Valley, Market, or Architect's Office tile. It may not move to the Mine, because that tile is not considered to be adjacent.

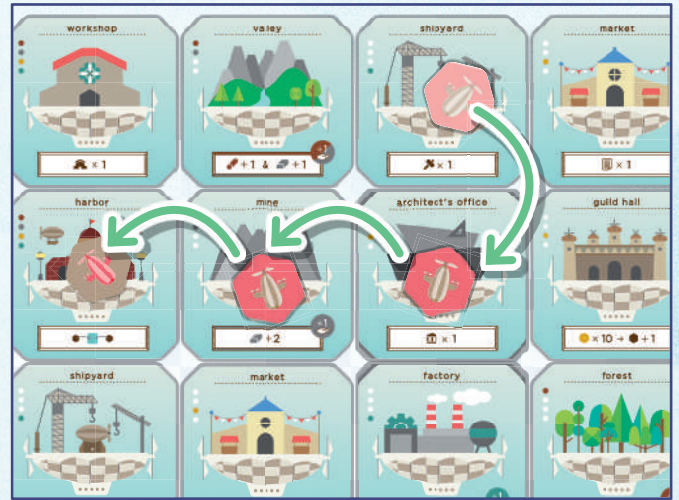


If you move a Crew to a tile in which one of your Crews is already present, do not perform that tile's Action. Instead, move your Crew 1 additional space. Your Crew may then perform the Action of the tile it ends on.

NOTE: Other players' Crews don't affect your movement.



Example: Fox wants to move from the Shipyard to the Architect's Office, but he already has a Crew there. He continues to the Mine, but again has another Crew. Finally, his active Crew ends its movement on the Harbor tile.

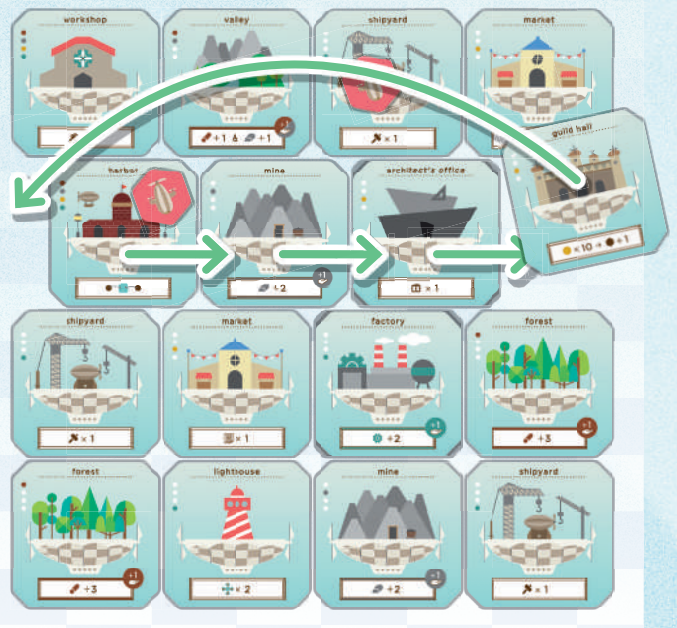


After a Crew completes its movement, flip that Crew token facedown to indicate it has performed its move. All Crews are flipped faceup at the end of every Round.

✖ Manipulating The Grid

At any time during your turn, you may spend 1 gear icon to slide all Location tiles in a single row or column 1 space in the direction of your choice. The Location tile that leaves the grid is replaced at the opposite end. You may do this multiple times, at the cost of 1 gear icon each time.

Example: Fox wants to move a Crew from the Harbor to the Guild Hall. He spends 1 gear icon to shift all the tiles in his row 1 space to the right. This pushes the Guild Hall tile off the grid. It is replaced on the left and is now adjacent to his Crew.



✖ Fulfilling Contracts

At any time during your turn, you may complete Contracts you've acquired (See *Market, Pg.9*) by spending the required Resources.

Place completed Contract tiles in the Completed Contracts space on your Depot. Immediately score the VP and gain the ● depicted on the tile.

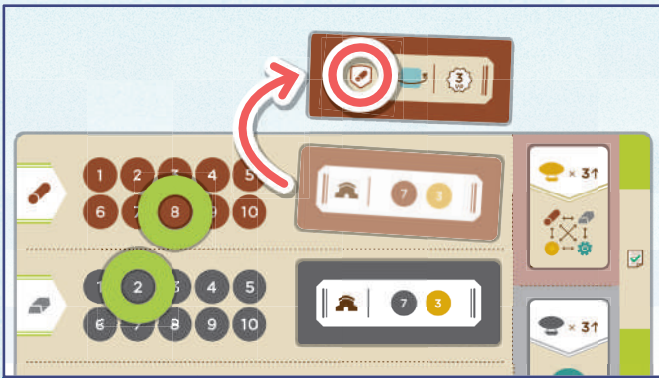
You may complete multiple Contracts during your turn.

Your turn ends after all of your Crew has been activated and you have no other Actions to perform.

✖ Crest Bonus

Performing an Action on a Developed Location tile grants you the additional Resources displayed on its Crest Bonus if you have unlocked its matching Renovation tile from your Depot (See *Workshop, Pg.10*).

Example: Fox uses the Workshop to unlock his Wood Renovation tile. From now on, if any of his Crew performs an Action on a Developed tile with 🪵, he collects +1 🪵.



🪵 +1	Gain 1 Wood	👑 +2	Gain 2 Gold
🏭 +1	Gain 1 Metal	⚙️ +1	Gain 1 Gear
👑 +1	Gain 1 Gold	🪵 +1	Gain 1 Wood OR Metal
🪵 +1	Gain 1 Wood, Metal, Gold OR Gear		

NOTE: You may only receive the Resource type that matches the color of your unlocked Renovation tile.

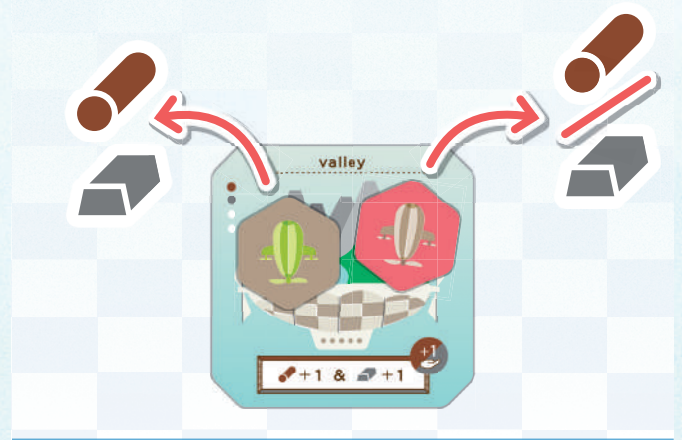
✖ Piggybacking Bonus



When another player performs an Action that allows them to gain Resources on a tile in which one of your Crew is present, you may receive the Piggybacking Bonus depicted on that tile. Multiple players may receive the Piggybacking Bonus at the same time.

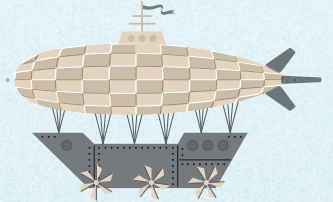
NOTE: This does not reduce the number of Resources the original player receives.

Example: Tiffany's Crew performs an Action on the Valley tile and gains 1 🪵 and 1 🏭. As Fox also has a Crew here, he gains 1 🪵 or 🏭.



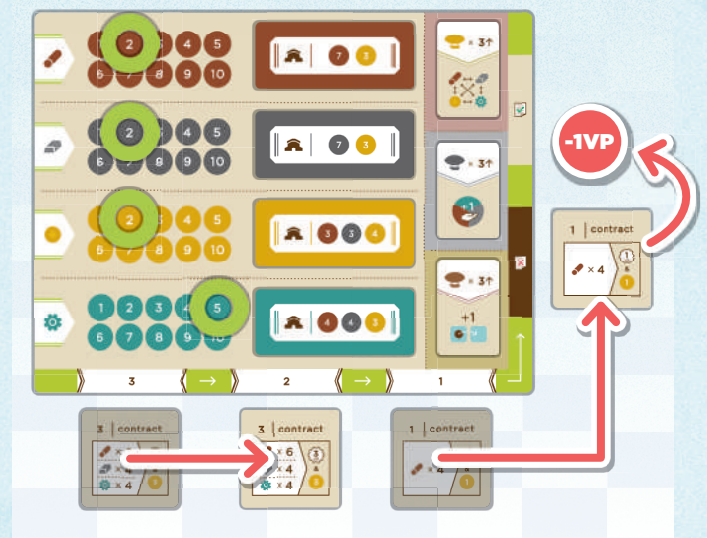
✖ Upkeep

At the beginning of a new Stage (excluding the 1st Stage), each player:



- ✖ Receives the bonus depicted on that Stage Bonus tile, then flip the Stage Bonus tile facedown.
- ✖ Flips any Bonus Effect tiles they may have on their Depot faceup (See *Bonus Effect Tiles, Pg.11*).
- ✖ Slides all incomplete Contract tiles 1 space to the right along their Contract Term Track.
- ✖ Loses Victory Points equal to the VP depicted in any Contract tiles that are moved into the Failed Contracts space.

Example Contract Tile Movement



LOCATION TILES

✕ Architect's Office

Choose one of the available public utilities on the Donation Board and spend its required Resources to build it.



Place 1 in an available Donation space of this public utility.

Gain the Victory Points depicted on this public utility.

If any player has more for this public utility than the others, that player keeps 1 in the Construction Majority space to denote that. If players are tied, remove any from the Construction Majority space.

✕ Resource Generators

■ Factory



Gain 2 Gears.

■ Mine



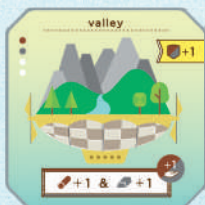
Gain 2 Metal.

■ Forest



Gain 3 Wood.

■ Valley



Gain 1 Wood AND 1 Metal.

✕ Guild Hall



Spend 10 to hire a Crew. Place a new Crew token facedown on the Harbor tile.

This new Crew cannot be activated until the next Round.

✕ Harbor



Immediately return all of your Crew to the Harbor.

Any Crew that has not activated may still move and perform their Actions this Round.

✕ Lighthouse



Slide all Location tiles in a row or column 1 space in the direction of your choice. Perform this Action up to 2 times.

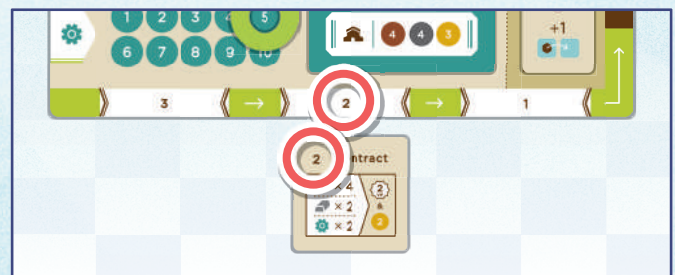
NOTE: Tiles that leave the grid should be placed in the now empty grid space on the opposite side.

✕ Market



Take 1 available Contract tile and place it under the numbered space of your Depot's Contract Term Track that matches the number in the upper left corner of the chosen tile.

Draw a new tile from the Contract deck and place it faceup with the other available Contract tiles. If the Contract deck runs out, it can no longer be replenished.



NOTE: There is no limit to the number of Contracts a player may have at a time.

✕ Shipyard



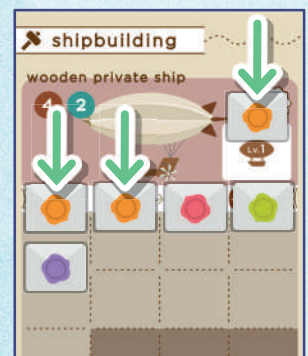
Choose one of the available airships on the Donation board and spend its required Resources to build it. Then, choose whether to Donate or Sell it.

■ Donate

Place 1 in an available Donation space of this airship.


From now on, you may benefit from this airship's Donation Discount (See *Airships, Pg.10*).

Gain the Victory Points depicted on this airship.



If any player has more for this airship than the others, that player keeps 1 in the Shipbuilding Majority space to denote that. If players are tied, remove any from the Shipbuilding Majority space.

Sell

Gain the number of  indicated on this airship's Price List space where the Price marker is located. Move the Price marker 1 space down the track. Once the marker reaches the bottom space of the Price List, it cannot move any further.

wooden private ship Lv.1 3	metal private ship Lv.1 3	wooden residential ship Lv.2 6	metal residential ship Lv.2 6	wooden cargo ship Lv.3 9	metal cargo ship Lv.3 9
3	3	6	6	9	9
2	2	5	5	8	8
1	1	4	4	7	7

NOTE: Tourist airships  cannot be sold.

Workshop

Spend the required Resources to unlock an available Renovation tile from your Depot. Flip this tile facedown and set it aside. Then, perform the following:



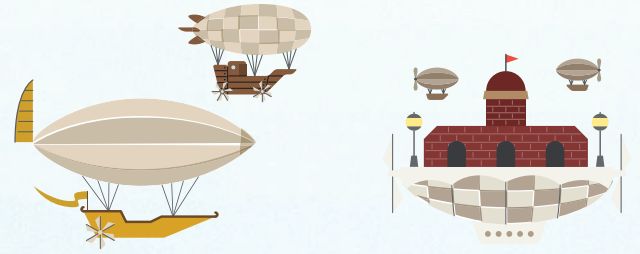
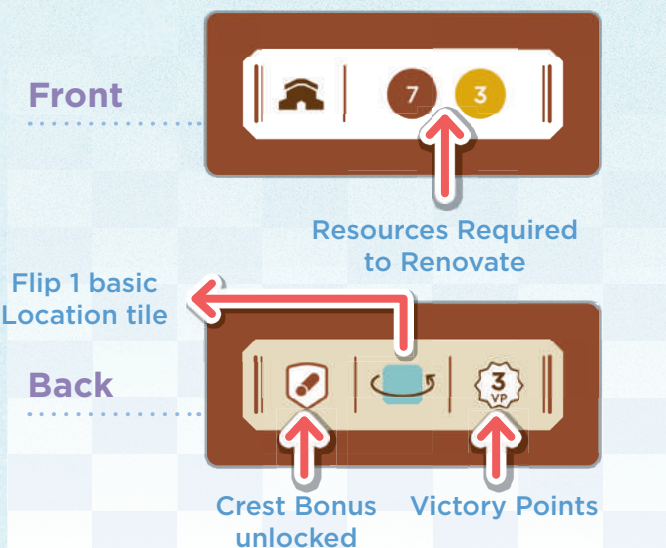
✦ Choose and flip over 1 Basic Location tile matching the Crest Color depicted on your Renovation tile to Develop it (*See Location Tiles, Pg.5*).

✦ Score 3 VP

From now on, any time you perform an Action on a Developed tile with a Crest Color that matches your unlocked Renovation tile, you may collect the Resource depicted.

You may now hold up to 20 of that Resource.


NOTE: Corresponding Crest Colors are depicted as colored dots on the top left of the Location tile.





AIRSHIPS

The various types of airships players build allow residents a way to get around Airship City.

Do you sell these airships for valuable gold to expand your business, or donate them to gain the favor of your city officials and earn victory points? The choice is yours.



NOTE: Building higher tier airships will require at least 2  in the contribution spaces of a lower tier airship of the same type.

Wooden Private Ship




Level	Cost	VP	Prerequisite
1	4  2 	1	N/A



Donation Discount:



Performing the Shipyard's Action costs 1 less  for each  you have in this airship's Donation and Shipbuilding Majority spaces.

Wooden Residential Ship




Level	Cost	VP	Prerequisite
2	8  4 	2	2x 

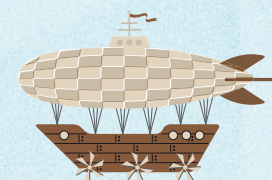


Donation Discount:



Performing the Workshop's Action costs 1 less  for each  you have in this airship's Donation and Shipbuilding Majority spaces.

Wooden Cargo Ship

Level	Cost	VP	Prerequisite
3	14  7 	3	2x 

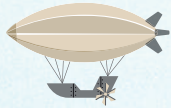


Donation Discount:

Performing the Architect's Office's Action costs 2 less  for each  you have in this airship's Donation and Shipbuilding Majority spaces.

Metal Private Ship

Level	Cost	VP	Prerequisite
1	3 2	1	N/A



Donation Discount:

Performing the Shipyard's Action costs 1 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

Sightseeing Ship

Level	Cost	VP	Prerequisite
1	2 2 2	1	N/A

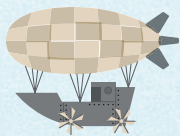


Donation Discount:

Performing the Workshop's Action costs 1 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

Metal Residential Ship

Level	Cost	VP	Prerequisite
2	6 4	2	2x Lv.1



Donation Discount:

Performing the Workshop's Action costs 1 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

Passenger Ship

Level	Cost	VP	Prerequisite
2	4 4 4	2	2x Lv.2

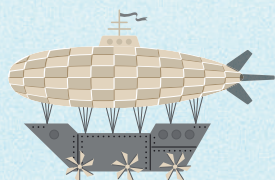


Donation Discount:

Performing the Guild Hall's Action costs 1 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

Metal Cargo Ship

Level	Cost	VP	Prerequisite
3	11 7	3	2x Lv.2

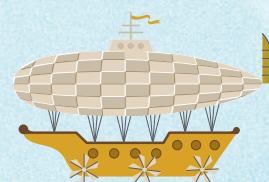


Donation Discount:

Performing the Architect's Office's Action costs 2 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

Luxury Cruise Ship

Level	Cost	VP	Prerequisite
3	7 7 7	3	2x Lv.3



Donation Discount:

Performing the Architect's Office's Action costs 2 less for each you have in this airship's Donation and Shipbuilding Majority spaces.

BONUS EFFECT TILES



Once you fulfill the specific prerequisite of one of your Bonus Effect tiles in reserve, place it faceup on its corresponding space on your Depot.

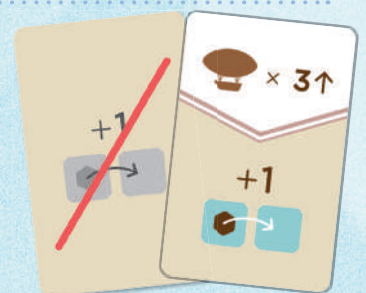
Each Bonus Effect tile can be used once per Stage. Flip the tile facedown to perform its special Action. On the next Upkeep phase they will all be refreshed.

✖ Long Distance Flight

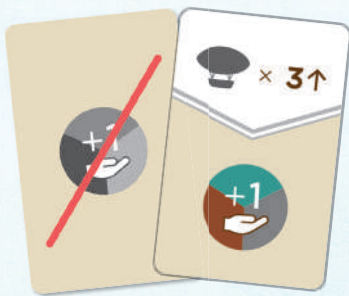
Prerequisite: You must have 3 or more in Donation spaces.

Effect: When moving one of your Crew, you may use this Bonus Effect to move that Crew 1 additional space.

NOTE: You may not perform the Action of the tile you passed through.



✖ Skilled Negotiator



Prerequisite: You must have 3 or more in Donation spaces.

Effect: When receiving a Piggybacking Bonus, you may use this Bonus Effect to increase the number of Resources you collect by 1.

✖ Barter



Prerequisite: You must have 3 or more in Donation spaces.

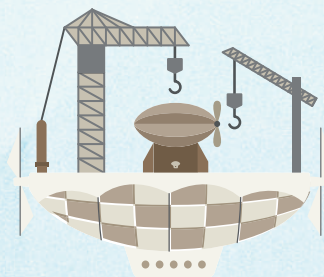
Effect: You may use this Bonus Effect to exchange 1 of any Resource you own for 1 Resource of your choice.

ENDING THE GAME

At the end of every Round in the 5th Stage, check if **any** of the following three end-game conditions have been met:

- ✖ have been placed in all 9 Shipbuilding Majority spaces on the Donation Board.
- ✖ have been placed in 3 of the Construction Majority spaces on the Donation Board.
- ✖ Round 20 has ended.

NOTE: 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

When any of the end-game conditions have been met, the game ends and players proceed to scoring. Each player totals all their VP including end-game Contribution Awards. The player with the most VP wins!

In the case of a tie, whichever player has the most total Resources (/ / /) remaining is the winner. If players also tie for remaining Resources, whichever player has the most is the winner.

✖ Contribution Awards

Players gain additional VP at the end of the game if they meet the following requirements.

NOTE: Players with zero contributions in any given category do not gain VP.

■ Shipbuilding

shipbuilding		
	1st	2nd

6 VP: The player with the most in Shipbuilding Majority spaces.

3 VP: The player with the second most.

■ Construction

construction		
	1st	2nd

4 VP: The player with the most in Construction Majority spaces.

2 VP: The player with the second most.

■ Trade

trade		
	1st	2nd

2 VP: The player with the most completed Contract tiles.

1 VP: The player with the second most.

If there is a tie for first place, add the VP for first and second place and divide the total equally between the tied players (rounding down). In this instance, players in second place do not gain VP.

If there is a tie for second place, divide the VP for second place evenly between the tied players (rounding down).