



1 – 5 PLAYERS · 60 – 90 MINUTES · AGES 14+ · COMPETITIVE

*“The world is bigger and older than you know. And far more magical!
The question is: Do you have eyes keen enough to see it?
Or a spirit strong enough to brave it?
And most importantly, do you have a captain bold enough to lead you?”*

Wonders abound, and taking travelers to see them is a booming business. Who better to lead these newcomers on a marvelous adventure than a weatherworn captain who knows the patterns and weaves of the Braided Sky. If you want to make it big in magical travel, you need three things: wonders to explore, tourists to take, and powerful tapstones to keep your ship in the air. As you dive through the clouds and explore the wild places of land and sky, doors will open to all three. Fame and fortune await! Do you have what it takes to be the next Commodore of the Clouds?

OVERVIEW AND GOAL

In Braided Skies, you take on the role of an airship captain in the Shallows, seeking to build the greatest magical travel company in the Northlands. Your mission involves exploring land and sky for new wonders, maintaining and upgrading your travel company operations, and picking up tourists—all while maintaining a steady supply of tapstones, the magical gems that fuel the Northlands. Gather the most fame to be the next successful Commodore of the Clouds.

TABLE OF CONTENTS

Overview and Goal	1	Using Crewmates	14
Components	2	The Wonder Tracks and Objectives	15
Setup	4	Encounter Cards	16
Gameplay Overview	7	Harvest Die Rolls	17
Deploying Drop Ships	7	End of Game	17
Recalling Drop Ships to Activate Outfittings	12	Final Scoring	18
		Outfitting Card Reference	19

COMPONENTS

SHARED COMPONENTS

1 game board with 2 cloud overlay boards
and 2 cloud trays



10 large cloud tiles



7 small cloud tiles



12 outpost tiles



25 encounter cards



36 outfitting cards



27 wonder cards (9 for each wonder type)



8 starting wonder cards



15 fame tokens



60 tapstone tokens (20 each of yellow, blue, and red)



20 tourist tokens



2 harvest dice (D8)



1 starting player token



PLAYER COMPONENTS

5 player mats (1 per player)



15 drop ships (3 per player)



15 crewmates (3 per player)



15 harvesters (3 per player)



5 captain pawns (1 per player)



15 wonder track tokens (3 per player)



5 fame track tokens (1 per player)



30 outpost tokens (6 per player)



5 grit track tokens (1 per player)



5 captain mats (1 per player)



10 player reference cards (2 per player)



For colorblind friendliness, you may use these stickers to mark all tokens of a chosen color to differentiate it from the others.



The solo mode components are listed in the  Automa rulebook. Replacement parts can be requested on the form at stonemaiergames.com/replacement-parts.



SKIP THE RULEBOOK!

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The Interactive Play-Along Tutorial will guide you through the game step-by-step. Open DIZED and start playing now!

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You can skip the rulebook and instead watch a rules video at stonemaiergames.com/games/BraidedSkies/media-reviews or use a Dized interactive tutorial.



SETUP

SHARED COMPONENTS

- 1** Place the main board and cloud trays in the center of the table. Put the blue cloud board on the main board. Then place the white cloud board on top.
- 2** Shuffle the small cloud tiles. Place 1 face down over each of the 3 bottom collection ports, then return the rest unseen to the box.
- 3** Shuffle the large cloud tiles. Place 1 face down over each of the 3 small cloud tiles and the 3 middle collection ports, then return the rest unseen to the box.
- 4** Keeping the starting wonder cards separate, sort the wonder cards into 3 decks according to their backs. Shuffle each of the 3 wonder decks separately and place them face up at their respective wonder port next to the corresponding wonder track.



Small cloud tiles cover the lowest collection ports.



Large cloud tiles cover the middle collection ports and the small cloud tiles.



- 5** Shuffle the encounter deck and place it face down on the board on the space with the  icon.
- 6** Shuffle the outpost tiles and return them to the cloud tray. Draw 3 tiles and add 1 face up to each of the top-level collection ports.
- 7** Shuffle the outfitting cards and place the deck face down next to the cloud tray. Then reveal 4 cards face up at the Free Flyer's Guild.
- 8** Fill the fame token supply area with fame tokens.
- 9** Fill the tapstone token supply area with tapstones (yellow, blue, and red).
- 10** Fill the tourist supply area with tourists.
- 11** Randomly select a starting player. Give this player the starting player token.

C



PLAYER COMPONENTS

Each player selects a captain and gains all tokens in their color. Return any unused captain mats and their tokens to the box.

1. Shuffle the player mats and give one to each player.
Return any unused player mats to the box.
2. Shuffle the starting wonder cards and give one to each player. Return the rest to the box.
3. Place your player mat and captain mat in front of you.
4. Place the rest of your components as follows.

On (or next to) your captain mat and player mat:

- A** Place your captain pawn token on your captain mat.
- B** Place each of your 3 drop ships on their corresponding space (distinguishable by the flags).
- C** Place your 6 outpost tokens above your captain mat.
- D** Place your grit token on space 2 of the grit track.

E Gain 1 tapstone of each color (yellow, blue, and red) and place them on the corresponding slots on your outfittings.

F Draw 1 encounter card and place it face up to the left of your captain mat.

G Place your starting wonder card at the topmost location of your itinerary.

On the main board:

H Place 1 of your wonder track tokens at the bottom of each wonder track.

I Place your fame track token on the 0 space of the fame track.

J Place your 3 harvesters in Thunder's Workshop.

K Place your 3 crewmates in the Cracked Flagon.



GAMEPLAY OVERVIEW

Throughout the game, you'll strategically deploy your 3 drop ships onto the main board to harvest resources, then recall them to your player mat to activate outfittings. Upgrade your player mat to expand tapstone storage and enhance your company's operations. Add harvesters and crewmates to your drop ships to gain placement bonuses. Collect tapstones at collection ports and keep them on your player mat (to potentially gain fame whenever you recall your drop ships) until you then spend them to perform actions, gain wonders, and advance along the wonder tracks (all benefits that can also gain fame).

Whenever you gain fame (👑), advance along the fame track at the top of the board.



HOW TO PLAY

- Take turns in clockwise order, beginning with the starting player.
- On your turn, you may either **deploy** 1 drop ship on the main board or **recall** all deployed drop ships. If you cannot deploy a drop ship, you must recall.

DEPLOYING DROP SHIPS

Select a drop ship from your player mat and deploy it to a port. **Collection ports** (*Zephyr's Cinders*, *Rainbow Geyser*, and *Magnus Carousel*, as well as ports to be explored) allow you to harvest tapstones and pick up tourists, while **wonder ports** let you discover culture, scenic, and adventure wonders. **Specialized ports** (*Thunder's Workshop*, the *Cracked Flagon*, the *Underground Market*, and the *Free Flyer's Guild*) provide additional ways to enhance your operations and expand your strategy.

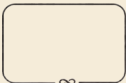
All ports contain 👤 and/or 🏠. If you have a crewmate or harvester on the deployed drop ship, you may gain the corresponding bonus as noted on the port. (All your drop ships start without upgrades.)



The left drop ship has only a crewmate, the middle drop ship only has a harvester. The right drop ship is fully upgraded with both.

Try to upgrade each drop ship fully to maximize your additional benefits during the game!

When deploying a drop ship, consider the following iconology:

- If a printed drop ship shape is shown 🚢🚢🚢, you may only use the matching drop ship.
- If an **infinity symbol** (∞) is shown, an unlimited number of drop ships from any player can be deployed to that location (even multiples of your own drop ships on "any ship" locations).

- If the port frame does **not** show an infinity symbol, exactly one drop ship of any player can be deployed there. Afterward, the spot is blocked for all players until the drop ship is recalled.


DEPLOY ONTO THE COLLECTION PORTS

1 PLACE: Place a drop ship onto a collection port. It **must** match the ship type printed on the collection port. You may deploy the drop ship to a port on a lower layer if the port is already revealed. There is no cost to place a drop ship on a collection port.



2 EXPLORE: If your drop ship contains a harvester, a crewmate, or both (you won't have either on your first turn of the game) **AND** there is a cloud tile vertically adjacent to the collection port, remove the cloud tile (☁️) and read its event text (hidden on the back of the tile) out loud. Resolve all benefits from the event, then discard the cloud tile to the box.

If the exploration reveals a new outpost space, place a random outpost tile (from the tray) face up on the corresponding space in the newly discovered collection port.

Explore! This drop ship has a crewmate, therefore the vertically adjacent cloud tile is removed and its event resolved!



If an outpost space is revealed during exploration, place a random outpost tile (face up).

3 GAIN BENEFITS: Resolve the following steps in order. Place all tapstones and tourists gained during these steps into the cargo hold of the deployed drop ship on your player mat.

A CORE BENEFITS: Gain the core benefits of the port. These may include grit, specific tapstones, tourists, harvest die rolls (see page 17), and leftover tapstones and tourists from previous visits by any player. If the core benefit shows a "/" you have to choose which benefit you gain.

B HARVESTER: If the drop ship has a harvester (🪄), gain the benefit shown (see *Harvest Die Rolls*, page 17).

C OUTPOST: If you have an outpost token (🏠) at the collection port, gain the outpost benefit show (see *Outposts*, page 9).

A Core Benefits

Gain all stones shown in the core benefit box of the collection port. In this example, the green player gains a red tapstone and one grit.



B Harvester

The harvester is an upgrade component to the drop ship and provides a bonus at each collection port. In this example, the green player has a harvester and therefore gains a choice of either a yellow tapstone or the roll of a harvest die.

C Outpost

If you have an outpost token on the outpost space, gain the benefit. In this example, the green player draws an encounter card.

- 4 PROCESS:** Now that your cargo hold is filled with tapstones and tourists, you transfer them onto free spaces on outfittings in your player mat (this also includes the preprinted outfittings). The following rules apply:
- If a space on a card has a **specific tapstone** or tourist symbol, **ONLY** that type can be placed there.
 - If a space on a card contains a **wild icon** , **ANY** tapstone or tourist can be placed there.
 - If you place a tapstone or a tourist in the **same row** as the cargo hold, the placement has no cost.
 - If you place a tapstone or a tourist in a **different row** than the cargo hold, you must pay 1 grit (per tapstone or tourist). If your grit is at zero, you may not place tapstones or tourists in rows other than your active cargo hold.
 - Finally, return all tapstones and tourists you didn't place on outfittings **to the collection port** from which they were taken (where your matching drop ship is currently located). On future turns, any player who goes to that spot can take the leftover tapstones and tourists. At the end of your turn, you won't have any tapstones or tourists left in your cargo hold.

Tapstone/tourist transfers to the same row are free. Pay 1 grit to move the the tapstone/tourist to any other row.



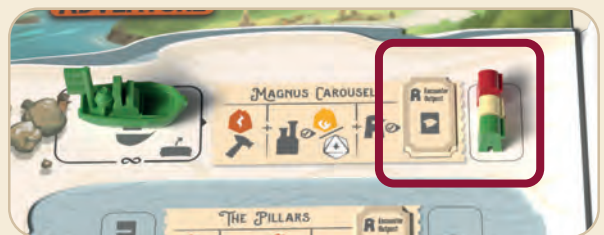
OUTPOSTS

BUILDING AN OUTPOST: When you activate a specific outfitting in your player mat (see *Recalling Drop Ships to Activate Outfittings*, page 12) or gain the outpost bonus on a wonder track (see *Deploy to Wonder Ports*, page 10), you may place an outpost token from your supply to a collection port where you don't already have an outpost (even if other players have outposts there).

From now on, whenever you deploy a drop ship to the corresponding collection port, you may gain the outpost bonus.

There are 2 types of outpost bonuses:

- Score 1 fame for a specific wonder symbol in your **itinerary**.
- Gain the shown benefit (an encounter card, a tourist, or a specific tapstone).



DEPLOY TO WONDER PORTS

Deploying ships to wonder ports enables you to gain access to new wonders and rise higher on the wonder tracks. You must have the required resources to deploy to a wonder port.

1. Place a drop ship on a wonder port (culture (🏺), scenic (🌄), or adventure (📖) wonders).

Cost
Pay the required combination by discarding tapstones and tourists from anywhere on your player mat. Costs are always shown on a dark gray background.

Immediate Bonus!
Gain the bonus when you receive the card. In this example, advance 2 times on the culture (🏺) wonder track and 1 time on the adventure (📖) wonder track.

Captain token benefit

2. Pay the required combination of tapstones and tourists shown on the left side of the topmost wonder card by discarding them from **anywhere** on your player mat.
3. If the drop ship has a crewmate, gain the benefit shown on the right side of the port.
4. If the wonder port contains fame tokens (placed there by an event), return the fame tokens to the token supply and gain that many fame.
5. Gain the wonder card, and place it into your **itinerary** on the right side of your player mat. Place it so that it covers any previous wonder cards except for the symbols on the top row. These symbols can score you fame during the game and at game end.
6. Gain the instant benefits (⚡) as shown in the lower center of the wonder card. This typically involves advancing on the wonder tracks (see *The Wonder Tracks and Objectives*, page 15) and/or gaining fame.
7. The newly gained wonder card is now active. As long as its benefit remains exposed, it provides either an ongoing benefit or a possible captain token benefit (🌟👤) during recall turns, as depicted on the bottom of the card (see *Recalling Drop Ships to Activate Outfittings*, page 12). The benefit on your starting wonder card is positioned so it is always exposed.

Your itinerary consists of your collected wonder cards. The top-most (starting wonder card) and the bottom-most card are the active cards. They each provide unique benefits. You will want to strategically collect wonder symbols.

DEPLOY TO THE TOMTOM FESTIVAL

1. Place a drop ship at the *Tomtom Festival*.
2. Pay 4 tourists (👛) to gain 9 fame and advance once on each wonder track.
3. If the drop ship has a harvester and/or crewmate, gain the matching bonus benefit(s).



DEPLOY TO THE UNDERGROUND MARKET

1. Place a drop ship at the *Underground Market*.
2. Choose 1 of the 3 options, pay the combination of tapstones (🔥) or tourists (👛) by discarding them from anywhere on your player mat, and gain the corresponding fame. The middle row requires a matched pair of tapstones or 2 tourists to gain 3 fame.
3. If the drop ship has a harvester and/or crewmate, gain the matching bonus benefit(s).



DEPLOY TO THE FREE FLYER'S GUILD



1. Place a drop ship at *Free Flyer's Guild* port and pay the cost (1 grit (🔨) and 1 yellow tapstone (🔥)).

OPTIONAL: Before you select a card, you may discard the bottom left card in the market, slide the remaining cards (from the top left, following the arrows), and add a new card to the top left.

2. Gain 1 face-up outfitting card from the market and place the card on an the leftmost empty space in any drop ship's row on your player mat. Gain the benefit it covers. Immediately refill the card market, sliding the cards as indicated by the arrows on the board. If you have no empty space left on your player mat, you cannot deploy a ship to this port.
3. If the drop ship has a crewmate, gain an encounter card.



NOTE: Placing a drop ship at the *Free Flyer's Guild* port is the only way to gain a face-up outfitting card. If you gain an outfitting card in any other way draw it from the top of the deck. If the deck is ever empty, shuffle the discard pile to form a new deck.

DEPLOY TO THUNDER'S WORKSHOP



1. Place a drop ship at *Thunder's Workshop* port and pay the cost (1 grit (🔨) and 1 blue tapstone (💧)).
2. Gain 1 of your harvesters and install it on **any** of your drop ships without a harvester. It does not matter whether the drop ship is on your player mat or deployed to a port. If the drop ship is deployed, it does not gain any bonus benefit. Each drop ship may have only 1 harvester.
3. If the deployed drop ship has a crewmate, advance 1 on any wonder track.



DEPLOY TO THE CRACKED FLAGON



1. Place a drop ship at the *Cracked Flagon* port and pay the cost (1 grit (🔨) and 1 red tapstone (🔥)).
2. Gain 1 of your crewmates and install it on **any** of your drop ships without a crewmate. It does not matter whether the drop ship is on your player mat or deployed to a port. If the drop ship is deployed, it does not gain any bonus benefit. Each drop ship may have only 1 crewmate.
3. If the deployed drop ship has a harvester, gain 2 grit (🔨).



RECALLING DROP SHIPS TO ACTIVATE OUTFITTINGS

On your turn, you may **recall** all your deployed drop ships back to your player mat. If all drop ships are deployed, then you **must** take a recall turn. Players' sequential recall turns can be taken simultaneously.

Anytime during a recall, you may use crewmates and your captain to help with your strategy (see *Using Crewmates*, page 14).

To recall, do the following in order:

1. Select any one of your drop ships on the main board. Move the drop ship from the main board back to its corresponding row on your player mat.
2. In any order, activate outfittings in the row of the recalled drop ship. Before you gain the benefit of an outfitting, **all slots** on it must be filled with tapstones, tourists, crewmates, or your captain pawn; some outfittings may also have grit costs.
3. Once you activated all available outfittings in the drop ship's row, repeat steps 1 and 2 with your other deployed drop ships on the main board until all drop ships have returned. Then proceed to step 4.
4. After you recall all your drop ships, return your captain pawn back to the captain mat and all crewmates back to their respective drop ships.

***Tip for faster play:** As you become more familiar with the game, the next player may begin their turn while you take your recall turn.*



If an outfitting shows specific tapstones (here red and blue), you must have those stones in place to take the action. However, crewmates and the captain pawn may be used in place of a tapstone (or tourist).



If an outfitting shows a crewmate, that row's drop ship must have a crewmate installed to take the action, and it must not have been used for another outfitting this turn. However, the captain pawn may be used in place of a crewmate.



Equipped with a small wind engine, a drop ship can go where larger vessels cannot. This makes visits to Wonders and the harvesting of tapstones much more efficient. A must-have for any self-respecting touring company.

Note the following rules when activating outfittings:

- Do not discard any tapstones, tourists, or crewmates when activating an outfitting card.
- If a slot contains a crewmate icon, it can only be activated by the crewmate from that row's drop ship or by your captain pawn (see *Using Crewmates*, page 14). Place the crewmate/captain pawn on the slot.
- You can place your captain pawn exactly once during a recall turn.
- You may use the crewmate of the ship or the captain pawn in place of a tapstone or a tourist.
- If you gain tapstones or tourists while recalling, you must place them on an open space in **any** drop ship row (you do not have to pay grit). If you cannot place it, you don't gain it.

For the top row, on the leftmost outfitting you will gain either a harvester on any drop ship that doesn't have one or advance on a wonder track. On the middle outfitting you will gain a tourist. Do not gain anything from the rightmost outfitting.

For the center row, on the leftmost outfitting you will gain 2 grit.

For the bottom row, do not gain anything from the leftmost outfitting because one of its slots does not have a token. On the middle outfitting, advance on the adventure wonder track.



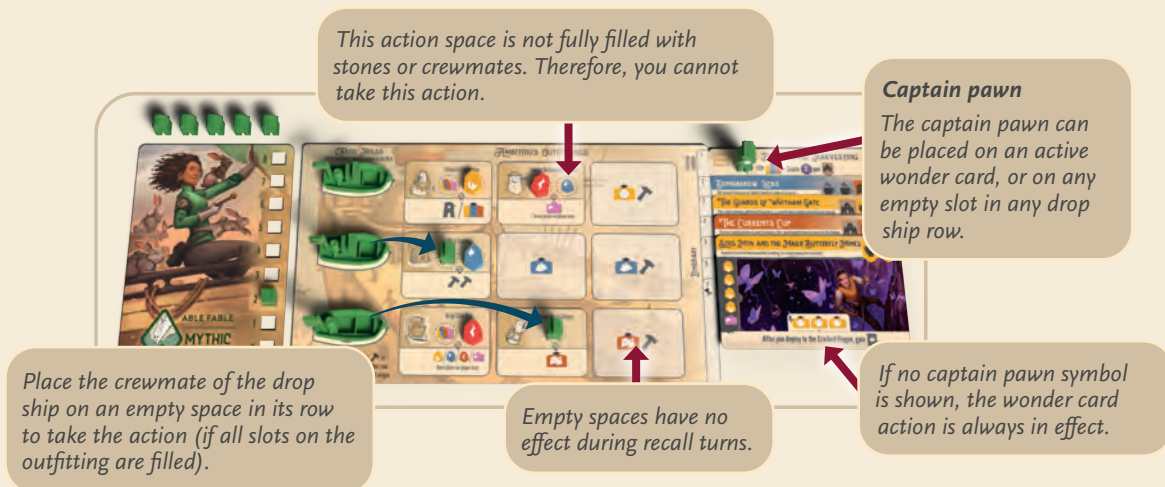
On a recall turn, you may recall your drop ships in any order. Likewise, for each drop ship, you may activate the outfittings in its row in any order.

Tip: Carefully plan the order by which you recall your drop ships as they may be able to chain actions between different drop ship rows. Some outfittings allow you to generate tapstones or gain tourists. You can then place those tapstones and tourists onto another drop ship row, which you can use to activate outfittings in another row when you return the corresponding drop ship to the player mat. You do not need to pay grit to place tapstones and tourists you gain during recall in another drop ship row.

USING CREWMATES

Any time during a recall, you may use each crewmate **once**. There are 2 types of crewmates:

- 1) Your captain pawn starts the game on your captain mat. The captain pawn can be assigned to any open space on the player mat, including exposed abilities on wonder cards in your itinerary (see below). It will return to your captain mat during your next recall turn, and can then be assigned to any action.
- 2) Crewmates are assigned to a specific drop ship. They can **only** be placed on crewmate or tapstone slots of the outfittings in that drop ship's row.



These are the possible ways to use your crewmates during a recall:

- a) Place a crewmate or your captain pawn on **any** empty tapstone or tourist slot on an outfitting in the crewmate's row. The captain pawn can be placed in **any** row. The placed crewmate takes the place of a tapstone or tourist.
- b) Place a crewmate or your captain pawn on any empty crewmate slot on an outfitting in the crewmate's row. The captain pawn can be placed in **any** row.
- c) Place your captain pawn on the action slot of your active wonder card or starting wonder card.

Tactics Tip: One key aspect of the game is the decision you make between offloading tapstones from your player mat to fulfill wonder cards and recalling your drop ships to activate outfittings. Since the player mat requires the power of the stones to activate outfittings, you will want to balance the race to gain wonder cards against the "engine building" bonuses of running your player mat.

THE WONDER TRACKS AND OBJECTIVES

Throughout the game you will try to increase your influence and renown in the Northlands by racing up the wonder tracks. You can move up the tracks in the following ways:

- Visiting a wonder port and gaining a wonder card by paying its cost
 - Visiting the *Tomtom Festival* and paying its cost
 - Delivering tapstones or tourists to the *Underground Market*
 - Activating an outpost ability when collecting tapstones at a collection port
 - Activating outfittings on your player mat during a recall
 - Taking the captain pawn action off the active wonder card in your itinerary during a recall
- When you reach or pass a bonus shown on a wonder track, gain it immediately. These bonuses can be grit, outpost tokens, crewmates, harvesters, or encounter cards.
 - When you reach or pass a scoring threshold, fame (some are conditional).
 - When you reach the top of a wonder track, advancing up that track provides no further benefits.
 - At the end of the game, you will gain additional fame depending on your progress on each wonder track and the number of specific symbols in your itinerary.

Game end

When at least 1 token from any player on each wonder track has reached the final scoring threshold, the game end is triggered.

These represent the scoring bonuses at the end of the game. Multiply this number by the number of matching symbols in your itinerary.

Gain points shown when you reach or pass the scoring threshold. Be sure to prepare for the additional conditional scoring criteria.



ENCOUNTER CARDS

Encounter cards provide support to a player by providing an option to gain 2 grit (🔨), a tapstone (🪨), a tourist (🧳), or an immediate one-time ability.

When you draw an encounter card, place it face up to the left of your captain mat. There is no limit to the number of cards you may have. Play an encounter card at any time on your turn (even the same turn you gained the card) by discarding it to gain one of its benefits. **You may play a maximum of 2 encounter cards during a single turn.**

EACH ENCOUNTER OFFERS TWO OPTIONS: Choose one (some have a grit cost on a dark gray background) and gain the benefit. If you gain a tapstone or tourist, either use it immediately to cover a payment or place it on an empty space of an outfitting on your player mat.

Encounter cards can be gained by advancing up the culture wonder track (👤), gaining wonders, activating outfittings, or gaining the benefit of an outpost.

If the encounter deck is ever empty, shuffle all discarded encounter cards to form a new deck.

EXAMPLE USE OF ENCOUNTER CARDS

Scenario A: You play encounter card #25 and choose option B to gain the tourist. You use this tourist together with 3 other tourists from your player mat to deploy a drop ship to the *Tomtom Festival* touring port and pay its costs. You then receive its benefits (9 fame and 1 advance on each wonder track).



Scenario B: You deploy a drop ship to the culture (👤) wonder port. You play encounter card #13 and choose option B (pay 1 grit to gain 3 fame).



HARVEST DIE ROLLS

Harvesting can be unpredictable, and the skies can be turbulent. As you explore deeper into the mainland, you will roll dice to determine which tapstones and tourists you gain. Usually you gain harvest die rolls when deploying to a collection port.

- When you encounter , roll the die and gain the benefit indicated.
- The faces of the eight-sided harvest die include 2 yellow tapstones, 2 blue tapstones, 2 red tapstones, 1 tourist, and 1 encounter card.

END OF GAME

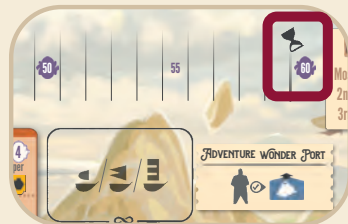
The game end is triggered  when one of the following conditions is met.



On each wonder track, at least 1 wonder track token from any player has reached the final scoring threshold.



1 player has 7 wonder cards in their itinerary.



1 player reaches or passes 60 fame on the fame track.

- When you reach 60 fame, flip your fame track token to its 60 side, move it to the 0 space of the track, and continue to score.

Continue to play until all players have taken an equal number of turns. Then play one more round (each player gets 1 more turn).

Then proceed to the final scoring. Add these points to the fame you already scored during the game. The player with the most total fame is the winner.



Hot Tom is a magical, sweet drink with a rich history in the Northlands. Its explosive properties make it a favorite beverage for all ages and a must-have on Red Jones' flagship, the Morningstar.

FINAL SCORING

- Score the heritage sites in your itinerary.** Players compete to visit the most heritage sites. Compare with all other players who have  symbols in their itinerary and award 16 fame for the most, 10 fame for 2nd most, and 6 fame for 3rd most. If there is a tie, add the relevant award levels together and divide by the number of tied players (round down). If a player has no heritage symbols, they do not gain fame.
- Score each wonder track.** Depending on your position on a wonder track, score each track's bonus 1x, 2x, 3x, or 4x the number of matching symbols in your itinerary (score only the highest achieved bonus you reached on each track).

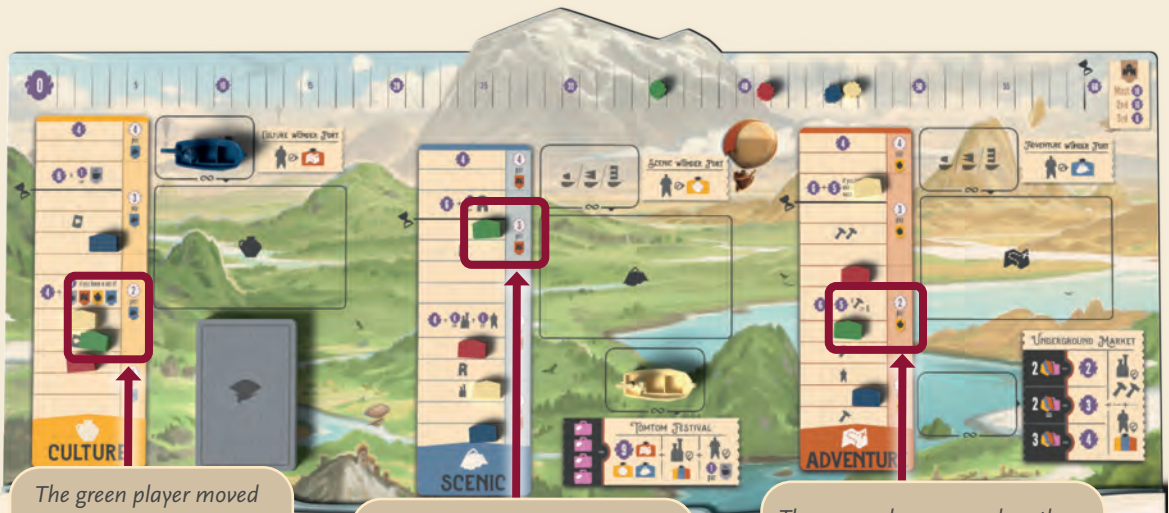


SCORING EXAMPLE



The green player collected 1 heritage icon. This is third most among all players, which scores 6 fame.

The green player has moved up on all 3 wonder tracks. The bonus level reached on each track is multiplied by the number of icons in the green player's itinerary.



The green player moved up the culture wonder track in range of the symbol for 2 fame for each . They have collected 2  symbols in their itinerary.

$$2 \times 2 = 4 \text{ fame}$$

The green player moved up the scenic wonder track in range of the symbol for 2 fame for each . They have collected 5  symbols in their itinerary.

$$3 \times 5 = 15 \text{ fame}$$

The green player moved up the adventure wonder track in range of the symbol for 2 fame for each . They have collected 1  symbol in their itinerary.

$$2 \times 1 = 2 \text{ fame}$$

$$6 + 4 + 15 + 2 = 27 \text{ fame}$$

Add these fame to those already on the main score track (35 for the green player) to determine the winner.

TIEBREAKERS

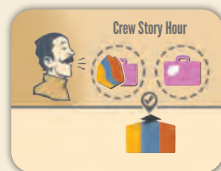
1. The tied player with the greatest number of tapstones remaining on their player mat.
2. If still tied, the tied player with the most wonder cards in their itinerary.
3. If still tied, the tied player with the most grit.

If players remain tied after all 3 tiebreakers, they share the victory.

OUTFITTING CARD REFERENCE



Gain 2 grit.



Move up 1 space on any wonder track.



Gain a tapstone of any color OR a tourist. You must place the tapstone on an open space in any drop ship row. If you cannot place it, you don't gain the tapstone.



Gain a tapstone of any color. You must place the tapstone on an open space in any drop ship row. If you cannot place it, you don't gain the tapstone.



Place an outpost token on an open outpost location OR move up 1 space on any wonder track.



Pay 1 grit to gain 1 fame. You may do this as many times as you like.



Pay 2 grit to move up the corresponding wonder tracks. You may only do this once per recall turn.

Reminder: When you gain tapstones from an outfitting you don't have to pay grit to place them in a different drop ship row.



Tapstone is the resource that keeps the Northlands flying. Harvested on the Mainland and in the Shallows, these tangled stones fuel everything from household echo box receivers to powerful wind engines used on every airship.

TABLE OF CONTENTS

Overview and Goal	1	Using Crewmates	14
Components	2	The Wonder Tracks and Objectives	15
Setup	4	Encounter Cards	16
Gameplay Overview	7	Harvest Die Rolls	17
Deploying Drop Ships	7	End of Game	17
Recalling Drop Ships to Activate Outfittings	12	Final Scoring	18
		Outfitting Card Reference	19

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