





























## Junkyard Rolls

- 1) The player may trash a card, and gain a coin regardless of whether or not they trash a card. The player then draws one card either from the ship or location deck and may purchase this card at cost.
- 2) The player may trash two cards and for each card trashed gain two coin. Therefore, a player may gain as much as four coin.
- 3) The player may trash two cards. Regardless of whether or not they trash a card the player may draw two cards from the ship deck and may choose only one of those cards to purchase at cost.
- 4) The player may trash two cards. Regardless of whether or not they trash a card the player may then replace any two cards that are available for sale at another location. This can be used to try to obtain better cards available to the player, or get rid of good cards available to opponents. It is important to do this before other locations are resolved.
- 5) The player may trash a card. Regardless of whether or not they trash a card the player may draw a card from the ship deck and may choose to purchase it at cost. This ship may be dispatched to any location where the player already has cards (ships or locations) dispatched. If the purchased card allows you to draw cards on dispatch, you must immediately discard these cards. However, other on dispatch actions such as gaining a coin may still be taken.
- 6) The player may trash a card, and also gains three coin regardless of whether or not they trash a card. The player then draws one card either from the ship or location deck and may purchase this card at cost if a fighter or location (red or green border respectively) or one less than cost if a cutter or starship (yellow or blue border respectively).

Note: You are not required to reveal cards that you draw to other players.



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I hope that you enjoy playing Sky Dynasty. It has been a true pleasure to develop, and privilege to share.

-Sincerely  
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The planet Lumia IV lies at the far reaches of the human empire where the emperor's strict rule dissolves into a wilderness of distant colonies, pirates, and vast unexplored regions of deep space. Large space stations orbiting in the upper atmosphere of Lumia IV serve as a last outpost for daring pioneers and explorers before entering into the perils of the deep space frontier.

The many dynasties of Lumia IV contend for control of the various space stations adorning the skies of the planet. As a critical choke point to the vast and untapped potential of deep space, Lumia IV can bring untold wealth or utter ruination to those who seek her rewards.

Continually bustling with traffic and with limited regulation Lumia IV provides countless opportunities to ambitious dynasties to grow and assert themselves. With smaller craft hopping between the planet's orbiting stations to large starships traveling to and from various regions of the galaxy, control of Lumia IV is no small prize.