



SKYLINE EXPRESS

RULEBOOK

INTRODUCTION

World known as Venetica has ceased to an end. The shell of the planet destroyed by numerous disasters mystically began hovering and levitating creating archipelagos of sky islands. All thanks to the mysterious mineral called Gravinite that fills the planet's core.

These times that proved to be so perilous to the residents are coming to an end. The need of surviving in the new, hard conditions resulted in industrial and technological development at an unknown level. At last, we can look into the future full of hope and with a smile on our faces.

Welcome to Upper Venetica, a sky metropolis that was built on the ruins of the old world. Thousands of levitating islands and majestic buildings form a backdrop

for flying steam engines and blimps. This marvellous place, tempting with its development, attracts more and more new residents.

More newly discovered and adapted islands pose a growing challenge. Their residents need to be able to travel freely between them. The existing sky transport service is no longer enough to meet the ever growing demand. Luckily, necessity is the mother of invention therefore a new solution has been found. Today is the day Skyline Express will set off on its maiden cruise.

It is an innovative and one of a kind vehicle fuelled by Gravinite.

GAME DESCRIPTION

Welcome to Upper Venetica, a metropolis of a thousand sky islands. Join us for the grand opening and the very first cruise of the Skyline Express.

Everybody counts on you, and your outcome depends solely on you and your decisions. As the train manager you will be responsible for keeping things tidy and in order. Each passenger has unique preferences and needs that will prove to be challenging yet not impossible to handle. We are sure you will do just fine.

Skyline Express is a perfect family game. Simple and intuitive rules will allow for a quick and easy game start and the range of scenarios will help adjust the difficulty level. This way, there is something for both beginner gamers, who are just starting their board game adventure, as well as advanced players.

Let's do this! Skyline Express is about to depart!



AIM OF THE GAME

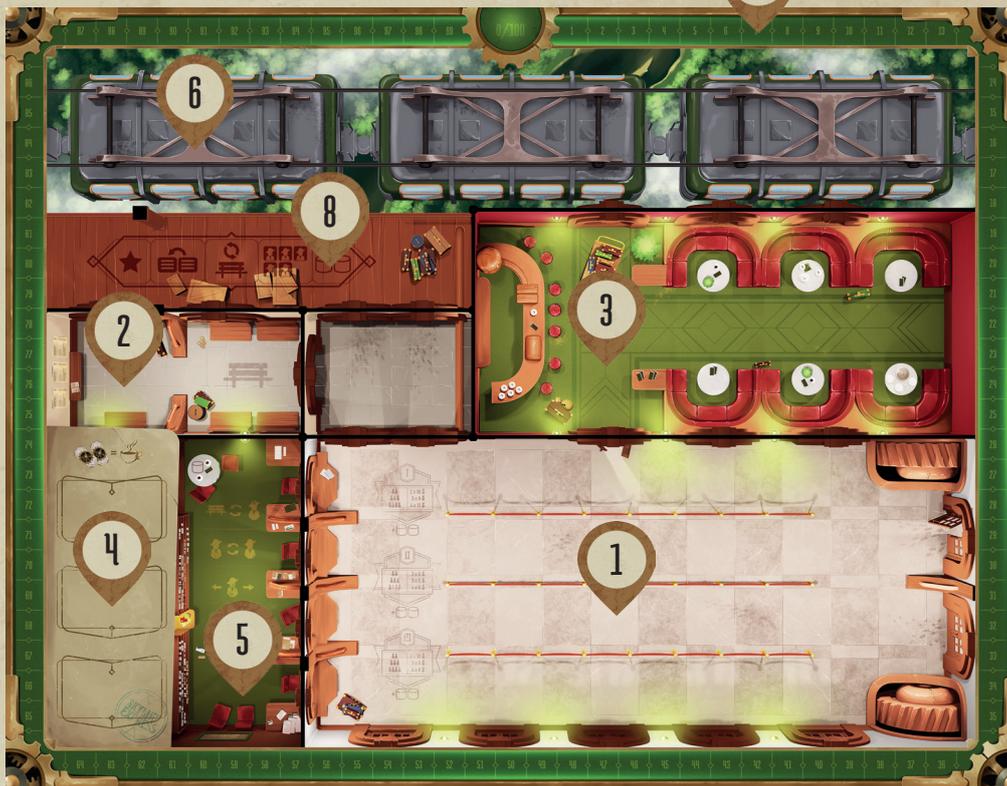
The aim of the game is to pick Passengers and place them on the player's Carriage board, according to specified Goals. Some Passengers have high demands regarding their seating or fellow travelers. Others will gladly benefit from additional Services. Fulfilling Goals

and complying with the passengers' special demands will score points. The player with the most points at the end of the game becomes responsible for the future of the Skyline Express.

COMPONENTS

- ⚙ 1 Main board
- ⚙ 4 Carriage boards
- ⚙ 120 Passenger tiles (incl. 20 Persona tiles)
- ⚙ 16 Goal tiles
- ⚙ 20 Preference tiles
- ⚙ 20 Service tiles
- ⚙ 24 Action tokens
- ⚙ 32 Ticket tokens
- ⚙ 1 First player token
- ⚙ 4 Scoring tokens

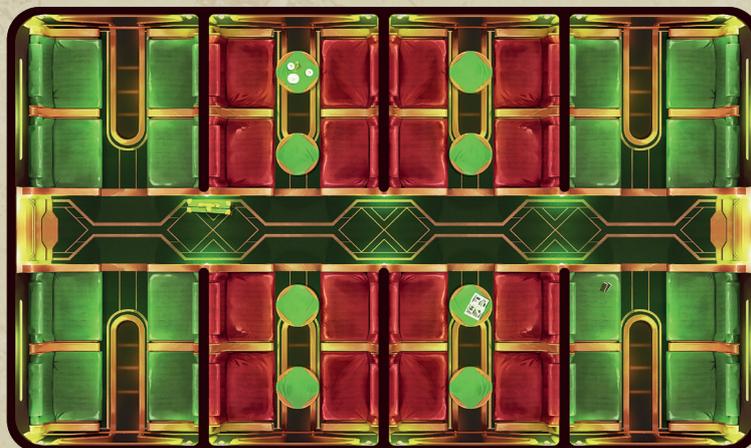
MAIN BOARD



The Main Board shows the railway station with the following areas:

1. **Main Hall** - Passengers line up to the ticket office
2. **Waiting area** - 6 additional Passengers wait here
3. **Lounge** - Place Persona Preference Tiles here
4. **Buffet** - Place 3 Service tiles here
5. **Ticket office** - Action icons and place to store used Action tokens
6. **Skyline Express** - Place Goal tiles which specify the seating pattern for each round
7. **Scoring track** - Players mark their victory points (VP) here
8. **Platform** - Round summary

CARRIAGE BOARD



The player board is a carriage with 8 compartments. Each compartment is either green or red. In each of them there are 2 aisle and 2 window passenger seats.

PASSENGER TILES

There are 120 Passenger tiles in 6 types (20 each):



Personas are special passengers with particular preferences regarding their seating in the carriage and their fellow passengers.

Types of Passengers are relevant while scoring for Goals, Personas' preferences as well as Services.

GOAL TILES



Goals are the basic way of scoring points in Skyline Express. Each of the three rounds of the game has 2 Goals which indicate the required Passenger sitting arrangement in the given round. At the end of each round players score points indicated on the right side where Passengers are seated according to the pattern shown on the Goal tiles chosen in the given round.

PREFERENCE TILES

Each time a player picks a Persona tile (white) he also picks one of the available Preference tiles from the Lounge (C). He then places the Persona in a compartment and the chosen Preference tile beside it. From now on this Preference tile becomes an individual goal and at the end of each round scores points for fulfilling its conditions.

The right side of the Preference tile shows a Persona's:

- ⚙️ **seating preference** - compartment colour and their favourite seat (aisle or by the window). If, at the end of the round, the Persona is seated according to both these preferences the player scores **1 VP**.
- ⚙️ **passenger preference** - types of fellow passengers in the same compartment. At the end of the round players receive **1 VP** for each passenger in either of the two types.



SERVICE TILES

Service tiles show additional Services available for the Passengers of your Carriage. In order to acquire a Service tile, a player must use two Ticket tiles. There is an illustration on the left side of each Service tile that indicates a particular service. The right side shows the types of Passengers interested in it. At the end of each round players score 2 VP for every pair of Passengers in the indicated types located in the player's Carriage.



ACTION TOKENS

Action tokens are used for performing actions - each action requires moving 1 Action token to the Ticket Office area (E). Each player begins the game with 2 Action tokens. At the end of round I and II each player receives 2 Action tokens and adds them to their pool of available Action tokens.



Remember: Regardless of the number of Action tokens you have, you can only spend up to 2 of them on each turn.

TICKET TILES

Each time a player places a Passenger tile in the last available seat in a given compartment, he receives 1 Ticket tile and places it, face up, by the door of the compartment. A Ticket can only be received once per compartment. Tickets are used to acquire Service tiles and retrieve previously used Action tokens.



Used Tickets remain on the Carriage board but must be flipped.

Each unused Ticket provides extra 2 VP at the end of the game.

NOTE: One of the actions allows a player to move a Passenger to another available seat in their carriage. Placing another Passenger in the now empty seat in a compartment with a ticket by its door (used or unused) does not provide another Ticket.

SCORING TOKENS

Scoring tokens are used for marking players' victory points on the scoring track after each round. If a player gets more than 100 points he should flip his token to +100 in order to continue counting his score from the start of the track.



GAME SETUP

- Place the Railway Station board in the middle of your table.
- Shuffle all Goal tiles and place 2, face up, onto each carriage in the Skyline Express. Put the remaining tiles back in the box as they will not be used for the rest of the game.
- Shuffle all Service tiles and place 3, face up, onto the Buffet area (D). Put the remaining Service tiles beside the board.
- Put all Passenger tiles in the bag, shake well, draw the adequate number of tiles and place them in the Main Hall.
 - 2 players: 2 rows with 10 Passenger tiles each
 - 3 players: 3 rows with 9 Passenger tiles each
 - 4 players: 4 rows with 12 Passenger tiles each
- Draw 6 Passenger tiles from the bag and place them in the Waiting area.
- Shuffle Preference tiles, face down, and draw as many as the number of Personas in the first row of the Main Hall and in the Waiting area. Place them, face up, in the Lounge. Put the remaining Preference tiles, face down, beside the board.
- Each player receives 1 Carriage board, 2 Action tokens and a Scoring token in their chosen colour and places them beside their Carriage.
- First player token goes to the person who last travelled by train.

GAME PLAY

The game is divided into 3 rounds. Each round consists of:

Action phase

Scoring phase

Cleanup phase

ACTION PHASE

- Beginning with the first player, all players perform their turns in a clockwise direction. On their turn and in any order, each player:
- MUST** draw 1 Passenger tile from the first from the top, non-empty row in the Main Hall and place it onto a free seat in their Carriage.
 - CAN perform up to two Actions, discarding 1 Action token to the Ticket Office per action.
 - CAN collect any number of Service tiles paying 2 Tickets for each of them.

PICKING PASSENGERS

Passengers are always chosen from those currently available in the (top first, non-empty) row in the Main Hall. A player can pick any available Passenger tile in the row regardless of their order. After picking the Passenger tile, a player must place it in any seat in their Carriage. If a Passenger is seated in the last available seat of a compartment, a player automatically receives 1 Ticket tile and places it, face up, beside the door to the compartment.

Each time a player picks a Persona tile (white) he also picks one of the available Preference tiles from the Lounge (C). He then places the Persona in a compartment and the chosen Preference tile beside it. Each compartment can seat up to 4 Personas. Therefore, there can be no more than 4 Preference tiles beside it.

PERFORMING ACTIONS

At any point of his turn, before or after picking a Passenger tile, a player can perform up to two Actions using 1 Action token per action. Used tokens should be placed onto the Ticket Office area.

Available actions:

1. Let's switch places

Swap two Passengers of your choice in your carriage.
If you are swapping a Persona you must also take its Preference tile and place it beside the new compartment.



2. Wrong seat

Move a Passenger to any other available seat in your carriage.
If this Passenger is placed in the last available seat in a compartment, and if there is no Ticket tile beside it, draw one Ticket tile and place it by the door, face up.



3. Wrong train

Swap a chosen Passenger from your carriage with one of the available ones in the Waiting area. If it is a Persona you choose from the Waiting area, you must pick one of the Preference tiles from the Lounge and place it beside the compartment where you are placing the Persona. If you are swapping a Persona with another Passenger from the Waiting area, remove one of the Preference tiles from beside that Persona's compartment and put it back into the Lounge.



Demanding customers

Draw additional 2 Service tiles and place them beside the Buffet, face up. You can now decide if you want to spend 2 Ticket tokens and pick one of the available 5 Service tiles.



At any moment of the game, a player can spend (flip) 1 Ticket tile to reclaim 2 Action tokens. (any number of times).

NOTE: If a compartment has more than one Persona tile, then, when swapping the Persona tile from this compartment you can move a Preference tile of your choice from the ones beside this compartment.

ACQUIRING SERVICE TILES

At any moment of his turn, a player can spend (flip face-down) any 2 Ticket tiles in order to pick one of the available Service tiles. Immediately draw another one from the Service tile stack so that there are always 3 available.

NOTE: Players cannot have two identical Service tiles

Before choosing a tile, a player can spend 1 Ticket and perform the "Demanding Customers" action in order to increase the number of available Service tiles to choose from.

After picking a Service tile, a player places it beside his Carriage. If a player picks one of the Service tiles from beside the Buffet, he places the remaining one onto the discard stack. If he picks one of the Service tiles available in the Buffet, he should also replace the chosen one with a new one from the top of the Service tile stack and put the remaining ones from beside the Buffet onto the discard stack.

After the active player ends his turn it's the next player's turn. Players perform their turns until they pick the last Passenger tile from the current row in the Main Hall area. When that happens, count how many Persona tiles there are in the next non empty row (from top) in the main Hall and the Waiting area and place the adequate number of Preference tiles onto the Lounge, taking them from the top of the Preference tile stack. Now, the first player passes the First player token to the next person sitting to his left.

Players continue their turns beginning with the Player with the First Player token, until they empty the current row of Passengers. If this was not the last row, fill the Lounge with Preference tiles once more, pass the First Player token to the next person and continue the Action Phase of the current round. If this was the last row of Passengers in the Main Hall then the Action Phase of this round is complete and the Scoring Phase begins.

SCORING PHASE

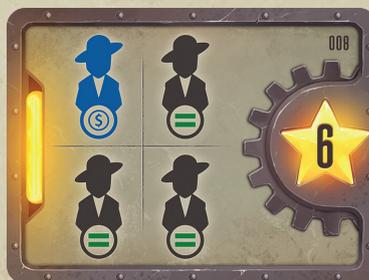
1. Goals

2. Personas

3. Services

1. Goals

In each round, there are 2 different patterns for placing Passengers in compartments, as shown on the Goal tiles for a given round. Each player scores VP shown on the right side of the Goal tile, for every compartment where all the passengers are seated according to a pattern shown on the left side of the Goal tile.



A grey symbol means a Passenger of any type.

Symbol means all Passengers must be of the same type.

Symbol means all Passengers must be of different types.

All Goal tiles are explained in the **GOAL TILE DESCRIPTION** section on page 24 of this rulebook.

2. Personas

Each player receives points for all his Preference tiles. Score each tile separately.

If a Persona is seated according to its seating preference a player scores 1 VP for this Preference tile. Additionally, a player can score up to 3 VP, 1 VP for each Passenger in one of the two types indicated on the given Preference tile. It means that each Preference tile can guarantee a maximum of 4 VP for fulfilling both preferences shown on the given tile.

NOTE: One Persona matches only one of the Preference tiles

Example 1

Preference tile 1 - The player scores **3 VP - 1 VP** for the seat and the colour of the compartment based on the **Personas'** preferences (red compartment by the window) and 2 VP for the two Passengers of types indicated in the Preference tile.

Preference tile 2 - The player scores **2 VP - 0 VP** for the seat and the colour of the compartment based on the **Personas'** preferences (green compartment by the aisle) and 2 VP for the two Passengers of types indicated in the Preference tile.



Example 2

Preference tile 1 - The player scores **2 VP - 1 VP** for the seat and the colour of the compartment based on the **Personas'** preferences (green compartment by the window) and 1 VP for the purple Passenger sitting in the compartment.

Preference tile 2 - The player scores **1 VP - 1 VP** for the seat and the colour of the compartment based on the **Personas'** preferences (green compartment by the window) and 0 VP for the Passengers sitting in the compartment.

Preference tile 3 - The player scores **1 VP - 0 VP** for the seat and the colour of the compartment based on the **Personas'** preferences (red compartment by the aisle) and 1 VP for the purple Passenger sitting in the compartment.



3. Services

Each player receives points for all of his Service tiles. Score each tile separately, counting all pairs of Passengers of types indicated on the given Service tile. These Passengers do not have to sit beside one another, they only have to be seated in the player's carriage.

A player scores 2 VP for each pair of Passengers in the given types.

Each Passenger counts towards scoring of multiple Service tiles.

Remember: Players cannot have two identical Service tiles

Example: In the following example, at the end of round 2 of a 2-player game, the player has 2 Service tiles: the first one scoring for pairs of Passenger in red and blue, and the other one, scoring for pairs of Passengers in blue and purple. In his Carriage, the player has the following Passengers: 6 purple, 6 blue, 3 red, 2 white and 1 green. Each Service tile scores separately. The first tile scores 6 VP. Although the player has 6 blue Passengers only 3 of them form a pair with red Passengers. The second tile scores 12 VP, for 6 pairs of Passengers in blue and purple. At the end of the round, the player scores 16 VP for all his Service tiles. In the next round, he will be able to get more Service tiles and score more VP for the same pairs of Passengers.



Once all players finish scoring for the given round and marking their results on the Scoring Track, the Cleanup Phase begins.

CLEANUP PHASE

After scoring in rounds I and II perform the following actions: (This phase is omitted at the end of round III).

- ⚙️ Flip both Goal tiles for the current round of the game, face down. In the following round, the next two Goal tiles will indicate new scoring patterns.
- ⚙️ Put the Passenger tiles from the Waiting Area back in the bag, shake well and then draw 6 new Passengers and place them in the Waiting Area.
- ⚙️ Draw the adequate number of tiles and place them in the Main Hall.

Round II:

- ⚙️ 2 players: 2 rows, 8 Passenger tiles in each
- ⚙️ 3 players: 3 rows, 9 Passenger tiles in each
- ⚙️ 4 players: 4 rows, 8 Passenger tiles in each

Round III:

- ⚙️ 2 players: 2 rows, 10 Passenger tiles in each
- ⚙️ 3 players: 3 rows, 9 Passenger tiles in each
- ⚙️ 4 players: 4 rows, 8 Passenger tiles in each

- ⚙️ Discard the remaining Preference tiles from the Lounge, and replace with as many new Preference tiles as there are Passenger tiles in both the first row of the Main Hall and in the Waiting Area. If there are none, then no Preference tiles should be placed in the Lounge.
- ⚙️ Each player receives 2 Action tokens and adds them to their pile of unused tokens.
- ⚙️ The first player passes the First player token to the next person sitting to his left.

Begin the next round with the player holding the First player token. If this is the III round, skip the Cleanup Phase.

FINAL SCORING

The game ends after round III. Apart from the points scored during the game, players score additional points for their unused Tickets and Action tokens.

Each unused Ticket tile is worth 2 VP.

Each unused Action token is worth 1 VP.

The player with the most victory points wins the game. In case of a tie, the player with the most unused Action tokens wins the game. If it is still a tie, the players share the victory.

NOTE: Some scenarios can introduce additional ways of scoring victory points.



SOLO MODE

Single player mode allows for a 1 player game against a virtual opponent called the Automa. During the Action Phase, the Automa performs turns according to tiles from the Automa tile stack.

AUTOMA TILES

An Automa tile is divided into three sections and each of them shows a different action that the Automa can perform on its turn.

First, Automa tries to perform the action shown on the top section of the card. If it is not possible, it then tries to perform the action on the second section, and if it fails here, it moves on to the third section.



GAME SETUP

- ⚙ Setup is the same as for a 2 player game.
- ⚙ Automa receives a Carriage board and one random Service tile.
- ⚙ Shuffle Automa's tiles and place them, face down, beside its Carriage.
- ⚙ Place the Passengers in the Waiting area in one row.

GAMEPLAY

The gameplay is similar to the multiplayer mode with a few changes listed below.

- ⚙ During the game, place the Preference tiles in the Lounge in one row.
- ⚙ You are ALWAYS the first player.
- ⚙ The Automa player can place only ONE Persona per compartment

ACTION PHASE

The course of the game is the same as in the multiplayer mode. Automa takes its turn using its stack of tiles.

If, during any action, the Automa has a few options to choose from, the following resolving order should be used:

Resolving order



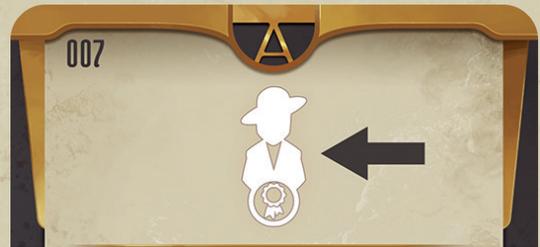
OVERVIEW OF AUTOMA TILES

At the beginning of the Automa's turn, pick a tile from the top of the Automa's stack of tiles. An Automa's tile consists of three sections. It always tries to resolve the topmost section of the card. If this is not an option, it then moves onto the next section.

Section 1

Automa picks any available Persona tile from the current row and takes a Preference tile indicated by the arrow (in the example above it is the first tile from the right). Automa places it in a Compartment according to its seating preference. If the Automa is, for any reason, unable to place a Passenger tile according to the Preference tile seating requirement, it takes the next available Preference tile and tries again.

NOTE: Remember - The Automa player can place only ONE Persona per compartment



If the Automa is unable to place a Persona tile or there are no Persona tiles in the current row, it moves onto the next section.



Example

Automa picks any of the two Persona tiles from the first row and takes the rightmost Preference tile.

Section 2

Automa picks a Passenger matching the requirements on the first (according to the Resolving order) Persona Preference Tile in its Carriage that has an available seat in its Compartment. If there are two types of Passengers to choose from, Automa takes the first matching Passenger from the left.



Example

The Automa has two Personas in its carriage. Based on the Resolving order first check the preferences of Persona 1. As there are no **Entrepreneurs** nor **Tourists** in the top row move on to Persona 2. Persona 2 would prefer to sit beside **Workers** or **Soldiers** and as both of these Passengers are present in the top row, Automa picks the leftmost one (**Worker** in this case) and places that tile in any seat of the Personas' compartment.



Section 3

Automa picks a Passenger indicated by the number and arrow (in the above example it is the 4th Passenger from the right). If there are less Passengers than the indicated number, Automa picks the last one.

If the chosen Passenger is of a type corresponding to the preferences of any of the Personas with available seats in their Compartment, then he should be placed in that Persona's Compartment. In any other case, the Passenger should be seated in the first available Compartment according to the resolving order.

If the indicated Passenger happens to be a Persona, the Automa picks the first available Preference tile from the Lounge indicated by the arrow in the bottom section of the Automa tile (in this example it's the first tile from the right).

If the Persona picked cannot be seated in the Carriage, the following Passenger should be considered - in this case the 5th passenger from the right.



GENERAL RULES FOR THE AUTOMA

- ⚙️ The Automa can have a maximum of 1 Persona tile per Compartment.
- ⚙️ If the Automa cannot perform an action from the topmost section of its card it moves on to the next section
- ⚙️ If the only available Passenger is a Persona and the Automa cannot place him in its Carriage according to the rules, it exchanges it with a Passenger from the Waiting Area based on the indication from the bottom section of the Automa's card. (In the very unlikely event when there are only Persona tiles (white) available in the Waiting Area and the Automa cannot pick any of them, it picks a random Passenger from the bag).
- ⚙️ The moment the Automa receives a second Ticket token, it must IMMEDIATELY pick one of the available Service tiles which ensures it the most Victory Points at the given moment. If there are more Service tiles which ensure the same amount of VP, the Automa picks the first tile from the top. If none of the Service tiles give the Automa any victory points at the given moment, pick tiles from the Service Tile stack until you find a scoring tile.

SCORING

The Automa scores VP only for Personas and Services.

It DOESN'T score any points for Goals.

Depending on the chosen difficulty level, the Automa scores the following number of points:

	Services each pair scores	Personas proper placement scores
EASY	2	2
MEDIUM	2	3
HARD	3	3
EXTREME	3	4

Example of Automa scoring on MEDIUM difficulty

SERVICES - Automa gains 2 VP for every pair of Passengers of the given type.

PERSONAS - Automa gains 3 VP for each PERSONA that is placed according to its seating preference and 1 VP for each Passenger that is seated according to his preferences.

At the end of the game, **any unused Ticket token gives the Automa extra 5 VP.**

GOAL TILE DESCRIPTIONS



Goal 001-005

2 pairs of passengers (in this example workers and soldiers) sitting diagonally to each other. This pattern can be mirrored.



Goal 006-010

Passenger of a specified type (soldier in this example) surrounded by 3 Passengers of one type (they can be the same type as the specified Passenger).



Goal 011

Pair of Passengers of the same color sitting in one compartment by the window.



Goal 012

Pair of Passengers of the same color sitting in one compartment by the aisle.



Goal 013

Compartment with a pair of Passengers of the same type by the window and another pair of the Passengers of the same type by the aisle. Both pairs can be of the same type.



Goal 014

Pair of Passengers of the same color sitting in a red compartment. These pairs must be seated by the window or by the aisle.



Goal 015

Pair of Passengers of the same color sitting in a green compartment. These pairs must be seated by the window or by the aisle.



Goal 016

4 Passengers of the same type in a column.



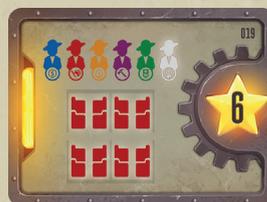
Goal 017

4 Passengers of different types in one compartment.



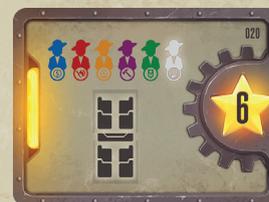
Goal 018

4 Passengers of different types in a column.



Goal 019

Passengers of all 6 types in red compartments.



Goal 020

Passengers of all 6 types in 2 compartments opposite each other.



Goal 021

4 Passengers of the same type forming one horizontal line.



Goal 022

4 Passengers of the same type sitting by the windows in two adjacent compartments.



Goal 023

4 Passengers of the same type sitting by the aisle in two adjacent compartments.



Goal 024

Starting with the leftmost compartment create a pattern of diagonally seated Passengers of one type. The longer the pattern, the more VP gained.

This pattern can be mirrored.