



SKYTEAR

PLAY TO LEARN

This tutorial will teach you the basic rules of Skytear as you play one fully scripted turn. You will then be able to continue playing by your own.

Once you've gone through this guide, the last page will help you learn the rules we left out or tweaked in order to give you a quicker start.

For video tutorials and many other resources, visit:

WWW.PLASKYTEAR.COM/START

SET-UP Let's get started with the set-up. Please reference the image to the opposite page to follow along more easily.

PLACE THE BOARD WITH THE SMALL MAP FACE UP.

The battlefield has one **A** Nexus for each team. It also has two areas on the sides called **B** Lanes, and a central area called **C** Dome.

D PLACE 2 TOWER TOKENS ON THE FOUR TOWER HEXES.

Towers defend your Nexus from enemies. Each tower has three health points (HP) represented by a stack of tokens (*Tokens with 2 towers worth 2 HP, tokens with 1 tower worth 1 HP*).

E PLACE 3 VICTORY CARDS ON THE BOARD.

For this tutorial pick *Onslaught*, *Tactician*, and *Left Breach*. In a normal game, you would draw them randomly instead. As soon as a player completes the condition on one or more Victory card, that player immediately wins the game.

HOW TO WIN

RANDOMLY DETERMINE THE FIRST PLAYER.

F PLACE THE SKYTEAR TOKEN ON THE TURN COUNTER.

G PLACE THE BIG OUTSIDER MINIATURE AND CARD ON THE BOARD.

OUTSIDER This monster may spawn inside the Dome, and it can be tamed by your heroes and directed toward your enemies.


PLACE CONTROL TOKENS 1 AND 2 ON THE HEXES MARKED WITH THE SAME CONTROL TOKEN SYMBOL.

H EACH PLAYER PLACES 2 MINIONS MINIATURES CLOSE TO EACH CONTROL TOKEN AS DEPICTED.

MINIONS Minions will support your heroes in destroying the enemy Towers and Nexus. While different in shape, minions from all four factions share the same characteristics.

I PLACE THE HERO MINIATURES AS DEPICTED.

J PLACE THE HERO CARDS BY THE SIDE OF THE BOARD.

HEROES Each hero has a corresponding Hero Card. For this tutorial, we'll be using the simplified version without any hero skill. We'll explain the cards as we play. For now just look at the health value **K** next to the  icon. That represents the hero starting health points, aka HP.

L PLACE THE HERO TOKENS ON THE HP TRACKER.

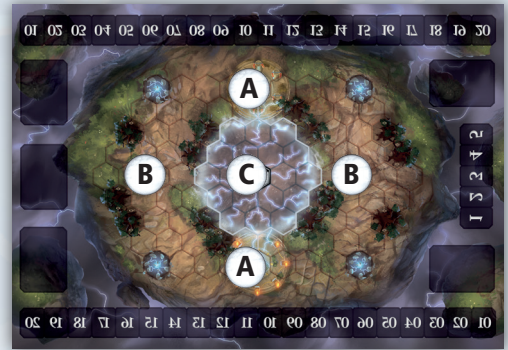
These tokens mark the current health points value of the heroes.

CARDS **SHUFFLE RED & GREEN CARDS TO FORM THE 1ST PLAYER DECK.**

M SHUFFLE BLUE & YELLOW CARDS TO FORM THE OTHER DECK.

Creating custom decks and drafting your heroes can be one of the most rewarding aspect of Skytear. But for now, just go with these presets and don't worry about it!

N PLAYERS SEARCH THEIR DECKS TO COMPOSE THE SUGGESTED STARTING HANDS.



BATTLEFIELD KEY AREAS



2 TOWER TOKENS ON A TOWER HEX



3 SUGGESTED VICTORY CARDS



SKYTEAR TOKEN ON THE TURN COUNTER



MINIONS



CONTROL TOKENS



K

IF YOU ARE 3 OR 4 PLAYERS

We suggest you form 2 teams and follow along as if you were 2 players instead.

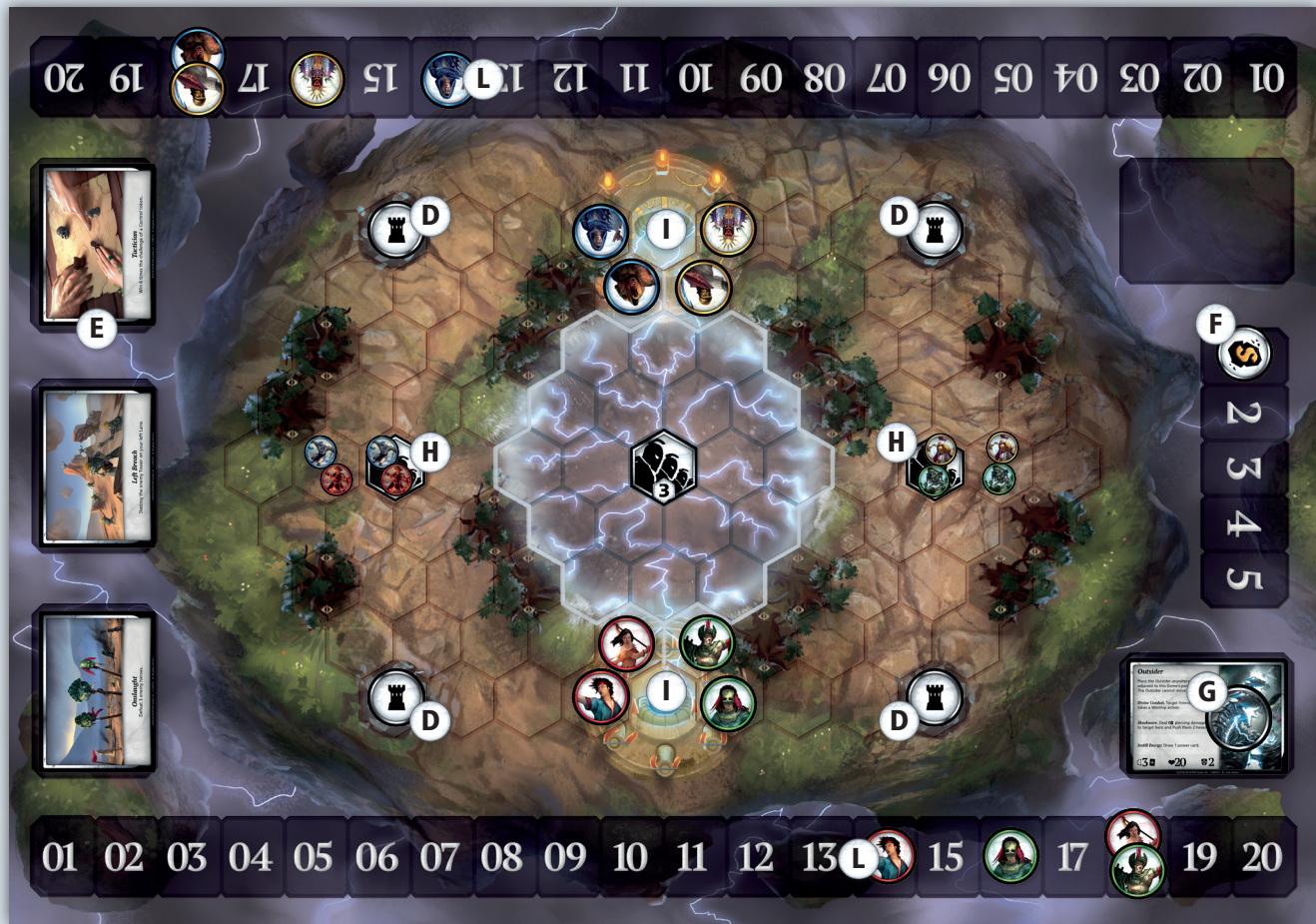
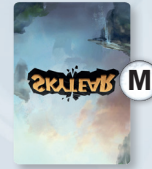
After playing through this guide, you can read in the appendix of the rulebook how to play with 3 to 8 players and expansions.



SECOND PLAYER HAND



SECOND PLAYER DECK



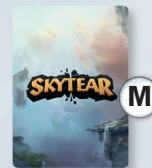
SECOND PLAYER ADVANTAGE

Unlike most card games, the second player has a tactical advantage..

That is why the first player has one extra Power Card to compensate for this.



FIRST PLAYER HAND



FIRST PLAYER DECK

FLOW OF THE GAME

A game usually lasts three or four turns, each consisting of a Heroes phase and a Minions phase.

During the **HEROES PHASE**, players take turns activating one hero each until all heroes have been activated.

During the **MINIONS PHASE**, heroes tame the Outsider in the Dome and push to damage the enemy Towers (please note: Towers can only be damaged during this phase).

Let's get started playing the first Heroes phase!

The first player wants to push forward on the left side of the map, trying to destroy the enemy tower and win through the *Left Breach Victory* card.

1ST PLAYER ACTIVATES SAKOSHI.

HEROES ACTIVATION

When a hero is activated, they can take up to 2 different actions from this list:

- > Move
- > Attack
- > Skirmish
- > Lead

When playing with the full rules, heroes will be able to take 3 different actions instead of 2, and they will have an additional action called Worship. Don't worry about that...for now!

TAKES A MOVE ACTION MOVING TO HEX A.


MOVE ACTION


When a hero takes a Move action, they move up to 3 hexes. Heroes can move through minions but not through other heroes or outsiders. The movement must always end in a hex without any other miniature.

TAKES AN ATTACK ACTION AGAINST ENEMY MINION B.

RANGE OF ATTACK AND SKIRMISH

The range of the Attack and Skirmish actions is represented by an icon **A** on the Hero Card, next to the hero attack value.

 this icon means the range is 3 hexes.

 this icon means the range is adjacent (within 1 hex).

LINE OF SIGHT


The Line of Sight (LoS) is within 3 hexes and is blocked only by white lines, like the ones surrounding the central Dome. This means that from inside the Dome heroes cannot see outside, and vice versa.

ATTACK ACTION

To determine the damage dealt with an Attack action, start checking the **B** attack value of the attacking hero.

Flip a Power Card for each **+** in the **C** attack modifier. Flip these cards face up from the top of your deck into your discard pile.

Choose one of these flipped Power Cards and add its **D** modifier to the hero's attack value. This is the damage dealt.

Subtract the target's  Armor value **E** from the damage dealt.

The resulting number is the amount of HP that the target of the Attack action loses. If the target is a hero, move that **F** hero token down in the life tracker of the same amount.

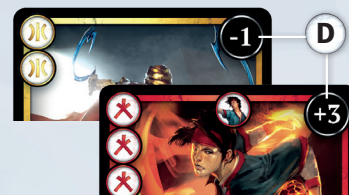
MINIONS

If the target is a minion, they only have 1 HP and 0 armor.

Remove them from the battlefield when they lose 1 or more HP.



ONCE YOU KNOW HOW TO PLAY,
THE AVERAGE GAME LASTS
LESS THAN 45 MINUTES



 **ENDS HIS ACTIVATION AND EXHAUSTS.**

EXHAUSTED STATE

Heroes become Exhausted after their Activation. Rotate their Hero Card to mark this state. Exhausted heroes cannot be activated anymore this turn and will become Ready again at the end of the Minions phase.

It's now the turn of the second player. They want to defeat three enemy heroes and win with the *Onslaught* victory card so they start attacking Sakoshi.

 **2ND PLAYER ACTIVATES GULBJARN.**

 **TAKES A MOVE ACTION MOVING TO HEX A.**

 **TAKES A SKIRMISH ACTION MOVING TO HEX B AND DAMAGING SAKOSHI.**

SKIRMISH ACTION

When a hero takes a Skirmish action, they perform any of these three effects in any order:

- Move 1 hex ending on a hex without miniatures.
- Move 1 hex ending on a hex without miniatures.
- Deal 0 damage to an enemy HERO in range and Line of Sight (please note: minions cannot be damaged this way).

THE PLUS MODIFIER

Dealing 0 damage simply means that you flip the top card of your deck into the discard pile, and deal damage equal to the modifier of the flipped card.

ARMOR ALWAYS APPLY

This is not relevant now because Sakoshi has 0 armor, but remember to always reduce any damage heroes take by their armor value.

 **ENDS HIS ACTIVATION AND EXHAUSTS.**

Now it's over to the first player. They want to keep pushing on the left side to win through the *Left Breach* victory card.

 **1ST PLAYER ACTIVATES YAMI.**

 **TAKES A MOVE ACTION MOVING TO HEX C.**

 **TAKES A LEAD ACTION FROM THE TOP OF THE DECK.**

LEAD ACTION

When a hero takes a Lead action, you place a face down Power Card below their Hero Card **D**. You can take this card:

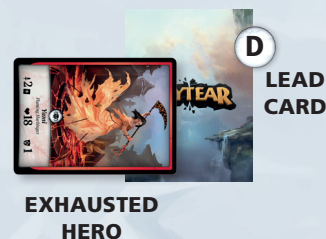
- From your hand.
- Or from the top of your deck without looking at it.

This card will help you during the Minions phase in damaging the enemy Towers.

The more symbols the card has in the top left corner, the stronger its bonus will be. We will come back to this card during the Minions phase, so do not worry about it for now.

Please note: the hero does not need to spend mana or have a rune of the Power Card's color in order to use it for a Lead action.

 **ENDS HER ACTIVATION AND EXHAUSTS.**



POWER CARDS Power Cards are special moves that heroes can make and that can turn the tide of the battle.

Power Cards require mana to be played.
A card costs one mana for each rune in its top left corner.

HEROES MANA The turn counter on the board indicates the amount of mana in EACH hero's mana pool at the start of the turn.

When a hero plays a Power Card, place it on the top of that Hero Card to track the mana spent by that hero (at the end of the turn, you will remove all these cards to refresh heroes mana).

 **2ND PLAYER ACTIVATES CORJOF.**

 **PLAYS UNFAMILIAR TERRAIN AND GAINS THE FAST CONDITION.**

Please note: playing a Power Card is NOT an action, meaning Corjof can still take 2 different actions afterward.

THE CASTER KEYWORD Power Cards, like *Unfamiliar Terrain*, use the Caster keyword. That simply refers to the hero that is playing the Power Card.


CONDITIONS Some effects apply conditions. These are special effects that remain on heroes until the next time they are Exhausted or Defeated. When a hero gains a condition, place the condition token on their Hero Card and apply the effects below.


- > **SLOW.** The hero's Move action's total movement value is reduced by 2 hexes.
- > **FAST.** The hero's Move action's total movement value is increased by 2 hexes.
- > **DISARM.** The hero's Attack and Skirmish actions deal half of the damage rounded up (*before applying armor*).

There are 3 other conditions in Skytear, but don't worry about them for now.

 **TAKES A MOVEMENT ACTION TO MOVE 4 HEXES TO HEX A.**

 **TAKES AN ATTACK ACTION TARGETING SAKOSHI.**

Corjof has the  icon on his Hero Card, meaning his class is Mage.

MAGES AND PIERCING  Mages ignore enemy armor when damaging with any effect they generate: including attack, skirmish, and Power Cards.

This is not relevant for the example above because Corjof is attacking Sakoshi that has 0 armor, but keep this rule in mind for your next turn!

There are other 7 hero classes in Skytear. Mage is the only one with an associated rule (for now!).



CORJOF PLAYS UNFAMILIAR TERRAIN

CONDITIONS



SLOW



FAST



DISARM



WARRIOR MAGE MARKSMAN TANK



SUPPORT ASSASSIN SPECIALIST

POWER CARDS TIMING

There are two types of Power Cards that can be played at different times, based on the symbol they have at the center of the card.

- > **ACTION** Power Cards can be played only by a hero that is being activated, before or after taking an action.
- > **REACTION** Power Cards can be played basically anytime during the Heroes phase.

Let's see an example of a reaction Power Card in practice:

 **PLAYS SACRIFICE TARGETING SAKOSHI.**

 **LOSES 2 HP AND HEAL SAKOSHI 4 HP.**

Please note: Yami is NOT being activated and she is also exhausted, but she can play a *reaction* Power Card nevertheless, providing she has the mana available to do so.

THE TARGET KEYWORD

Many Power Cards, including *Sacrifice*, use the *target* keyword. Unless noted otherwise, *target* means within 3 hexes and Line of Sight. Sometimes cards will read *target adjacent* and that will simply mean adjacent AND in Line of Sight.

 **ENDS HIS ACTIVATION AND LOSE FAST AS HE EXHAUSTS.**

Now, the first player wants to put some pressure to their right lane as well, to have a chance of winning through the *Tactician* victory card.


 **1ST PLAYER ACTIVATES COTLIC.**

 **TAKES A MOVE ACTION MOVING TO HEX A.**

 **TAKES A SKIRMISH ACTION MOVING TO HEX B.**


 **ENDS HIS ACTIVATION AND EXHAUSTS.**

Now, the second player decides to contrast Cotlic, sending a hero to their left lane.

 **2ND PLAYER ACTIVATES AKHUTI.**

 **TAKES A MOVE ACTION TO HEX C.**

 **TAKES AN ATTACK ACTION TARGETING MINION D...**


 **...BUT WAIT! AS A REACTION, COTLIC PLAYS SAFEGUARD TO PROTECT THE FRIENDLY MINION FROM AKHUTI ATTACK.**

ORDER OF RESOLUTION OF EFFECTS

Reaction Power Cards can be played almost anytime, even *right after* a hero takes an action or plays a Power Card.

When a reaction is played *right after* an action or Power Card, it will resolve before that action or Power Card. Both players could even play another reaction Power Card in response to *Safeguard*...creating what is called a Stack of effects.

THE STACK is an imaginary queue of effects where all effects are waiting to happen. Once players stop playing reaction Power Cards, the **LAST** card played on the stack will be the **FIRST** to happen. So, in the example above, *Safeguard* happens before the attack and prevent the minion from being damaged.

 **ENDS HER ACTIVATION AND EXHAUSTS.**

CARD EFFECTS DURATION

Please note: unless stated otherwise, effects of Power Cards last until the end of the current hero activation.



ACTION



REACTION



YAMI PLAYS SACRIFICE. THE POWER CARD ON TOP TRACKS MANA SPENT




SAFEGUARD HAPPENS FIRST, AS IT WAS PLAYED LAST

Now, the first player activates their fourth and last hero, adding pressure to their right lane.


 **1ST PLAYER ACTIVATES TLAKALI.**

 **TAKES A MOVE ACTION TO MOVE 3 HEXES TO HEX A.**

COVER HEXES Tlakali ended her movement on a hex with the  icon. These hexes are called Cover Hexes and contain features, such as bushes, that obscure heroes on them.

Because of the Cover Hex, enemies will have Line of Sight to Tlakali only if there is an enemy hero adjacent to.

 **TAKES A LEAD ACTION FROM THE TOP OF THE DECK.**

 **ENDS HER ACTIVATION AND EXHAUSTS.**

THE DOME The central area of the battlefield, surrounded by white lines, is called *Dome*.

Heroes can freely move in and out of the Dome even though the white line blocks Line of Sight, meaning a hero inside can't see outside and vice versa.

The second player decides to enter the Dome with their fourth hero, to take control of the Outsider during the Minions phase.

 **2ND PLAYER ACTIVATES HABURAT.**

 **TAKES A MOVE ACTION TO MOVE 3 HEXES TO HEX B.**

 **TAKES A SKIRMISH ACTION TO MOVE 1 MORE TO HEX C.**

 **ENDS HIS ACTIVATION AND EXHAUSTS.**

All heroes are exhausted and the Heroes phase is completed. It's time to check who is winning the control of the two side lanes and of the Dome.

HEROES PHASE SUMMARY To recap: players alternated activating one hero each until they were all activated and exhausted. During their activation, each hero took 2 different actions from this list:

- > Move
- > Attack
- > Skirmish
- > Lead

When playing with the full rules, heroes will be able to take 3 different actions instead of 2, and will have an additional action type called Worship.

Let's move onward to the Minions phase to complete the first turn, where we will check who dominates each control token.



CONTROL TOKENS

They represent the center of the action, and where minions meet on the Lanes.



MINIONS PHASE

In the Minions phase, players check who is winning the lead of each Control token on the battlefield. Control tokens are numbered and must be checked in order from lowest to highest.

Let's start with Control token #1.

STEP 1 DETERMINE THE WINNER

To determine the winner, start by counting each friendly hero and minion who has Line of Sight (LoS) to the Control token. Remember that LoS is 3 consecutive hexes without crossing any white line.

- > First player has 2 minions and 2 heroes = 4.
- > Second player has 1 minion and 2 heroes = 3.

In addition, Yami has taken a Lead action and it's time to reveal the face down card on her Hero Card ①. The first player will add the **MANA COST** of this card (NOT its modifier!) as a bonus.

- > First player: 2 minions + 2 heroes + 3-mana Lead Card = 7.
- > Second player: 1 minion and 2 heroes = 3.

The first player won by a difference of 7 - 3 = 4 points.

1ST PLAYER PLACES A TOKEN ON THE TACTICIAN VICTORY CARD.

We suggest to use the spare tower tokens to keep track of this objective.

STEP 2 WINNER APPLIES DAMAGE

The difference is the amount of damage that the winner deals, meaning the first player has 4 damages to deal now.

1. Damages must go to enemy minions first.
2. When there are no enemy minions left, the remaining damage will apply to an enemy Tower within 3 hexes from this Control token.

1ST PLAYER REMOVES THE ONLY ENEMY MINION LEFT CLOSE TO CONTROL TOKEN #1.

There are 3 damages left to apply, but the enemy minions are all gone and the Tower is not within 3 hexes, so the extra damage is lost.

STEP 3 WINNER ADVANCES CONTROL TOKEN

Next, the winner advances the Control token a number of hexes equal to the difference between the Control Values (that was 4). The Control token must be moved directly toward the closest enemy Tower token and it stops as soon as it is adjacent to one.

1ST PLAYER ADVANCES CONTROL TOKEN TO HEX A.

Now, the existing minions are placed as close as possible to the Control token's new position.

1ST PLAYER MOVES THEIR 2 EXISTING MINIONS TO HEX A AND B.

STEP 4 BOTH PLAYERS SPAWN MINIONS

Now, both players place 2 minions each.

1ST PLAYER PLACES 2 NEW MINIONS ON HEXES C AND D.

2ND PLAYER PLACES 2 NEW MINIONS ON HEXES A AND B.

RULES FOR PLACING MINIONS

Minions must be placed as close as possible to the Control token and two minions from opposing players can share the same hex.



LEAD
CARD



CONTROL TOKEN #2 We'll repeat the same steps for Control token #2 in the other Lane.

First player has 2 heroes, 2 minions, and a 1-mana Lead Card from Tlakali for a total of 5 points.

ONE LEAD CARD PER TEAM PER CONTROL TOKEN

IMPORTANT: you can add at most 1 Lead Card per Control token per team. For instance, if Cotlic had taken the Lead action as well, you could have used only one of the two Lead Cards.

Second player has 1 hero and 2 minions, for a total of 3 points. Please note: Haburat is inside the Dome and while within 3 hexes of the Control token he does not have Line of Sight to it.

The difference is $5 - 3 = 2$ points for the first player.

1ST PLAYER PLACES A TOKEN ON THE TACTICIAN VICTORY CARD.

The first player has now 2 damages to deal.

1ST PLAYER REMOVES THE 2 ENEMY MINIONS CLOSE TO CONTROL TOKEN #2.

1ST PLAYER ADVANCES THE CONTROL TOKEN #2 BY 2 HEXES.

1ST PLAYER MOVES THE EXISTING MINIONS.

Please note: if there were any minions left from the 2nd player, they would have followed the control token as well.

1ST PLAYER PLACES 2 NEW MINIONS.

2ND PLAYER PLACES 2 NEW MINIONS.

There is no limit to the minions a player can have on the battlefield. If you run out of miniatures just take unused hero tokens from your faction instead.

CONTROL TOKEN #3 For the Control token #3 in the Dome, we'll determine the winner in the same way with the only difference that minions will never enter the Dome.

- > First player: 0 Heroes = 0.
- > Second player: 1 Hero = 1.

The second player won by a difference of $1 - 0 = 1$ point.

2ND PLAYER PLACES 1 TOKEN ON THE TACTICIAN VICTORY CARD.

WINNER PLACES THE OUTSIDER

The winner of the control in the Dome places the Outsider miniature in a way that crosses the perimeter of the Dome, so that the Outsider will always have Line of Sight both inside and outside of the Dome.

2ND PLAYER PLACES AND ACTIVATES THE OUTSIDER. (SEE THE IMAGE ON THE OPPOSITE PAGE FOR REFERENCE)

WINNER ACTIVATES THE OUTSIDER

The winner can immediately take 3 different actions with the Outsider, from this list:

- > Attack
- > Skirmish (as written on this Outsider card, this specific Outsider cannot move, but it will still deal 0 damage when taking the Skirmish action)
- > Shockwave (see Outsider card)
- > Instill energy (see Outsider card)



BEFORE THE RESOLUTION



LEAD CARD



AFTER THE RESOLUTION

The second player directs the Outsider against Sakoshi to keep working on defeating him, as they are focusing on the *Onslaught* Victory card.

TAKES AN ATTACK ACTION TARGETING SAKOSHI.

TAKES THE SHOCKWAVE ACTION TARGETING SAKOSHI TO PUSH HIM 2 HEXES AWAY FROM HEX A.

TAKES THE INSTILL ENERGY ACTION, THE 2ND PLAYER DRAWS ONE CARD.

The Outsider will now stay in its place as a neutral entity (blocking movements) until a player will win the control of the Dome again.

Sakoshi is likely very injured at this point.

DEFEATING HEROES

When a hero is reduced to 0 or fewer HP, they are Defeated:

- The opposing player draws two Power Cards.
- Place the Defeated hero's miniature on their Hero Card.
- Place the Defeated hero's token on the turn tracker area of:

THE NEXT TURN

if the hero was Ready

THE TURN AFTER THE NEXT ONE

if the hero was Exhausted

Defeated heroes will return adjacent to their Nexus and at full HP once the turn tracker token reaches their hero token.

The Minions phase will now end with some upkeep activities.

END OF TURN SEQUENCE

BOTH PLAYERS DISCARD ALL CARDS FROM THEIR HERO CARDS.

This basically means that heroes regenerate all their mana.

BOTH PLAYERS DRAWS 2 NEW POWER CARDS.

BOTH PLAYERS DISCARD CARDS UNTIL THEY HAVE NO MORE THAN 6 POWER CARDS.

BOTH PLAYERS READY ALL EXHAUSTED HEROES.

1ST PLAYER INCREASES THE TURN AND MANA COUNTER

This means that from next turn each hero will have 2 mana.

YOU ARE NOW READY TO PLAY TURN 2 ON YOUR OWN!

REFERENCE CARDS

As you continue playing, keep the four reference cards by your side, as they will list:

- The actions your heroes can take
- The keywords used by the Power Cards like Caster, Target, etc.
- The effect of the conditions like Fast, Slow, Disarm, etc.
- The steps to follow during the Minions phase
- The end of turn sequence

Once you played an entire game, you can read the last page of this guide to help you learn the remaining rules of Skytear.

Good luck, have fun, and may the power of Skytear be with you!



OUTSIDER IS PLACED ACROSS THE DOME PERIMETER



THE OUTSIDER CARD



REFERENCE CARDS

In order to get you started playing as quickly as possible, we left out or tweaked the following rules:

THE RULES WE LEFT OUT OR TWEAKED

- Each activation, heroes may take 3 different actions and not just 2.
 - Heroes can take a new action called **WORSHIP** (see page 14 of the rulebook). When using this action, you have to flip the Hero Cards in order to see the heroes' skills.
 - Heroes can play a Power Card only if they have the same color rune on their Hero Card. For instance, Yami can only play yellow and red cards (see page 10 of the rulebook). Please note: Lead Cards do not follow this restriction.
 - The first player has a special Power Card called *Skytear Flux* to compensate the tactical disadvantage he has being the first mover. The first player also has 1 more Power Card at the start of the game.
 - There is a special Power Card for each hero called **Ultimate**, that only the hero can play and it's identified by that hero icon **A**.
 - The *target* keyword does not *just* mean *in line of sight* but has some additional implications related to the order of resolution of effects and the Stack (see page 8, 11 of the rulebook).
- As you will read these pages you will also get a better understanding of when *exactly* you can play Reaction Power Cards.
- Destroying the enemy Nexus is an additional victory condition (see page 16 of the rulebook).
 - When you damage a Tower or Nexus during the Minions phase, you draw 1 Power Card.
 - Players can *mulligan* to replace some or all cards they draw during the set-up (see page 19 of the rulebook).
 - Towers starts with 5 HP and not just 3 HP.

In the rulebook, you will find explanation and examples for all rules including many *often overlooked* call outs to help you play Skytear correctly.

VIDEO TUTORIALS

In addition, at WWW.PLAYSKYTEAR.COM/START there are tutorials covering all aspects of the gameplay and full matches recorded. Most notably, you will find a video explaining the **Worship** Action, the hardest part of the rules to grasp.

DECK BUILDING AND DRAFTING

Building custom decks and drafting your heroes at the beginning of the game can be one of the most rewarding aspect of Skytear. On our website, you can find many decks made by the community in case you prefer to start from something or don't have time to build them yourself.

FAQ & ERRATA

In our online deck builder, you will also find the FAQ and errata for each Power and Hero Card, to help you answer most doubts and edge cases as you play.

COMMUNITY

If you have any question, or just want to connect with fellow Skytear players, register on our website to get the links to all the places where we meet online.

A final request: once you made up your opinion about Skytear, an honest review on the BoardGameGeek website can help us in getting more visibility and grow the game, that would be very much appreciated!

Good luck and have fun!



HERO CARD WITH SKILLS



THE SKYTEAR FLUX



AN ULTIMATE POWER CARD

