



IVAN LASHIN

ANDREY PERVUKHIN, TIMOFEY MAZURENKO, HIRTENMAINA, JANE KATSUBO

SKYTOPIA

IN THE CIRCLE OF TIME

RULEBOOK





THE CITIES OF SKYTOPIA DRIFT LAZILY AMONG THE CLOUDS, BUOYED BY TECHNOLOGICAL DISCOVERIES AND THE TIRELESS EFFORTS OF THE GOLEMS. EVERY HUNDRED YEARS, THE CITIES COMPETE FOR THE HONOR OF BEING NAMED THE CAPITAL OF THE SKY. TO PROVE THEIR WORTH, CITY LEADERS AWAKEN THE FORCES OF NATURE AND CALL UPON THE GOLEMS TO AID IN THE CONSTRUCTION OF SPLENDID SOARING TOWERS.

AS THE LEADER OF ONE OF THE CITIES OF SKYTOPIA, YOU MUST OVERSEE THE CONSTRUCTION OF THESE BEAUTIFUL TOWERS, BIDDING FOR THE MOST PRESTIGIOUS IMPROVEMENTS, MANAGING THE LABORS OF YOUR GOLEMS, AND ATTRACTING THE LOYALTY OF THE GUILDMASTERS.

CAN YOU PROVE YOU ARE WORTHY TO BE THE LEADER OF THE NEW CAPITAL OF THE SKY?



GAME COMPONENTS



- | | | |
|--|---|--|
| <p>1 4 Floating Cities (player boards)</p> <p>2 4 double-sided Ability tiles</p> <p>3 48 Tower cards. (12 of each color)</p> | <p>4 12 Guildmaster tiles</p> <p>5 1 Chronometer</p> <p>6 1 double-sided Scoring Track</p> <p>7 20 Golem dice (in 4 colors)</p> <p>8 45 coins (looking like little gears)</p> | <p>9 4 City markers for scoring Prestige Points</p> <p>10 1 Starting Player marker</p> <p>11 4 Reminder cards</p> <p>12 The Rulebook in your hands</p> |
|--|---|--|

THE GOAL OF THE GAME

Each player is the leader of a floating city of Skytopia. Your goal is to earn as many **Prestige Points** (hereinafter — **PP**) as possible, proving that your city is worthy to be the next Capital of the Sky. There are three main ways to earn Prestige Points:

- By activating Tower cards in your city during the game. (Don't forget to count these points on the Scoring Track!)
- By earning the respect of the Guildmasters, who award PP at the end of the game.
- By conserving your wealth: every 5 coins you have at the end of the game is worth 1 Prestige Point.

THE FLOATING CITIES

Your Floating City board shows the city that you are responsible for.

Each Floating City has four areas where you will build your Towers during the game. Normally, you can only place Tower cards in the area that is the same color.

There are **4 double-sided Ability tiles**. Ability tiles work as a personal ability. More about Ability tiles on page 15.

There is a Golem shown on the right part of your Floating City. We recommend that you store your inactive Golem dice here.



THE TOWER CARDS

Tower cards start off in the Market. When you send a Golem to a card, it begins the construction and you may activate the ability of that card. When the construction is complete, you add the Tower card to the Tower of the same color in your Floating city. There are 4 colors of Tower cards. Each color has a different effect:



Blue Towers will give you Prestige Points

Gold will give you coins

Red will give you a way to make your Golems work faster or change their goals

Purple will give you some special abilities

Each card has 3 important parts:


- A** The coat of arms (♣) of a noble family (which may give you PP at the end of the game thanks to the Guildmaster tiles). There are 4 types of them: ♣, ♠, ♡, ♣.
- B** The ability of the card (all abilities are listed on page 14 of this Rulebook).
- C** The number on the back of the card is for setting up the game for different numbers of players (see page 7).


THE GOLEMS

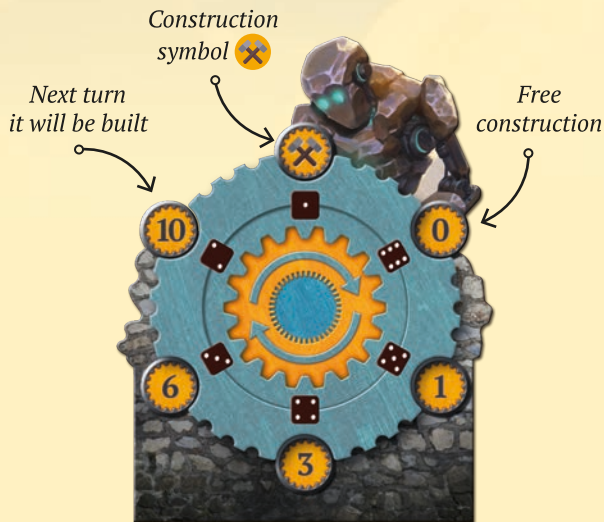
Your dice represent the Golems that you can send out to complete projects for your Floating City.

When you assign a Golem to a task, you must place the die on a card in the Market with the chosen side up.



The side of the die facing up determines how long it will take for the Golem to complete the project you have assigned them to. This value is called “steps.” The number of steps is determined by the Chronometer.

If a card or effect tells you to turn a Golem die 1 or 2 steps, you should turn the chosen die the specified number of steps towards the construction symbol  on the Chronometer. This will cause the Golem to complete its project more quickly!


Remember: You cannot set up/rotate your Golem to the value matching the  position on the Chronometer or the value of another die located on that card.



THE CHRONOMETER

When you assign a Golem to a task, you may place the die so that any value you choose is facing up (from  to .

The value you choose for your Golem will determine how many rounds it will take to complete the project, based on the gear of the Chronometer.

Each round, the starting player will rotate the gear of the Chronometer one step clockwise. Tower cards that have dice with a value equal to the  position on the Chronometer will be completed this turn and players will add those Tower cards to their Floating Cities.

Each value of the dice corresponds to the amount of coins you have to pay to send your Golem to work.

So, you can choose to pay a lot of coins, but finish the Tower card construction quickly, or to pay less and wait a little longer (or do not pay coins at all, but wait 5 turns to finish the construction).



THE GUILDMASTERS

The Guildmaster tiles are not like the Tower cards: players can't move them to their player board or send a Golem there. All players may gain Prestige Points from all of the Guildmasters at the end of the game.



SETTING UP THE GAME

(see the next page for an illustration showing a typical set-up for the game)

- 1 **Determine the Starting Player** in any way convenient to you. For example, let it be the one who was the last to build something. Even a sandcastle! Give the Starting Player marker to this player.
- 2 **Place the Chronometer** in the middle of the table. *If this is your first time playing, you will need to assemble the Chronometer by following the instructions on the side part of the bottom of the box.*
- 3 **Rotate the gear** on the Chronometer so that the die face showing the number  (one) points to **the construction symbol** .
- 4 **Prepare the Tower decks:** Check the numbers on the backs of the Tower cards. You will find some cards with “3+” symbol. Remove all of the cards with a “3+” if there are only 2 players in the game.

Separate the cards into four decks by color (blue, gold, red, purple). Shuffle each deck separately and place them face down near the Chronometer.
- 5 **Flip over a number of Tower cards** from each deck equal to the number of players in the game and place them face up on the table. This collection of cards is called the “Market.” Keep the cards in the Market close to the deck of the same color.
 - **2 Players:** 2 cards from each deck
 - **3 Players:** 3 cards from each deck
 - **4 Players:** 4 cards from each deck.
- 6 **Place the Scoring Track above the Market.** You may choose either side of the Scoring Track depending on which one is more comfortable to you.
- 7 **Divide the Guildmaster tiles** into 3 decks by the pictures on the back. Shuffle each deck separately, then randomly choose 1 tile from each deck and place them face up under the Scoring Track. Only these high-ranking civil servants will be available this game. Return the rest of the tiles to the box.
- 8 **Give 5 Golem dice to each player:** The color of the dice should match the Golems on their player boards.
- 9 **Deal 5 Golem dice to each player.** The color of the dice should be corresponding to the Golems on their player boards.
- 10 **Deal Ability tiles to each player.** For your first game, deal out the tiles randomly and use side A. Later on, you can use the set-up for experienced players — see page 13. Place your tile on the bottom part of your player board.
- 11 **Place all the City markers of the players on the “0” space of the Scoring Track** (make sure the “+50” side is face down). Remember to record any Prestige Points you gain during play on the Scoring Track. If you reach 50 points, flip your marker over and start counting again from the “0” space.

- 12 Create a “Bank” near the Market with all of the coins. Give 5 coins from the Bank to each player. Any payments a player is required to make are paid to the Bank. Players may exchange coins of equal value with the Bank at any time (“make change”) as needed.
- 13 Before the first round begins, each player places **one** of their Golem dice on the top Tower card in the Market (the one located just under the deck of Tower cards) that matches the color of that player’s Ability tile **without activating the card**. You must place your die 🎲 (5 dots) side up.



 A screenshot of a game interface showing a grid of cards. The cards are arranged in a 4x4 grid. The top row shows four cards with the word "SKYTOPIA" and a landscape illustration. The bottom row shows four cards with different tower illustrations. A tooltip is visible over the bottom-right card, displaying the text: "When you place a 6 side up Get 1".

Example: Loew has the gold Ability tile, so he must choose the top gold Tower card in the Market at the end of setup.

PLAYING THE GAME

PLAYING ROUNDS

During each round, every player takes one turn, beginning with the Starting Player and going to the left.

After all players have finished their turns, the Starting Player must rotate the gear on the Chronometer **one step clockwise**, changing the values of the dice. Then, the next round can begin.

Rounds continue until **one** of the Tower card decks is completely exhausted. The round is played until it is finished, then there is one more full round after that. Once this final round is completed, the game ends and the players add up their points.

A PLAYER TURN

Your turn is divided into three phases, which you must play in order:

- 1 Finishing Projects (*if possible*) and Tower Activation.
- 2 Sending a Golem to work (*required action*).
- 3 Refilling the Market (*if needed*).

Once you have completed all three phases, your turn ends, and the next player begins their turn. Don't forget to use your City marker to record your results on the Scoring Track each time you gain PP during the game!

PHASE 1: Finishing Projects and Tower Activation

In this phase, your Golems may complete their projects. Note that this will never happen during the first round of play, and usually not during the second round, either.

Finishing Projects

First, you must check if your Golems have finished building any Tower cards. If you have a Golem die on a Tower card in the Market that shows the same value as the one on the Chronometer that points towards ⚙️, that Golem has finished its work!

You **must take all** of the Tower cards that your Golems have finished and add them to the Tower Foundations of the corresponding colors in your Floating City.

We advise you to add new Tower cards with a little offset, so you will not forget to activate them. After activation, place them normally.

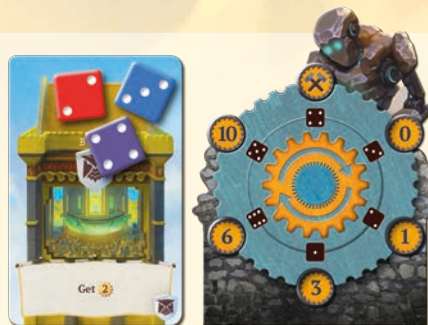
If any other players have Golem dice on those cards also, they take their dice back and receive 3 coins from the Bank for each die they take. Your Golem which had finished building is also returned to your supply, but you will not receive 3 coins for this.

Tower Activation

Newly expanded Towers (with card(s) added this round) may be activated. Each newly-expanded Tower can be activated **once this turn**, regardless of the number of cards you added.

You choose which of your expanded Towers to activate first. But, there is a **strict order of activation within each Tower**: You must start from the foundation and move up to the top card.

You may skip the activation of some abilities, if you wish.



Example: Loew has 1 Golem die on a Tower card showing the number 2, which matches the die next to the ⚙️ on the Chronometer. He takes that Tower card and returns his die to his supply. Lusheeta and Lucas also have dice on that Tower card. They each take their dice back along with 3 coins from the Bank.



Example: This turn, Lusheeta gains 3 Tower cards: 2 Blue Tower cards and 1 Red Tower card.

She adds 2 Tower cards to the top of the Blue Tower in her Floating City and 1 Tower card to the Red Tower. She can now activate all cards in both Towers.



Lusheeta decides to activate the Blue Tower first. She starts from its foundation, and may skip some abilities.


Then, she activates her Red Tower.

PHASE 2: Sending a Golem to work

Each turn, you **must** send **one** of your Golems to work on a project, but never more than one each turn.

If you do not have any Golems available, you **must** take one of yours back from the Market and send it to work on any card in the Market (including the one you just removed it from). **You get no compensation for this die returning!**

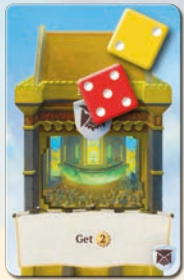
You can place your Golem on any of the Tower cards in the Market. When you place a Golem, you may **choose** which value (from  to ) you want to be on the top face. There are two restrictions:

- You **cannot** place a die that matches the  value on the Chronometer.
- You **cannot** place a die that matches the value of any other dice that are already on that card. Also you may not rotate a die on a card to the same value as any other dice on the same card.

The value you choose for your Golem will determine how many rounds it will take to complete the project, based on the gear of the Chronometer.

When you place a Golem, you must pay a number of coins to the Bank equal to the value shown on the Chronometer next to the dice value you chose. **If you cannot pay the required coins, you cannot use that value!**

Activating the card: When you place a Golem on a Tower card, you **may** immediately activate that card (following its instructions). **But, you cannot** use the ability of the Tower card on any Golems on that card!



Example: Two players send their Golems to the same card in the same round.

Jonathan, the yellow player, paid 1 coin for his Golem and activated the card's ability. Later on, during her turn, Lusheeta paid 6 coins for her Golem and activated the card ability too.

2 rounds later, the ⚡ position of the Chronometer points to 🎲 (5 dots). This round, Lusheeta's Golem completes its work so she moves the card to her City, and activates the Tower.

Jonathan gets 3 coins in compensation and takes his Golem die back.

PHASE 3: Refilling the Market

If you removed any Tower cards from the Market during Phase 1 of your turn, you must refill the Market now. Turn over cards from the matching decks to replace all of the cards you removed.

Then your turn is complete, and the next player begins their turn.

THE END OF THE ROUND

After all players have completed their turns, rotate the gear on the Chronometer **one step clockwise**. This will change the number of coins you must pay for each Golem die value and changes the ⚡ value.

Give the Starting Player marker to the next player **counterclockwise**. Then, a new round begins with the new Starting Player.

THE END OF THE GAME

When one of the Tower card decks is completely exhausted, the game is coming to an end. The rest of the current round is completed as normal, and then there is one more full round (so all players will have the same number of turns).

Now it's time to add up your score!

You receive Prestige Points for the following:

- All Prestige Points that you collected during the game, shown on the **Scoring Track**.
- Any Prestige Points awarded by the **Guildmaster tiles**. Don't forget about your Tower's Foundations while scoring!
- 5 Prestige Points for each of your **Laboratory cards** (each Laboratory card gives you 5 PP once at the end of the game).
- 1 Prestige Point for every **five coins** you have at the end of the game.
- 1 Prestige Point for **each of your Golems still on Tower cards** in the Market.

The city of the player who has the most Prestige Points is declared the new Capital of the Sky and that player wins the game! If there is a tie, the tied player who has the fewest Tower cards wins. If there is a tie again, the one who has the most coins, not counting any that were converted into Prestige Points, wins. If they are still tied, they share the victory!



Example: During the game, Lusheeta collected 45 PP. At the end of the game, she adds these PP to find her score:

- 1 PP awarded by the Guildmaster tiles (Tower Foundations are counted too!).
There are 3 Guildmasters in this game: The Guild of Mechanics gives 3 PP for each set of Blue and Gold Tower cards—Lusheeta has 2 sets, so she gets 6 PP.
The Guild of Builders gives 1 PP for each card in her highest Tower—Lusheeta has a Tower made of 4 cards (including the Tower's Foundation), so she gets 4 PP.
The Guild of Merchants gives 3 PP for each different coat of arms in her Gold Tower—Lusheeta has 2 different symbols in her Gold Tower, so she gets 6 PP.
In total, the Guildmasters give her 16 PP.
- 2 PP received for the Laboratory Tower card: Lusheeta has 1 Laboratory card, so she gets 5 PP (as described on the card).
- 3 PP received for her coins (1 PP for every 5 coins): Lusheeta has 22 coins, so she gets 4 PP.
- 4 PP received for her Golem dice (1 PP for each Golem in the Market): Lusheeta has 2 Golem dice located in the Market, so she gets 2 PP.

In total, Lusheeta received 72 Prestige Points in this game.

MECHANICIANS' GUILD

(3) For each pair of and (including foundations)

BUILDERS' GUILD


(1) For each in your tallest (including foundation)

MERCHANTS' GUILD

(3) For each different in your (including foundation)

OPTIONAL GAME MODES

INITIAL TURN FOR EXPERIENCED PLAYERS

Make an Initial Turn **instead** of following the instructions in paragraph 13 of the game setup. Before the first round begins, each player in turn places **one** of their Golem dice on any **unoccupied** Tower card in the Market regardless of their Ability tile color (you cannot use the card's ability at this time) starting from the last player. You must place your die  side up.

Once the Initial Turn is complete, the playing rounds begin. **Don't rotate** the gear of the Chronometer after this Initial Turn!



DRAFTING THE ABILITY TILES

Experienced players can “draft” the Ability tiles: Starting with the **last** player, each player chooses which Ability tile they will use during the game, then passes the rest of the tiles to the player on their **right**.

Then, choose which side (A or B) of the tiles you will use. The two sides have different abilities. You must choose one of them and cannot change it during the game.

There are two ways to choose sides:

- All players decide which side of the Ability tiles all players will use (A or B for all players); or
- Each player chooses an Ability tile side for themselves.

The tiles are placed on the bottom part of the player boards with the chosen side up.

HARD MODE (ONLY FOR 4-PLAYER GAMES)

If the game is not as competitive as you like, you may change the number of cards in the Market. For example, you might have only 3 cards from each deck in the Market.



LEGEND



Prestige Points



Coin



You may use this ability at the end of PHASE 1.



Golem die



Player board



You may use this ability at the end of PHASE 2.



Tower card (may be located in the Market or on your player board)



Tower (include the Foundation located on the player board and all cards above the Tower's Foundation)



You may use this ability at any time, including your turn and the other players' turns.



Card activation



Construction



Other players



Coat of Arms of a noble family

1 — You may use this ability only once during each of your turns.

X — You may use this ability every time the specified condition is met.

TOWER CARD EFFECTS

Can be activated at the moment you place a Golem on them (in the Market) and when the Tower that card is in is activated.

Take your from a

↓

Get

Get

All get

↓

You get

Pay / /

↓

Get / /

Take your from a

↓

Get

Get

All get

↓

You get

Get for each on your

Turn 1 of your up to 2 steps towards

Turn all your (or less) 1 step towards

Move your to another without

Put your on any side up without

Take your from a

↓

Add 1 unoccupied to your without

1 of the top of your , , or

Get at the end of the game (once)

All get

↓

1 , , or located in the same line as this

The card you add with the ability of this card does not trigger Tower activation. But, if you add another card to that Tower, you may activate this card also (during Tower activation).

This ability activates only one top Tower card, located in the Tower of your choice on your player board (or a Tower foundation if there are no cards in the chosen Tower).

Get 5 PP at the end of the game. You can't activate this card during the game, but when you place this card in your Tower it will start Tower's activation (you may activate all purple cards except this one in your Tower).

Activate one of the cards in the same horizontal line with this card. If you activate this card in the Market, activate a card in the same line in the Market. If on your player board, activate a card on your player board.

GUILDMASTER TILES

Guildmaster tile effects are based on the Coats of Arms (🛡️) of the noble families, located on the Tower cards.

There are 4 noble families in the Kingdom of Skytopia: 🏴‍☠️ 🦇 🌿 🦅

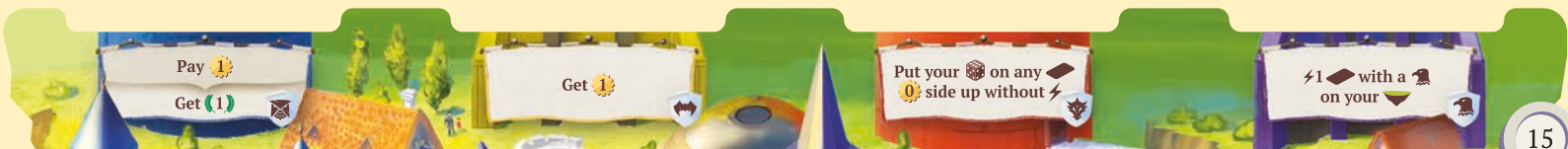
Pay attention: the Tower's foundation should be counted as Tower cards at the end of the game!

I	BUILDERS' GUILD (1) For each 🏗️ in your tallest 🏰 (including foundation)	ARCHITECTS' GUILD (6) For each 🏰 with at least 4 🏗️ (including foundations)	MECHANICIANS' GUILD (3) For each pair of 🔵 and 🟡 (including foundations)	ENGINEERS' GUILD (3) For each pair of 🔴 and 🟣 (including foundations)
II	AERONAUTS' GUILD (3) For each different 🛩️ in your 🏰 (including foundation)	MERCHANTS' GUILD (3) For each different 🏰 in your 🏰 (including foundation)	SCIENTISTS' GUILD (3) For each different 🧪 in your 🏰 (including foundation)	CHRONICLERS' GUILD (3) For each different 📖 in your 🏰 (including foundation)
III	PRIESTS' GUILD (3) For each 🏰 with an 🏴‍☠️ (including foundations)	ARTISANS' GUILD (3) For each 🏰 with an 🦇 (including foundations)	ARTISTS' GUILD (3) For each 🏰 with an 🌿 (including foundations)	ALCHEMISTS' GUILD (3) For each 🏰 with an 🦅 (including foundations)

ABILITY TILES FOR YOUR FLOATING CITY

A Get 1 PP each time your Golem die is returned to you because of another player's actions or card ability (even if you activated the card). <i>You may use this ability at any time, including your turn and the other players' turns, every time the specified condition is met.</i>	A Get 1 PP each time you place (not rotate) your Golem die with the side that costs 6 coins up. <i>You may use this ability at the end of PHASE 2 ("Sending a Golem to work") only once during each of your turns.</i>	A Get 1 PP if you have Golems on at least 3 Tower cards with the same coat of arms. The number of cards is taken into account, not the number of dice! <i>You may use this ability at the end of PHASE 2 ("Sending a Golem to work") only once during each of your turns.</i>	A Get 1 PP if you have added 2 or more cards to your player board this turn, even if you did so by using the abilities of other cards. <i>You may use this ability at the end of PHASE 1 ("Finishing Projects and Tower Activation") only once during each of your turns.</i>
B Get 3 coins if you have no coins at all. <i>You may use this ability at the end of PHASE 1 ("Finishing Projects and Tower Activation") only once during each of your turns.</i>	B Get 2 coins each time another player places their Golem die on a Tower card with your die. <i>You may use this ability at any time, including your turn and the other players' turns, every time the specified condition is met.</i>	B Pay 1 coin to rotate 1 of your dice 1 step towards the Construction symbol. <i>You may use this ability at the end of PHASE 1 ("Finishing Projects and Tower Activation") only once during each of your turns.</i>	B Get 5 coins if you have all your Golem dice on your Player board. <i>You may use this ability at the end of PHASE 1 ("Finishing Projects and Tower Activation") only once during each of your turns.</i>

EFFECTS OF THE TOWER FOUNDATIONS



THIS GAME WAS LAUNCHED INTO THE SKY BY:



GAME DESIGNER

Ivan Lashin, the creator of *Skytopia*, first became interested in boardgames while attending university when a classmate showed him *Carcassonne*. Then he visited a meeting of boardgame developers and got lost in it, realizing that he was good at developing games. In addition to board game design, Ivan is also fond of cooking.

Games designed by Ivan Lashin include *Smartphone^{Inc.}* and *Skytopia*. He also developed *Inuit*, *Aquatica*, *Squire*, *Pandorum* and *First Contact*.

ARTISTS: Andrey Pervukhin, Jane Katsubo,
Hirtenmaina, Timofey Mazurenko

PROJECT EDITOR: Anna Karpova

DEVELOPER: Ivan Tuzovsky

CEO: Mikhail Pakhomov

ART DIRECTOR: Victor Zaboruaev

PRODUCTION DIRECTOR: Sergei Morozov

TRANSLATION: Runa LLC

PROOFREADER: William Niebling

EDITOR IN CHIEF: Maxim Vereshchagin

LAYOUT: Aleksandr Kiselev

THANKS FOR NAMING TO:

D. Akamsina, N. Fedorchuk, A. Ivakin, I. Tuzovsky.

THANKS TO THE TESTERS: A. Abdulin, V. Aristarkhova, K. Domashev, I. Ganzha, D. Gross, M. Gushchin,

Y. Il'inskaya, A. Kalinkin, A. Kolupaev, A. Korobeinikov, K. Kostinov, M. Krotov, V. Kruzhalov, S. Latyshev, K. Malygin,
A. Mironova, N. Noriak, N. Penkrat, M. Pershukov, M. Pyshmintceva, V. Redinskij, I. Stepanov, G. Tikhomirov, Y. Yamshchikov.

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