Overview

In Sky Thieves, you play as Captain of an airship of pirates.

The goal of the game is to be the first Captain to steal 5 🪙Treasure from various Targets. Each Target is worth either one or two Treasure, and has 🌀 Speed, 🔥 Firepower, and 🛡 Defense. Your ship, in turn, has Speed and Firepower.

To steal Target's Treasure, your Speed must equal or exceed their Speed, your Firepower must equal or exceed their Firepower, and the sum of your Speed and Firepower must equal or exceed their Defense.

Example:

State-Run Dock has 2 Speed, 2 Firepower, and 6 Defense. You need at least 2 Speed and at least 2 Firepower, and a total of 6 to defeat it. 2 Speed and 4 Firepower, 3 Speed and 3 Firepower, 4 Speed and 2 Firepower, or anything higher would defeat it and claim its 1 Treasure.

Captains

Each player plays as a Captain, who has a pair of activated Abilities.

Your Captain's Offensive Ability can only be played on your turn during your attack on a Target, and helps defeat that Target.

Your Captain's Defensive Ability can only be played on an opponent's turn during their attack, and helps prevent that Target from being defeated.

When you use either of your Captain's Abilities, you flip your Captain face down, and you can't use either Ability again until your Captain is flipped face up at the end of your turn.

Thus, if you use your Captain's Defensive Ability to interfere with an opponent's attack, you will not be able to use your Captain's Offensive Ability on your next turn.

Ship Cards

To give your ship Speed and Firepower, you can bring a Weapon, an Upgrade, and a Crew on board. At any point, you may have one of each, though you may replace an old card by bringing a new one on board and junking the old one. You may only bring these cards on board while At Port on your turn. All cards on board your ship go face up in front of you.

Each card on board gives a base bonus: Speed, Firepower, or some other effect. Any text prior to the word "Overload" is part of that base bonus, as well as icons along the left of the card's picture.

In addition, each card on board has an Overload ability which may be used in an attack. If you use the Overload ability, you get an additional bonus for that turn, but must junk the card at end of turn. Any text after the word "Overload" is part of the Overload bonus. When you Overload a card, slide it forward slightly.

Techniques may only be played while At Port on your turn. Each Technique causes an instantaneous effect, then gets junked.

Sabotage may only be played in response to certain conditions being met, like an opponent using an Overload, or attacking a Target. When the condition for a Sabotage in your hand is met, you may stop play briefly to evaluate whether to play the Sabotage. If you play it, it has an immediate effect, then gets junked. You are responsible for stopping play in time to play your Sabotage.

Materials cannot be played directly; they are only used for paying to play other cards.

Resources

To play a card, you must pay the cost on its lower left. There are 4 resources: 🟢 Alchemy, ⚡ Æther, ⚙ Clockwork, and 🔩 Scraps.

You produce resources by junking cards from your hand or on board your ship. Each junked card produces the resource shown in its top right corner.

Alchemy, Æther, and Clockwork costs can only be paid with the corresponding resource. You can pay Scraps using any resource.

Example: Eerie Weatherwitch costs Æther and Scraps. You could pay for it by junking Death Ray (produces Æther), and any other card, like Helpful Butler (produces Scraps) or Gearhead Gremlin (produces Clockwork).

Setup

To start, each player must select a Captain. Shuffle the Captains and deal them out randomly, or if all players agree, each player may choose the Captain they wish.

Shuffle the Ship cards into a deck, and deal out 5 cards to each player as a starting hand. Junked cards go face up next to the Ship deck. Any time the Ship card deck is depleted, shuffle the junk pile to replenish it.

Shuffle the Target cards into a deck, and place the top 3 face up in a line away from the Target deck.

The first player is the player who has most recently either flown in the Sky or performed an act of Thievery. Play proceeds in a clockwise order.

Turn Order

At Port

During this phase, you may play as many Weapon, Upgrade, Crew, and/or Technique cards as you wish to, and can afford. When you are done playing cards, you leave port.

Scouting

If you would like, after you leave port you may scout for a new Target. If you do, take the Target card that is furthest from the Target deck, and put it on the bottom of the deck. Shift the other two cards away from the deck, and put the top card of the deck into the spot next to the deck, face up. This can be used to find a better target for yourself, or to remove an easy target from play so that an opponent cannot attack it.

Attack

If you would like, you may attack a Target. To do so, you must tell the other players which Target you're attacking. See the Attack section for more details.

Ready Captain

If your Captain is face down at the end of your turn, flip him or her face up. This re-enables your Captain's Abilities.

Draw Cards

If you have more than 5 cards in your hand, junk cards until you only have 5. Then draw 3 cards. This means you can have a maximum of 8 cards at the end of your turn. After you draw, your turn is over.

Attack

Your attack consists of a series of Rounds, each of which has a Phase for each player. During the attack, use the Speed/Firepower/Defense spinners on a spinner card to total your ship's stats and those of your target.

Your Phase is the first Phase of each Round of your attack. During your Phase, you may Overload as many of your equipped cards as you wish, activate your Captain's Offensive Ability, and play Sabotage cards that have their condition met. Once you are satisfied, your Phase ends.

In clockwise order, your opponents each get a Phase, during which they can activate their Captain's Defensive Ability and play Sabotage cards that have their condition met.

No effect may cause any stat to become less than zero. Extra stat losses when already at zero are ignored.

Your attack continues through repeated rounds until one of two conditions are met:

1) At the end of your Phase, you are not beating your Target.

   This means you do not claim your Target's Treasure, but no extra penalties apply (aside from losing any cards you've Overloaded/played).

2) After all of your opponent's Phases, you are still beating your Target.

   This means you defeated the Target. Take it and place it face up in front of you to show how much Treasure you have. If you have 5 or more, you win!

   Shift the other Targets away from the deck to fill in the space left by your target, and draw a new Target face up into the space next to the deck.

Regardless of outcome, at the end of your attack, junk any cards that you have Overloaded.