502 cards divided into different “decks”
- 375 numbered Adventure cards (with a white, green, or gold back)
- 84 Exploration cards (with a foggy back)
- 28 Action cards (with a blue back)
- 7 Fate cards (with a black back)
- 5 Clue cards
- 3 Character cards

New card types

White Adventure cards
Adventure cards with a white back include the terrains you will discover as you explore the skies above the continent, the predefined events (places, encounters, etc.) you can trigger, and many more surprises you will discover as you play.

Important! Such cards are stored before the green and gold Adventure cards bearing the same number.

When the consequence of an action features a XXX icon, the active player must take a white Adventure card bearing that number. If no white Adventure cards bearing that number are available in the Adventure Deck, the active player must return all the cards in the Past.

Important! You must never take a green or gold Adventure card when the number of the card you must take is in a white numbox XXX (and vice versa).

Fate cards
These cards are used in the optional “There is a traitor among us!” game mode.

New game modes

“THERE IS A TRAITOR AMONG US!” MODE (optional)
This mode spices things up with a touch of conflict between the players. If the players (2 or more) agree to play with this mode, each one of them takes a Fate card at random at the beginning of the game, looks at it secretly and adds it to their hand.

PRODIGY MODE (compatible with the “easy” mode)
This mode makes the game easier. Before the game begins, you may shuffle 5 “Learning from your mistakes” Skill cards into the Action Deck.

IMMORTAL MODE (compatible with the “Prodigy” mode)
If you are more into exploring than surviving, you may choose to play in “immortal” mode. If you do, take a card before the game begins.
Moving by hot-air balloon

When you are in the air, the active player may take a fly action visible on the Terrain card the balloon figure is standing on, in order to apply the following consequence: meaning “Move the balloon figure and all explorer figures that are aboard to the same reachable Terrain card.”

Reminder: a reachable Terrain card is one that is connected to the active player’s Terrain card by an uninterrupted series of Terrain cards (no matter how many there are).

Example: Ludovic is aboard the hot-air balloon. He wishes to leave his Terrain card heading east (right-hand part of the card). He takes the fly action, whose cost and difficulty can be seen on the Weather card that is currently in play and uses the values related to “east”. The action turns out to be a success, so Ludovic moves the balloon figure to a Terrain card that can be reached heading east.

Weather card

A Weather card is put into play next to the “Satchel & Journal” card and its effects impact the entire Board as long as it remains in play (there may only be one Weather card in play at any given time).

When you must return all the cards on the Board, also return the Weather card that is in play.

How to assemble the hot-air balloon

Note: when the icon can be seen on your Terrain card, you may not apply the following action consequence:

Wind rose

The cost and difficulty of the fly action, as well as the consequences in case of a failure, can be seen on the Weather card that is in play. They depend on the direction – north, east, south, west – the active player chooses to leave the Terrain card that has the balloon figure on it.
Moving by barge

The barge moves “automatically” on a canal. Each concerned Terrain card is split into two canal sections by a white dividing arrow: the upstream section (before the dividing arrow) and the downstream section (after the arrow).

If this icon can be seen on your Terrain card, every time a character performs a non-compulsory action*, then during the Hand Size Limit step of that action they must, if possible, move the barge figure and all explorer figures that are aboard to the next section of the canal (downstream from the present one).

Important! you must not move the barge figure when a character performs a compulsory action.

*This may be an action visible on a Terrain, Event or Quest item card or on a card from their hand or inventory.

Example: Bruno is resting aboard the barge on the downstream (right) section of a Terrain card.
Bruno takes the Eat action that is on a “Fish / Mollusk” card in his inventory. During the Hand Size Limit step of that action, he moves the barge figure to the next section of the canal. Thus, the barge moves to the upstream (left) canal section of the next Terrain card. Since a permanent event featuring a compulsory action is attached to that Terrain card, Bruno must immediately take that compulsory action, but does not move the barge figure.

Important! If a compulsory action can be seen on a Terrain card or a Permanent event card, any player whose figure arrives on that Terrain card or on the Terrain card that event is attached to must immediately take the action.

Satchel & Journal

You may store all of your Quest item cards in the “Satchel & Journal” binder instead of under the “Satchel & Journal” card. If you choose this option, any effect that refers to the “Satchel & Journal” card is applicable to the “Satchel & Journal” binder too.

Example: any effect that refers to a card “under the ‘Satchel & Journal’ card” is also interpreted as “in the ‘Satchel & Journal’ binder".
NEW ACTION TYPES
- Fly
- Land
- Steer
- Tinker / Repair
- Wait / Do nothing
- Murder

NEW RESOURCES
- glass
- metal
- oil

NEW ACTION EFFECTS AND CONSEQUENCES

Mastery “X”
If you draw X cards or less from the Action Deck during the Cost step and the action is a success, you may shuffle some or all of these cards back into the Action Deck during the Skill step.

Weather card
See “Moving by hot-air balloon”

Wind rose
See “Moving by hot-air balloon”

Flow
See “Moving by barge”

The goat

If a player takes the “Goat” card in hand, they may place the goat figure into play on their Terrain card and take a 999 card.

As long as this card is in a player’s hand, the goat figure must be on the same Terrain card as that player’s figure and moves with that player’s figure. If this card leaves their hand, they must remove the goat figure from the board.

Credits

Original design: Ludovic Roudy and Bruno Sautter
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Rules proofreading: Samuel Buggia, Pierre Gamberoni
Cards proofreading: Pierre Gamberoni, Wladimir Kokkinopoulos, Malika Bellony
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