GROW SKY

Rulebook



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Game Design

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GROW SKY



Take A Leisurely Flight!

In a world where airships glide across the open skies, you are an aspiring Airship Pilot competing in a grand tournament to determine the most skilled among them.

Gather fuel, upgrade your vessel, and call upon the abilities of mechanical birds known as GROW.

Fly faster, farther, and more freely than your rivals—and claim the title of the greatest Airship Pilot!

Players	Age	Time
1-4	10+	45

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Components



Player Boards x 4



Rudders x 4



Airship Tokens x 4



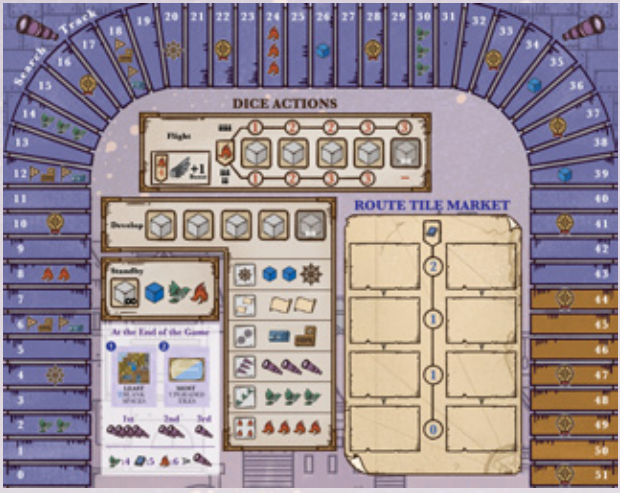
1st Player Token x 1



Draw Bag x 1



Search Token x 4



Search Board x 1



Front

Back (Gold Frames)

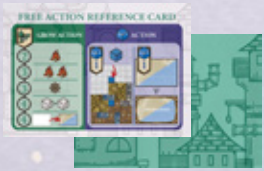
Route Tiles x 64



Dice x 9



Double-sided Room Cards x 5



Free Action Reference Cards x 4



x 68 x 4 x 4 x 4

Cubes



x 36 x 30



x 18



x 12

Parts Tiles

Gameplay Overview

1 Grow your Player Board with a variety of actions to suit your strategy.



2 Collect resources to soar faster and unleash your skills.



3 Whoever gathers the most claims victory!



Setup

Play Area Setup

1 Place the Search Board at the center of the table, within reach of all players.



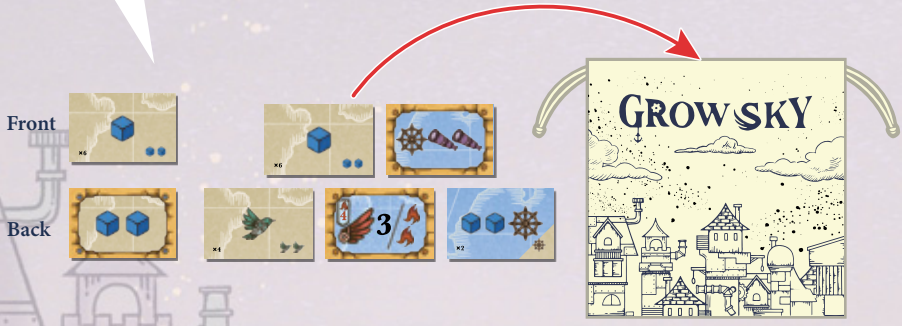
2 Create a common supply of Resource Cubes and Parts Tiles next to the Search Board.



3 Place Dice within reach of all players based on player count:
2 player: 7 Dice
3 player: 7 Dice
4 player: 9 Dice

4 Place each player's Search Token at the 0 space of the Search Track.

5 Put all Route Tiles into the Draw Bag. Then, randomly draw 8 Tiles and place them front side up in the Route Tile Market on the Search Board.

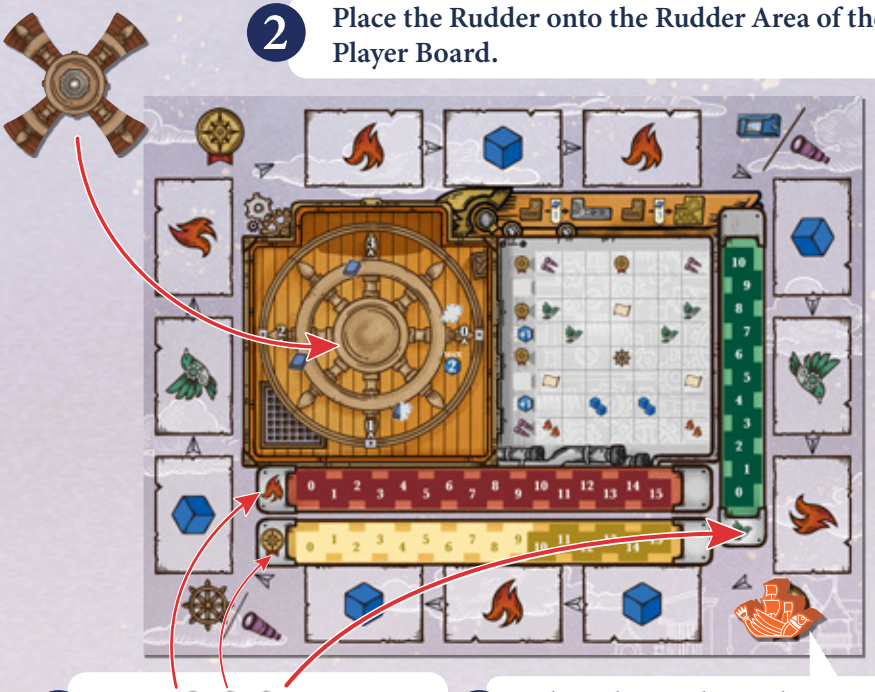


Player Board Setup

1 Give each player:

- 1x Player Board
- 1x Airship Token of the same color
- 1x Rudder of the same color
- 1x , 1 x , 1 x
- 1x Summary Card
- 4x Resource Cubes

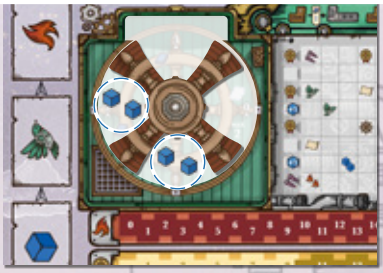
2 Place the Rudder onto the Rudder Area of the Player Board.



3 Place , , at the corresponding spots:
› 0 space of the Victory Track.
› 0 space of the GROW Gauge.
› on the following spots of the Fuel Gauge according to turn order:
1st Player: 2
2nd Player: 3
3rd Player: 4
4th Player: 5

4 Place the Airship Token on the starting Route Space of the Player Board.

5 Place 2 each in the Lv. 1 and Lv. 2 spaces of the Rudder Area.

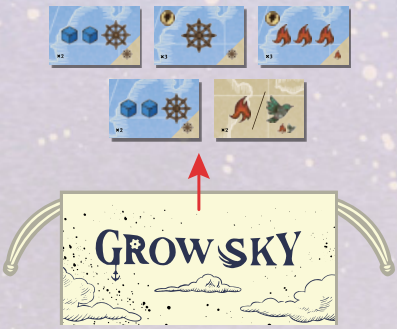


6 The player who most recently flew is the starting player. Give them the 1st Player Token.

7 Draw a number of Route Tiles equal to the number of players plus 1 from the Draw Bag. Starting with the last player, take turns selecting 1 Tile at a time in counterclockwise order, placing it on any Route Space on their Player Board.

- The ⚡ bonus of Tiles chosen here are not activated.
- Any leftover Tiles are returned to the Draw Bag.

(See Page 12 for detailed placement and bonus rules.)





Flow of the Game

1 The 1st Player rolls all of the Dice.

2 In clockwise order starting from the 1st player, players select 1 Die and place it on the leftmost space of a Dice Action, activating the corresponding Action.

3 Continue taking turns placing Dice until only 1 Die remains.

4 After the Cleanup Phase *(Pg. 16)*, pass the 1st Player Token to the player on the left. That player becomes the 1st Player for the next round.

5 If the Final Round condition is met, players finish the current round before proceeding to the Final Round *(Pg. 17)*.

Actions are triggered depending on where Dice are placed. The number of Dice that can be placed on Flight and Develop Dice Action spaces are limited, while Dice placed on Standby Dice Action spaces are unlimited. When taking a Standby Action, players gain , , and resources regardless of the Dice value.





Common List of Game Icons

Increase the Victory Track by 1.

Increase the Grow Gauge by 1.

Increase the Fuel Gauge by 1.

Put 1 in the Lv.0 space of the Rudder Area.

Advance the player's Search Token by 1 space.

Turn the Rudder 90 degrees clockwise (Pg. 11).

Acquire the Part Tile stated on the effect and immediately place it on the player's Engine Room *(Pg. 14)*.

These icons state cost to do the Action or to upgrade Tiles.



There is no limit on the number of Dice that can be placed on the Standby Action space.

For a 4-player game, there are 5 Dice Areas in the Flight and Develop Action space, indicated by . Once a Dice Area is full, it can no longer be selected.

Flight Action

When a player places a Die on the Flight Action, they spend based on the number on the Dice space and move their Airship Token forward a number of Route Spaces by the Dice value. The symbols on the Die do not matter for this Action.

Example:
Player 1 places the on the leftmost space.

They spend 1 and move their Airship Token 3 spaces.

Player 2 places the on the next leftmost space. They spend 2 and move their Airship Token 4 spaces.





Boost

When a player does a Flight Action, they may advance additional spaces by spending 4 . For each 4 spent, move 1 additional space.

Route Space

The Airship Token flies clockwise around the outer perimeter of the Player Board, known as the Route Space. There are 12 spaces. Route Spaces provide bonuses when Airship Tokens stops on or passes through *(Pg. 13)*.



Checkpoint

The 4 corners of the Player Board are Checkpoints. Even though the Airship Token starts on a Checkpoint during Setup, Checkpoints do not count as a Route Space, the Airship Token just flies through it. When the Airship Token flies through a Checkpoint, the player gains the corresponding bonus:

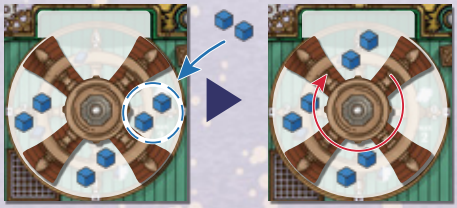
- Increase the Victory Track by 1.
- Turn the Rudder or advance the Search Token by 1.
- Place a in the Engine Room or advance the Search Token by 1 (Pg. 11/14).

Develop Action

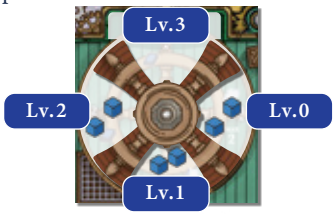
The Develop Action allows a player to perform various actions. The player performs the action corresponding to the symbols shown on the Dice.

Rudder Action

Place 2 in the Lv. 0 space of the Rudder Area, then turn the Rudder 90° clockwise.



The Rudder Area contains 4 spaces. The ^ on the Rudder Area represents Lv.



When paying as a cost, always use the value indicated by the current Lv. There are no exceptions. A Lv. 3 will not be moved back to Lv. 0 by turning the Rudder.

Lv. 0 › has no value and cannot be used.

The Storage Cap of that can be placed here is 2.

Any extra gained are discarded. Storage Cap can be increased as the game progresses.

Lv. 1 › 2x pays for 1 cost.

Lv. 2 › 1x pays for 1 cost.

Lv. 3 › 1x pays for 1 cost.
Besides paying the cost, there are Free Actions that are only possible with Lv.3 .

There is no Storage Cap for Lv. 3 .

Search Action

Advance the player's Search Token by 3 spaces. When landing on or passing a space with an icon, the player immediately gains its bonus.



This icon indicates the 1st player to reach or pass this space.
Example: 1st player to land on or pass this space gains .
Each subsequent player gains .

Purchase & Place Route Tiles

Purchase up to 2 Route Tiles from the Route Tile Market by paying the required cost and place them on any Route Spaces on the Player's Board.

Refer to Example 1 for the cost, indicated on the Route Tile Market area of the Search Board.

When a space in the Market becomes empty, Tiles shift down as shown in Example 2 during the next player's turn. New Tiles are not replenished at this time, they are only replenished during the Cleanup Phase.

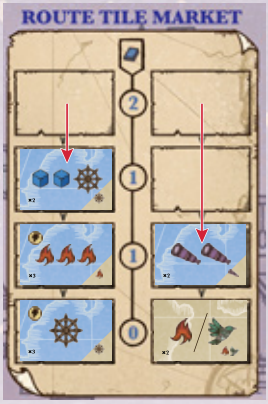
Route Tile Placement

When a Route Tile is placed on a Player Board, its bonus replaces any bonus that was previously on that space; the previous bonus is lost.
A new Route Tile may also be placed on top of an existing one.

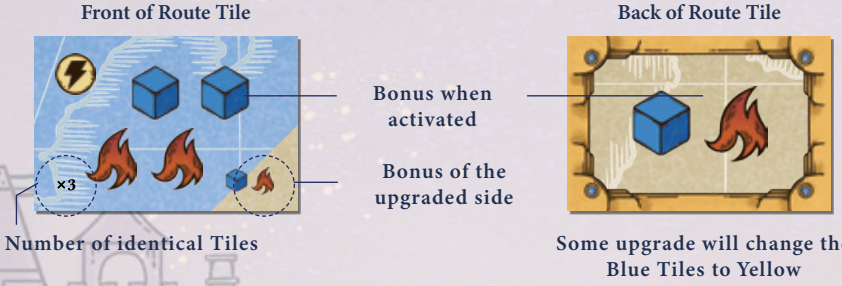
Example [1]



Example [2]



How to Read Route Tiles



Types of Route Tiles and Spaces



The Blue Route Tile activates the bonus when the Airship Token stops on it.



Blue Route Tile with ⚡ also activates the bonus once per game, immediately upon placement.

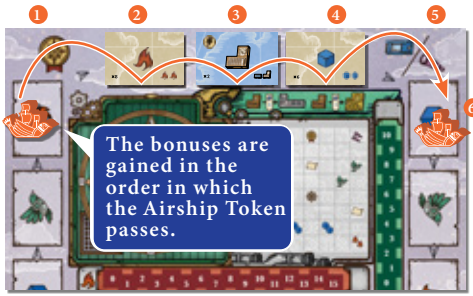


The original Route Spaces count as Blue Route Tiles.



The Yellow Route Tile activates the bonus whenever the Airship Token stops on or passes through it. Activations are triggered in the order in which they are passed.

Example



The bonuses of Checkpoints and Route Tiles are activated in the order in which they are passed, for example:

Airship Token moves 4 spaces

1: Gain from Checkpoint
2: Gain from Yellow Tile
3: No Bonus from Blue Tile
4: Gain from Yellow Tile
5: Gain or from Checkpoint
6: Gain from Route Space

What are Free Actions?

There are 3 types of Free Actions:
- Upgrade Route Tiles (pg. 13)
- Use a Lv.3 as a Part (pg. 14)
- Grow Actions (Pg. 16)

During a player's turn, Free Actions may be taken before or after performing a Dice Action. Multiple Free Actions can be combined or used before and after each other. Players cannot use Free Actions while an action is in progress *(e.g. while you are moving the Airship Token with the Flight Action).*

Free Action

Upgrade Route Tiles

By consuming 1x Lv. 3 , 1 placed Route Tile can be turned over and upgraded. This can be done multiple times at once by paying the cost per Tile. Once a Route Tile has been upgraded, it cannot be flipped back to the front side.

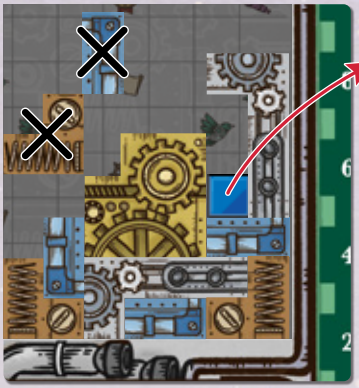


Acquire and Place Parts Tiles in Engine Room

Gain 1 each of  and place them in the player's Engine Room to gain various bonuses. Parts may be freely flipped and rotated when placing, but once placed, they cannot be moved or removed.

Fill the 56 spaces in a puzzle-like manner. Because the Engine Room is affected by gravity, **Parts must be supported from below and cannot be placed floating or without support.** In the example below, Parts marked with ✕ cannot be placed there because there are no Parts beneath them to provide support.

Engine Room



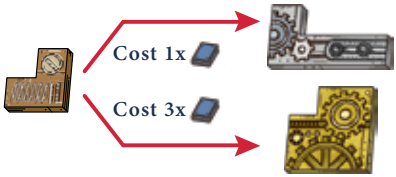
Free Action

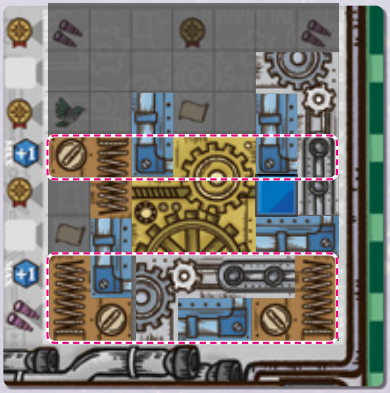
Use a Lv.3 ◆ as a Part

Lv.3 ◆ can be placed in the Engine Room as a Part of 1 square. The placement rule are the same as any Parts Tiles. Multiple Lv.3 ◆ can be used at once.

Parts Upgrade

 can be upgraded by paying the ◆ cost. Upgrades can only be done before placement.





When a player places Parts on spaces with icons, they immediately gain the bonus shown on those icons.
If multiple icons are covered at once, all corresponding bonuses are gained.

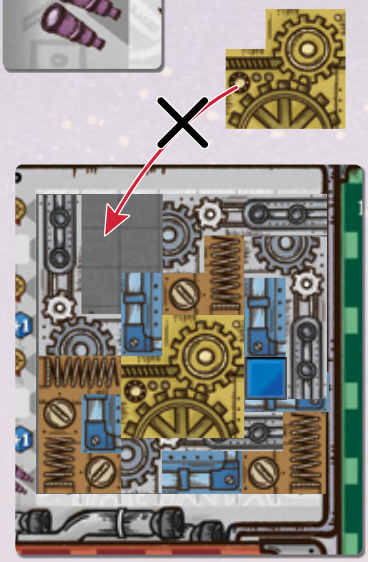
Fuel x 2 | Blue Cube x 2 | Search x 2 | VP x 1

Grow x 1 | Rotate Rudder 90° Clockwise | Purchase & Place 1x Route Tile

When all the spaces of a row in the Engine Room are filled, the player immediately gains that row's Row Bonus. Rows do not need to be completed from bottom to top. In the image above, Rows 1,2 and 5 are completed, so the player gains the Row Bonus for each of those rows. Row 4 may still be completed later in the game to gain the Row Bonus.



This Row Bonus increases the Storage Cap of that can be placed in the Lv. 0 Rudder Area by 1. By completing Row 2/5, the Storage Cap of Lv.0 will become 4.



When players obtain Parts that they can't place anywhere, discard them and return them to the supply.

Players cannot obtain Parts that are not available in the supply.

As an exception, if there isn't any left but there are or in the supply, players can spend to upgrade and get a or .

The 1st player to fill all the spaces is the player who triggers the Final Round *(Page 17)*.

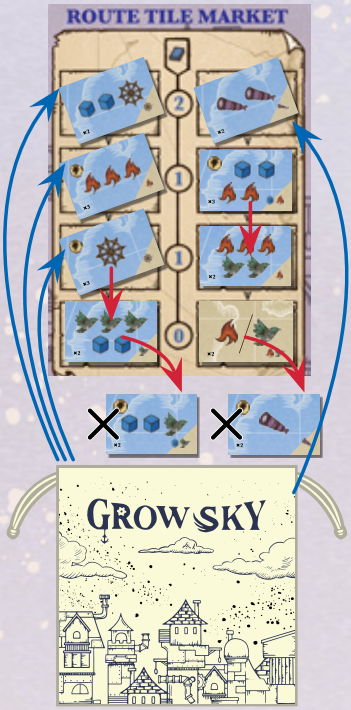
Gauge Limit

When gaining resources through rolling Dice or other means, players can only gain resources up to their gauge limit. Anything going over the gauge limit is discarded and lost.



Cleanup Phase

Once everyone has finished their actions for the round, proceed with the following:



1. Discard the 2 bottom Route Tiles if there are any remaining in the Market. The discarded Route Tiles are removed from the game. After discarding, move the remaining Route Tiles in the Market down.

2. Draw Tiles from the Draw Bag randomly and fill the empty Market slots, such that all Market slots are filled.

3. All Dice are collected, and the new 1st Player begins the next round.

Grow Free Action

Grow Action

Spend the **Grow Gauge** to perform the corresponding actions:

Cost 2:
Obtain

Cost 3:
Obtain

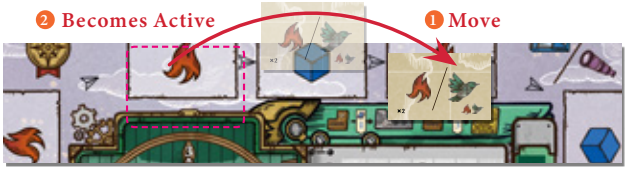


Cost 3:
Turn the 90 degrees clockwise.

Cost 4:
Choose a Die and change it to any face. Using the Die is optional.



Cost 4:
Move 1 Route Tile already placed on the player's own Player Board to any space. Placement rule are the same as when acquiring Route Tiles. When moving Route Tiles, only the topmost Tile can be moved. When a Tile is moved and it was an overlapping Tile, the Tile or Space underneath it becomes active.



Triggering the Final Round

When a player achieves any of the following, that player becomes the player who triggers the Final Round:

1. Reach 10 on the Victory Track.
2. Reach 44 on the Search Track.
3. Fill all spaces in the Engine Room.

Once either condition is met, players finish the current round, and the next round becomes the Final Round.

Turn order for the Final Round is determined differently from normal rounds.

The player who triggers the Final Round becomes the 1st Player.
All remaining players take their turns in clockwise order from the 1st Player.

The End of the Game

Once the Final Round is completed, follow these steps to determine the winner. **Players cannot gain bonuses other than**  **from the Search Track.**

Check each player's Player Board for the following:

1. **Least Blank Spaces in the Engine Room**

The player with the least Blank Spaces advance 4 spaces on the Search Track, followed by the 2nd least advancing 2 spaces, and the 3rd least advancing 1 space. The 4th gains nothing.

2. **Most Upgraded Route Tiles**

The player with the most upgraded Route Tiles advance 4 spaces on the Search Track, followed by the 2nd most advacing 2 spaces, and the 3rd most advancing 1 space. The 4th gains nothing.

In case of a tie, the player who took their turn earlier in the Final Round gets the better reward.

Next, any remaining resources are used to advance on the Search Track. advance 1 space on the Search Track for each of the following resources:



After all calculations are complete, the player with the most  **is the winner.**



This section of the Play Area serves as a reminder for End of the Game bonuses.

Tiebreaker

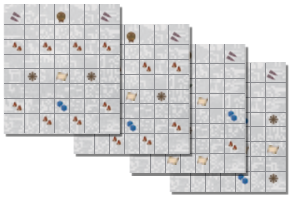
If there are players tied for the most , the player whose **Search Token** is farthest on the Search Track is the winner. If a tie remains, the player who took their turn earlier in the Final Round wins.

Optional Rule: Faster End Game

For a **faster End Game,** play with this rule. When a player **triggers the Final Round, players complete the current round and the game ends.** Follow the **End of the Game** steps to determine the winner. Since there is no Final Round, if there are ties for End of Game bonuses, they are shared.
For tiebreaker of the winner, follow the Tiebreaker rule, except if a tie remains after checking the Search Track, the tied players share the victory.

Advance Mode

During Player Board setup, each player randomly receives 1 Room Card and places it in their Engine Room on either side. Once the game has started, players cannot change the side they are playing on.



Credits

Rulebook v2.0

Game Developer:
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Original Game Design:
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Original Artwork:
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Types of Route Tile Bonuses



Gain the corresponding resources. Anything over the limit will be discarded.



Gain either resources.



Acquire 2 and turn the Rudder.



Advance the Search Track by the number of icons.



Place the corresponding Parts Tiles in the Engine Room.



Spend the corresponding amount of to move additional spaces. Or obtain the corresponding amount of .

Example: Spend 5 to move 3 additional spaces or obtain 2 .

GROW SKY



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