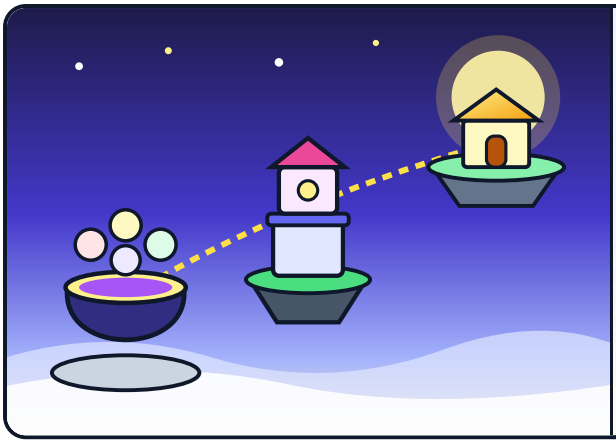


🔮 Welcome to the Skyward Archipelago — High-Stakes Alchemy & Cloud Towers

High above the clouds, ten floating islands orbit the golden **Sky Sanctuary**. Each celestial convergence, rival apprentice alchemists Crimson and Starlight ignite their Aether Cauldrons — pushing volatile brews to the brink while commanding five 3D Cloud Towers across the skyway.

Hitch a ride atop soaring towers to leap into the Sanctuary, or stack heavy towers to pin rival Envoys and carry mid-stack riders back to the dock — grab **1 standard 54-card poker deck** and race for the stars!

📔 Cloudspire Alchemy: Skyward Grimoires — Rulebook

🏆 Endgame: 2 Envoys in ⑩ / ≥22★ / End of R7 · Most ★ Wins!

1. Components & 30-Sec Poker Setup (Add 1× 54-Card Deck)

1. **15 Jumbo Cutouts Only (3 Sheets)**: Sheet 2 is the uncut Main Board. Slice Sheet 3 across the center dashed line — top half is the uncut **Dual Grimoire Board**; bottom half cuts cleanly into **5× 🏰3D Weighted Cloud Towers** (fold all 4 dotted lines inward toward white back; glue ① & ⑤ white backs flush together), **4× Envoys**, and **6× Δ Track Prisms**.
2. **Open Reagent Shop (24 Number Cards)**: Leave **8, 9, 10** & **2 extra Ks** in the box (use an idle suited **10** to mark any active Tome II on Sheet 3). Lay out suited **2–7 (24 cards)** in 4 piles — **Rank N = Cost N💰 = Safe +N Cauldron steps!**
3. **Symmetric Starting Deck-Bag (7 Cards + 1 Joker Each)**: Each player shuffles **2×J (1 step·1💣)**, **2×Q (2 steps·2💣)**, **1×K (3 steps·3💣)**, and **2×A (1 step·0💣)** face-down as their personal draw pile, plus **1 upright Joker** beside the board as a charged 🧂**Calm Charm**.
4. **Board Setup**: Place all 4 Envoys on ① **Launch Dock [Safe Port]**; place the 5 Cloud Towers on Islands ③, ⑤, ⑥, ⑦, ⑧. Set Star markers on **0**, Round on **R1**; P1 takes ⚑**1st** & starts Cauldron at **0**; P2 starts R1 Cauldron at **1**!

2. Round Flow (Max 7 Rounds · 1st Player → 2nd Player)

1. **Turn Order & Catch-Up Boost (R2+)**: Advance Round marker; fewer ★ takes ⚑**1st** (if tied, alternate). If trailing by **3–5★**, start your Cauldron at **1**; if trailing by **≥6★**, start at **2**!
2. **Step 1 · Draw & Brew (Push Your Luck)**: Reveal cards 1-by-1 from your draw pile into a row (check bust BEFORE advancing Cauldron, max **21Max**):
   - **Numbers 2–7 (0💣 Safe)**: Advance **2–7** steps & trigger suit Grimoire (**A** = +1 step, colorless).
   - **Faces J/Q/K (Volatile Dregs)**: Add **1/2/3💣** (and advance **1/2/3** steps if not busted). Right after drawing a non-busting Face card, you may turn your charged 🧂**Charm** sideways to **set that Face card aside** for this round (0 steps, 0💣; reshuffled at turn end)!
   - **Stop or Bust**: Stop anytime after a card (emptying your draw pile safely with **≥10 cards** in row scores **+1★ Clean Cauldron**). Exceeding **>6💣 (i.e. ≥7💣)** triggers an instant 💥**Bust** (the busting card does NOT advance Cauldron)!

> 🧂 **Instant Poker Iconography (Zero Lookup Math!)**
> **Face Art (J/Q/K)** = volatile **1/2/3💣** risk; **Numbers 2–7** = 100% safe reagents where **Rank N = Cost N💰 = +N steps**; **Joker** = your **Calm Charm** shield to set aside a risky Face card!

3. Cloud Tower Race & Reagent Market (Steps 2 & 3)

1. **Step 2 · Strict Fixed Order**: If **Safe**, resolve ① **[🧙Envoy Move] FIRST, then** ② **[🏰Cloud Tower Move]** (never reverse!). If 💥**Busted**, skip ① Envoy Move, take only **1 base Tower step** in ②, and recharge your 🧂**Charm** upright at turn end.
2. 🧙 **Envoy Move (Phase ①)**: Move 1 of your **unpinned** Envoys clockwise **1 to [# of safe A–7 cards drawn]** steps (min 1 step; stop immediately upon entering ⑩; landing on a towered island climbs onto the **top roof** & triggers island text. **Unpin Failsafe**: if both your Envoys on islands are pinned, push 1 top Cloud Tower on your Envoy's island +1 step instead).
3. 🏰 **Cloud Tower Move, Pin-Lock & Flyover (Phase ②)**: Gain **1** base step (plus **+1/+2** for **1/≥2♠**, splittable). Pinch any tower's sloped walls to carry **ONLY components ABOVE its roof** (roof/mid Envoys + upper towers) clockwise together (ground Envoys stay behind; **Pin-Lock**: if a bottom tower pins a ground Envoy, upper towers must move off first; max **3** towers/isle, overflow slides clockwise):
   - **Flyover Drop & Safe Port**: Flying from ⑨ over ⑩ to ①, ONLY **active player's Envoys on the very top roof** jump into ⑩; rival top Envoys & mid-layer Envoys ride back to ① (① **Safe Port**: towers park beside Envoys, no pin bonus)!
   - **Pin Bonus**: On ②–⑨, dropping a tower onto an exposed **rival Envoy** scores **+1★** & recharges 🧂**Charm** upright (max 1×/turn; pinning own Envoy gives nothing).
4. **Step 3 · Cauldron Rewards & Diff-Suit Buy**: If **Safe**, gain space's **+★** (plus Grimoire ★ [Tome I: ≥2♥ +2★, ≥2♦ +2★] & **3-suit +1★ / 4-suit +2★** Resonance), then spend 💰 (+♦ coins) to buy **up to 2 cards of DIFFERENT suits** (leftover 💰 expires). If 💥**Busted**, choose EITHER space's **+★** OR spend its 💰 **to buy 1 card**. Shuffle all drawn, set-aside & bought cards into your draw pile; reset Cauldron to **0**.

4. Sanctuary Honors & Equal-Turn Endgame

1. **Sky Sanctuary Rewards**: Your 1st Envoy entering ⑩🔥**Sanctuary** moves to your Honor Box for **+3★** (**+1★ Pioneer Bonus** for the game's very first Envoy); your 2nd Envoy scores **+5★**!
2. **Endgame**: Finish the round so both players take equal turns. Check at round end: if ① **either player has 2 Envoys in ⑩**, ② **either has ≥22★** (at 20★ flip marker to **+20** on **0**, max 39★), or ③ **R7 ends**, most ★ wins! (Ties: Sanctuary Envoys, then total deck size, else shared win.)

> 💡 **First-Game Strategy Tip (Play Tome I Standard!)**
> Start with **Tome I** printed on the Main Board! Buy 2 different suits each round for Resonance: big numbers race Cauldron VP, while cheap cards fuel Envoy sprints & tactical Tower pins!

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