

The Skies of Torrenar

3-5 players
Ages 10+
Cooperative
35-60 min.

Introduction

Ruthless industrial tycoon and mustachioed profit fanatic Baron Mortimer J. Griswold runs a coal-fired textile factory whose massive central smokestack looms ominously over the lively thoroughfares of Torrenar. Griswold's factory belches toxic smoke that chokes the streets and shrouds the skies. You and your neighbors have had enough. Gather your friends and roll up your sleeves, because it's time to close the factory and *shut down that smokestack!*

Setup

Game Size

To the game box, return all cards that don't match your game size. For example, if you're playing a 3-player game, return the cards that say 4+ or 5+.



Smokestack

Shuffle all Pollutants together. For each player, count out 7 Pollutants (represented by the icon at right). Put them into one face-down stack in the middle of the table. This stack is the Smokestack. Put its art card next to it (hourglass side down).



Players

From the remaining Pollutants (not from the Smokestack), deal 6 Pollutants to each player. Then, deal 3 **Local Campaigns** and 1 **Education** to each player. Each player should then shuffle the cards they've been dealt, placing them face-down to form their Draw pile. Finally, each player may put a Reference card in front of them (if they want).

Action Stack

Find **Court Victory** and set it aside for now. Shuffle the remaining Action cards together and place them face-down in the middle of the table. This is the Action stack. Put its art card next to it (either side up). Put **Court Victory** face-down on the bottom of the Action stack (that is, slide it underneath). Next to the Action Stack is its Forfeit pile (which starts empty). Finally, somewhere near the Action stack, put **Reprieve** on the table face-down.

Wrap-Up

From their Draw pile into their Hand, each player draws 5 cards. As a group, choose a starting player. Play will move to the left. You're ready to begin!

Play

Cooperation

Many mechanics involve Cooperation, the game's currency (represented by the icon to the right). To generate 1 Cooperation, from your Hand, Discard a card with the Cooperation icon at its top-left. To Discard a card, put it face-up on your Discard pile (next to your Draw pile). Discarding to generate Cooperation is called Contributing.



Drawing

When something lets you Draw cards, take them from the place specified into your Hand. Whenever you need to do something with the next card on your Draw pile, if that pile is empty, shuffle your Discard pile and place it face-down as your Draw pile. Then resume what you were doing. The Action stack and its Forfeit pile work the same way.

Your Turn

On your turn, first, you may use as many Action cards from your Hand as you are able. To use an Action, first pay its Cost (if it has one) and make sure you meet its Requirement (if it has one). Then, do whatever it says for its Effect. Finally, do *one* of the two things below (**make sure you understand this - it's the trickiest part of the game**):

- Discard the card (put it on your Discard Pile), OR
- Forfeit the card (put it on the Forfeit pile) and Gain 1 from the Action stack (take 1 card from the top of the Action stack and put on your Discard pile)

Once you decide you won't use any more Actions, Discard all remaining Actions from your Hand. Then, deal all Pollutants from your Hand, one by one, to the Discard piles of all players, starting with yourself and moving to the left. Next, Gain 1 from the Smokestack (take 1 card from the top of the Smokestack and add it to your Discard pile). Finally, Draw 5 cards (or until you have no more cards). Then your turn ends.

Collective Costs

Many cards have a cost that says "Collectively." This means that the Cost can be paid by any combination of players. When another player wants to use an Action with a Collective cost, they may ask friends to Contribute to that Action. You can do so by generating Cooperation as normal (Discarding cards that have the Cooperation icon), even when it's not your turn.

Piles

You may look through (but not reorder) a face-up pile at any time.

Game End

If the Smokestack is ever empty, the players lose the game. If a player successfully uses **Court Victory** (which is on the bottom of the Action stack) or **Revolution** (which is shown on the back of the Action stack art card, and is always available for use), they permanently shut down the Smokestack. That means the team wins the game!

Glossary

- **Active:** Face-up and applying its effect.
- **Ally:** A player other than you.
- **Action:** A type of card that lets you do things.
- **Action Stack:** A stack of helpful cards, shared by all players.
- **Collectively:** Involving any combination of something. For example, if an Action's Cost is "Collectively Contribute 3 Cooperation," it means that, across all players, a total of 3 Cooperation must be Contributed. Three players could Contribute 1 Cooperation apiece. Or, one player could Contribute all 3 Cooperation. Or, one player could Contribute 2 Cooperation, while another player would then Contribute 1 Cooperation.
- **Contribute:** Generate Cooperation by Discarding Actions (which have the Cooperation icon at the top-left).
- **Contributor:** A player who Contributed Cooperation toward an Action.
- **Cooperation:** The "currency" of the game. It is represented by the fist icon, and tracked mentally (not with any cards or pieces).
- **Cost:** Something that must be done in order to use an Action.
- **Deal:** Distribute cards one by one, like in poker or other card games.
- **Discard:** Put cards face-up on top of your Discard pile.
- **Draw:** Take cards from a specified place into your Hand. If no place is specified, take them from your Draw pile. Whenever you Draw from a pile, draw from the top.
- **Effect:** What a card does when used or while Active.
- **Forfeit:** Take cards from a specified place and put them face-up on the Forfeit pile. If no place is specified, take them from your Hand.
- **Gain:** Take cards from a specified place and put them face-up on your Discard pile. If no place is specified, gain them from the Action Stack.
- **Hand:** The cards you hold in your hand.

- **May:** You are allowed to do the specified thing, but you don't have to. You can also do part of it. For example, if you "May Draw 2," you can instead choose to Draw 1 or 0.
- **Mitigate:** Remove cards from the game (return them to the box or set them aside).
- **Neighbor:** A player sitting immediately next to you if you picture all players sitting in a circle. This is not the same as Ally, because you're only sitting next to two other players (one on your right, and one on your left). You are not considered your own Neighbor.
- **Pollutant:** A type of card that harms you and prevents you from doing things.
- **Reference:** A type of card that helps you remember how to play the game.
- **Return:** Put back exactly where the card came from, so it is facing the way it was before. If you are Returning multiple cards "in any order," their facing must be unchanged, but their sequence may be.
- **Right After:** Something that happens in immediate response to something else. After something happens, each player can only do one thing that happens "right after."
- **Role:** A type of card (for experienced players) that gives you unique capabilities.
- **Smokestack:** A stack of bad cards, shared by all players. When it's empty, you lose.
- **Special:** A type of card that provides a miscellaneous function in running the game.
- **Use:** Pay the Cost of an Action, and then do its Effect.