INTERPLANETARY

EXPANSION 4 - SKYWARDS



AN EXPANSION DESIGNED BY ELIAS HEYDRICH

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WONDERFUL NEWS, OUR SPACE PROGRAM IS MAKING GREAT PROGRESS! DAY BY DAY, OUR EFFORTS TO EXTEND SQUEAKIND'S REACH *SKYWARDS* BEAR FRUIT AND WITH THIS NEW EXPANSION FOR *INTERPLANETARY*, THERE IS MORE TO DO BEYOND THE HEAVENS THAN EVER BEFORE. IF YOU EVER WANT TO SEPARATE THE NEW COMPONENTS FROM THE OLD, EVERY CARD BELONGING TO *SKYWARDS* SHOWS THE - SYMBOL IN THE TOP-LEFT CORNER.

Included are new **directives** cards for all six **acts** of the base game, as well as some cards compatible only with **acts** from the cooperative *Unity* expansion.

PLAYING WITH *SKYWARDS* :

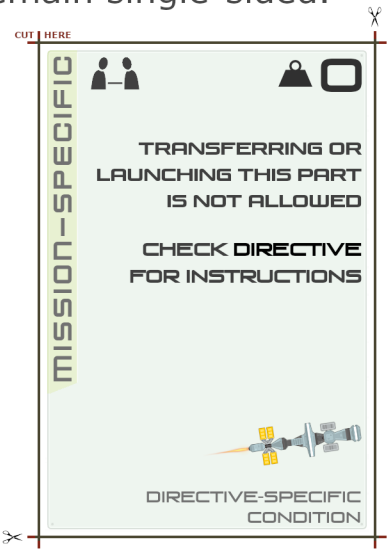
During setup: when sorting the **directive** cards by **act** to form the **campaign deck**, just include new **directives** of appropriate **acts** from this expansion.

THE CONDITION PART

Some cards refer to a **condition part**, a component originally included in Expansion 2 - *Unity*. If you do not have a copy of *Unity*, you can simply cut out the copy of the card below and enjoy everything that *Skywards* for solo players offers that way. For that purpose, this **part** card can remain single-sided.

The rules for this card are simple and are as follows:
The **condition part** can be treated like the **special part** during setup, which means that it only enters and leaves play through **directive** cards. Unlike the **special part** though, you may **discard** the **condition part** at any time. The other important difference is the fact that you cannot **transfer** or **launch** the **condition part** from its current location to another entity, like e.g. some **craft**.

For additional instructions and rules, check the **directive** card that brought it into play, as usual.



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