SKYVALE

Game Instructions

Skyvale is a game where you command your army of jungle animals of both land and sky to gain control of the great hidden valley of Skyvale.

How do I start?

Set up the board according to the "Board Setup" box to on the back of this sheet. Decide between you and your opponent who goes first. Begin play according to the steps described in the "What do I do on my turn?" section.

How do I win?

You win the game by capturing your opponent's Silverback.

Where is all this happening?

The game board is divided into two arenas: the Valley Board and the Sky Board. Though they are shaped differently, they bear some important things in common. Each side is divided into rows. These rows, per side, are Mountain, Field, and River. They are also divided into seven columns that are numbered. An important part of the game is how action on one board affects things on the other board, so it is key to keep track of how the spaces of each correspond to each other. A space can be referred to by its side, row, and number, like "White River 3".

On the Valley Board, there are three spaces with no row or number. These are the "Islands", and they have no corresponding space on the Sky Board. See the "Islands" section for details on how they affect play.

What can my pieces do?

Silverback (1 piece)

The smartest and strongest of the animals from your side of the valley, the Silverback can move up to 3 spaces. After each space, he can change directions, allowing him to move about the board and around obstacles with ease. A Silverback cannot move through any other animals.

Panthers (3 pieces)

The quickest hunters, a Panther can make great leaps from place to place. A Panther can move up to 3 spaces in a straight line. Though she can't change directions mid-leap, she is not blocked by other animals.

Boars (6 pieces)

Your most numerous ground creature, Boars can move up to 2 spaces. After the first space, a boar can change directions, giving him a bit of flexibility to maneuver. A Boar cannot move through any other animals.

Eagles (10 pieces)

Eagles fly in the sky, keeping a sharp lookout on enemy ground forces, as well as directly attacking your opponent's Eagles. Eagles can move any number of spaces up, down, left, right, or diagonally. However, in order to move, they must be called by an animal on the Valley Board! Eagles can only move towards the Valley piece you just moved in the same turn. This means only an Eagle that is in a straight line from that animal's space can be moved. You can choose to stop the Eagle over the calling animal, OR you can have your Eagle keep flying in the same direction until it hits an obstacle. An Eagle stops its movement if at any point it captures an opponent's Eagle or its way is blocked by a friendly Eagle.

What do I do on my turn?

Each turn has three possible steps that must be played in the following order.

Transformation Step

You can choose one of your Boars or Panthers on the Valley Board and transform it into an Eagle, moving it to the corresponding space on the Sky Board. From now on it acts like an Eagle. You cannot choose an animal that already has an Eagle in its space on the Sky board.

(You will probably pass on this step most of the time, but it's important to remember that it's there!)

Valley Step

You choose one piece on the Valley Board and move it (see below for movement details). This is the only step that you cannot pass on. If the animal you move can change directions during its move, it has to finish its move on a different space than where it started (you can't move it off a space and then back onto the same space).

Sky Step

The animal you just moved calls for an Eagle. Choose one Eagle on the Sky Board that is in a straight line to your Valley animal and move it towards that space or beyond (see above for movement details). If the Valley animal stopped in a space that already has a friendly Eagle, you must pass on this step.

After you've moved an Eagle or chosen to pass on that step, it is your opponent's turn.

### How do I capture my opponent's pieces?

Capturing with Eagles is straightforward. If your Eagle moves into the space of an opponent's Eagle, your opponent's piece is captured and your Eagle stops.

Capturing Valley animals is a little trickier, because they might have Eagles watching out for such treachery! If your opponent has an Eagle on the Sky Board that corresponds to the same space on the Valley Board, an animal in that space on the Valley Board is protected and can't be captured. If you want to capture it, first you have to get rid of his Eagle.
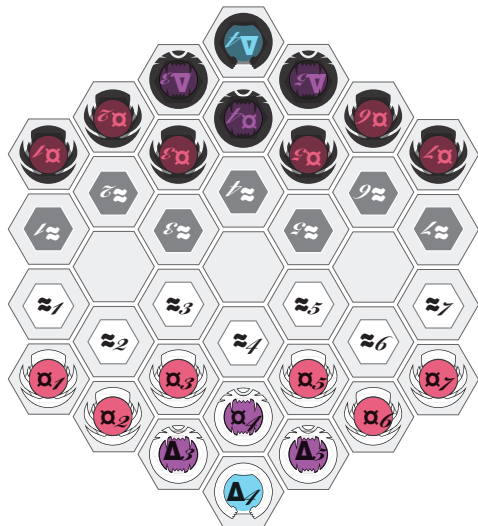
What are the Islands?

The islands in the middle of the river are a special case for directing Eagles. If you move a Valley animal onto one of these Islands, you can then move any Eagle in any direction. However, an animal on an Island can't be protected. They are vulnerable to being captured.
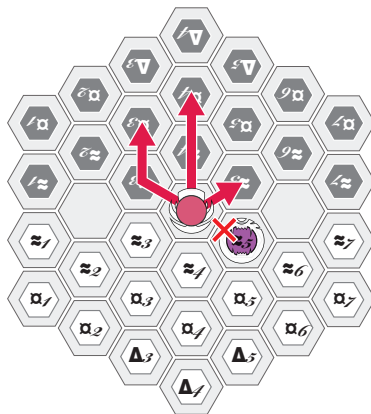
Board Setup

- 🔴 Boar
- 🔵 Silverback
- 🟣 Panther
- 🟡 Eagle
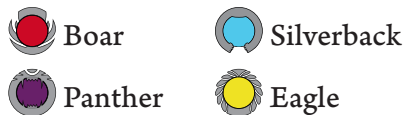
Valley Board
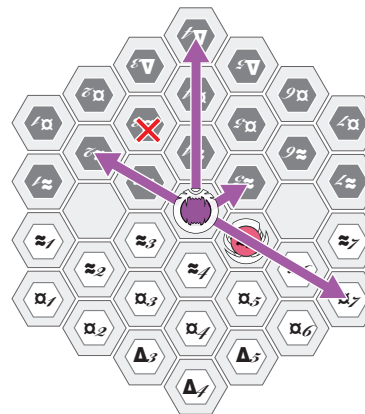

Sky Board

Movement Overview

Boars CAN:
 Move 1 or 2 spaces
 Change direction mid-move

Boars CANNOT:
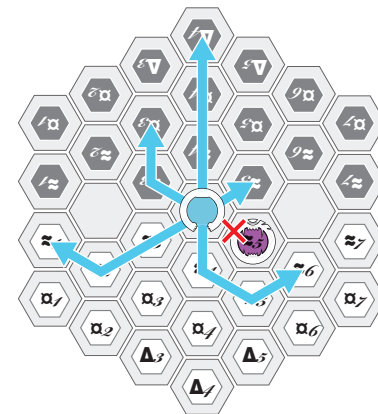 Move through other pieces

Panthers CAN:
 Move 1 to 3 spaces
 Move through other pieces

Panthers CANNOT:
 Change direction mid-move

Silverbacks CAN:
 Move 1 to 3 spaces
 Change direction mid-move
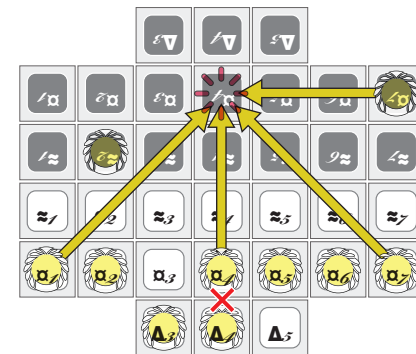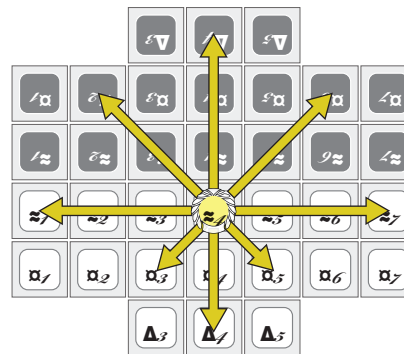
Silverbacks CANNOT:
 Move through other pieces

Eagles CAN:
 Move unlimited spaces
 Move diagonally

Eagles MUST:
 Initially move towards the
 calling Valley piece

Eagles CANNOT:
 Move through other pieces
 Change direction mid-move

Quick Reference

WIN: Capture your opponent's Silverback

Step Order

Transformation Step

Turn a Boar/Panther into an Eagle
(NOT OFTEN)

Valley Step

Move a Boar, Panther, or Silverback
(ALWAYS)

Sky Step

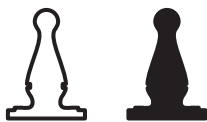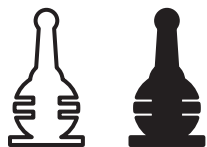Move an Eagle towards the Valley piece from the previous step.
(MOST OF THE TIME)

Board Symbols

≈ - River   ¤ - Field   ▲ - Mountain

Pawns
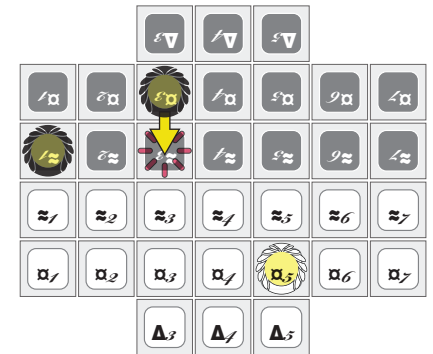
Boar

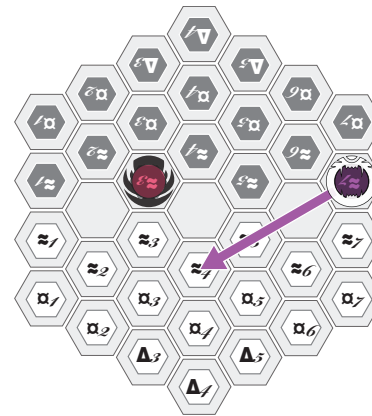### Panther

Silverback

Eagle

Example Turns

Example 1
Black Boar moves to Black River 3. The player chooses the Black Eagle at Black Field 3 to move to Black River 3, which protects Black Boar.
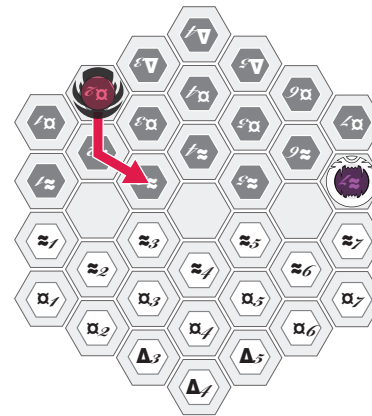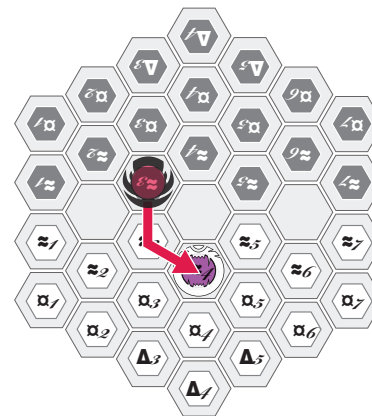
Example 2
White Panther jumps to White River 4. White Eagle moves from White Field 5, *past* White River 4, and stops at Black River 3 when it captures Black Eagle! However, now White Panther is unprotected.
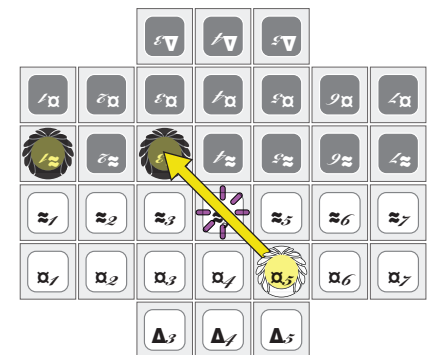
Example 3
Black Boar moves to White River 4 and captures White Panther! However, because there are no Black Eagles that can move to White River 4, Black Boar cannot call the Black Eagle there, and must pass on that step.

Example Turns

Example 4
White Panther moves from White Field 6 to an Island, allowing it the freedom to direct the White Eagle any way it chooses. White Eagle slides across to Black Field 1 and captures the Black Eagle that is guarding Black Silverback!
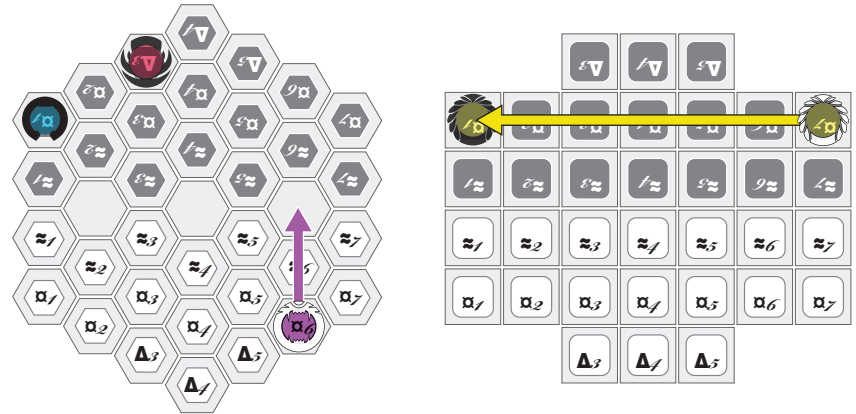
Example 5A
Using the *Transformation Step*, Black Boar first becomes a Black Eagle, moving from Black Mountain 3 on the Valley board to the same space on the Sky board.
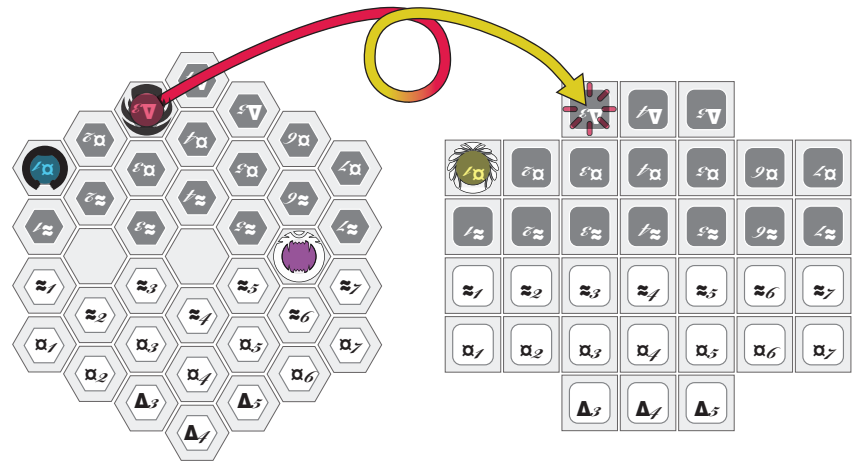
Example 5B
Black's turn continues, and Black Silverback moves to Black Mountain 3. Because there is already a Black Eagle in that space, the *Sky Step* is skipped.