

Stonemaier Games presents

my little SCYTHE

Pie in the Sky

Designed by Hoby Chou
with daughter Vienna Chou

Illustrated by Katie Khau

Pie in the Sky begins on the eve of the 3000th Harvest Tournament, where stories are retold of Pomme's ancient animals venturing into distant lands to establish their own kingdoms. To accomplish this, Pomme's founders worked together to build the legendary Airship Kai, imbuing it with the best knowledge from all nine animal species. Sharing the ship's powers and speed, each kingdom established its foundations. But one year, the airship and its Fox and Owl passengers journeyed into the far frontiers and were never seen or heard from again ... until now.

As animals gather for the milestone tournament, the fabled lost airship emerges from the horizon, carrying Seekers from the Fox and Owl kingdoms. As if this reunion isn't reason enough for celebration, Pomme's Seekers realize that Airship Kai still responds to each animal species. The stage is set for the greatest Harvest Tournament in 3000 years!

EXPANSION COMPONENTS

9 airship mats,
1 for each animal kingdom



6 Seek action overlay cards



5 airship gadget tokens



4 new Power Up tiles



2 new quest cards



7 extra trophy tokens,
1 for each of the original
kingdoms



10 new trophy tokens,
5 each for Fox and Owl
kingdoms



2 pairs of Seeker miniatures
representing the
Fox and Owl kingdoms



1 miniature of the
Airship Kai



1 custom airship die



EXPANSION GAME SETUP

1. Set up a game of My Little Scythe according to the base game rules, leaving the 5th trophy aside for now.
2. Decide whether to assign the new asymmetric airship abilities by animal kingdom or randomly.

By animal kingdom: Claim the appropriate airship mat for your animal kingdom and align it to the left of your player mat.

Randomly: Mix all 9 airship mats face down and randomly assign 1 to each player. Align the airship mat to the left of your player mat.

3. If your airship ability uses a gadget token, claim the appropriate token for your ability and place it on your airship mat (note: some airship abilities do not use gadget tokens).
4. Place your 5th trophy on the trophy space of your airship mat.
5. Claim a Seek action overlay card and place it on your player mat, covering the original Seek action.
6. Assemble and place the airship miniature on the portal space closest to the last player's base camp.



The airship is split into 2 halves to allow it to fit in the insert for the original game.

PAINTING GUIDE



JOJO



BECCA

FOXLAND

The cunning Foxes used their technology to adapt to the frigid North and build a thriving civilization. But with their arctic lands quickly melting away, they had little choice but to rebuild the Airship Kai and let it guide them back to their original home of Pomme.

JoJo and Becca are Foxland's most accomplished young technologists. Their breakthrough algorithms have led to impressive developments in biomechanics and replicator technology. It's even rumored that they will be testing their latest replicator model in the upcoming Harvest Tournament.



FIREAN



AUBREY

THE "TRUE" W.P. GREY ACADEMY OF MAGIC

The returning Owls proudly adorn the ancient robes of Pomme's foremost magic school for good reason—they are the disciples of the school's original headmaster who had vanished aboard the Airship Kai 3000 years ago. They are eager to demonstrate their own brand of magic during the Harvest Tournament.

Firean and his sister Aubrey are an unstoppable duo who are eager to represent their school. They will try to win using Firean's mischievous creativity and Aubrey's detailed planning. Having hatched from their eggs early, they are wiser than they look.

USING THE AIRSHIP

Each animal kingdom is capable of commanding the airship to provide Air Support through the use of cargo holds, unique abilities, and gadgets. Unlike Seekers, the airship is a shared unit that each player may command on his/her turn.

CARGO HOLDS

The airship contains separate cargo holds for each animal kingdom. Your own cargo hold is represented on your airship mat. Cargo holds can store apples and gems obtained through Air Support (see below).



SEEK WITH AIR SUPPORT

The Airship Kai makes the Seek action more robust than ever. While performing a Seek action, include the new airship die as you roll your apple, gem, and quest dice. After all apples, gems, and quest tokens are placed on the map following normal Seek action rules, you may move the airship and call for Air Support:



1. Move the airship one space at a time, following the Airship Movement Rules on page 6, to any space containing an apple or gem. The maximum movement range is determined by the result of the airship die:

Trophy Symbol: Movement range is equal to your number of remaining Trophies. *Example: If you have 3 Trophies on your player mat, you may move the airship up to 3 spaces.*

Boost (6): Movement range is up to 6 spaces.

2. Once the airship reaches its destination space containing an apple or gem, you may then use Air Support to either:
 - a. Retrieve 1 apple or gem from the airship's space and place it into your cargo hold (lose 2 friendship if this is taken from another player).

OR

- b. Perform your kingdom's unique airship ability (some abilities involve placing a gadget token). Some abilities impact a single space while others affect entire regions.

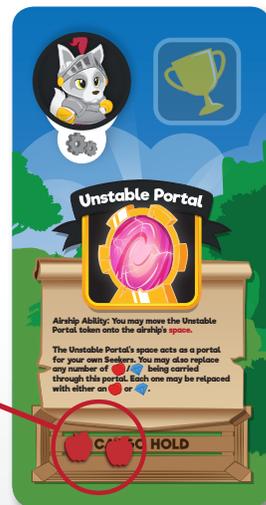
Note: If you are unable to reach a space containing at least 1 gem or 1 apple, you may not move the airship or use Air Support unless the airship is already on a space containing these items (a movement of 0 spaces is acceptable).



USING YOUR CARGO HOLD

- You cannot add or remove items from other players' cargo holds unless instructed by quests.
- There is no limit to the number of items stored in your cargo hold.
- You may spend items from your cargo hold even when the airship is not on the same space as the quest. You may spend any number of apples and gems from your cargo hold as required by quests, Make actions, and even deliveries. This is in conjunction with any apples and gems you already control on the map.

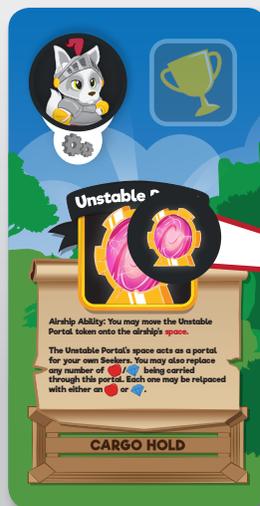
Example: For an apple delivery of 4 apples, you may have a Seeker deliver 2 apples while the remaining 2 are taken from your cargo hold.



USING YOUR AIRSHIP GADGET

Five of the 9 kingdoms have unique airship abilities that involve placing and moving gadgets around the map.

- Gadgets are placed from the airship mat and moved by the owning player during later Seek actions (they are never returned to the airship mat except in rare cases when the Automountie is used).
- Gadgets stay where they are placed and their benefits are persistent until they are moved.
- No more than 1 gadget may ever exist on a space.



AIRSHIP MOVEMENT RULES

Airship movement follows a few basic rules:

Flying: Unlike Seekers, Airship Kai is an air unit that moves “above” the entire game map. Therefore:

- It is not required to stop when it enters spaces occupied by Seekers.
- It does not start or defend in any pie fights like a normal unit.
- It cannot pick up and attempt to resolve any quests on its own.
- It cannot move apples or gems unless enabled by a player’s unique airship ability.
- It cannot teleport through portals (although it can still share their space).
- Unless there are Seekers on the same space, the airship’s space is not considered occupied.



Castle Everfree & Deliveries: The airship can never enter the center Castle Everfree space. Your Seekers may still enter this space for the purpose of completing a delivery. However, items required for a delivery may now be spent from your cargo hold, carried in from the map (as with base game), or a combination of both. The location of the airship has no effect on deliveries.

Base Camps: Base camps are inaccessible by the airship.

Move Actions: The airship is only moved for Air Support during Seek actions. It may never move with your Seekers during normal Move actions (with the exception of the “Air Transport” Power Up).



TROPHIES & GRAND FINALE

To trigger the game end (Grand Finale), you will now be required to earn 5 Trophies instead of 4. Unless you roll a boost (6) with the airship die, the number of remaining Trophies on your player mat determines the movement range of the airship.

Tiebreaker: If the game goes to the second tiebreaker (resources controlled), include apples and gems in your cargo hold.

REMINDERS FROM BASE GAME

Carrying resources during special moves:

Unless otherwise instructed to leave all resources behind, your Seekers may carry any apples/gems with them during moves. This includes movement from Power Ups such as Air Transport.

Spaces vs Regions: Spaces are the individual hexagons where units can travel. Like-colored spaces form regions: white (arctic), grey (mountains), green (forest), yellow (desert), red (red rock), and blue (swamp).

Portals are not in regions: While portals are spaces, they are not considered to be a part of any of the 6 regions.

Power Up tiles: Only Move and Make actions may receive Power Up tiles. The new Seek action overlay card is not a Power Up and does not count towards the Power Up trophy.

WANT TO WATCH A HOW-TO-PLAY VIDEO?

Go to stonemaiergames.com/games/my-little-scythe/videos

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