Under Falling Skies is a solo game with a multi-mission campaign and gradually revealed content. In each mission, you take charge of defending a besieged city.

Your actions are powered by an innovative dice placement mechanic. When you choose an action, you are also choosing which enemy ships will descend. Bigger numbers give better effects, but they also cause ships to descend faster.

Under Falling Skies is based on the print & play game that won the 2019 9-card Nanogame P&P Design Contest.