

## SCORE SHEET

	Player 1	Player 2	Player 3	Player 4	Player 5
ROUND 1					
ROUND 2					
ROUND 3					
TOTAL					

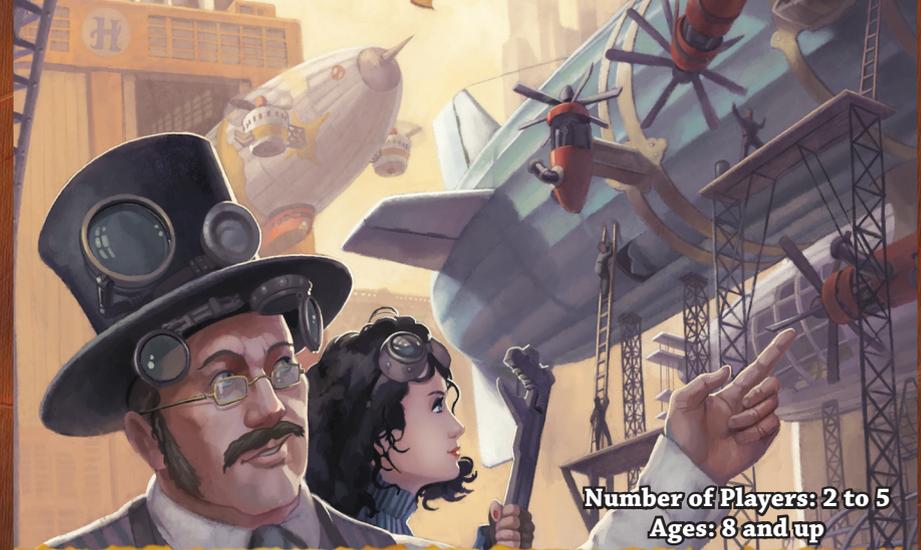
Players have permission to make copies of this Scoring Sheet to record scores and determine a winner.

### HANDBOOK OF VICTORIAN INSULTS

In anticipation of your rivalry, the Professor has provided this handy reference guide of stinging insults, biting terms, and vengeful sayings. Use them against your adversaries as you will.

- all my eye and Betty Martin** an expression indicating incredulity or disbelief
- bang up to the elephant** without error, complete
- bite the tooth** to be successful or achieve your goal
- blackguard** a lowly, rotten person
- blag** to steal or engage in theft
- daft as a bush** silly or illogical
- flimflam** dishonest behavior designed to steal money or property
- fopdoodle** a foolish man with no societal standing
- gongoozler** a person who stares for long periods at anything unusual
- gormless** lacking any common sense
- knap** to receive, steal, or take
- mad as a bag of ferrets** disconnected from reality
- not batting on a full wicket** eccentric to the point of being crazy
- not the cheese** not satisfactory or acceptable
- perfidious** deceitful and untrustworthy
- rampallian** a scoundrel
- shoot into the brown** to fail or miss the target
- skilamalink** a secretive or shady character
- varlet** a rascal or rogue
- whifflegig** a shifty or contemptuous person

# DASTARDLY DIRIGIBLES™



Number of Players: 2 to 5  
Ages: 8 and up

Professor Phineas Edmund Hornswoggle, known for building the highest quality airships, has announced his retirement. As one of the greatest airship engineers in the kingdom, you have gathered at the Hornswoggle factory in a competition to build the best airships you can and become the successor to the Hornswoggle empire. You'll have to keep your wits since the Professor has jumbled the parts you'll need to complete your craft. It will take skill, luck, and more than a little treachery to win, but by hook or by crook you'll be the master of these Dastardly Dirigibles!

# INTRODUCTION

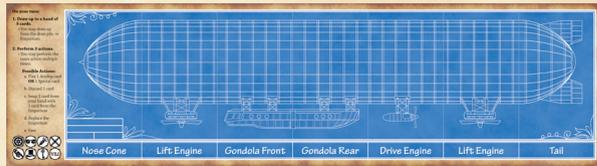
Players are engineers competing to build the best steampunk airships. Each airship is made of seven cards, each representing a different part of the airship, such as the nose cone or lift engine. Whenever a player adds a part to their airship, ALL players MUST add the SAME part, even if it means replacing an existing part. The first player to play all seven parts and complete their airship ends the round, but there's a catch. Players only score the suit they used the most in building their airship!

# OBJECTIVE

Be the first player to complete your own steampunk airship, but remember that only the suit you used the most will score. After 3 rounds, the player with the most points is declared the winner.

# COMPONENTS

- 1 Rulebook
- 5 Guide Sheets



- 9 suits of 7 airship parts (63 cards)



- 12 Special cards



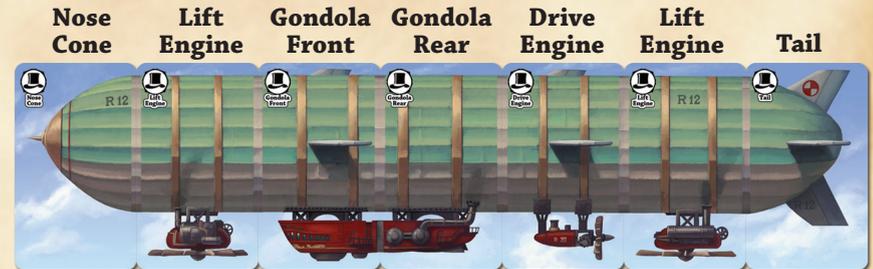
- Copy the Score Sheet on the back of these rules to keep score.

2

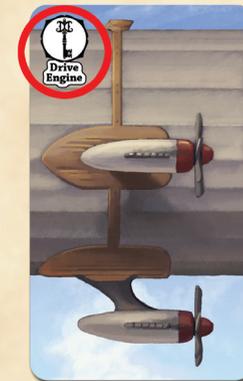
# CARDS

The deck consists of 9 suits of Airship cards, each suit composing a unique steampunk airship and 12 Special cards that provide unique ways to interfere with your opponents.

There are 7 cards in each suit that make up the different parts of the Airship. From front to back those parts are:



The suits are identified by a steampunk symbol in the upper left corner:



There are 9 suits in the deck, 7 of which have their own unique symbol.



The last 2 suits are Wild and count as any of the other suits.



3

## SETUP

1. Give each player a Guide Sheet to place in front of them.
2. Shuffle all the cards together, and deal each player a hand of 5 facedown.
3. Place the remaining cards facedown where all players can reach them. This will make the draw pile. Discards will be placed near the draw pile faceup. If the draw pile ever runs out, shuffle the discards to create a new draw pile.
4. Build **the Emporium** and determine the first player:
  - The Emporium is a row of faceup cards that all players will have access to on their turn.
  - To create the Emporium, each player (in any order) draws the top card from the draw pile and places it faceup near the deck.
  - The player who draws the part that is located closest to the front of an airship (Nose Cone) is the starting player. (Suits do not matter when determining the starting player.)
  - Treat Specials as the farthest away, the first Lift Engine drawn as the frontmost Lift Engine, and the second Lift Engine as the backmost Lift Engine.
  - In case of a tie, those players draw again until one reveals a part closer to the Nose Cone than the other. Cards drawn as part of a tiebreaker are discarded, not added to the Emporium.



4

## PLAY AT A GLANCE

**Play 3 rounds** in which each player on their turn will:

1. **Draw up** to a hand of 5 cards (p. 5) and then
2. **Perform 3 actions** (pp. 5–7)
  - Play 1 Airship OR Special card
  - Discard 1 card
  - Swap 1 card from your hand with 1 card from the Emporium
  - Replace the Emporium
  - Pass

**Score your Airships** at the end of each round (pp. 8–9)

- 2 points for each card in the most commonly used suit
- 1 point for each Wild card

**OR**

- 1 point for each card if you have no pairs or Wild cards

**Determine the winner** and heir to Professor Hornswoggle's factory empire by counting who has the most points at the end of 3 rounds.

## PLAY DETAILS

### ORDER OF PLAY

#### 1. Draw up to a hand of 5 cards.

- You may draw up from the draw pile, the Emporium, or both.

*Note: If you draw from the Emporium, immediately replace the card you took with a new one from the draw pile BEFORE you continue drawing up.*

- If your hand already consists of 5 or more cards, you do not have to discard, but you do not draw up.

#### 2. Perform 3 actions.

- There are 5 possible actions to choose from: Play 1 Airship OR Special card, Discard 1 card, Swap 1 card from your hand with 1 card from the Emporium, Replace the Emporium, and Pass.
- You may choose which order to perform your 3 actions in, and you may repeat the same action multiple times.

5

## ACTIONS

### Play 1 Airship OR Special card

There are 2 types of cards in the game, **Airship** cards (which are the parts of Airships) and **Special** cards (which give you an advantage or interfere with your opponents).



### Playing an Airship card

- Your Airship cards are played faceup in front of you on your Guide Sheet to build your Airship.
- Airship cards can be played in any order but must follow the arrangement of the Airship as shown on the Guide Sheet.
- When you add an Airship card to your Airship, **all** other players **MUST** immediately play 1 matching part to their Airship from their hand, even if it means **replacing** an existing part.
  - If a player **does not have a part that matches** the kind you played, they do not play any cards.
  - If a player **has more than 1 part that matches** the kind you played, they choose which of those cards to play.
  - When **playing a Lift Engine**, players do NOT have to play it to the same space their opponent did. It can be played to either the front or back Lift Engine space.
  - **Replaced cards** are discarded.
- Once you play a part of an Airship, it will remain in play unless another player forces you to swap it out, a Special card affects it, or you choose to replace it.
- You can replace a part of your airship that has already been placed in front of you by playing the same part from a different suit and discarding the original part.
- A complete Airship consists of 1 of each part, with the exception of Lift Engines, of which there are 2.
- An airship can be made up of parts from any combination of suits and Wild cards, but scoring is based on the number of cards from the most common suit in your airship. Wild cards do not score as much, so try to build your airship from parts of the same suit for the most points!



6

- Wild cards are included in your score but are only worth 1 point each. That means an Airship built entirely out of Wild cards is only worth 7 points.



### Playing a Special card

Special cards are played to the discard pile. The effects of a Special card are resolved as soon as you play them.

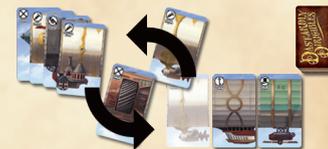
- **Transmutation:** This is the **only** Special card that is played on **another** player's turn. When another player announces a part to be played, you may instead play the Transmutation card and then play any Airship part in your hand to your Airship. All other players must still play the original part that was announced.
- **Aether Extractor:** Playing this card requires an action, but playing 1 of the 3 cards drawn to your Airship does not. Your opponents must match the card you play.
- **Tesla Disintegrator:** If you choose to destroy a Lift Engine and your opponent's Airship has more than 1, your opponent chooses which 1 to remove.

### Discarding 1 card

You may discard 1 card from your hand to the discard pile. Note that you do not draw back up until the start of your next turn. Players may look through the discard pile at any time.

### Swap 1 card with the Emporium

Take 1 card of your choice from the Emporium and add it to your hand. Then replace it with 1 card of your choice from your hand.



### Replace the Emporium

Place all cards in the Emporium into the discard pile, and then draw cards equal to the number of players in the game, laying them faceup to create a new Emporium.

### Pass

Instead of using 1 or more of your actions, you may pass and end your turn.

Once you have completed both steps in the Order of Play, your turn ends and the next player clockwise starts their turn.

7

## ENDING A ROUND

The end of the round is triggered when **any** player plays the last part needed to complete their Airship. This can happen even if it isn't your turn. All players match that part as usual and then score their Airships.

*Example: Heidi, Lee, and Ann have almost completed their Airships. On Heidi's turn, she plays a Tail section, leaving only a Gondola Front missing from her Airship. Lee and Ann both play their Tail cards as they must. Lee completes his Airship and triggers the end of the round, but Ann must replace her Tail section and is still missing a Nose Cone.*

## SCORING

All Airships are scored, even incomplete ones.

- To score an Airship, find the suit that was used the most to build the Airship. Score 2 points for each card of that suit.
- If a player has the same number of cards in more than 1 suit, only 1 suit is scored.
- Wild cards always score as 1 point each.
- If a player has an incomplete Airship that is made of no pairs or Wild cards at all, that player scores 1 point for each card used in their Airship, regardless of what suit it is.

## SCORING A MUDDLE

Players can also attempt to score the elusive "Muddle." A Muddle is a **completed** Airship that is made of one of each suit, with no pairs of any kind, and does NOT contain any Wild cards. A successful Muddle is worth a fixed 20 points and receives no bonus points.

## BONUS POINTS

- The player that completed their Airship first and ended this round receives 2 bonus points (except for Muddles).
- **Any other player that completed their Airship** receives 1 bonus point (except for Muddles).
- If a player has the Gilded Dynamotor card in their hand, they receive 1 bonus point.

## SCORING EXAMPLES

The Wrench suit was used the most (3 times) along with 1 Wild card in this completed Airship. The Wrench suits count for 2 points each, and the Wild card counts for 1 point. In addition, this player was the first to complete their Airship for 2 additional bonus points.



**Total = 9**

The Gear suit was used the most (3 times) in this incomplete Airship. They count for 2 points each. No other cards are scored.



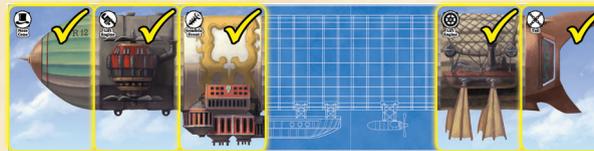
**Total = 6**

This Airship has no pairs, but does have 1 Wild card. One card (of any suit) is chosen as the most used and counts for 2 points along with the Wild card which counts for 1 point.



**Total = 3**

This Airship has no pairs and no Wild cards. Each card used scores 1 point.



**Total = 5**

## STARTING A NEW ROUND

After totaling all bonus points, players should record their scores.

- All cards are then collected, shuffled, and each player is dealt a new hand of 5 cards.
- A new Emporium is created and play begins, with the player who has the lowest total score going first. That player will have 4 actions for their first turn, and then they will have the regular 3 actions on subsequent turns.

**Note:** In case of a tie for lowest total score, tied players each draw 1 card and reveal it until one shows a part closer to the Nose Cone than the other(s), discarding the cards they drew as part of the tiebreaker.

## SAMPLE TURN

It's Heidi's turn. Here is her current Airship and hand of cards.



### Step 1: Draw Up to a Hand of 5 Cards.

She needs to draw 3 cards, and there is a Lift Engine of the Chain suit in the Emporium. She adds that card to her hand and replaces it with a new card from the draw pile, a Wild Lift Engine.



She doesn't want any of the other cards in the Emporium, so she draws her last 2 cards from the draw pile, a Gondola Rear of the Goggle suit, and a Wild Tail, bringing her hand size to 5.



### Step 2: Perform 3 Actions.

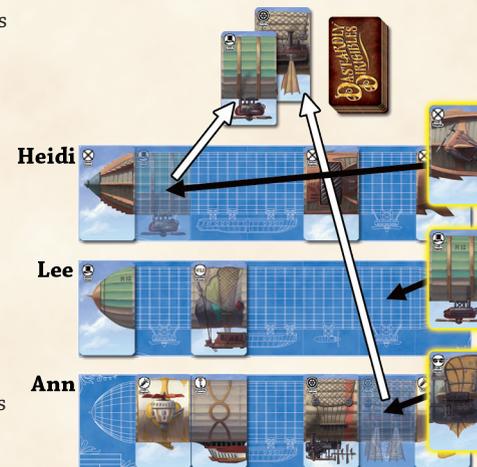
For her **first action**, Heidi plays her Thief card, which lets her remove the Tail from Lee's Airship (since it's the Chain suit that she wants!) and adds it to her hand.



For her **second action**, she plays the Tail card that she just stole to her Airship and the other players follow. Lee doesn't have a Tail card in his hand, so he does nothing, but Ann does, and she adds that card to her own Airship.



For Heidi's **third action**, she plays the Chain suit Lift Engine from her hand to her Airship, replacing the Top Hat suit that was already there and moving it to the discard pile. She announces "Lift Engine," and the other players follow. Lee has a Lift Engine, so he adds it to his Airship. Ann already has two Lift Engines on her Airship, but since she has another in her hand, she must play it. She adds her new Lift Engine to the back of her Airship, replacing the one that was already there and setting it on the discard pile.



## ENDING THE GAME

After 3 rounds, the player who has the most points is declared the winner!

**Tiebreaker** In case of a tie, the player who scored the most points in a single round is the winner. If still tied, the player with the most cards played to their Dirigible in the final round wins. Congratulations on becoming the heir to the Hornswoggle factory!

## CREDITS

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