

# DASTARDLY DIRIGIBLES™

## QUICK START GUIDE



8+

2-5

1 hour

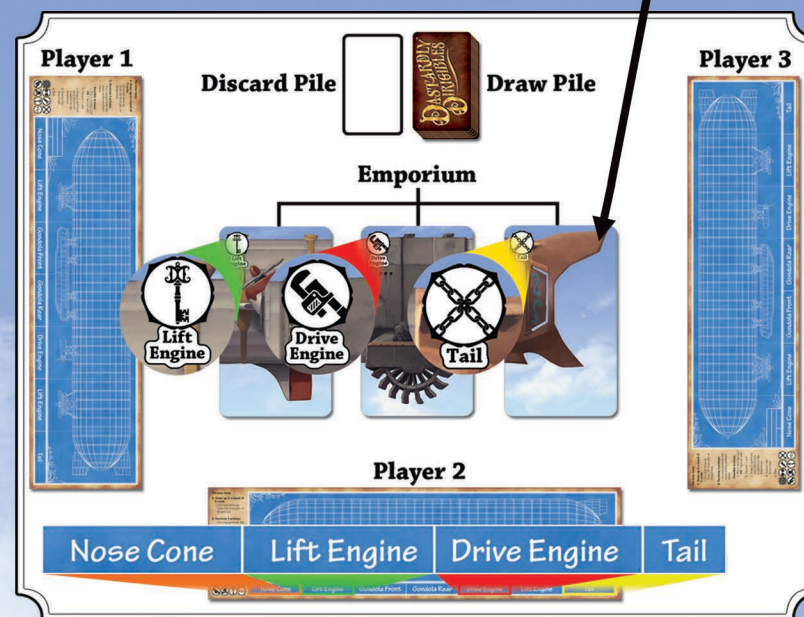
[www.firesidegames.com](http://www.firesidegames.com)



**Tip:** Check out the back of the rules for Victorian insults to hurl at your conniving adversaries!

### 1 Set up the game as shown below and draw a hand of 5 cards.

Each player turns over a card to build the Emporium. The card closest to a Nose Cone goes first.



### 2 On your turn:

- Draw up to a hand of 5 cards.
- Perform 3 actions.

(The same action may be used more than once.)

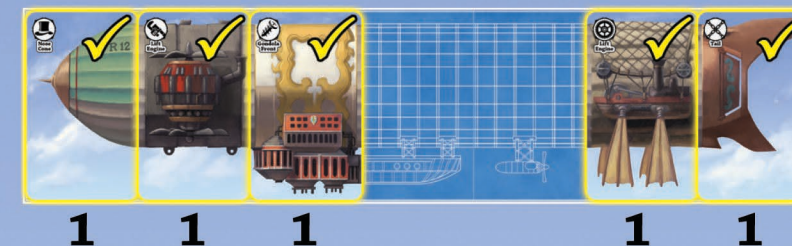
- play 1 airship card and **everyone MUST** play the same part to their airship (even if it means replacing that part)
- play 1 special card
- discard 1 card
- swap 1 card in your hand with an Emporium card
- replace the Emporium with new cards from the deck
- pass

### 3 When someone completes an airship, score your airships.

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



- 1 point for each card if you have no pairs and no Wilds



- 20 points for a completed airship with no pairs and no Wilds



- +1 for completing an airship
- +1 for completing an airship first

### 4 At the end of 3 rounds, the person with the most points is the heir to Professor Hornswoggle's factory.