

Years have passed since your successful foray across the great American West, stopping at tiny little Whistle Stops while building a massive railroad empire. Now you're investing your massive profits in new technologies, deep in the Rocky Mountains where there is an abundance of water, coal, iron, gold… and whistles!

GOAL

Score the most victory points (VPs) by building fantastic machines, improving your company, and training your workers to use the resources of Whistle Mountain. But be careful—as you build higher, the snow begins to melt, raising the water level higher and higher.

CONTENTS



1 Gameboard (in 4 pieces)



1 Duplicator Token



4 Player Boards



24 Awards



8 Water Bars



2 Water Bar Holders



42 Scaffolds



17 Starting Abilities



24 Upgrades



16 Small Machines



20 Medium Machines



18 Large Machines



4 Hot Air Balloon Airships (1x1) in four player colors



16 Coal Tokens



16 Iron Tokens



16 Water Tokens



16 Gold Tokens



16 Whistle Tokens



4 Blimp Airships (2x1) in four player colors

Victory Point (VP) Stars:



40 1 VP Stars



16 5 VP Stars



23 10 VP Stars



13 50 VP Stars



40 Cards



36 Workers 9 each in four player colors



4 Dreadnought Airships (3x1) in four player colors

PLAYING YOUR FIRST GAME

Some game pieces have star-shaped screws (✱). These are more advanced than round-screw pieces.

For your first game, remove from play the following pieces with star-shaped screws:

Medium Machines (3): **Dispatch, Elevator, Lift**

Large Machines (7): **Coal Slide, Doomsday Device, Jetpack Lab, Sanctuary, Swap Meet, Toll Bridge, Trap**

Starting Abilities (4): **Aeronaut, Architect, Dreadnought, Team Lead**

Upgrades (4): **Duplicator, Extension, Lifeboat, Shuttle**

GAME SETUP

1. Assemble the game board and place it in the middle of the table.

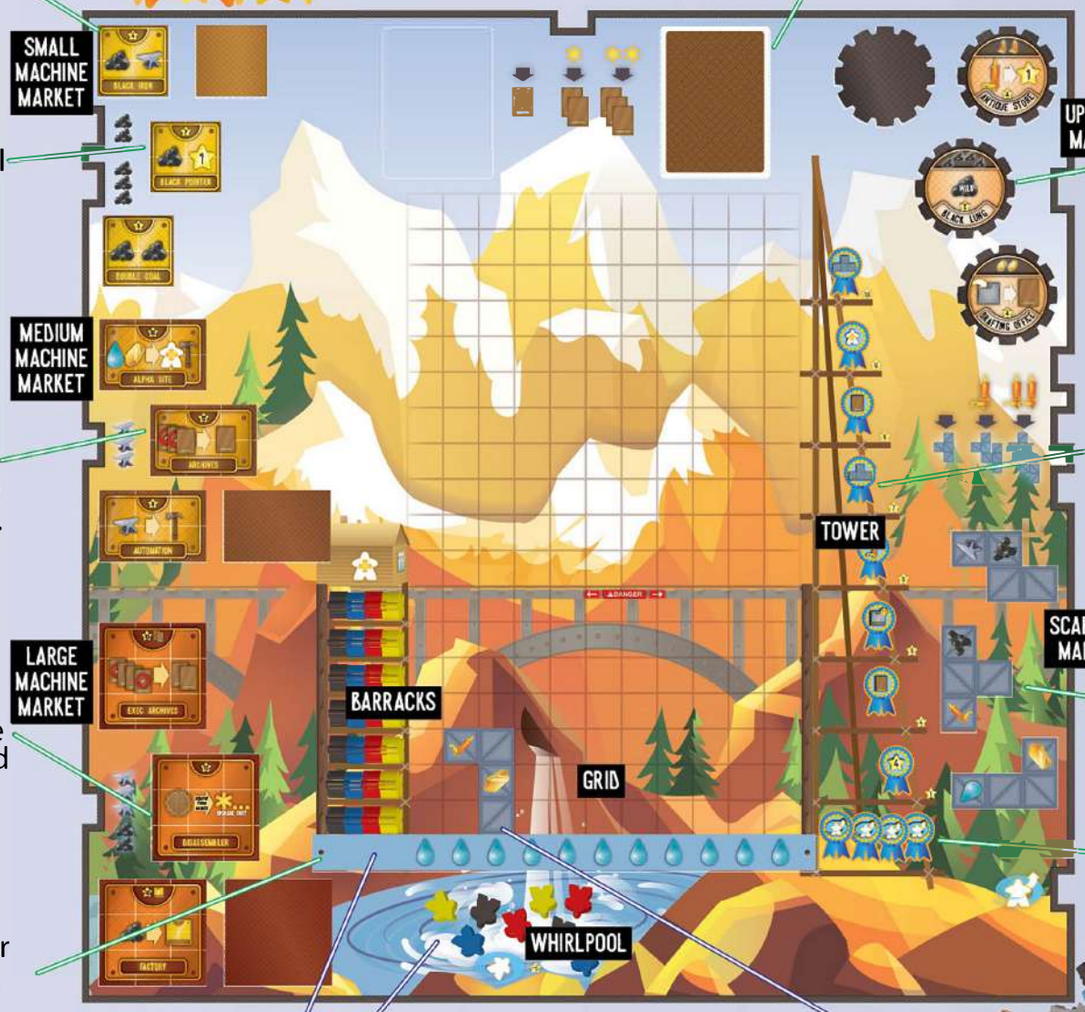


13. Create a pile of VP Stars.

12. Shuffle the cards and place the deck facedown on the card draw pile.

11. Place the Duplicator token near the game board.





2. Place 3 random small machines faceup, and the rest in a stack facedown.

3. Place 3 random medium machines faceup, and the rest in a stack facedown.

4. Place 3 random large machines faceup, and the rest in a stack facedown.

5. Place the 2 water bar holders in the slots, and then stack all 8 water bars below the first row of the grid.

10. Place 3 random upgrades faceup, and the rest in a stack facedown.

9. Place 1 random award faceup on each other level of the tower, and place the rest of the rewards facedown near the gameboard.



8. Stack the scaffolds on the scaffold spots.

7. Place 4 rescue awards on the lowest level of the tower.



6. Create a pile of resources.

PLAYER SETUP

A. Randomly choose a starting player.

B. Take a player board and 3 airships in your color.

C. Each player takes 1 coal, 1 iron, 1 gold, and 1 water.

Player 2 takes 1 extra water.

Player 3 takes 1 whistle.

Player 4 takes 1 whistle & 1 extra water.

D. Stand 1 of your workers on each level of the barracks, and then place your other 2 workers in the whirlpool.



E. Starting with the last player, take a number of starting abilities equal to the number of players+1. Keep 1, then pass the remainder of starting abilities to the right. The first player discards the unchosen starting ability after taking one for themselves.

F. Starting with the start player and moving around the table to the left, take 2 scaffolds from the top of a single scaffold stack and place 1 of them so that at least one edge aligns with the bottom of the grid on the gameboard (do not score VPs for this placement). Keep the other scaffold in your storage.

HOW TO PLAY

Beginning with the starting player, each player takes turns in clockwise order. On your turn, you may take one Main Action (either Collect or Forge) and one or both Bonus Actions, if you have an award and/or card to activate.

MAIN ACTION: COLLECT

Take one airship docked on your player board and place it on the gameboard: on the grid, on a machine, or in a dock. If no airships are docked on your player board, you may not take this action.

PLACING AN AIRSHIP ON THE GRID OR A MACHINE

Place an airship so that it occupies one, two, or three empty orthagonally adjacent squares (based on the size of the airship placed) on the grid or entirely on a single machine.

Immediately collect pictured resources from each orthogonally adjacent scaffold or water bar space. You may also activate orthogonally adjacent machines and/or the machine the airship was placed onto. Collect resources and activate machines in any order you wish.

You may not place your airship so that it covers any other airship, any piece of scaffold (that isn't covered by a machine), or more than one machine. You may not activate a machine that was placed after you place your airship.

RESOURCES:



You gain and spend resources throughout the game. Resources are: coal, iron, water, gold, and whistle.

Gain resources from the supply and keep them in the storage area on your player board. At the end of a turn, you may keep a maximum of 4 of each resource. Return any excess to the supply.

When you spend resources, take them from your storage and return them to the supply.

Whistles are wild: when you need to spend any resource, you may spend a whistle instead. When an action requires you to spend whistles, however, you may not substitute other resources for those whistles (unless some ability allows it).

EXAMPLE: PLACING AN AIRSHIP ON THE GRID



Yellow would like to place an airship on the grid to collect resources. Yellow's hot air balloon (1x1) and dreadnought (3x1) are available.

Placing their dreadnought in the space outlined in green activates three machines (Automation, Black Pointer, and Double Coal) and gives access to 3 water. After placing there, Yellow gains 3 water (from the water bar below), 3 coal (2 from Double Coal, and 1 from Black Pointer), 1 VP from Black Pointer, and may also build a scaffold or machine by paying an iron (the Automation machine). Yellow collects the resources and VP, but does not activate Automation because they don't have any iron.

EXAMPLE: PLACING AN AIRSHIP ON A MACHINE



Next, Red would like to collect resources from the grid. Red's blimp (2x1) is available.

Placing the blimp in the space of the machine outlined in green activates three machines (Automation, Black Pointer, and Disassembler), and also gains them a gold from the scaffold to the right. After placing there, Red gains 1 gold (scaffold), 1 coal (Black Pointer), 1 VP (Black Pointer), and then spends an iron to place an "s" shaped scaffold to the left of the Automaton machine in the pink outlined space, earning an additional 4 VPs (see the "How to build a scaffold" section on page 6 for details on how VPs are given out for building scaffolds).

PLACING AN AIRSHIP IN A DOCK

Place your airship in an unoccupied dock around the edges of the gameboard. Immediately afterward, you must do the indicated activity. You may not dock your airship where you cannot afford the activity. Airship size does not matter for docking.

Place resources to pay for an activity from your storage into the supply. Keep scaffolds, machines, cards, and awards that you control in storage to the side of your player board.

Some abilities allow you to "bump" airships that occupy a dock you would like to use. That ability sends the airship back to dock on its owner's player board when you place your airship in the dock.

LIMITS:



Cards in your hand are kept secret, but the number of cards you have is public knowledge. Discarded cards are always placed faceup in a single discard pile. If you need to draw cards but the deck has run out, shuffle the discard pile and place it facedown to form a new deck.

All other items in your storage are public knowledge.

You may not take more than 6 upgrades.

There is no limit to the number of cards, awards, machines or scaffolds you may have, and it is possible to run out of them (as well as upgrades) during the game. Discarded scaffolds are placed on the bottom of their stack.

CARD DOCK

Gain one facedown card for free, or spend any 1 resource and gain two facedown cards, or spend any 2 resources and gain three facedown cards.

SMALL MACHINE DOCK 1

Spend 2 coal to gain one small machine.

SMALL MACHINE DOCK 2

Spend 3 coal to gain one small machine.

MEDIUM MACHINE DOCK

Spend 3 iron to gain one medium machine.

LARGE MACHINE DOCK

Spend 3 iron and 2 coal to gain one large machine.

Replace empty machine spaces with new machines from the facedown stack.



UPGRADE DOCK

Spend the cost printed on a faceup upgrade to gain and immediately activate it, placing it in one of the available slots on your player board (you are limited to 6 upgrades). The upgrade remains on your player board for the rest of the game. Score upgrade VPs at the end of the game. Replace empty upgrade spaces with new upgrades from the facedown stack.

SCAFFOLD DOCKS

Gain 1 scaffold for free from the top of one stack, or spend 1 whistle and gain 2 scaffolds from the top of any combination of the stacks, or spend 2 whistles and gain 3 scaffolds from the top of any combination of stacks.

Once you pick up a scaffold, you must keep it. The scaffold beneath it is immediately available afterward.

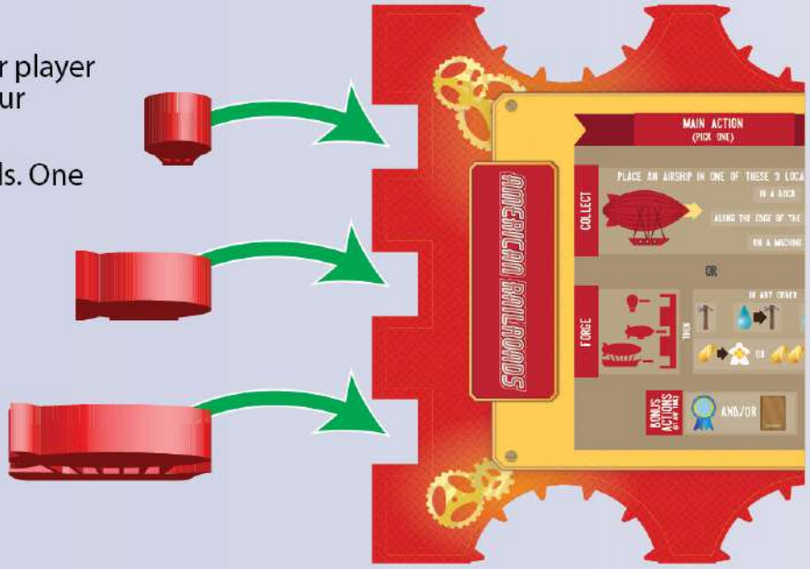
RESCUE DOCK

Rescue 1 of your workers from the whirlpool and move it to an empty scaffold space above the water.

MAIN ACTION: FORGE

Return all of your airships from the gameboard to the docks on your player board. You may take the Forge Main Action even if some or all of your airships are already docked on your player board.

Then, forge up to four Works in any order. Three Works may be builds. One Work may be either a move or a rescue.



WORK: BUILD (UP TO THREE TIMES)

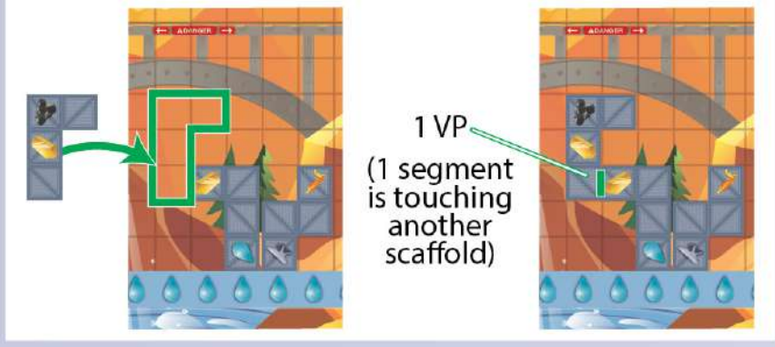
Builds allow you to add to the growing contraption in the canyon. Place one scaffold or one machine from your storage onto the gameboard. You may build up to three times when you Forge.

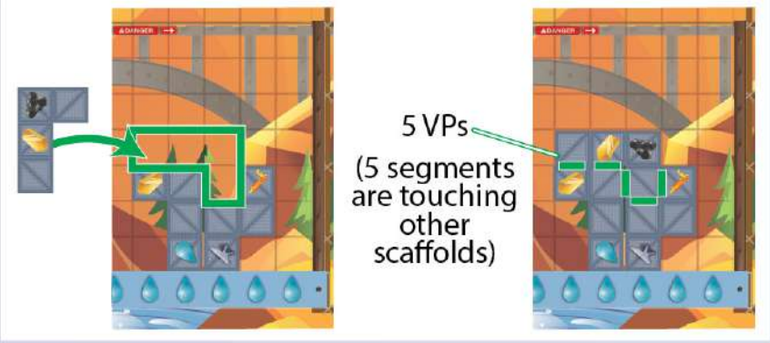
The first build is free. The second and third builds cost one water each.

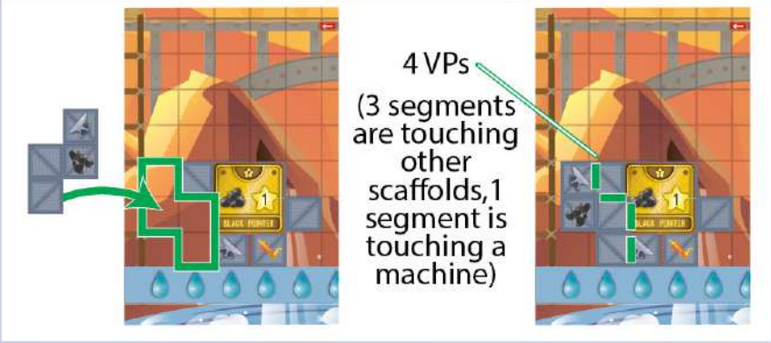
You might be able to build because of a card, award, or machine. These are in addition to the normal three builds during a Forge.

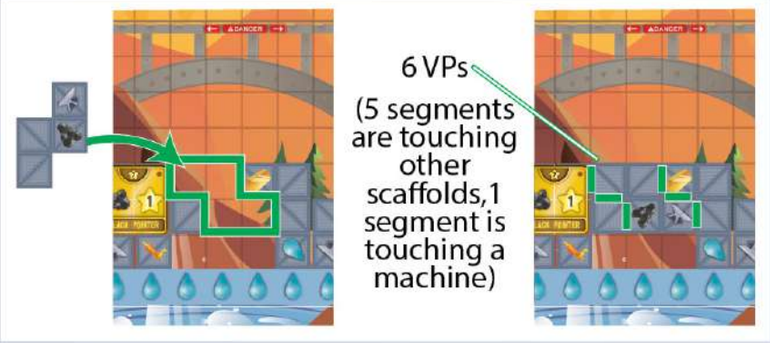
HOW TO BUILD A SCAFFOLD

Place one scaffold from your storage onto empty grid spaces entirely above the highest water bar. At least one square space of the scaffold must be adjacent to an existing visible scaffold or machine space. The scaffold must align with the grid, but may be rotated or flipped. Once placed, immediately score VPs: 1 VP for every segment edge of your scaffold that touches another scaffold or machine.









WORK: MOVE OR RESCUE (ONE TIME)

A move allows you to put one of your workers to work. A rescue allows you to save a worker from the whirlpool (and put them to work). For this Work, you may either move one of your workers from the barracks or scaffold to a scaffold space *or* rescue one of your workers from the whirlpool and place it on a scaffold space. That space must be empty (not covered by a resource, machine, water bar, or other worker).

Moving a worker costs 1 gold. Rescuing a worker costs 2 gold.

You might be able to move or rescue because of a card, award, machine, upgrade, or ability. These are in addition to the normal move or rescue during a Forge.

WORKERS:

You start the game with 9 workers. Seven are waiting in the barracks, while 2 have fallen into the whirlpool.

During the game, you'll be sending workers out to build machines, and then promoting them to positions of responsibility on the tower, where they will score endgame VPs for you.

Workers who are caught on the barracks or scaffolds by the floods are swept into the whirlpool. You can rescue those workers by bringing them to higher scaffolds using the Rescue dock or other abilities. Each worker that isn't rescued by the end of the game results in losing 5 VPs.



MOVE EXAMPLE

Black spends 1 gold to move one worker from the barracks to an empty scaffold space, and uses a Scramble card (spending another gold) to move a different worker from one scaffold space up to another space.





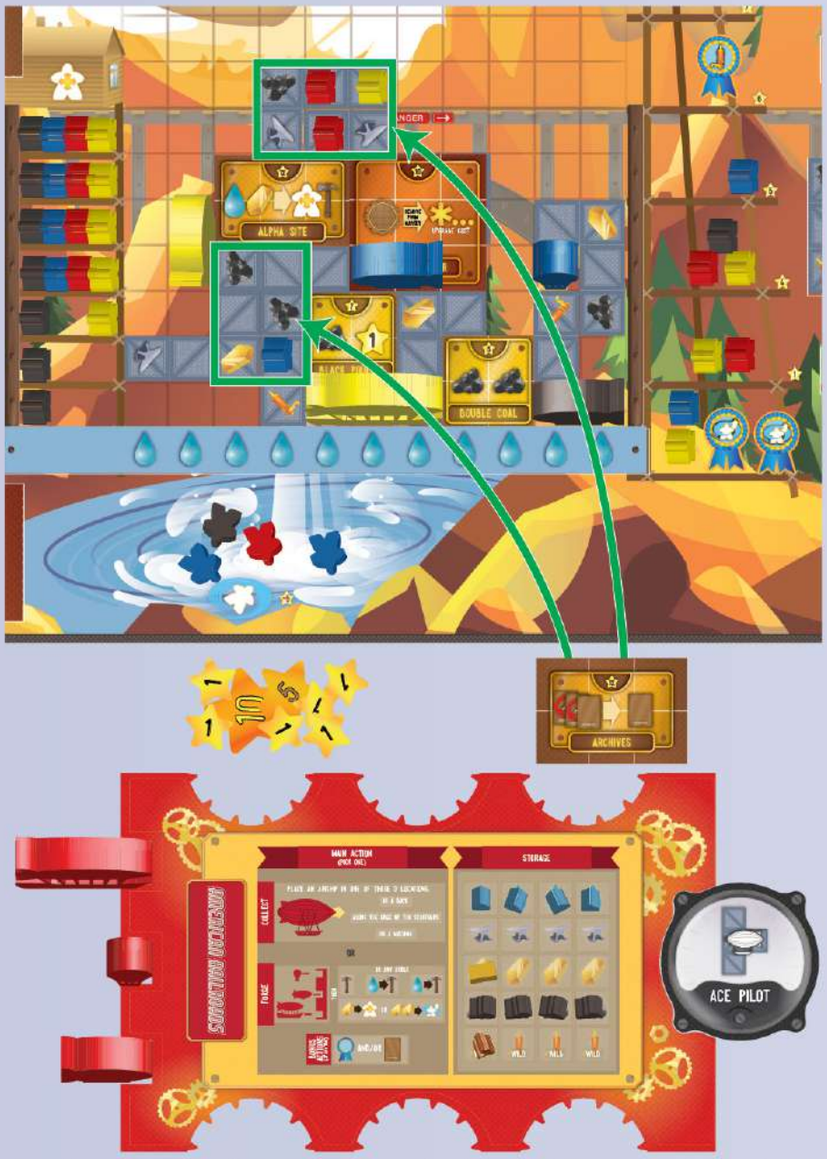
RESCUE EXAMPLE

Red spends 2 gold to rescue 1 worker from the whirlpool, placing the worker on an empty scaffold space.



HOW TO BUILD A MACHINE (STEPS 1 & 2)

1) Find an area for the machine: Each square segment of a machine must be upheld with scaffold spaces. A usable scaffold area must be solid (no holes revealing the game-board) and empty (not covered by other machines or a water bar). Note that machines can cover resources. A machine may be placed vertically or horizontally. All workers within the area will be promoted.



Red has the medium machine, Archives, in storage. It could fit in two areas on the grid. Because Red has 2 workers in the higher area, they place the machine there.

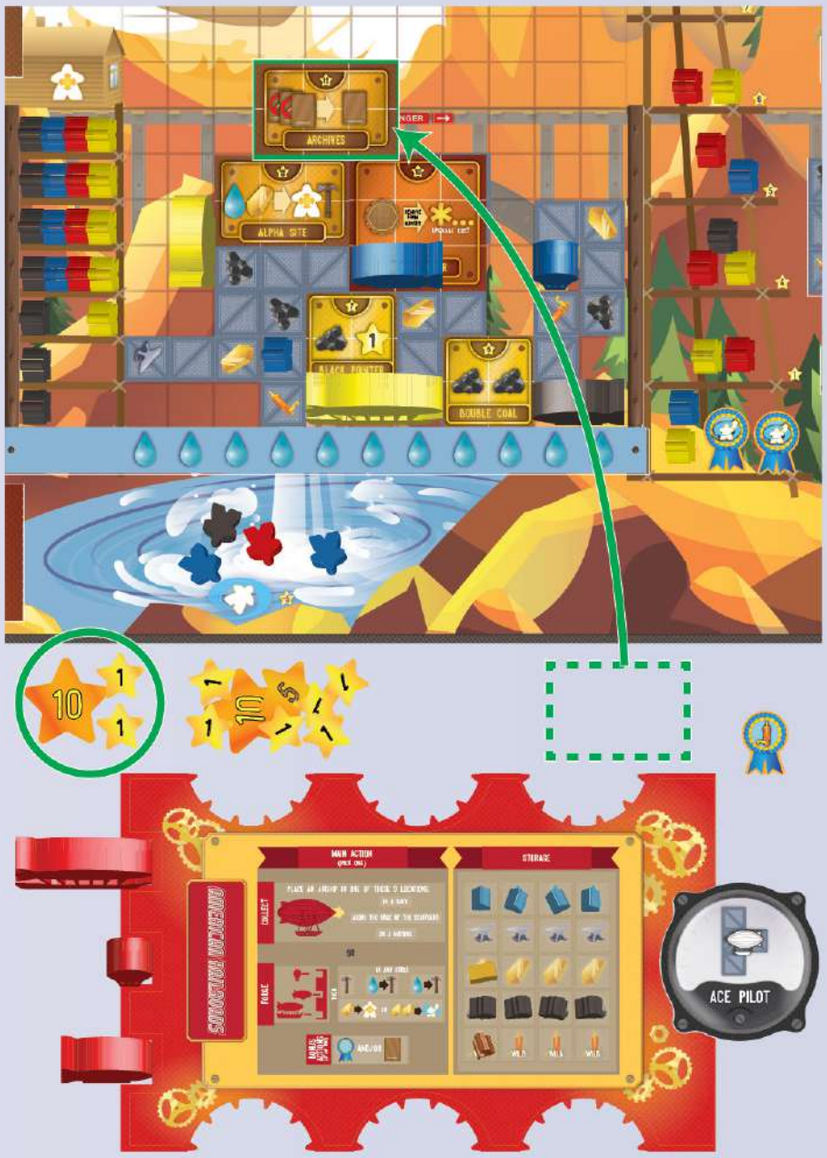
2) Promote workers in the area: Workers in the area where a machine is placed are promoted to the tower. Beginning with the active player and continuing clockwise, slide each worker in the machine's area horizontally to the tower on the right of the grid. If that tower floor has an award, the first worker to arrive gains it for their player (if there is more than one award on a level, the workers take 1 award each in order). VPs shown on each tower level are gained at the end of the game.



Since Red is the active player, their workers get promoted first. The higher-level red worker promotes to the 6 VP level of the tower and Red gains the whistle award. The lower-level red worker promotes to the 5 VP level. Then the yellow worker promotes to the 6 VP level of the tower.

HOW TO BUILD A MACHINE (STEPS 3 & 4)

3) Place the machine: Now clear of workers, place a machine from your storage onto the empty scaffold area. Score VPs immediately and gain benefits shown in the top center of the machine.



In the example above, the Archives machine is placed on the scaffolds, gaining 12 VPs for Red.

4) Flood the canyon (if needed). If any part of a machine is built above the bridge, snowmelt causes floods. Add 1 water bar from the stack below the grid above the highest water bar for each machine built above the bridge. When a water bar covers game components, it causes the following effects:

- Any airship even partially covered returns to a dock on its owner's player board.
- Workers in the barracks or on a scaffold are swept to the whirlpool below. Workers in the tower are safe.
- Any machine even partially covered is waterlogged and cannot be used again. Airships on waterlogged machines that are not covered by a water bar remain (you may also place airships on non-submerged portions of waterlogged machines).
- Scaffold spaces above the water continue to work normally, even if part of that scaffold is covered.



In the example above, the Archives machine was built with part of it above the bridge, so the canyon water level rises. Red places a water bar above the stack, causing the yellow dreadnought airship to return to Yellow's player board, and causing the lowest black worker in the barracks to be swept into the whirlpool.

BONUS ACTIONS

You may also take Bonus Actions on your turn. You may take both Bonus Actions, but only one of each.

Play one card: Carry out the effects of one card from your storage. Then place it faceup on the discard pile.

Redeem one award: Carry out the effects of one award from your storage. Then remove it from the game.

You may take Bonus Actions at any time during your turn: before, during, or after your Main Action. For example, while Forging, you could build a scaffold, move, redeem an award to rescue a worker, build a machine, then play a card to gain 2 whistles.

TURN END

After your Main Action and Bonus Actions are complete, your turn ends. Receive any Turn End benefits and then play passes clockwise to the next player.

GAME END & SCORING

When no more workers remain in the barracks (because they were all moved or swept away), the active player may finish their turn. Each other player then gets one more turn, and the game ends.

SCORING

During play, score VPs as you build machines and build scaffolds. At game end, turn your player board over to see a summary of end-game scoring:

TOWER



Score VPs for each worker on each floor of the tower.

WHIRLPOOL



Lose 5 VPs for each worker in the whirlpool.

UPGRADES



Score the VPs on each of your upgrades.

STORAGE



1 VP for each machine.



1 VP for each award.



1 VP for every 2 scaffolds.



1 VP for every 2 cards.



1 VP for every 4 resources. (for example, 2 water, 1 gold & 1 whistle is 1 VP)

The player with the most VPs wins!

In case of a tie, the tied player with the highest worker in the tower wins. If there is still a tie, the tied player with the most items in storage (machines, awards, scaffolds, cards, and resources) wins. If there still is a tie at that point, the tied players must play another game of Whistle Mountain immediately to determine the winner of the first game.

PLAYTESTERS:

Thanks to all playtesters for their bravery, patience and insightful comments, including:

Gage Alspach, Toni Alspach, Dedan Anderson, Linda Anderson, Jennifer Bautista, Harrison Berry, Tim Berry Hart, Taylor Bogle, Jason Boles, Sally Boyington, Nick Brown, Thomas Brown, Dave Bruno, Dan Calhoun, Melissa Caputo, Terry Chay, Angela Chuang, Ryan Clapp, Jeff Cornelius, Glenn Cotter, Crystal, Randall Cummings, Wilson Dickerman, Francisco Diocares, Brandon Donahue, Michael Dunsmore, Yvonne Duran, Christian Duval, Colin Eason, Stephen Edwards, Good Elizabeth, Eric Farbman, Teale Fristoe, Ella Ruby Gal-On, Shay Gal-On, Shelley Ganshow, Doug Garrett, Sean Geraghty, Adrian Gilstrap, Don Gilstrap, Angela Godel, Trip Godel, Ally Gold, Tony Grappin, Dan Green, Jennifer Guindon Dickerman, Brian Hellevang, Alan Horne, Markus Iturriaga, Stephen Jelesnianski, Sue Jelesnianski, Tom Jolly, Melinda Keller, Benny Landon, Chris Landon, Shalise Landon, Maximus Laurie, Odessa Laurie, Jason Lentz, Jessica Luetjin, Chandra Martin, Nathan McKeehan, Andrew McLennan, Mike, Crystal Montgomery, Mike Montgomery, Ryan Moore, Ben Mora, Alexander Morrison, JT Mudge, Aaron Newman, Matt Nguyen, Jonnathan Pac Cantin, Bob Pony, Sue Pony, Mary Prasad, Ravindra Prasad, Mike Puga, Jeff Quick, Marvin Raab, Brandon Raasch, Mike Randolph, Jon Razo, TC Reynolds, Cliff Rowley, David Ruddy, Tonton Rue, Lindsay Schlesser, Greg Schloesser, Mark Shynert, Captain Mark Sliwoski, Mark Smith, Brett Stoia, Pete Storm, Jason Tamura, John Thompson, Stephen Thompson, Jay Vowles, Adam Vucelich, "Evil" Elizabeth Anne Weaver, Robert Weaver, Sean Welsh, Scotti Whitmire, and David Woodford

GRAPHIC DESIGN BY TAYLOR BOGLE

Taylor Bogle is a graphic designer who resides in Knoxville, Tennessee. Her passion for design takes many forms—from graphics, illustration, animation, package design and more, she's always hungry for a new skill.

ARTWORK BY MILA HARBAR

Mila Harbar resides in Kiev, Ukraine, and has been painting boardgames since she was a child—with colored pencils on paper. Since then, she's already illustrated fifteen board games, including *People and Dragons*, *Wigwam*, and *The Tarot of the Gin*.

DEVELOPED BY TED ALSPACH

Ted Alspach has developed many games, including *Whistle Stop*, *Favor of the Pharaoh*, and *Ultimate Werewolf: Inquisition*. Ted is also a game designer, having created such titles as *Suburbia*, *Ultimate Werewolf*, *Maglev Metro*, *Silver*, *Werewords*, *One Night Ultimate Werewolf*, and *Castles of Mad Kind Ludwig*.

DESIGNED BY SCOTT CAPUTO & LUKE LAURIE

Scott Caputo loves to designs games. By day, he designs mobile slot games. By night, he designs board games including *Whistle Stop*, *Sorcerer City*, and *The One Hundred Torii*. Scott lives in Newark, California with his amazing wife and two boys.

Luke Laurie is a junior high science teacher in Santa Maria, California. He is a married father with two amazing kids. His game designs include *Dwellings of Eldervale* and *The Manhattan Project: Energy Empire*. In addition to playing and designing games, he enjoys mountain biking, kayaking, barbecues, and a good Scotch.



CEO: Ted Alspach **COO:** Toni Alspach
App Development: Andre Infante, Keith Kuberek, Jeremiah Maher, and Chris Strater
Licensing Management: Reneé Harris
Marketing Management: Ally Gold
Social Media Management: Lindsay Schlesser
Graphic Design: Alanna Kelsey
Customer Support Management: Ryan Moore
Quality Assurance: Nathan McKeehan and Bryon Quick
Trade Show Management: Matt Ryan
Editor: Pepper Hanna

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Bezier Games, Inc., PO Box 730, Louisville, TN 37777. USA.

info@beziergames.com

TIPS & STRATEGIES

To be successful at *Whistle Mountain*, you'll need to strategize early in the game and modify that strategy as you play. Here are some tips that might contribute to your success:

- Take advantage of your starting ability often, and tailor your strategy to its benefits.
- When you have to Forge (because you've run out of airships), be prepared to do as many of the four Works as you can.
- Invest in upgrades early in the game, as their benefits will help you more the sooner you get them.
- Cards can give you additional flexibility that can be added to Forge actions.
- When purchasing upgrades, try to find ones that work together well, optimzing their benefits.
- Leaving workers in the whirlpool until late in the game can cause your strategy to fall apart as you rush to rescue them.
- Grid placement of your airships isn't just about you getting resources and activating machines, it's also about blocking your opponents from things they might desperately need.
- When possible, purchase as many scaffolds and cards as you can in a single turn; you can always get more resources, but the number of turns you have is very limited.
- Consider the effects of large machines on your game when you purchase them; the effects they have are often more important than the VPs you'll get from building them.

SMALL MACHINE REFERENCE

	WHEN BUILT	WHEN ACTIVATED
BLACK IRON	4	
BLACK POINTER	7	1
DOUBLE COAL	5	
DOUBLE GOLD	5	
DOUBLE IRON	3	
DOUBLE POINTER	8	2
METAL POINTER	5	1
SHINY COAL	5	
SHINY IRON	4	
SHINY POINTER	7	1
WET COAL	6	
WET GOLD	6	
WET IRON	6	
WET POINTER	7	1
WHISTLE POINTER	3	1
WHISTLER	4	

MEDIUM MACHINE REFERENCE

	WHEN BUILT	WHEN ACTIVATED
ALPHA SITE	12	Spend 1 water and 1 gold to move a worker and do a build action in any order.
ARCHIVES	12	Draw 3 cards and keep 1. Discard the other 2.
AUTOMATION	8	Spend 1 iron to do a build Work.
BOOSTER PACK	10	Spend 1 whistle to gain a faceup upgrade from the market.
CONTROLLER	8	Spend 1 water to activate any non-submerged machine on the grid.
CRANE	10	Spend 1 whistle to gain 2 scaffolds.
DISPATCH	12	Send another of your other airships to dock on your player board (not the airship that activated this machine).
ELEVATOR	12	Spend 2 water to reposition this machine. Airships on the Elevator when it is moved are sent back. Workers in the new location are promoted. Uncovered resources adjacent to your airship are gained. After activating the Elevator, you do not gain the 12 "when built" VPs and the canyon does not flood.
FORGE	12	Gain 3 iron.
HOIST	8	Spend 1 gold to rescue a worker from the whirlpool.
LIBRARY	10	Spend 1 gold to gain 1 card.
LIFT	12	Discard 1 card to move 1 of your workers in the tower up or down 1 floor.
PRINTING PRESS	12	Gain 1 card.
ROPE LADDER	8	Spend 1 coal to rescue a worker from the whirlpool.
SECRET LAB	8	Spend any 2 resources to gain a faceup upgrade from the market.
TERRACE	10	Spend 1 iron and 1 coal to do a build Work and gain a scaffold in any order.
TESLA COIL	10	Spend 1 iron to gain a random facedown award from the supply.
TREASURE MAP	12	Gain 5 VPs.
VAULT	10	Spend any 1 resource to gain 2 whistles.
WELDER	12	Spend 1 iron to gain 1 scaffold.

LARGE MACHINE REFERENCE

	WHEN BUILT	WHEN ACTIVATED
COAL SLIDE	12 All workers in the barracks drop down 1 floor. Those who drop into a water bar fall to the whirlpool.	Spend 1 coal to move 1 worker.
DISASSEMBLER	10	Remove from the game a faceup upgrade from the market to gain resources equal to the cost of the upgrade.
DOOMSDAY DEVICE	12 Each player moves one of their workers from the barracks to the whirlpool.	Spend 1 iron to rescue one worker from the whirlpool.
EXEC ARCHIVES	10 Gain 2 cards.	Draw 4 cards and keep 2. Discard the other 2.
FACTORY	10 Gain a small faceup machine from the market.	Spend 1 coal to gain 1 small machine from the market.
HANG GLIDER	14	Spend 2 water to promote one of your workers from a scaffold space horizontally to the tower.
JETPACK LAB	10 Move 1 worker.	Spend 1 iron to gain 2 scaffolds.
	You may move workers to place them on the grid one floor higher than an existing scaffold or machine, even if there is no scaffold on that floor. If a scaffold is placed on top of one of these workers, the worker is placed on the nearest empty spot of the just played scaffold in turn order, starting with the active player. If no empty scaffold spaces are available, the worker is placed in the first empty space above the newly placed scaffold.	
MACHINE HUB	10 Activate any 2 different machines on the grid.	Spend 1 water to activate any machine on the grid.
MEGAPHONE	16	Gain 1 whistle and each player gains 1 random award (if available).
RETOOLING SHOP	8 Gain a faceup upgrade from the market.	Swap one of your upgrades with a faceup upgrade from the market.

LARGE MACHINE REFERENCE (CONT.)

	WHEN BUILT	WHEN ACTIVATED
SALVAGE YARD	10	Spend 1 iron and 1 water to gain a partially submerged machine to your storage.
SANCTUARY	10 Move all of your barracks workers onto this machine.	Spend 1 gold to move or rescue, placing the worker on Sanctuary.
	Once built, if any part of the Sanctuary is submerged, all workers on this machine fall to the whirlpool. Workers can be moved from the Sanctuary to empty scaffold spaces using the move Work. No airships may be placed on Sanctuary while workers are on this machine.	
SWAP MEET	16 Put any resource from the supply on this machine.	Swap the resource on Swap Meet for a different resource from the supply.
	Once built, the resource type on Swap Meet is wild.	
TOLL BRIDGE	14	Gain all resources on Toll Bridge.
	Once built, any time any player moves or rescues, they must place 1 resource from their storage on Toll Bridge in addition to the normal cost. While Toll Bridge is in play, resources in the supply may run out, making it impossible to gain those resources even if the player has room on their player board for those resources. If any part of Toll Bridge is submerged, return all resources to the supply.	
TRANSMOGRIFIER	14	Discard 1 card to gain 1 whistle and 5 VPs.
TRAP	12 Place all displaced (workers covered by the machine) and adjacent workers on the Trap.	Spend 1 whistle to move 1 worker out of Trap onto an empty scaffold space.
	Once built, if any part of Trap is submerged, workers in Trap fall to the whirlpool. No airships may be placed on Trap while workers are on this machine.	
TROPHY ROOM	10 Gain 2 random awards (if available).	Spend 1 gold to gain 1 random award from the market.
WHISTLE SURPLUS	16 Gain any 2 resources.	Spend 1 whistle to gain any 2 resources.
	Once built, whistles are no longer wild. If any part of Whistle Surplus is submerged, whistles become wild again.	

UPGRADE REFERENCE

	COST	EFFECT	GAME END
ANTIQUE STORE		Spend 1 whistle to gain 1VP (no limit each turn).	4
BLACK LUNG		You may use coal as any resource type, including a whistle.	2
DRAFTING OFFICE		When you gain a machine of any size, gain a card.	4
DUPLICATOR		Spend 1 whistle to move the Duplicator token to any other starting ability. While the Duplicator token is on that starting ability, you may use its ability.	6
EXTENSION		When placing a machine, you may promote one or more of your workers that are adjacent to it.	8
EXTRACTOR		Gain 1 resource on any scaffold you build.	6
GOLD LUNG		You may use gold as any resource type, including a whistle.	2
HYDRAULIC LIFT		Once during your turn, you may spend 1 scaffold to move 1 worker.	3
IRON LUNG		You may use iron as any resource type, including a whistle.	2
LIFEBOAT		You lose 0 VPs for each worker in the whirlpool at game end instead of losing 5 VP for each.	5
MANIFEST		Once during your turn, you may discard 1 card to gain 2 coal.	6
METAL YARD		Once per turn, you may spend 1 whistle to gain 1 scaffold.	5
PAWN SHOP		Spend any 2 resources to gain 1VP (no limit). This may not be done at game end.	6
R & D UNIT		Once during your turn, you may spend 3 whistles to gain a faceup upgrade.	8
RAPID LOADER		When you activate a machine, gain 1 VP (no limit).	2
RECORDER		Once during your turn, you may spend a whistle to gain 1 card.	7
SHUTTLE		After you place a hot air balloon, you may return it to dock on your player board at the end of your turn.	3

UPGRADE REFERENCE (CONT.)

	COST	EFFECT	GAME END
STABILIZER	2 water	When you build 2 (or more) scaffolds on your turn, gain 3 VPs.	4
STASH	2 wood	Gain 2VPs for each of your upgrades (including this one) at the end of the game.	2
STOCK PILE	3 whistle	At the end of your turn, gain 2VPs if you have 8 or more resources in your storage.	2
STRENGTHENER	3 water	When you build a scaffold, gain 1 VP (no limit).	7
TOWER CRANE	2 water	Once during your turn, spend 1 scaffold to gain a build action.	7
WET LUNG	4 water	You may use water as any resource type, including a whistle.	2
WINNER'S CIRCLE	2 whistle	When you promote a worker, gain a random award (if available).	3

AWARD REFERENCE

AWARD	EFFECT
4	Gain 4VPs
6	Gain 6VPs
	Activate an active machine
	Build a scaffold or a machine

AWARD	EFFECT
	Gain 1 card
	Move 1 worker
	Rescue 1 worker from the whirlpoool
	Gain 1 scaffold of any kind

AWARD	EFFECT
	Gain 1 small machine
	Gain 1 faceup upgrade
	Gain 1 whistle

STARTING ABILITY REFERENCE

	EFFECT
ACE PILOT	You may place any of your airships on a single scaffold (it may not extend beyond the scaffold), collecting any resources adjacent to and directly underneath your airship. While your airship is on a scaffold, no one may place machines or workers on the spaces the airship occupies.
ADMIRAL	When you build a machine, you may immediately activate that machine.
AERONAUT	When you place your hot air balloon on the grid, diagonals are considered adjacent.
ARCHITECT	When you build a scaffold that scores you at least 2 VPs, score an extra 2 VPs.
BLAST VALVE	When you place your hot air balloon on the grid, you may activate machines twice. The activation happens instantly, so if the machine becomes waterlogged after the first activation, the 2nd activation still takes place.
CRAFTSMAN	When you build a machine, gain 2 whistles.
DREADNOUGHT	You may use your dreadnought to bump (place your airship in an occupied space or dock) a single opponent's airship (of any size) back to their player board.
EXCHANGER	Once during your turn, you may exchange any resource for 1 whistle, or 1 whistle for any resource.
LEAD ENGINEER	When you build a medium or large machine, gain a faceup upgrade from the market.
MAD SCIENTIST	At the end of any turn in which you gained at least 1 card, gain 1 card.
PLANNER	When you gain an upgrade, gain a faceup small machine from the market.
REQUISITIONER	Once during your turn, you may either discard 1 card to gain 1 scaffold, or discard 1 scaffold to gain 1 card.
RIVETER	At the end of any turn in which you gained at least 1 scaffold, gain 1 scaffold.
SCAVENGER	When you move (as part of a Forge action or through any other ability), gain 1 card.
SMUGGLER	When you move (as part of a Forge action or through any other ability), gain 1 resource adjacent to that worker.
TEAM LEAD	When you place a worker onto a scaffold space, score 4 VPs per worker on any adjacent scaffold spaces (yours or an opponent's).
TECHNICIAN	When you gain an upgrade, you may activate any machine on the board or in your storage.

CARD REFERENCE

	EFFECT
BATTERING RAM	When you want to dock an airship in an occupied dock, you may bump your opponent's airship.
BLUEPRINTS	Gain 2 cards from the deck.
CHARITY	Gain 1 resource from the supply of each type you do not currently have.
CRAFT	Spend 1 gold to build a scaffold or machine.
DISPATCHER	Return 1 of your airships to dock on your player board.
DRAWING BOARD	Discard any number of cards to gain the same number of cards +1 from the deck.
LARGE MARKET	Spend 3 iron and 2 coal to gain a faceup large machine from the market.
MANUFACTURING	Gain any 1 scaffold from the top of any scaffold stack in the market.
MEDIUM MARKET	Spend 3 iron to gain a faceup medium machine from the market.
MYSTERY UPGRADE	Spend 1 gold to gain the top facedown upgrade from the market.
RECYCLE	Gain both resources on 1 scaffold on top of 1 stack in the market. Then discard that scaffold to the bottom of its stack. If they are the only one in their stack, indicate that scaffold and gain the resources.
REMOTE TRIGGER	Activate any active machine on the grid or in your storage.
SCRAMBLE	Spend 1 gold to move 1 worker.
SECRET DOOR	Move 1 worker in the tower up or down 1 floor.
SMALL MARKET	Spend 2 coal to gain a faceup small machine from the market.
STORM WINDS	Return all airships to their respective player board docks.
TOSS A LINE	Spend 1 gold to rescue 1 worker from the whirlpool.
TREASURE CHEST	Gain 2 whistles.
UNIQUE OPPORTUNITY	Draw 3 cards and keep 1. Discard the other 2.
UPGRADE MARKET	Spend any 2 resources to gain a faceup upgrade from the market.

ICON REFERENCE


MOVE A WORKER TO AN EMPTY SCAFFOLD SPACE


MOVE A WORKER UP OR DOWN THE TOWER


PROMOTE A WORKER FROM A SCAFFOLD SPACE TO THE TOWER


RESCUE A WORKER FROM THE WHIRLPOOL TO AN EMPTY SCAFFOLD SPACE

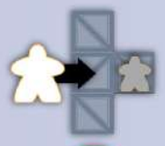

MOVE OR RESCUE A WORKER


PLACE A WORKER IN THE WHIRLPOOL


WORKERS IN THE TOWER


WORKERS IN THE BARRACKS


ALL BARRACKS WORKERS MOVE DOWN ONE LEVEL

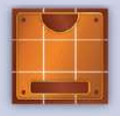

PLACE A WORKER ADJACENT TO ANOTHER WORKER

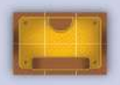

DISCARD


NO


PLAYER BOARD


MOVE THE DUPLICATOR TOKEN TO A DIFFERENT STARTING ABILITY


LARGE MACHINE


MEDIUM MACHINE


SMALL MACHINE


ACTIVATE ANY MACHINE


ALL WORKERS ADJACENT TO & UNDER THIS MACHINE ARE PLACED ON IT


GAIN A PARTIALLY SUBMERGED MACHINE


BUILD A MACHINE


BUILD A SCAFFOLD OR A MACHINE


BUILD A SCAFFOLD



BUILD A SCAFFOLD WORTH AT LEAST 2VPS


PLACE ANY AIRSHIP ON TOP OF A SCAFFOLD


ANY SCAFFOLD


WORKER DIRECTLY ABOVE SCAFFOLD


WHEN YOU GAIN THIS ITEM



TAKE THIS FROM THE MARKET



YOU MAY DO THIS ONCE PER TURN



GAIN THIS AT THE END OF THE GAME



DO THIS AT THE END OF YOUR TURN



REMOVE LEFT ITEM FROM THE MARKET & REPLACE WITH RIGHT ITEM



TRADE LEFT & RIGHT ITEMS


SPEND THE LEFT ITEM & GAIN THE RIGHT ITEM


MOVE IN THE DIRECTION OF THE ARROW



PLACE YOUR AIRSHIP IN AN OCCUPIED SPACE, RETURNING THE OTHER AIRSHIP TO ITS DOCK



SEND ONE OR MORE AIRSHIPS BACK TO THEIR PLAYER BOARDS



YOU MAY SWAP THESE ITEMS ONCE PER TURN


SPEND THE TOP ITEM & GAIN THE BOTTOM ITEM

ANY RESOURCE

ANY RESOURCE OF A CERTAIN NUMBER

WATER (RESOURCE)

IRON (RESOURCE)

GOLD (RESOURCE)

COAL (RESOURCE)

WHISTLE (WILD RESOURCE)

VPS (✱=NUMBER)

ONE OF YOUR AIRSHIPS

AN OPPONENT'S AIRSHIP

DIAGONAL SPACES ARE ADJACENT TO YOUR HOT AIR BALLOON

YOUR HOT AIR BALLOON ACTIVATES MACHINES TWICE

FACEUP UPGRADE

FACEDOWN UPGRADE

CARD

FACEDOWN AWARD