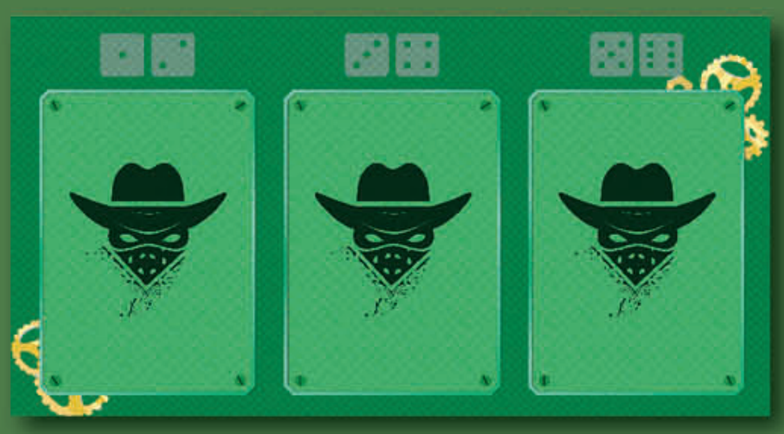
WHISTLE MOUNTAIN

OUTLAWS

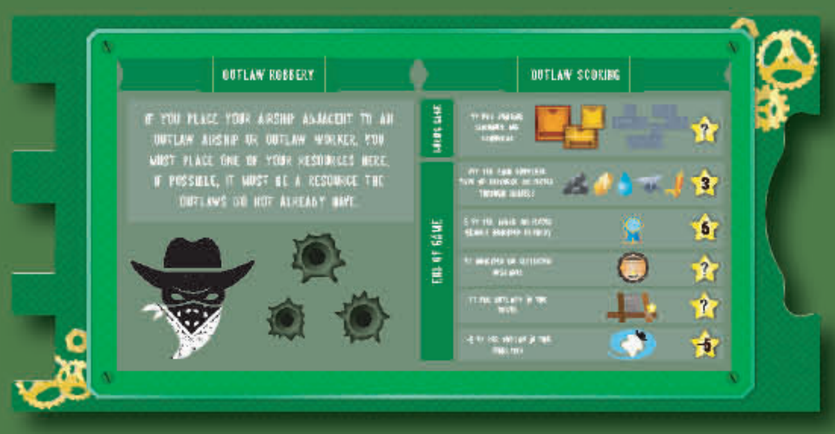
There are Outlaws on Whistle Mountain, and they are trying to capture the tower and take all the Mountain's riches for themselves! Can you build scaffolds and machines, save your workers from the whirlpool, and outmaneuver the devious Outlaws?

CONTENTS

OUTLAW OVERLAY



OUTLAW HIDEOUT PLAYERBOARD



36 OUTLAW CARDS

YOU WILL NEED ONE 6 SIDED DIE

SETUP

You play using one player color, and the outlaws will use all of the pieces of another color (red) as well as the three Airships from a third color (blue) (substitute colors as desired).

Set up your game pieces normally, then set up the red workers in the Barracks and the Whirlpool in the same manner as a player would. Place the red Airships on the Outlaw Hideout playerboard.

Take the three blue Airships for the third player color and place them on the following docks: Put the Hot Air Balloon on the topmost Small Machine Market dock, the Blimp in the topmost Scaffold Market Dock, and the Dreadnaught on the Rescue Dock. These Airships are the Outlaw Blocker Ships.

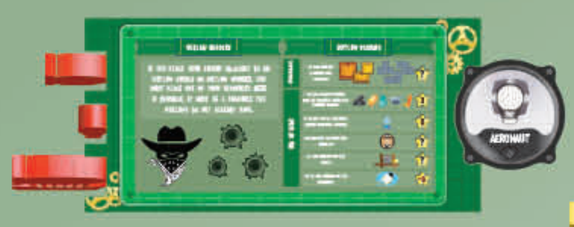
After choosing your Starting Ability choose a second one for the Outlaws. They do not use this ability, but you might be able to if you get your hands on the Duplicator and copy it.

Perform the scaffold setup for yourself and for the Outlaws (two scaffolds will be adjacent to the water bar). Draw and place the top scaffold from one of the stacks for the Outlaws.

Place the Outlaw Hideout near the gameboard, place the Outlaw overlay on top of the gameboard, covering the top 5 rows of the grid.

Shuffle the deck of outlaw cards. Draw 3 cards and place them face up on the spaces of the overlay, orienting them so the top of the card is near the top of the board.

*Exclude the Trap, Toll Bridge, and Megaphone Large Machines.



OUTLAWS

The Outlaws take turns in a manner similar to an opponent, but their actions are determined by a set of cards.

The Outlaws do not collect or use resources from placement. They do not use the actions of docks. They do not activate machines. They do not keep supplies of Machines, Cards, or Scaffolds.

The Outlaws do, however, collect resources from Robbery. They do keep supplies of Awards and Upgrades, but only for end of game scoring, not for any indicated benefits. When the Outlaws build, they take machines and scaffolds directly from the Markets.

They don't have to pay any resources to perform the actions they take.
The Outlaw overlay board covers the top section of the grid, making the playing area smaller.

Notice that the full tower is still in use, so it may be possible for workers to reach higher floors due to effects that allow them to move up the Tower.

OUTLAW BLOCKER SHIPS never leave the board. If an effect would bump an Outlaw Blocker Ship or cause it to leave the Dock, instead it moves clockwise to the next available Dock. If you are moving multiple Outlaw Blocker Ships, always start with the smallest (the Hot Air Balloon), and end with the largest (The Dreadnaught.)

REFILLING MARKETS: Do not refill a Market (Machines and Upgrades) until the market is empty.

OUTLAW ROBBERY: The Outlaws steal your resources in certain situations, and earn points for the resources they have stolen at the end of the game.

Robbery occurs whenever:

- You place your Airship orthogonally adjacent to any Outlaw Blocker Ship or Worker.
- You place your Airship in a dock **immediately adjacent** to an Outlaw Blocker Ship - in the Small Machine Market or the Scaffold Market.
- A Dock Blocker rotates and skips a Dock occupied by your Airship.

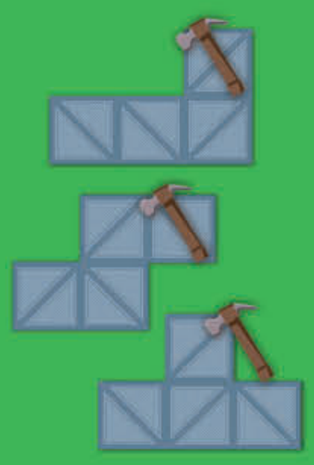
When you are Robbed, you must take one of your resources and place it in the Outlaw's hideout. If possible, the resource must be of a type the Outlaws do not already have. This Robbery occurs before you perform any actions or collect any resources for your placement. If you have no resources, ignore the Robbery.

OUTLAW TURNS: All Outlaw turns are all performed in the same manner. They don't have Forge turns.

After each of your turns, it is the Outlaws' turn: Roll the die, and carry out the actions described on the Outlaw card from the top of the card to the bottom.
Ignore any actions that cannot be carried out. When the outlaws have more than one option, **all else being equal, you choose for them.** When finished, draw a new Outlaw card and place it on top of the used one. If the last card of the Outlaw deck is drawn, the game ends immediately.

OUTLAW ACTIONS

PLACE AIRSHIP: Take the depicted Airship from wherever it is, and place it in a space of the grid adjacent to scaffolds and/or on a machine in a manner that it would earn the highest possible quantity of resources and/or VP. If there is more than one such position, choose one nearest the to the top of the grid. The Outlaws don't actually gain any resources or VP through this placement. The Outlaw ship may not be placed on a Machine already occupied by an Outlaw Airship, nor can it be placed in the exact same position it was in prior to this action.



BUILD A SCAFFOLD: Take a scaffold of the indicated shape from the Scaffold Market, and find a place to build it where it will earn the most possible VP. It may be rotated or flipped to enable best possible placement. The Outlaws score VP for building this scaffold in the same way a player does. If for some reason it is impossible to build a scaffold, ignore this action.

BUILD A MACHINE: Take a machine of the indicated size from its market, choosing the one worth the most VP (see build bonus). If possible, build it on an available area of scaffolding and score VP for doing so. Build the machine so that the maximum number of Outlaws possible are promoted when it is built. Rotate a medium machine if necessary. Avoid Promoting your own workers if possible.
Build Bonus: If the Machine has a build bonus or effect in addition to VP, the Outlaws gain 5VP instead of the additional bonus or effect (such as instead of drawing cards, for example).
If it is not possible to build the Machine, instead discard it from the Market.

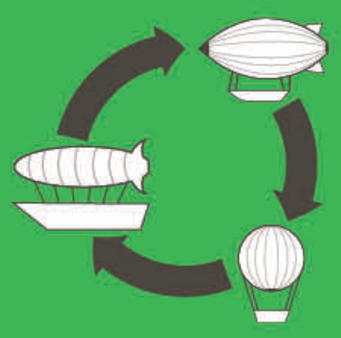
UPGRADE: The Outlaws take the Upgrade from the Market worth the most VP.

MOVE AN OUTLAW WORKER: Choose the lowest Outlaw in the Barracks and move it to the highest available unoccupied Scaffold space. If there are no Outlaws in the Barracks, choose the lowest Outlaw on a Scaffold to move instead.

RESCUE AN OUTLAW WORKER: Choose an Outlaw worker in the Whirlpool and move it to the highest available unoccupied Scaffold space. If there are no Outlaws in the Whirlpool, ignore this action.

PROMOTE AN OUTLAW WORKER: Select the highest Outlaw on a Scaffold, and promote it to the tower, collecting the Award in that floor of the Tower, if any.

CLIMB THE TOWER: Beginning with the highest Outlaw in the tower, move each Outlaw up one floor in the Tower, collecting any Awards in Floors they move into.



ROTATE THE OUTLAW BLOCKER SHIPS: Beginning with the Hot Air Balloon, then Blimp, then Dreadnought, rotate each Dock Blocker clockwise to the next available Dock.

The Outlaws conduct a Robbery for each Outlaw Blocker Ship that skips a dock occupied by your Airship.

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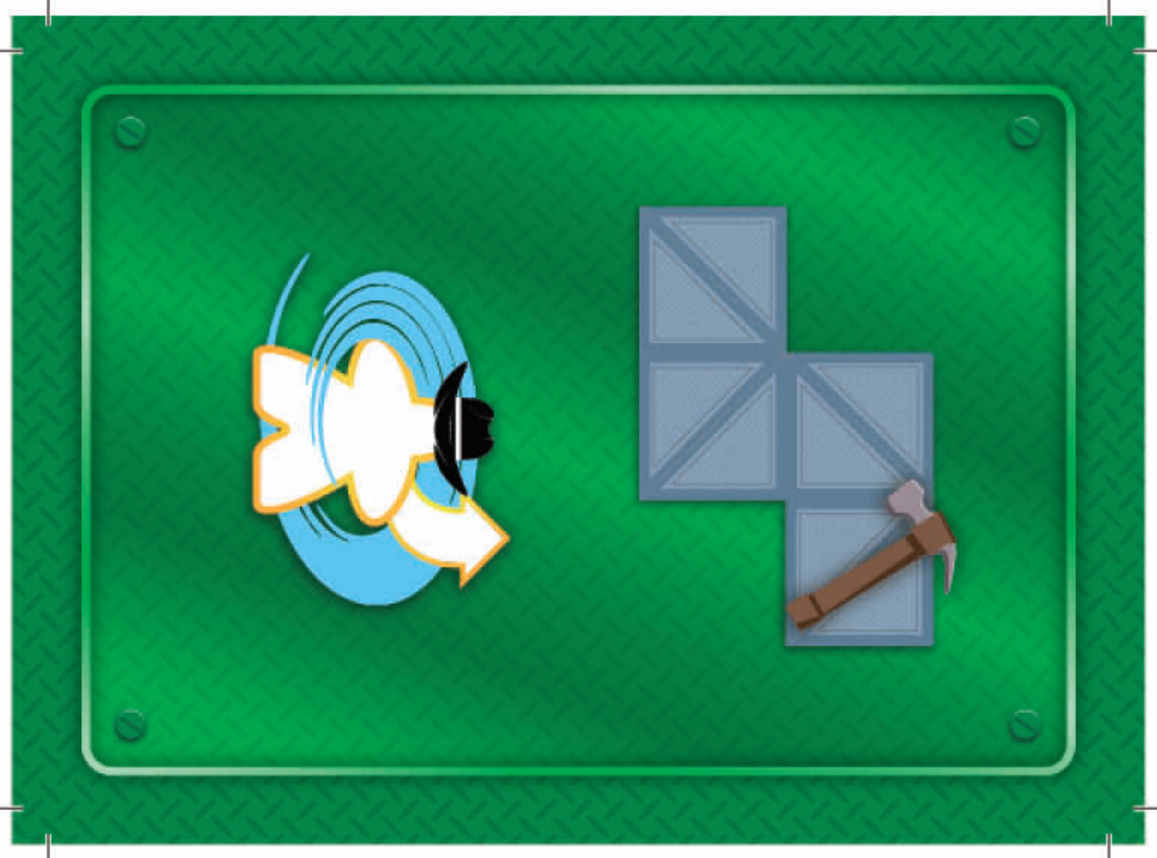

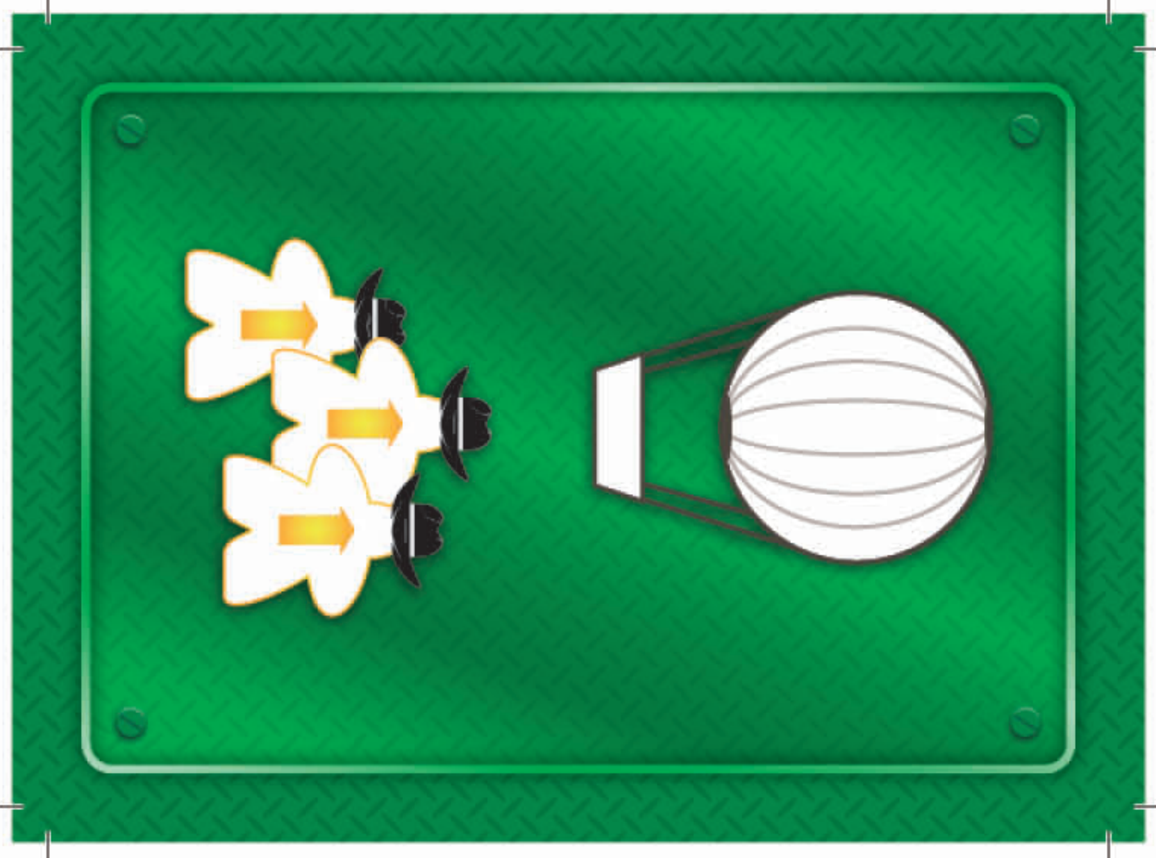

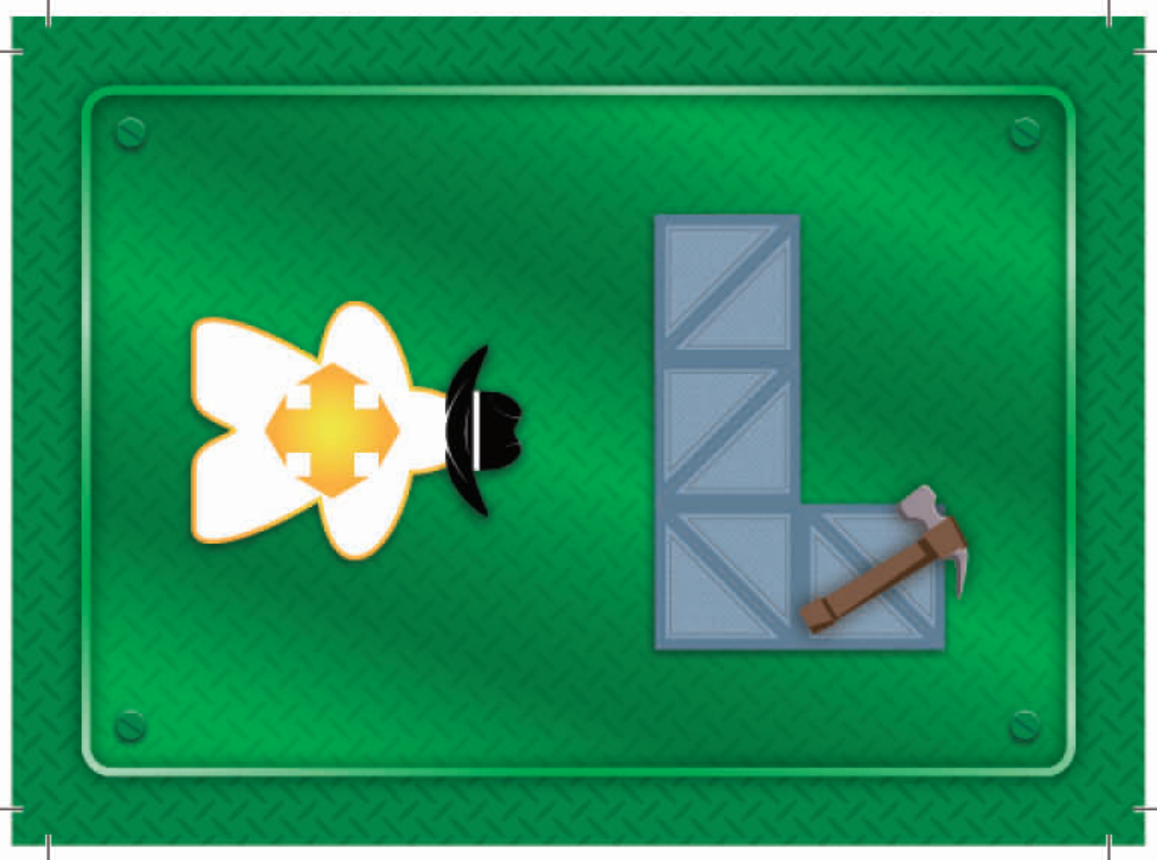

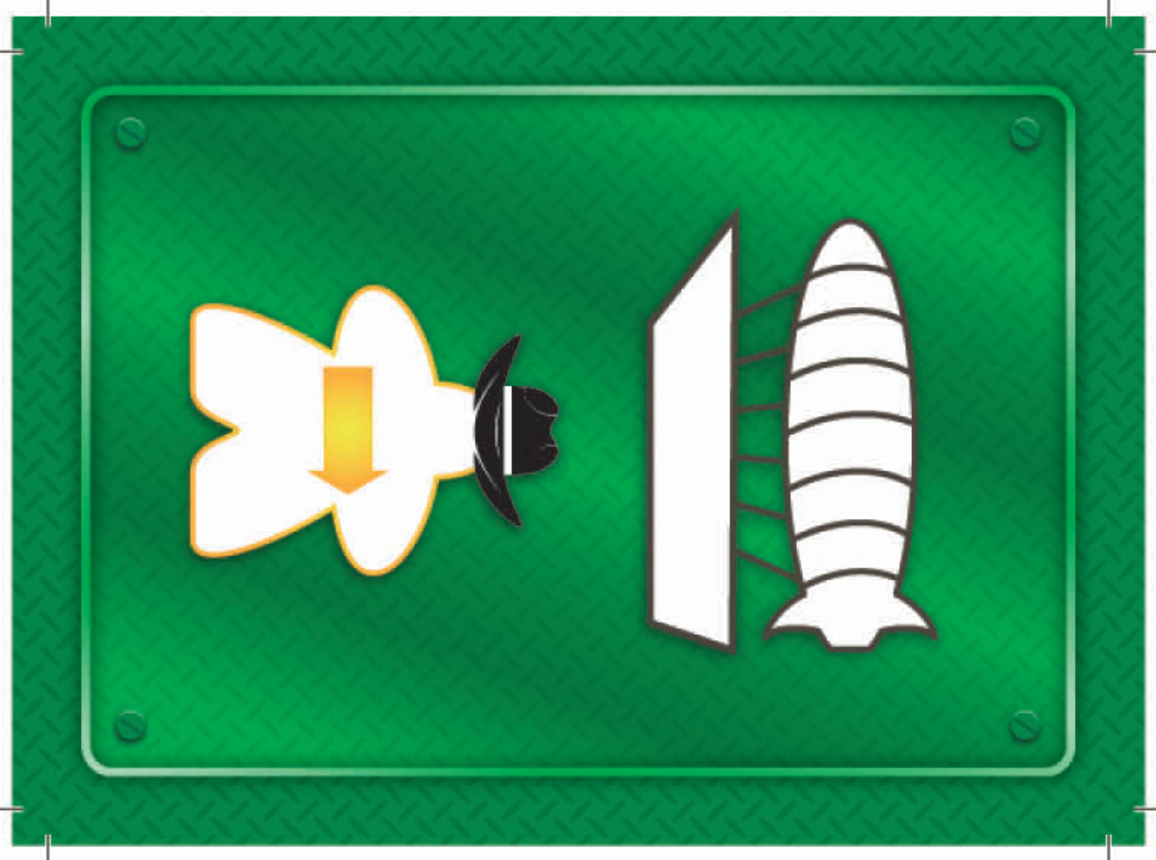

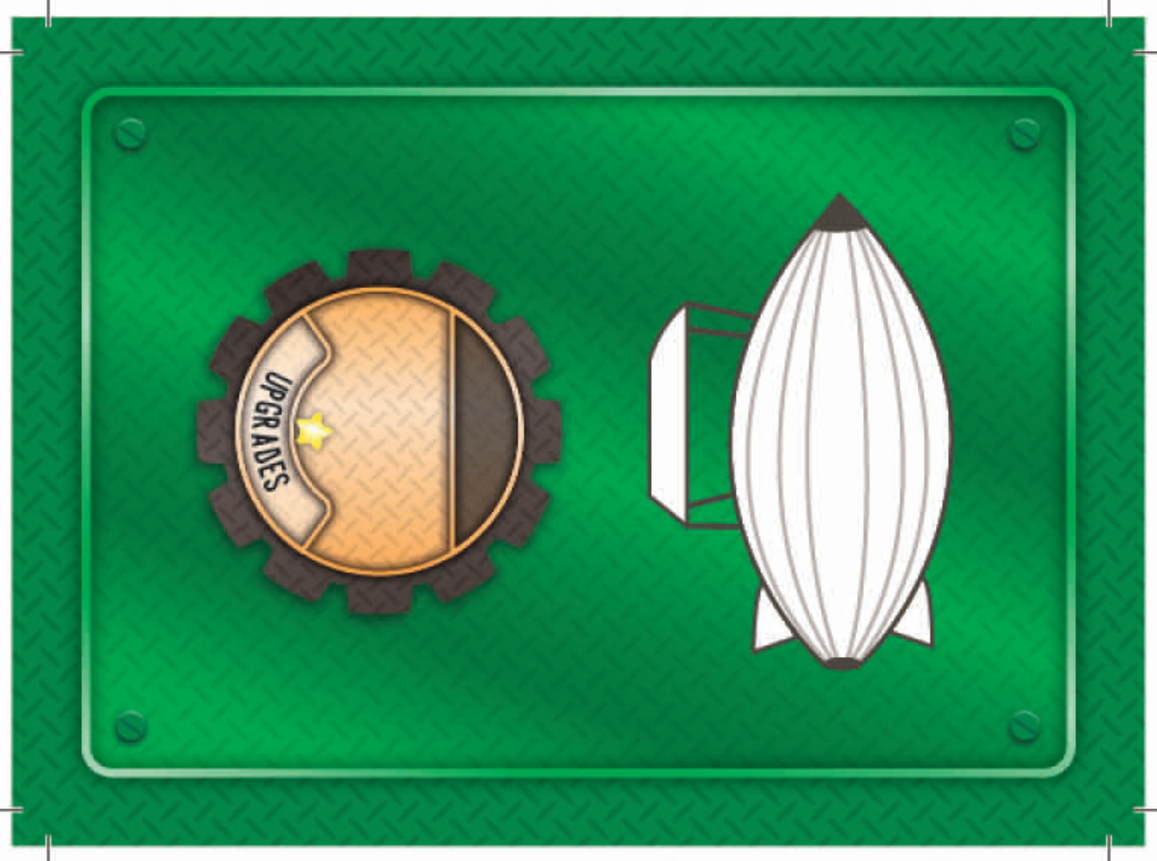
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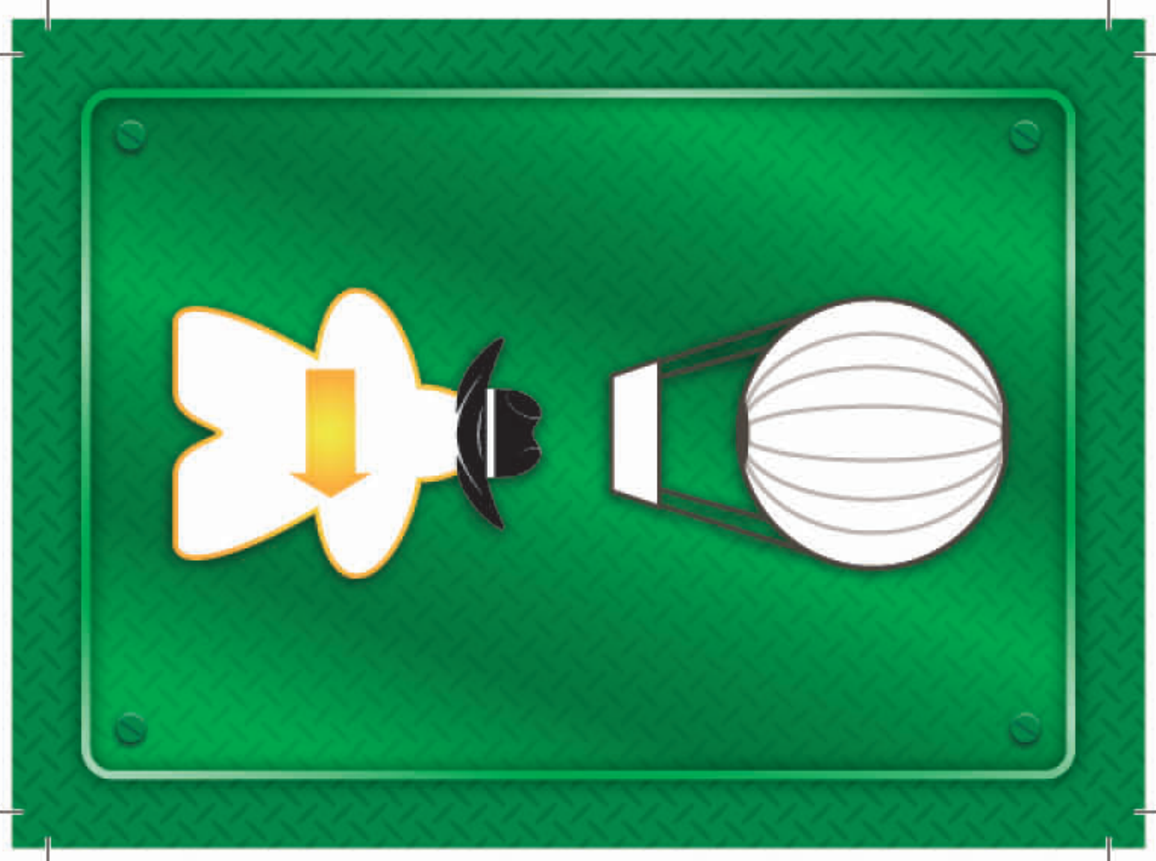

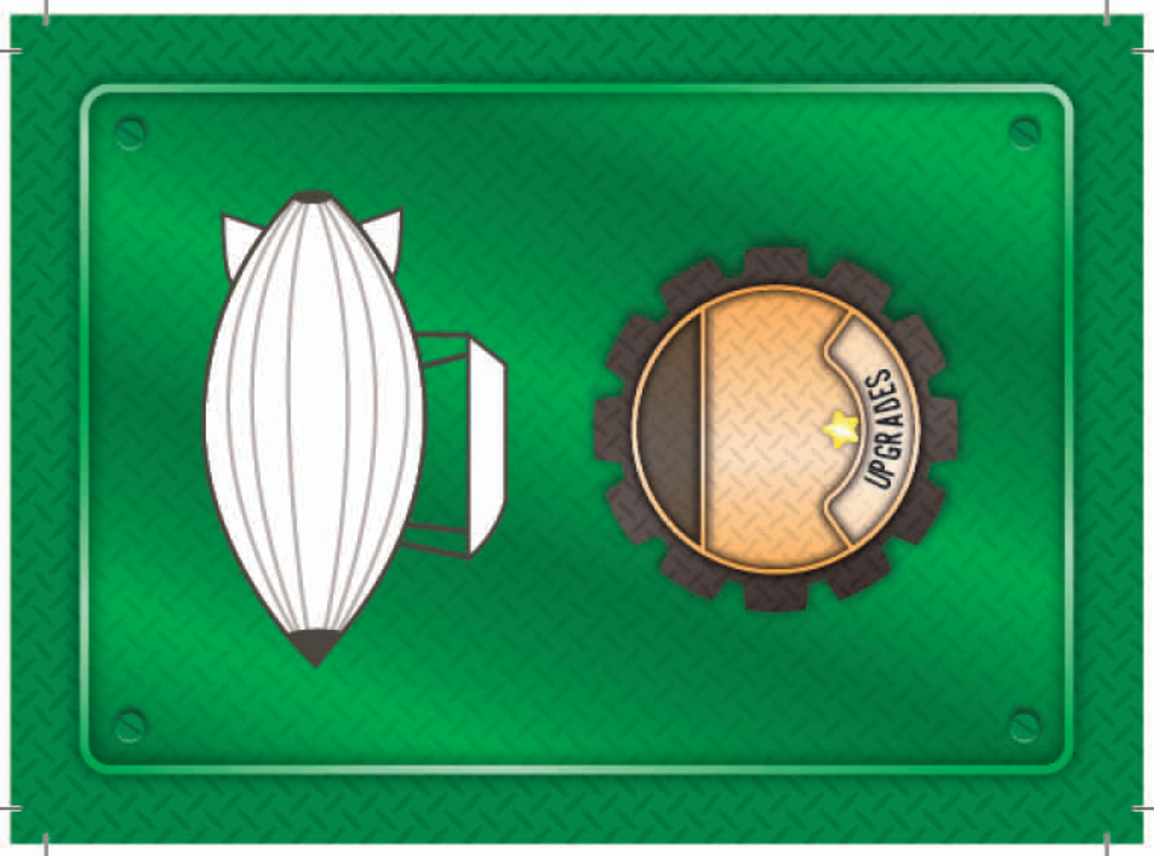
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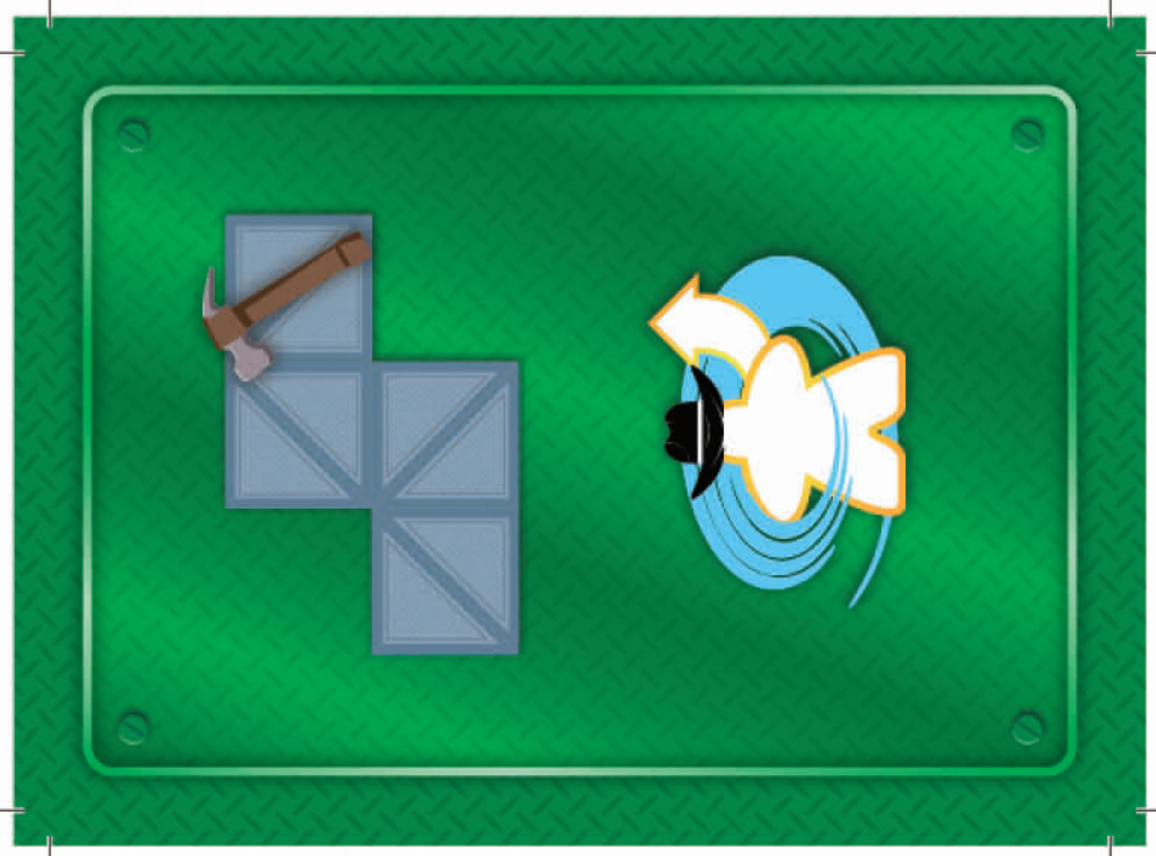

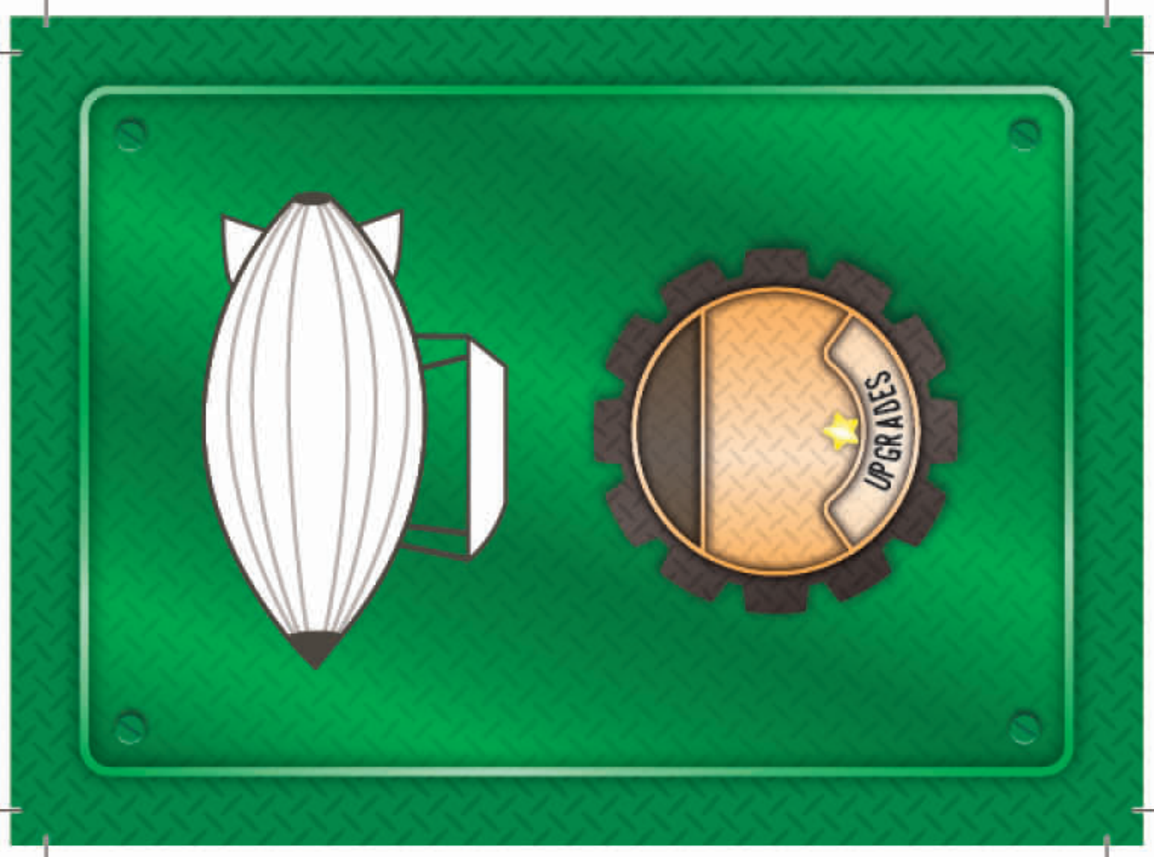
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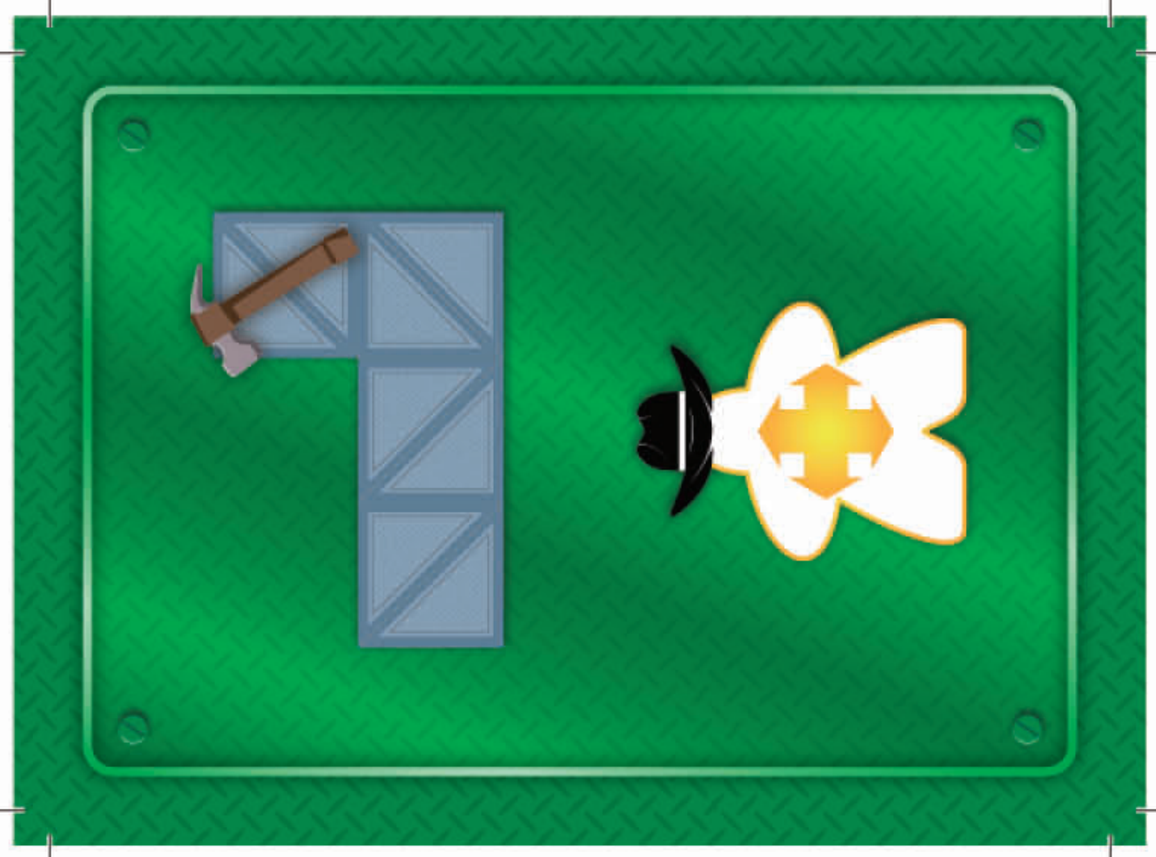

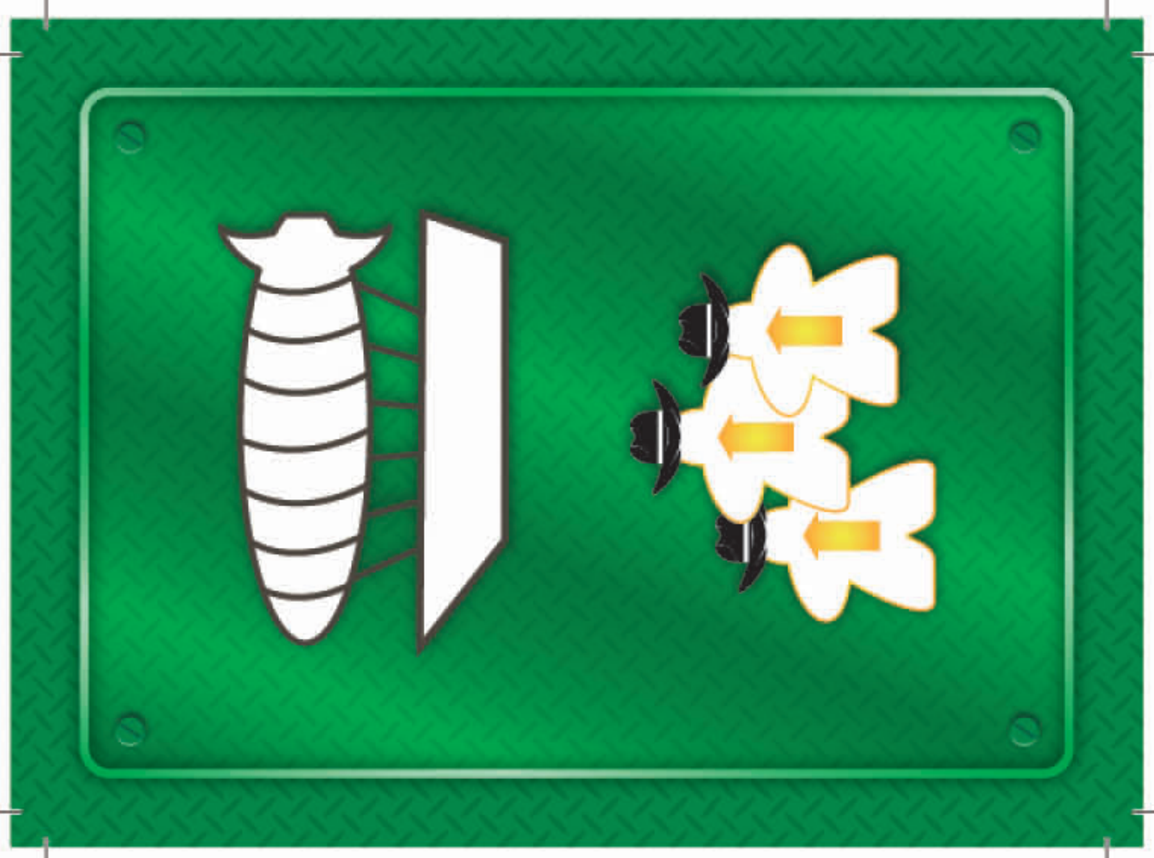

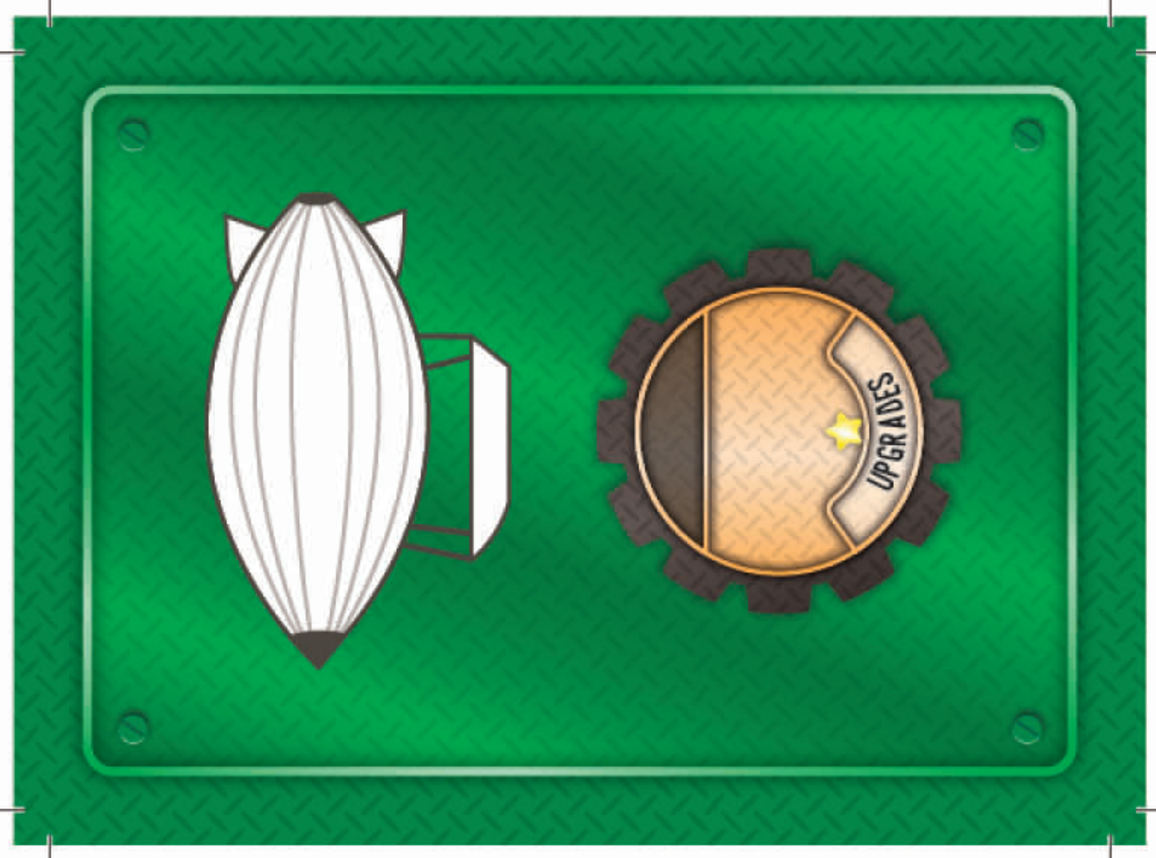
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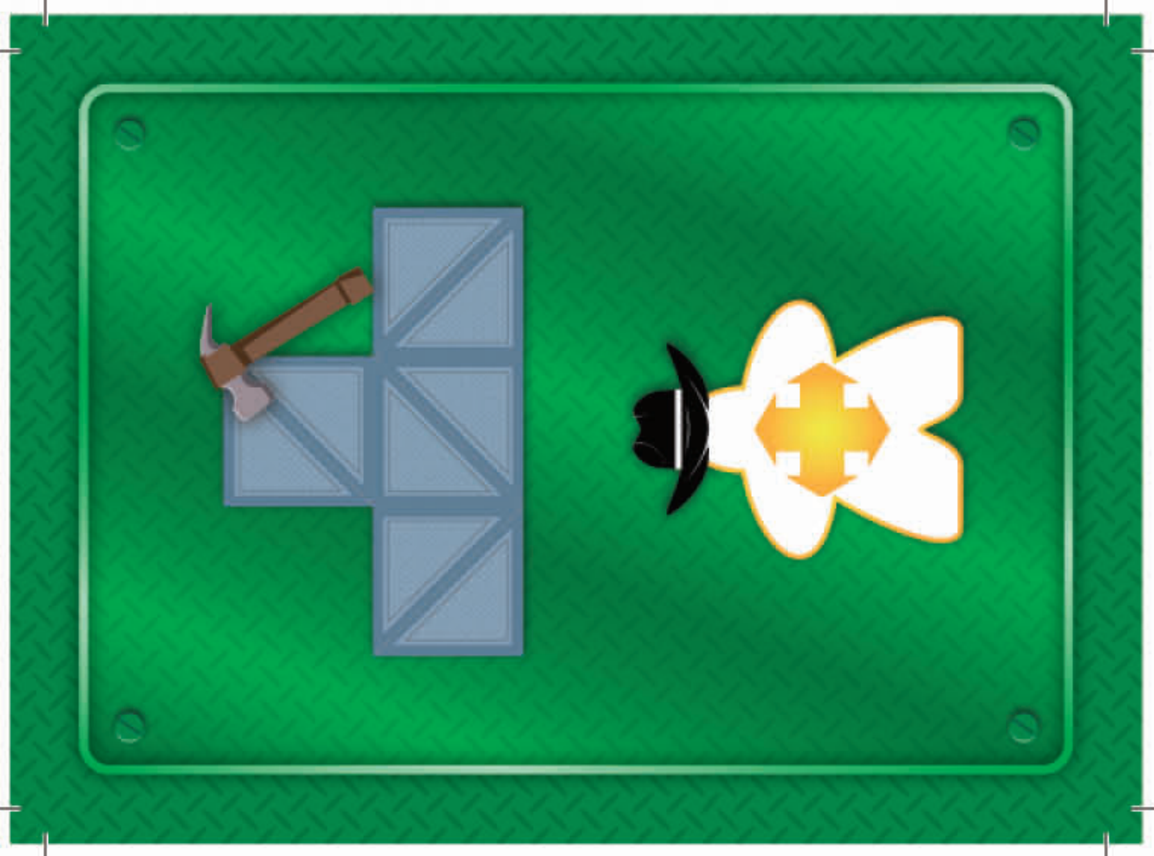

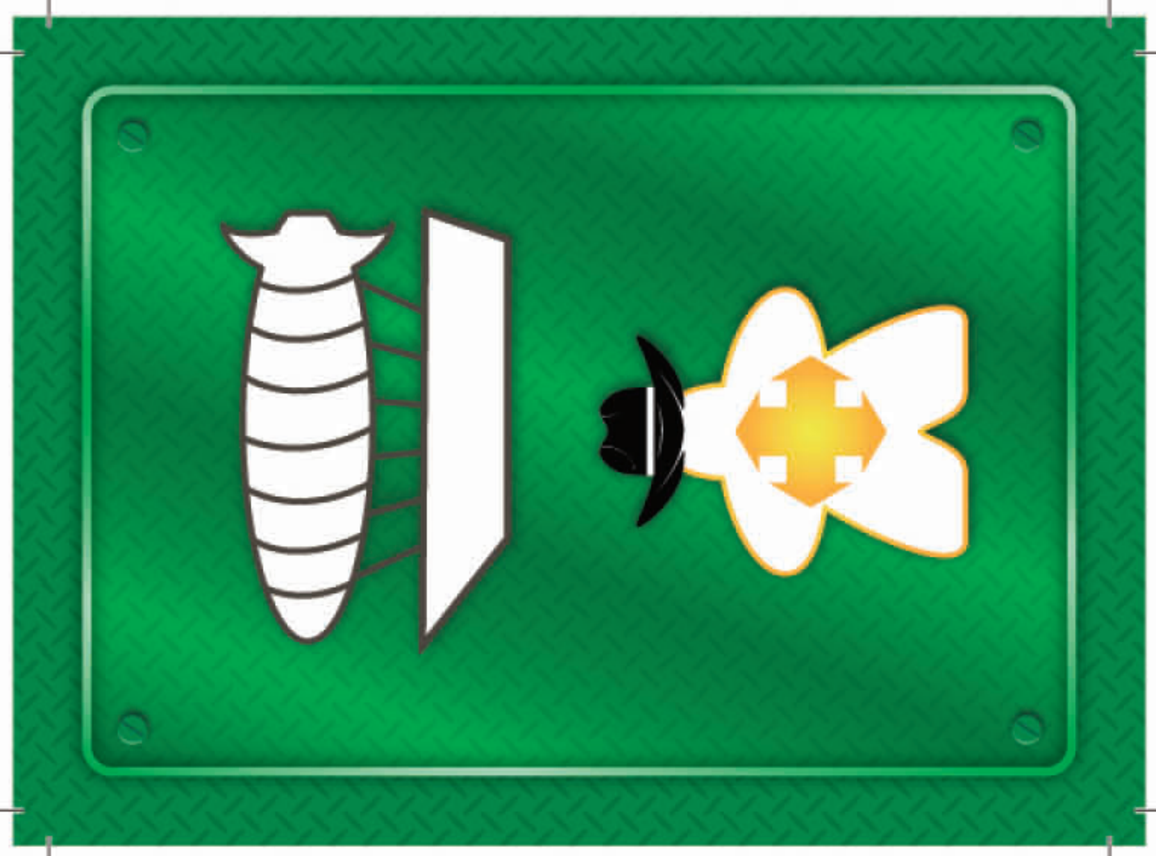

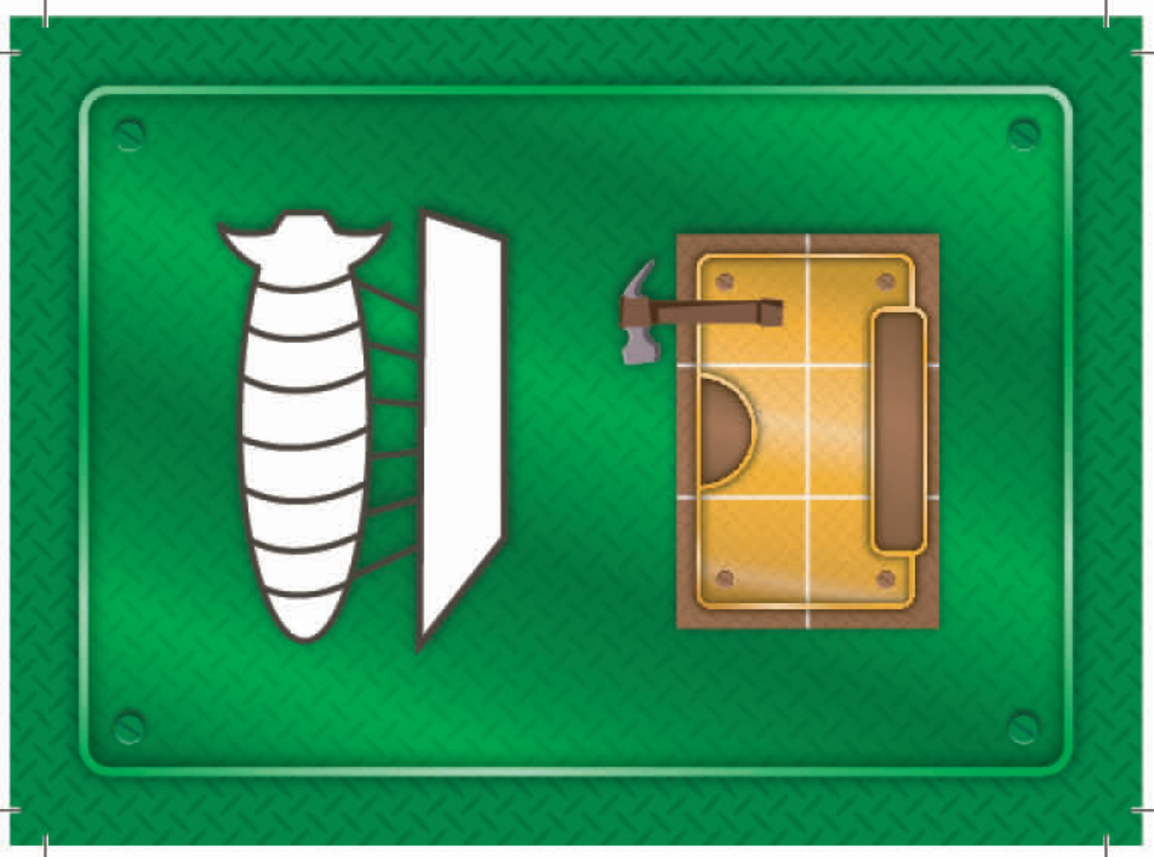

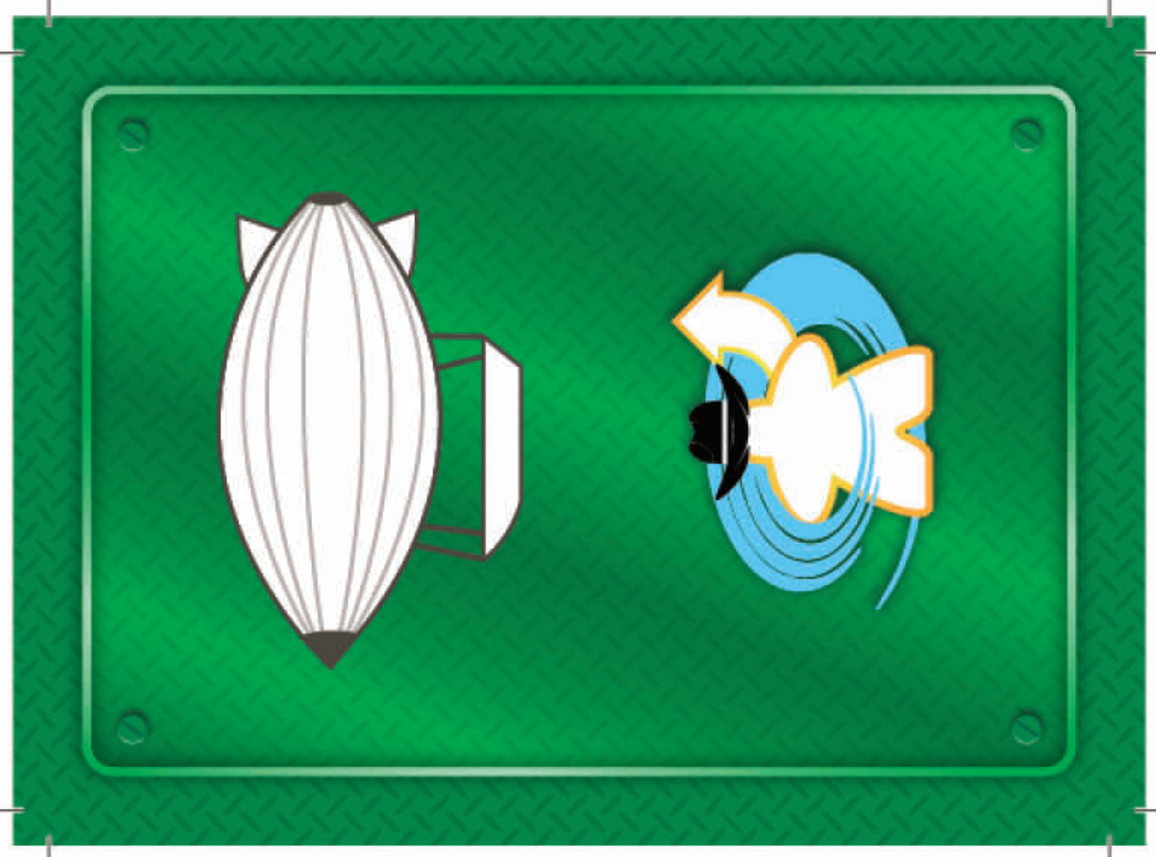

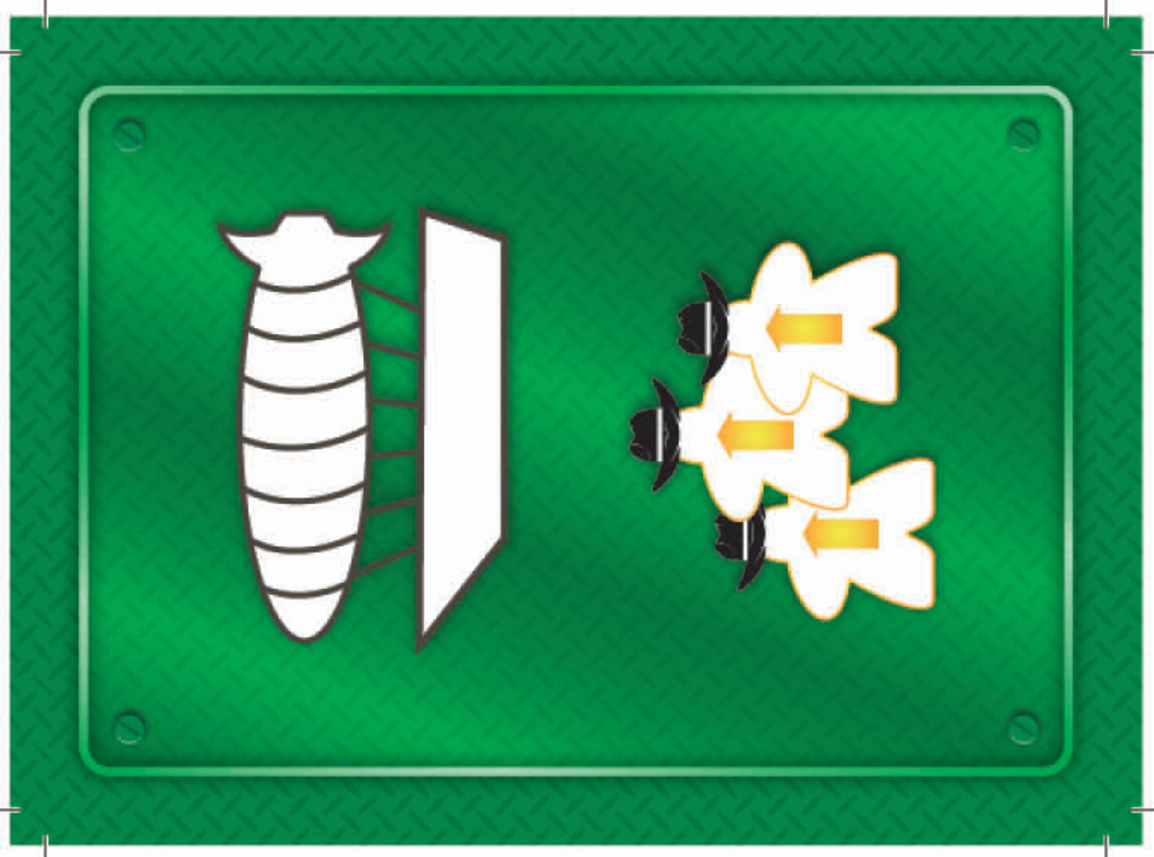

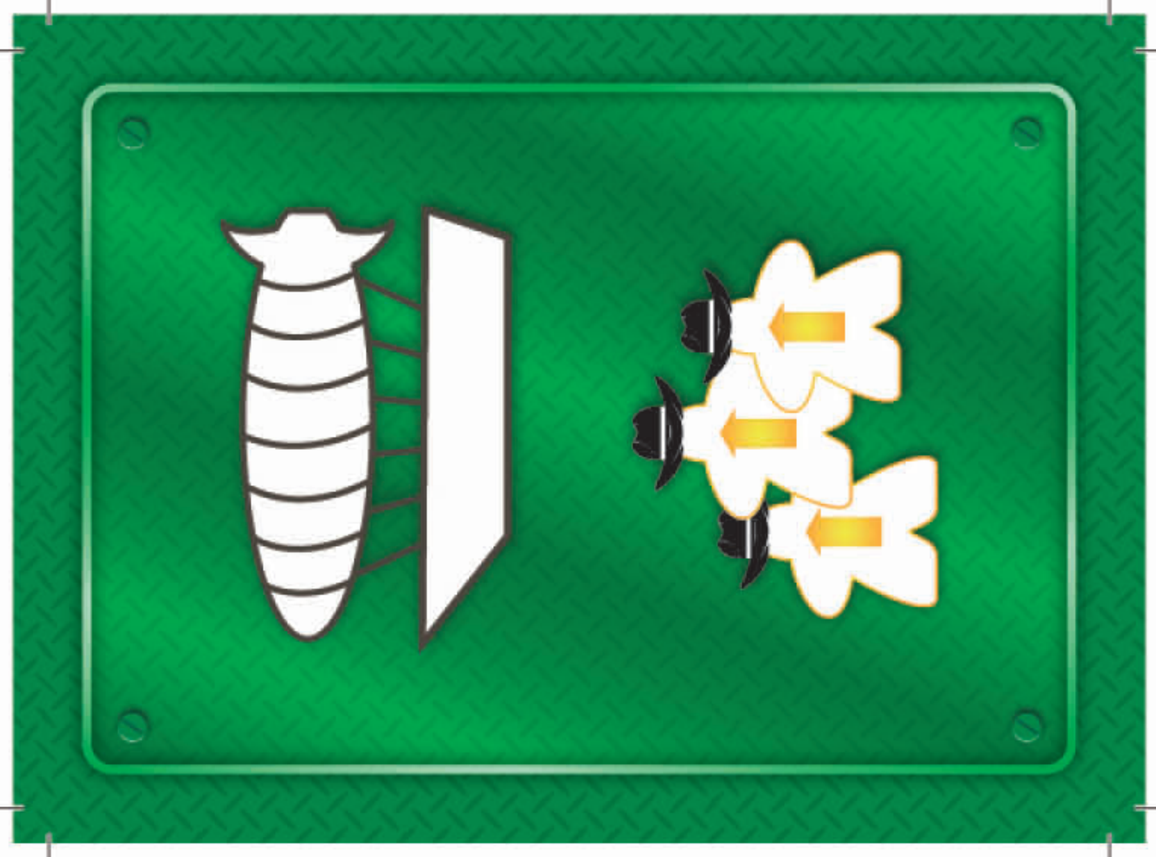

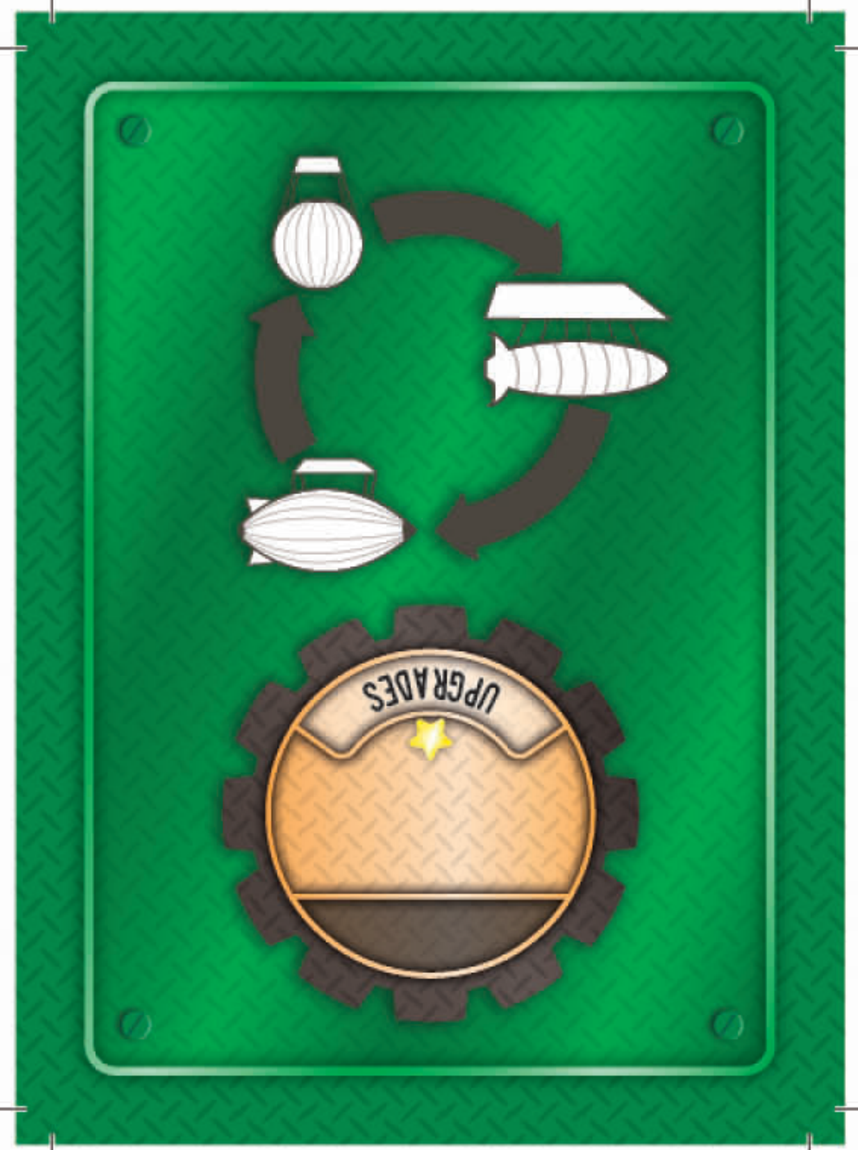
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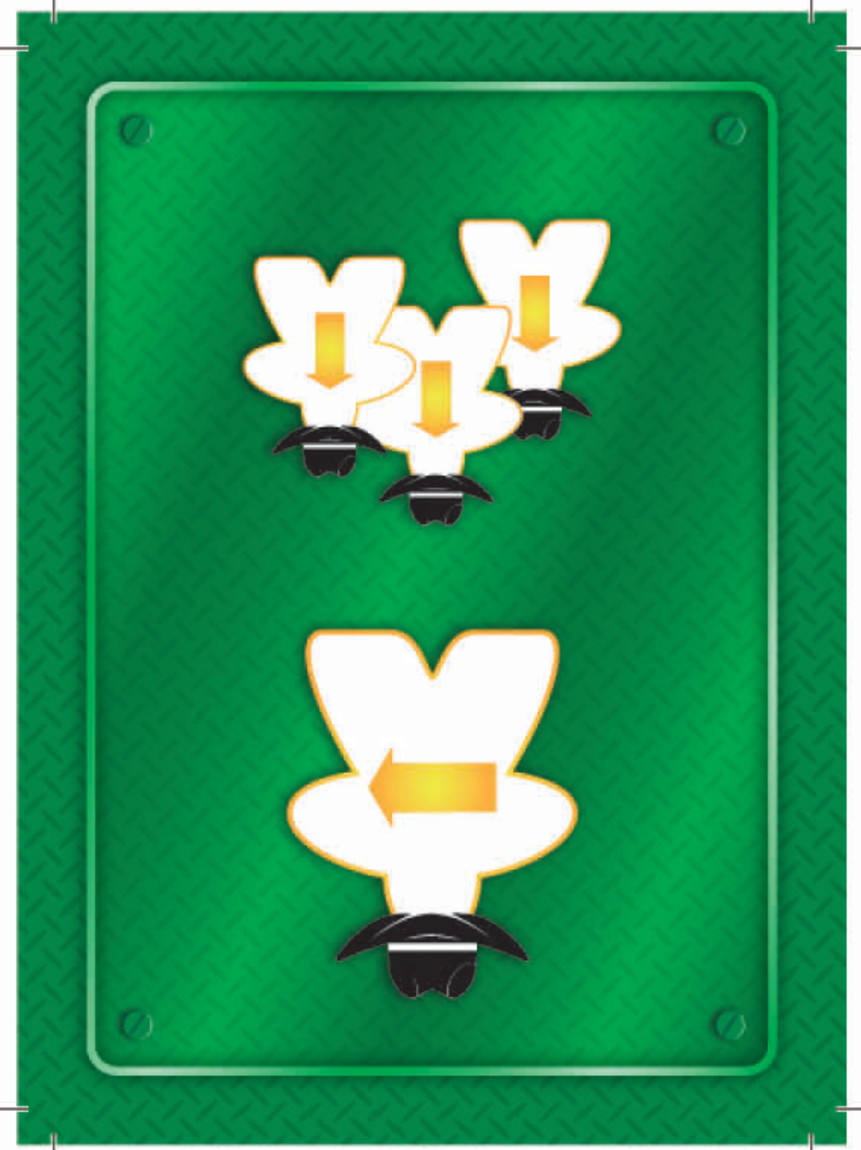

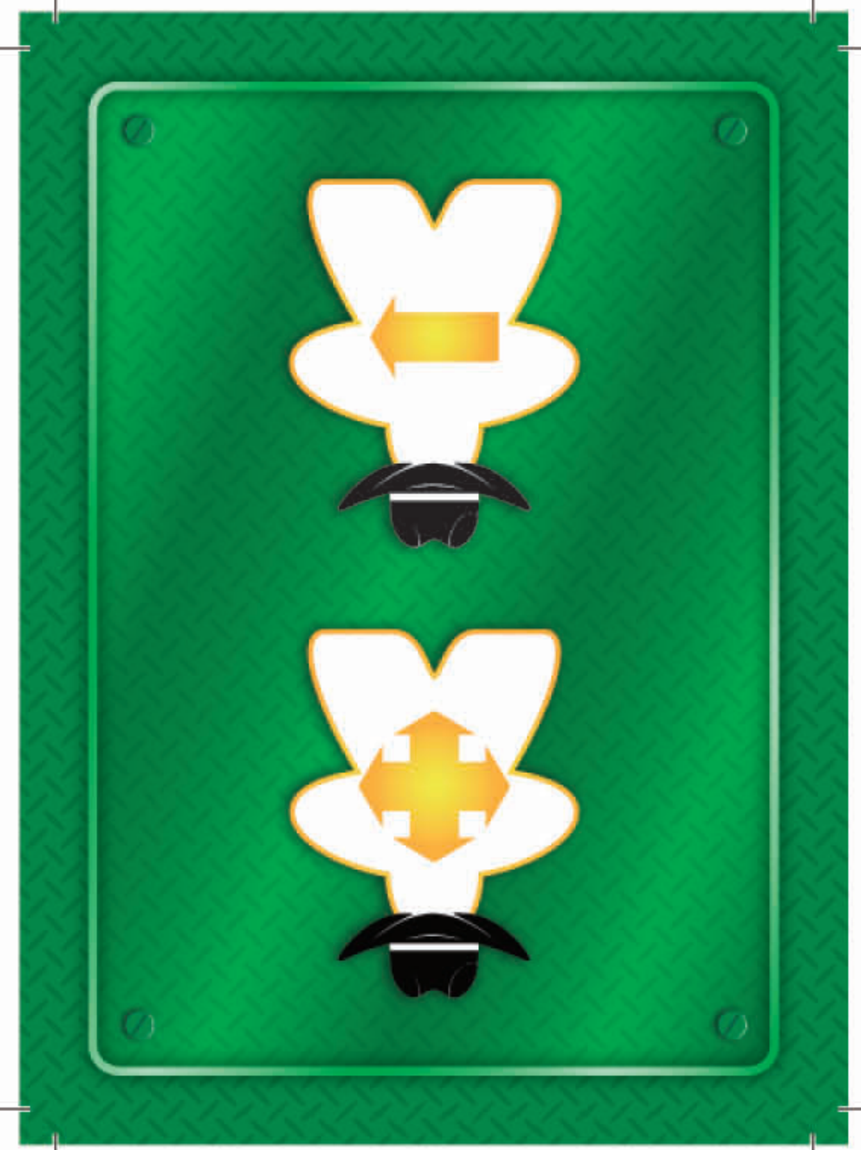

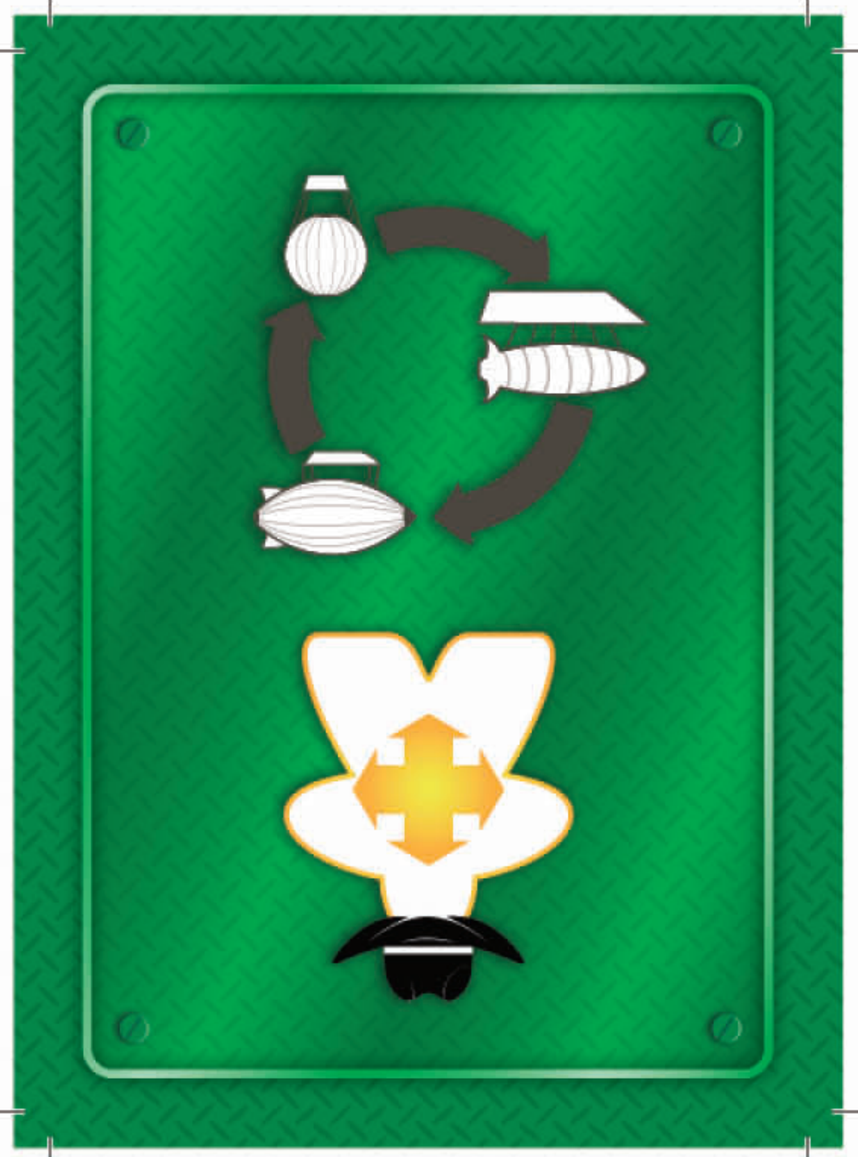

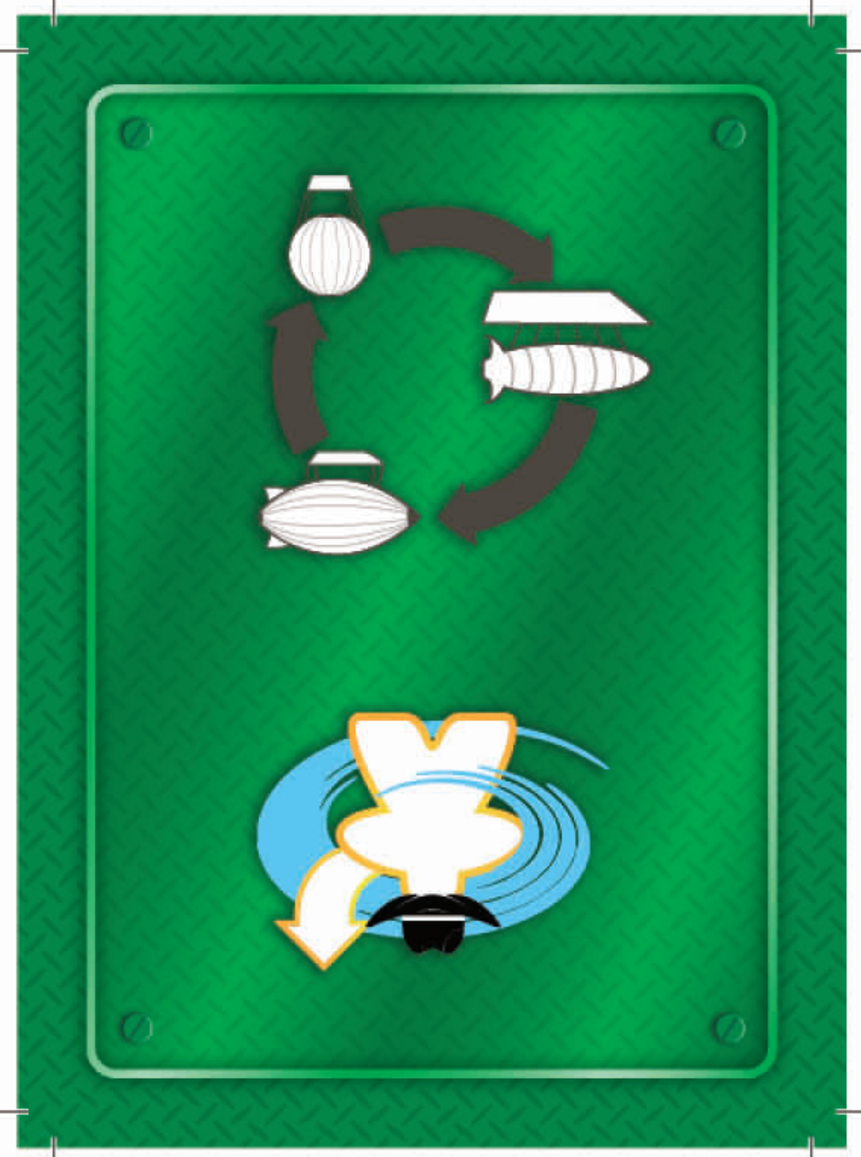

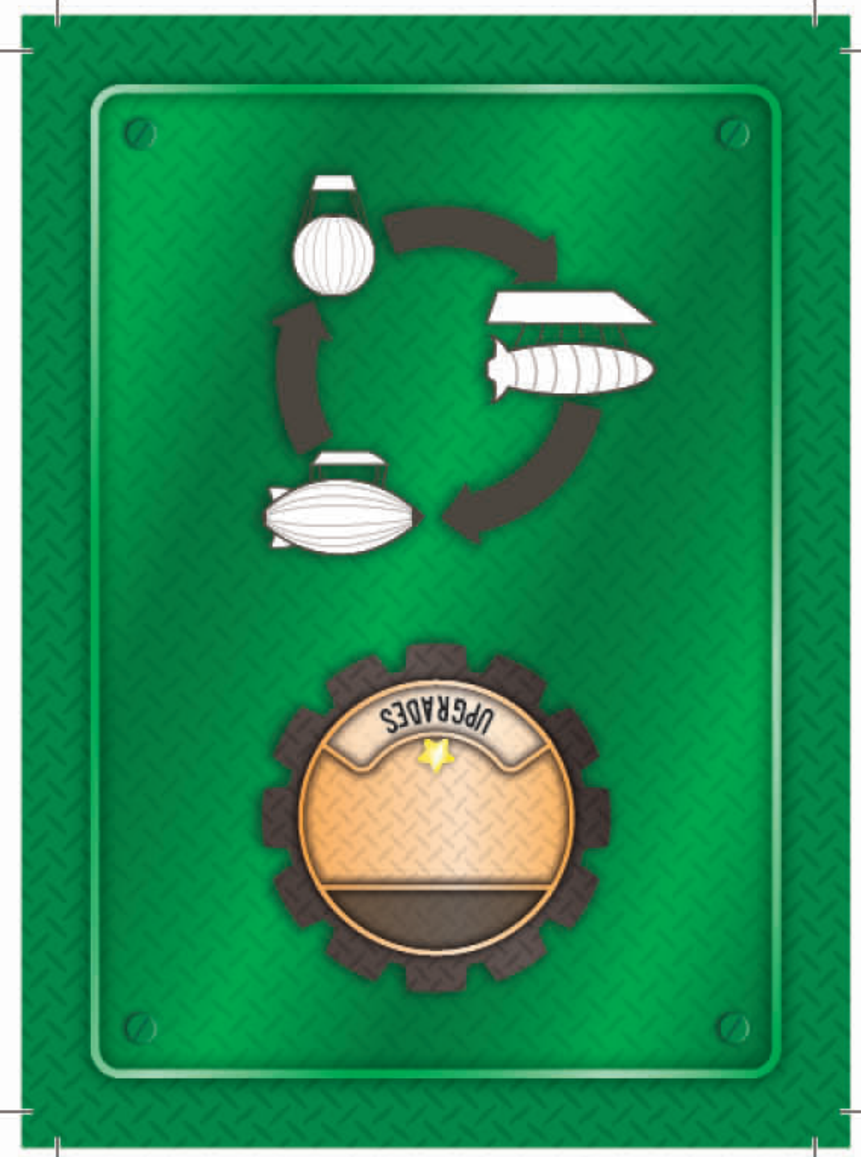
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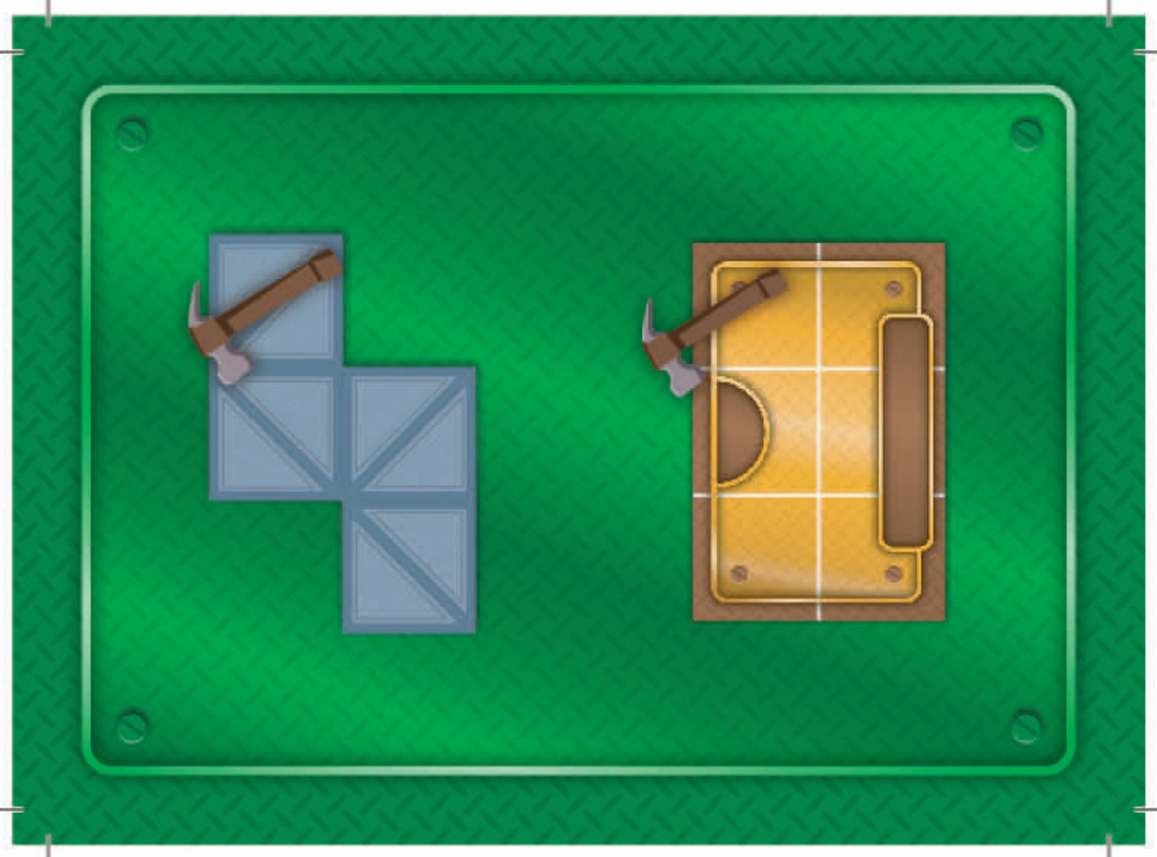
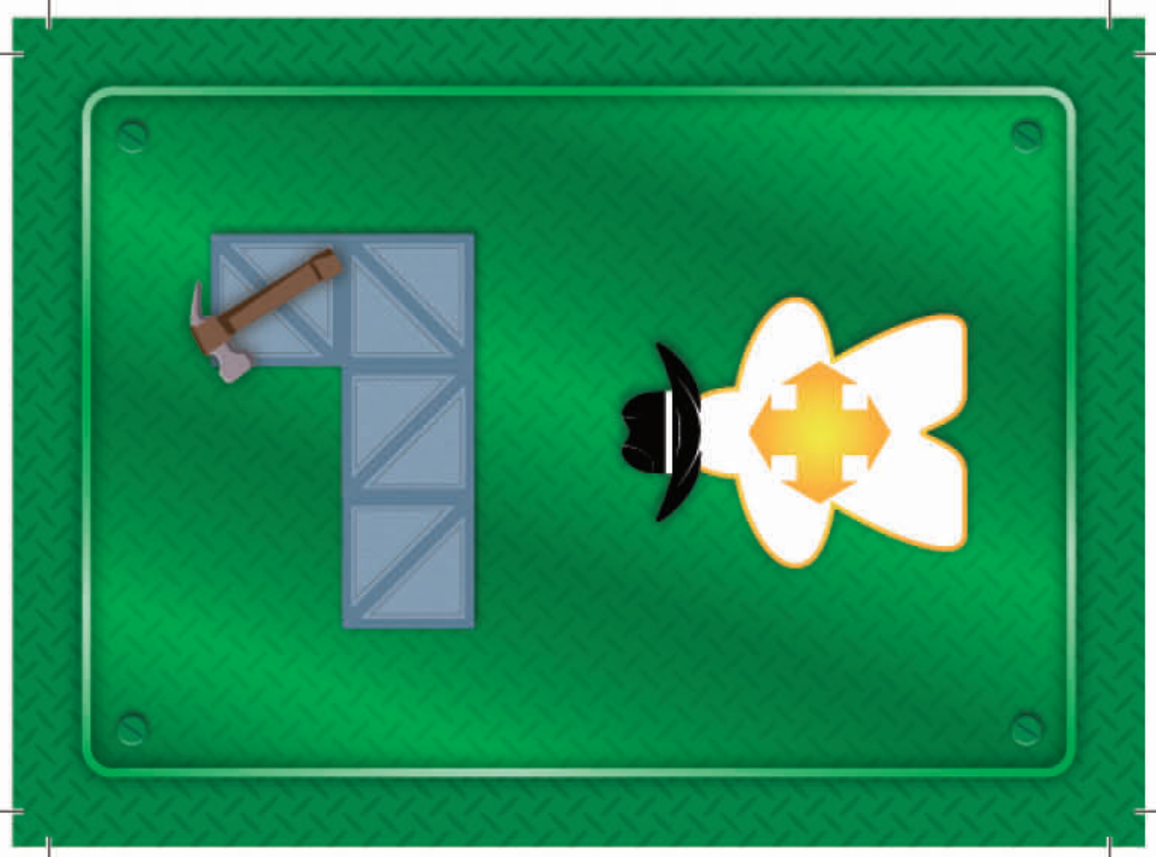
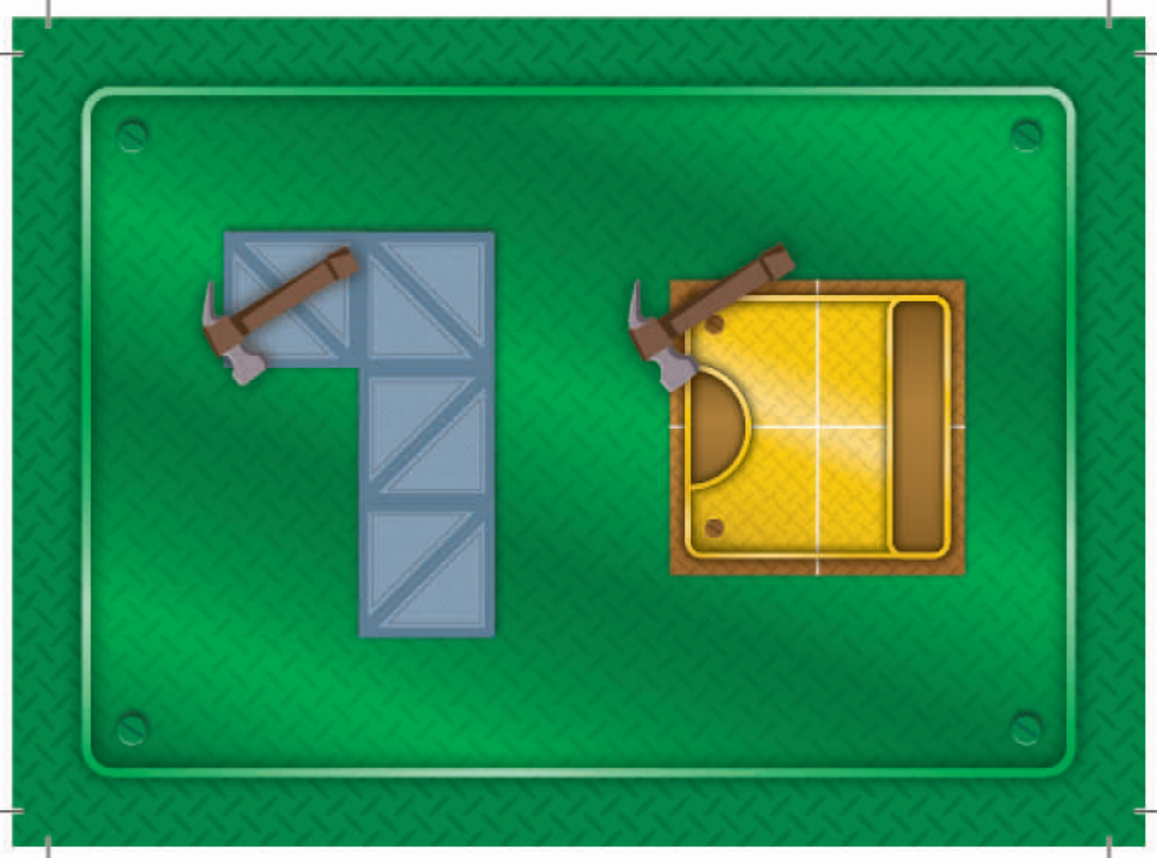
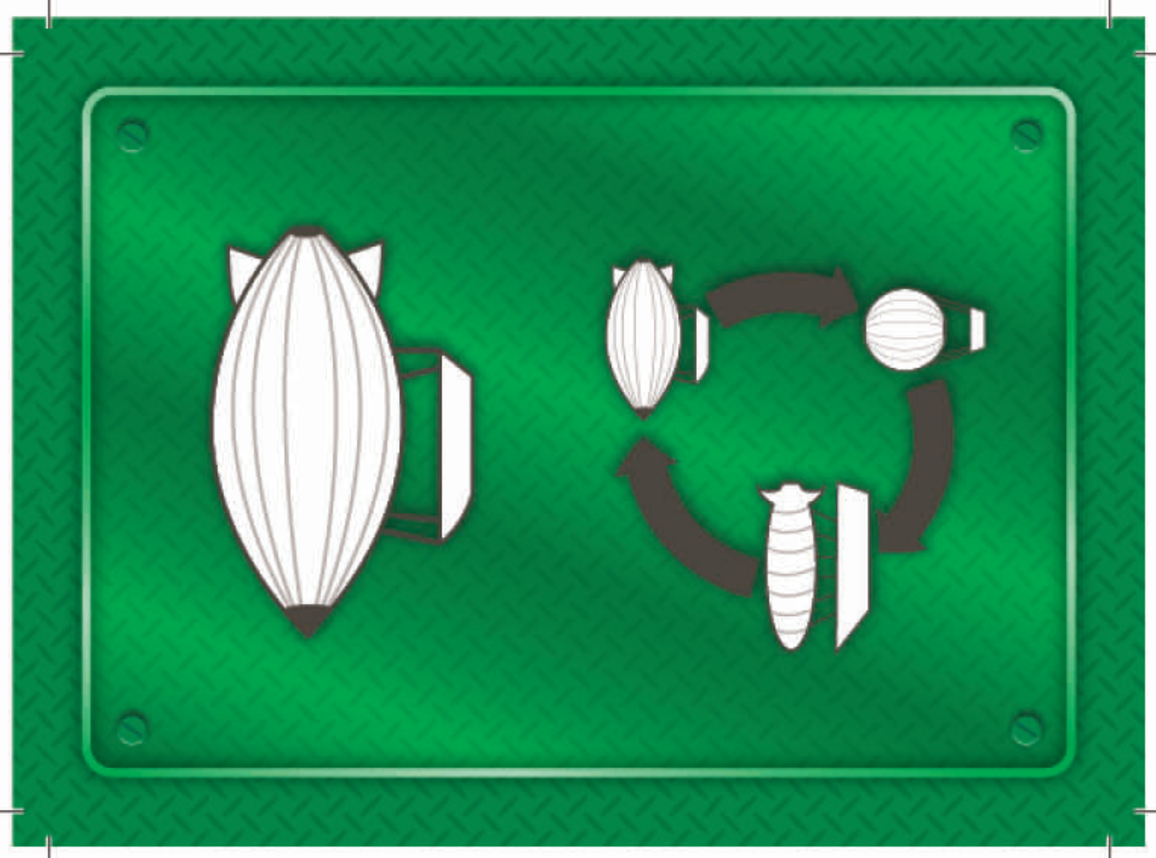
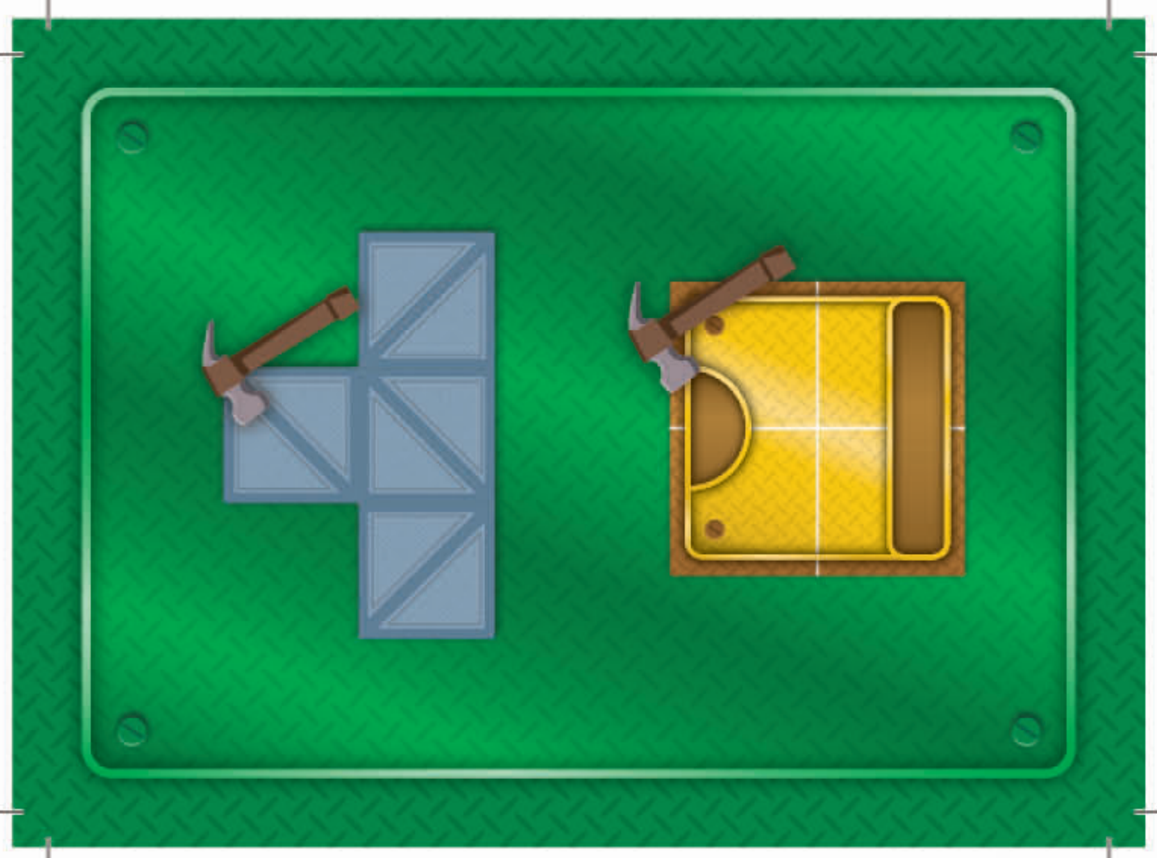
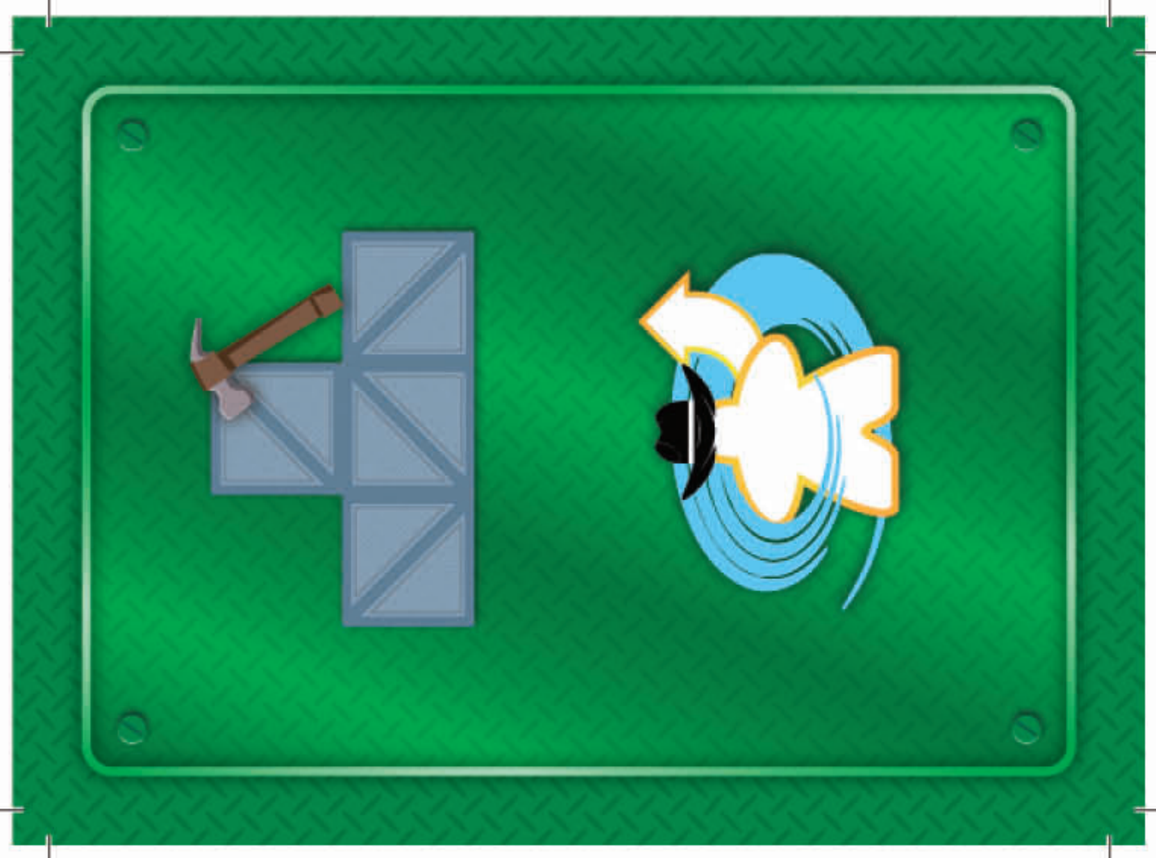


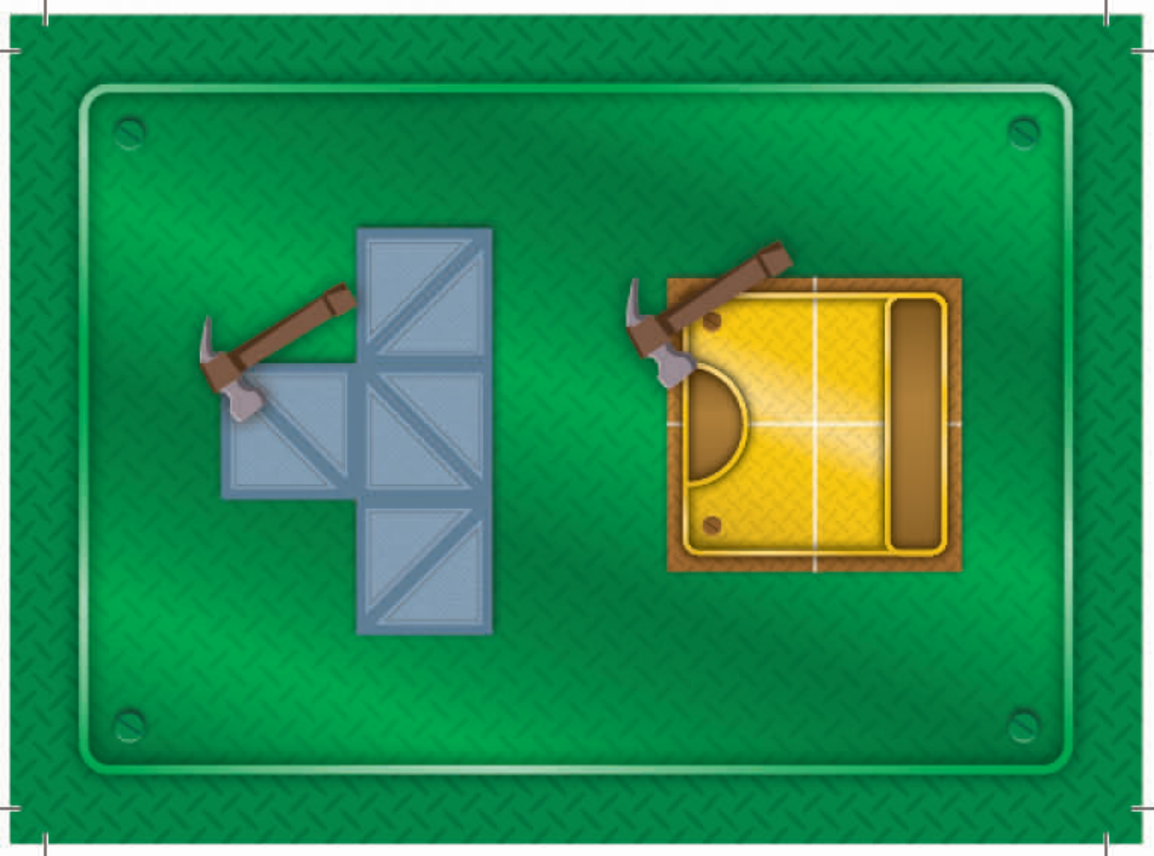


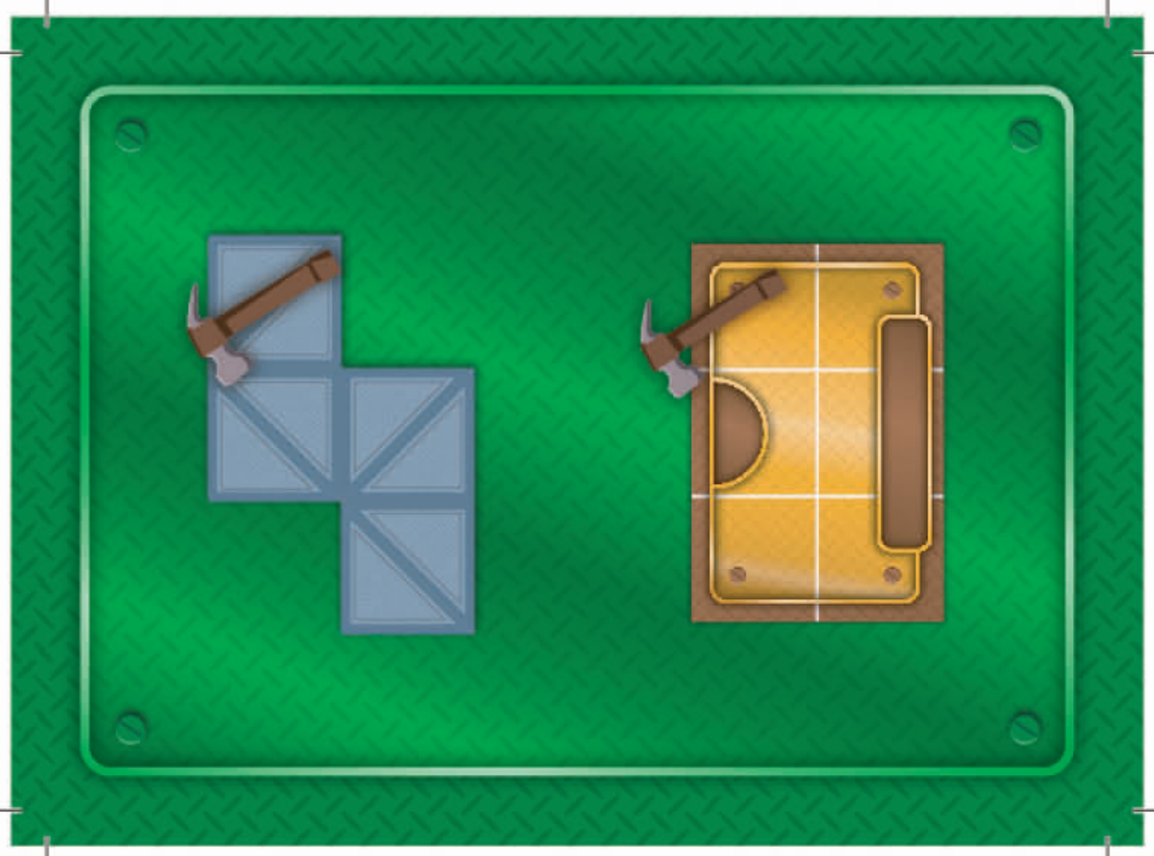


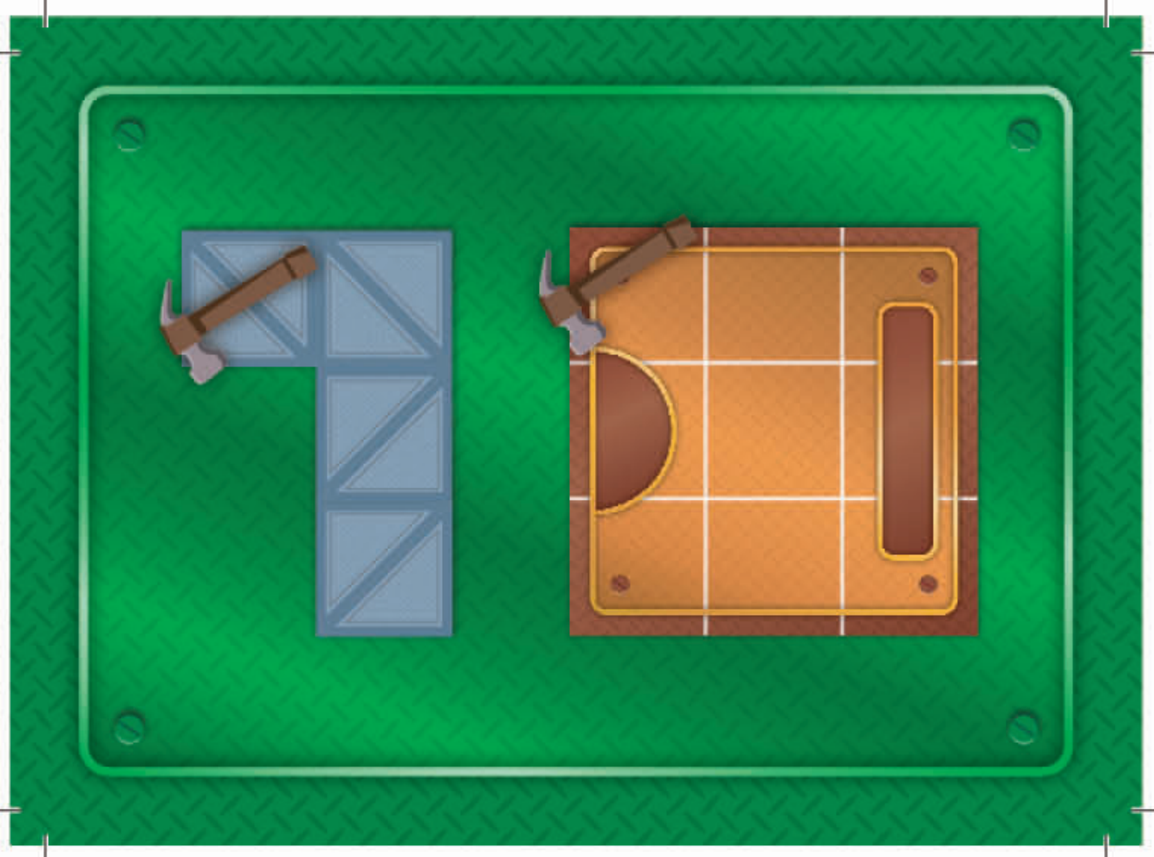


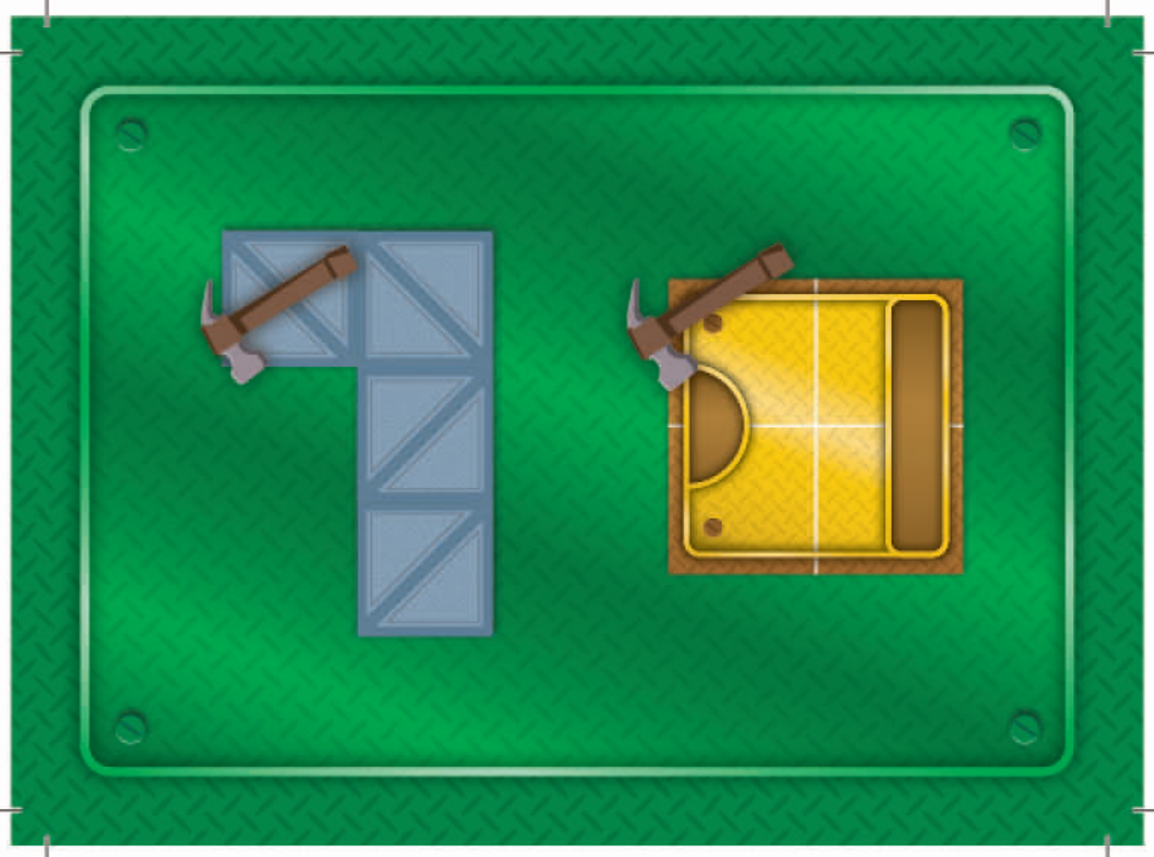


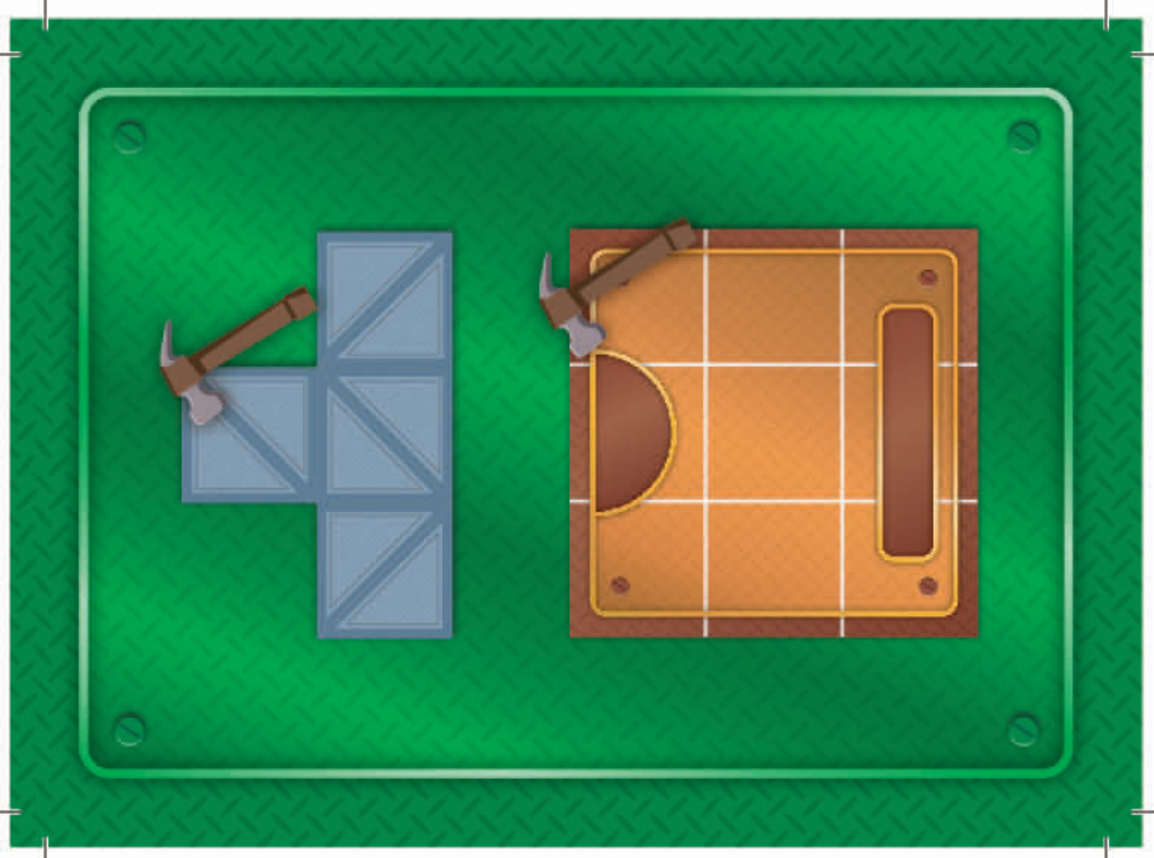


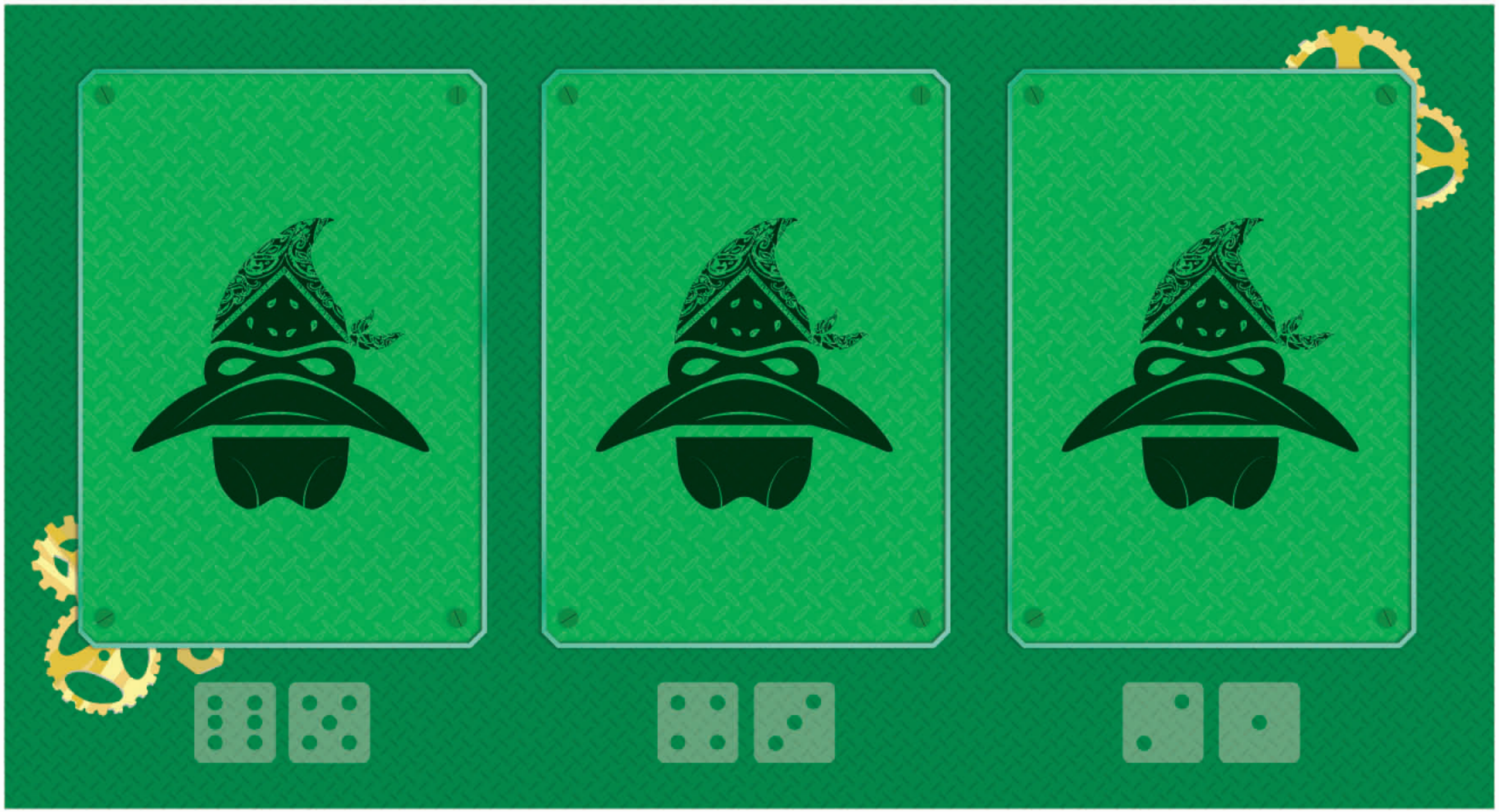






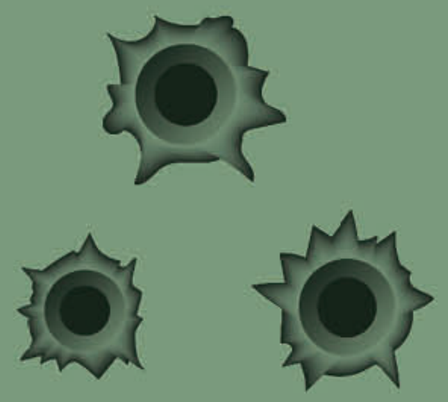






OUTLAW ROBBERY

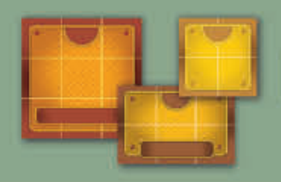
IF YOU PLACE YOUR AIRSHIP ADJACENT TO AN OUTLAW AIRSHIP OR OUTLAW WORKER, YOU MUST PLACE ONE OF YOUR RESOURCES HERE. IF POSSIBLE, IT MUST BE A RESOURCE THE OUTLAWS DO NOT ALREADY HAVE.



OUTLAW SCORING

DURING GAME

VP FOR BUILDING MACHINES AND SCAFFOLDS



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3VP PER EACH DIFFERENT TYPE OF RESOURCE COLLECTED THROUGH ROBBERY

3

END OF GAME

5 VP PER AWARD COLLECTED (IGNORE INDICATED REWARD)

5

VP INDICATED ON COLLECTED UPGRADES

?

VP FOR OUTLAWS IN THE TOWER

?

-5 VP PER OUTLAW IN THE WHIRLPOOL

-5