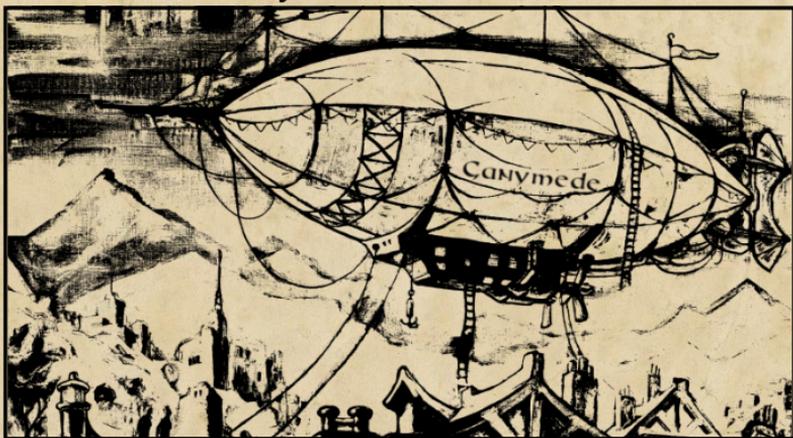# The Daily Gazette

Mr. Pinkerton's Final Flight!

### Murder on the Ganymede. Exclusive details inside.

In a surprise announcement today, Mr. Pinkerton, owner and inventor of the airship *Ganymede*, announced he is done with air travel, despite a decades-long love affair with the skies.

"*Travel by [air] is supposed to be calm, relaxing, inspiring. This trip was anything but!*" the elderly inventor railed. "*The passengers on this last trip had no respect for the rules of air travel; none whatsoever. The trip started quite normally, but then there was a theft, and another theft, arguing, fighting, brawling, more thefts, fear, rampant paranoia, accusations, and murder! It was chaos indeed. I've never been so stressed in my life.*" Mr. Pinkerton then wandered off, muttering to himself about the sanctity of air travel and the impudence of the younger generations.

A Random Encounter

Have you seen the movie *Monty Python and the Quest for the Holy Grail*? The subtitles in the opening credits have a wonderfully humorous story about a moose and some guy's sister. I met a moose once. It happened at scout camp way back when I was a teenager. I came walking around a tree and **boom**, there she was; a calf too. Well, she didn't like me being there and we got into a bit of a tiff (apparently I owed her money, even though I swear I paid that back). Anyways, she charged and I fended her off with my lance. Her next charge ruined my lance and drove me to the lake. I thought for sure this must be the end (*always knew I would die at the hands of a moose... that is, if they had hands*), but then a lovely lady in the water tossed me a sword. I used the sword to knock the moose into the lake and a passing orca gobbled her up. Problem solved, right? Wrong. The dearly departed lady moose left a kid behind. The foster system being what it is, I felt I had to raise him as my own. His name is Sven, and he actually deserves a lot of credit for this game. Thanks, Sven.
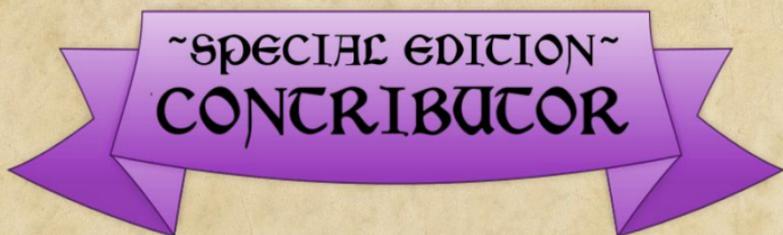
We would like to take a moment and thank you for your support of this game. Your help has been instrumental to making this game a reality.

A lot of time and effort went into the design of this game and we hope you enjoy yourselves as much as we have.

As a reward for your contribution, this version of the game includes every item card while each copy of the standard edition is missing several.

We also wanted to put this here because otherwise the rule book have had an odd number of pages which would have left the last page blank, and you typically don't want that in a booklet; the last page should be something important.

But enough of my rambling. What are you doing still reading this page? Go on to the rules and start playing already.

Seriously, go ahead and play the game already.

Are you still reading this?

If you aren't going to stop reading,

I will just have to stop writing...

Mr. Pinkerton's Final Flight is for 4 *or* 6 players. A game takes 15 - 30 minutes. The suggested age is 12+.

How the game is played

Everybody plays a random character. Using certain actions, you must try to meet one of the two unique victory conditions for your character. The first player to meet one of their victory conditions wins (see the "**To Win**" section). Be careful though, each character also has one lose condition.

This game is not meant to be played quietly. Player interaction is key to a good game. You can ask questions, make deals, conspire, bluff, and mislead; anything to ensure your victory.

Contents

1 Board	1 Rules Booklet
21 Dice and Stickers	1 Airship Token
2 Decks	6 Reference Cards

SETUP

The Board

Place the board in the center of the table. Start with the short side up. The long path is available if your group needs a longer game. Set the Airship token (the blue stone) on the start space.

Turn Order Cards

Give each player a Turn Order card.

Dice

Give each player 1 red, 1 blue, and 1 black dice. The extra red die is for the airship; place it next to the map. During the initial setup, you must assemble the dice by placing stickers on them:

Red (Modifier): Place a Stealthy, Aggressive, and Careful sticker on 3 sides. Leave 3 sides blank.

Blue (Action): Place a Search, Steal, Attack, Restrain, Give, and Trade sticker on each side.

Character cards (Purple)

Give everyone a Player Number card by dealing them out in order from left to right. It does not matter which number you have. Place your Player Number card face up in front of you so the other players can see.

Lay out the character cards face up in front of the dealer. If you are only playing with 4 players, you must have two pairs; mixing and matching characters outside of pairs may create an unbalanced game. See the **"To Win"** section.

Now, go through the item deck and pull out all of the Identifier cards (black and white). Place each Identifier with its corresponding Character card. Turn each set of cards face down, mix them around (keeping each set together), and give each player a set. Do all of this in a way that keeps each player's Character and Identifier secret; not even the dealer can know.

Item cards (blue)

Look through the item deck and take out only the first 6 Gold cards (single or double) you find. Shuffle the item deck again. Take the top 6 cards from the deck and shuffle them in with the 6 Gold cards. Place this deck face down by the *Vault* label. Now take the item deck and deal 3 cards face down to each player. Place the remaining pile face down next to the *Store* label and flip over the top card.

Begin

Roll the dice to see who goes first. The person with the highest roll goes first.

PLAYING THE GAME

Make a PLAN

A **Plan** is your intended actions for the round. This is a combination of your Action (Blue die), Modifier (Red die), Target (Numbered die), items to Give or Trade, Armor to equip, and Magic items to use (actions, cards, and more are explained on the following pages).

All players make a Plan at the beginning of each round. **Do not roll your dice; choose your plan carefully.** Keep your Plan secret until it is time to reveal it. Once all players have made their Plan, everybody reveals their dice at the same time, but not the cards.

After all the Plans have been revealed, roll the airship's Modifier die.

Players resolve their actions on their turn. Once an action/turn has been resolved, move on to the next player in line. Each round, the next player begins.

What item cards need to be laid down as part of my Plan and when do I flip them over?
If you are equipping Armor, Giving or Trading item(s), using an Identifier (such as handcuffs), or Attacking with a Weapon, these item cards must be laid face down next to your dice when making your Plan. Weapons, Identifiers, and Armor cards should be flipped over when they are used. Items that you are Giving or Trading never have to be revealed unless you are Giving to make a Purchase or Bribe the crew.

What happens if somebody Searches or Steals from me while I have cards lying next to the dice?
You may shuffle your hand, and you may shuffle the cards in your Plan, but you cannot shuffle them together. The other player gets to choose if they want to Search/Steal from your hand, or from the cards you plan to use on your turn (your plan).

ACTIONS

Search

You may choose one item card at random from your targets hand or Plan, look at it, and then give it back without showing the cards to anyone else.

While Search may not be as useful as Steal, it is less likely to invite retaliation.

Steal

Take one item card at random from your target's hand or Plan.

If you are stealing from the *Vault*, take the top card from the deck.

Attack

You must have a weapon in order to attack.

Lay your weapon face down next to your dice when making your Plan.

If your Attack action is successful, you enter Combat. See the "Combat" section below.

-Sabotage

Sabotage the airship by Attacking it. You do not need a weapon to sabotage. This may prevent the airship from moving at the end of the round. See the sections on "Airship Movement" and "Target."

Restrain

You must have Handcuffs in order to Restrain. Lay the Handcuffs face down next to your dice when making your Plan.

If your Restrain action is successful, you enter Combat. See the "Combat" section below.

When you restrain a player, you must give them your handcuffs. Place the Handcuffs face up on their

character card. A Restrained character cannot take any actions until the Handcuffs are removed.

To remove the Handcuffs, the Restrained player rolls 1D6 each round until they roll a 3 or higher.

If you have the Skeleton Key, you automatically break free of the Handcuffs.

Once you remove the Handcuffs, they go into your inventory. Do not give the Handcuffs back.

Give

Place the item card(s) you want to Give next to the dice when making your Plan.

There is no limit to the number of Item cards that may be Given.

The Give action can be blocked by modifiers regardless of player motives.

-*Purchase* or *Bribe*

To purchase an item from the store, you must Give the right amount of Gold to the airship. Take the item from the *Store* and flip over the top card. See "Store" section below.

To Bribe the airship, Give 1 Gold to the airship. A bribe convinces the crew to work harder and the airship will move faster. See the section on "Airship Movement" below.

If you are Purchasing or Bribing, you must do 1 or the other. You cannot do both. However, you *can* wait until your turn to decide. If you do not want or are unable to Purchase the current item in the *Store*, you can choose to Bribe or take no action instead.

Money from Purchasing and Bribing should be shuffled into the *Vault* deck.

You can Give items to the airship. Shuffle the items into the Vault.

Trade

Place the item card(s) you want to Trade next to the dice when making your Plan. There is no limit to the number of Item cards that may be Given.

A Trade Action cannot be stopped by Modifiers. However, BOTH players must trade with each other in order for the Trade to succeed.

If Player 1's plan is to Stealthily Trade with Player 4, and Player 4 Carefully Trades with Player 1, both actions succeed.

If Player 1's plan is to Stealthily Trade with Player 4, and Player 4 does any Action other than Trade with Player 1, then Player 1s Trade action fails.

Escape

To escape from the airship, you must take no actions for the round, and have no actions successfully taken against you. If another player tries to take an action against you, but their action fails either by modifiers or by other means, then the failed action does not block your escape.

To take no action, set your Action die aside when revealing your Plan.

Don't set your Action die aside too early or everyone will know you are trying to escape and will be able to easily block you.

If Player 2 is trying to Escape, they set aside their action die when revealing their plan to show that they are not taking an action this turn. If no player successfully takes an action against him, he Escapes. But if player 3 successfully takes any action, such as Search, the escape fails.

MODIFIERS

Modifiers are used to block actions.

If you are required to roll your modifier die and roll a blank side then you do not get to use a modifier. This means that you cannot block other actions through use of a modifier, but your actions cannot be blocked by modifiers either.

You cannot choose a blank side when making your Plan.

At the beginning of each round, roll the airship's Modifier die. Actions taken against the airship (such as Purchase and Bribe) can be blocked by the airship's modifier, but if the Modifier die lands on a blank side, then the airship gets no Modifier for the round.

Aggressive
Block any Careful actions taken against you.

Stealth
Block any Aggressive actions taken against you.

Careful
Block any Stealthy actions taken against you.

Example: If you are trying to Stealthily Search another player, and that player is Carefully Trading with another, your action fails and you do not get to Search them. However, if the next player were to try and Aggressively Steal from you, their action would also fail.
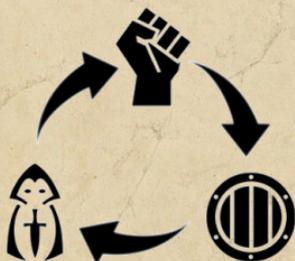
TARGET

Use the black numbered die to designate the target of your action.

Use your own number if you want to target the airship, the *Vault*, or the *Store*.

COMBAT

Combative rolls are used to Resolve Attack and Restrain actions. You must have the appropriate item to complete either action.

When combat begins, both players roll 1D6 (Yellow Dice) and include the relevant bonuses or negatives from any Weapons, Armor, or Magic items (this is called the combat score). The player who initiates the Attack uses the Attack bonuses, while the defending player uses the Defense bonuses.

Attacking

If the attacker beats the defender's combat score, the defender is killed.

If you attack and kill someone, you are considered a Murderer and the Detective may be able to win by Restraining or Attacking you.

If two players Attack each other, then both players take their turn at the same time. Both players are considered attackers and use the attack bonuses.

Defending

If defending while restrained, take a -2 to your roll.

If you beat the other player's combat score by 2 or more points, and you use a weapon, then they are killed.

If you tie or beat your opponent by 1 point (or without a weapon), neither player is killed, but you get to Steal 1 card from their hand or Plan.

If you beat your opponent by 2 or more points but don't have a weapon, you get to steal 2 cards.

If you defend against an attack and kill the attacker, you are not considered a murderer.

If two players are forced to fight by use of the *Enrage Spell*, both players use their Defense bonuses and rules. If one of the players is killed, then whoever *cast* the spell is considered the murderer.

Restrain

When defending against a Restrain action, if you tie or beat the attacker's combat score, the action fails. Neither player can be killed.

Death

If either player is killed, **all** of their items go to the other player and their character card is turned over for everyone to see.

STORE

Items can be purchased from the store by giving the proper amount of Gold to the airship. The price of each item is on the item card.

1 item is available for Purchase at a time. When an item is Purchased, flip over the next card before continuing; any time you flip over a Gold card, put the card into the *Vault* deck and flip over the next card.

You can use items to Purchase items. If you have an Armor card worth 2 Gold that you are not going to use, it would be counted as 2 Gold if you give it to the Store to make a Purchase.

AIRSHIP MOVEMENT

The airship moves 1 space at the end of each round (+1 to movement).

Each act of Sabotage gives the airship a -1 to movement.

Each act of Bribery gives the airship a +1 to movement.

All movement is resolved by the end of the round and does not carry over to the next round.

Use Sabotage to give yourself more time to reach your goal, or to keep an opponent from reaching the end.

Use Bribe to end the game before another player has a chance to win.

If there is 1 Bribe and 1 Sabotage, the airship moves 1 space.

If there are 2 Bribes and no Sabotage, the airship moves 3 spaces.

If there are 2 Sabotages, and no Bribes, the airship moves BACK 1 space.

ITEM CARDS

Gold

Use Gold to Purchase items from the Store, Bribe the airship, or make deals with other players. Each item has a value equal to 1, 2, or 3 Gold. There are single and double Gold cards.

> *My character card says I need "10 Gold or more" to win. Does that mean I need 10 Gold cards?*
> No, every item, except Identifiers, is worth a set amount of Gold. Include this amount when counting up how much Gold you have.
>
> *If you have 3 single Gold cards and one Armor card that costs 3 Gold to purchase, you have 6 Gold.*

Weapons

Without a weapon you are at a disadvantage when it comes to combat.

Unlike Armor, weapons are kept secret. Keep your weapon card in your hand and only show it if somebody attempts to Attack or Restrain you (or if someone searches you).

If you want to keep your weapon a secret, you can choose not to use it.

Armor

Each Armor card gives the specific rules for that item.

Armor provides bonuses and other benefits. You may only have one piece of Armor equipped at a time.

To equip an Armor card, it must be placed face down next to the dice as part of your Plan. On your turn, flip over the Armor card and lay it face up next to your player number card; your old Armor card (if you had one equipped) should be returned to your hand.

Magic Items

Each Magic card gives the specific rules for that item.

Magic cards can be used at any time, but you may only use 1 per round.

Magic cards take effect the same round, unless otherwise stated. Magic cards effecting a player's plan, must be used before that player's action is resolved.

Some magic cards cannot affect players that have already taken their turn.

All magic cards can only be used once and then must be discarded.

Magic items can be used to tip the balance of the game or a single combat in your favor.

If you use the Scroll of Mist (which makes all players roll their Target dice), only those players who have not taken their turn will be affected. If Players 1 and 2 have taken and finished their turns, they would be unaffected. But, if player 3 is attacking you, and you use Scroll of Mist during their turn, player 3 will still have to roll along with everyone else.

TO WIN

Each character has 2 unique Victory conditions, and 1 Failure condition. You must only meet 1 of the 2 Victory conditions to win the game. If your Failure condition is met, or you are killed, you are out of the game.

Guard
Victory: Successfully Restrain the Rogue, or
Reach the end with 10 Gold or more in the *Vault*.
Failure: The *Vault* is emptied.

Rogue
Victory: Escape with 10 Gold or more, *or*
Escape with the Documents.
Failure: Be restrained by the Detective.

Detective
Victory: Restrain or Kill the Fugitive, *or*
Restrain or Kill any character that has committed murder.
Failure: Restrain or Murder an innocent character.

Fugitive
Victory: Reach the end, *or*
Have the Disguise after the Detective is killed or has Failed.
Failure: The Detective get the Evidence.

Diplomat
Victory: Kill the Spy, *or*
Reach the end with the Documents.
Failure: Lose the Documents for more than 1 round.

Spy
Victory: Escape with the Documents, *or*
Escape with the Evidence.
Failure: Be Restrained with the Documents or without the Disguise.

DUE CREDIT

This game would not have been possible without the help of many fantastic artists. We owe a great amount of gratitude to those artists who put their work out there for free or for a very affordable cost. Thank you all!

The cover image, map, and icons for all item cards (other than Identifiers) are used under license from Shutterstock.com.

The template for all item cards was created by Mike Wokash and made available for The Game Crafter community. Images and templates were modified by the game designer.

NineLine Entertainment has been very helpful with marketing, and advice. You can find them at www.ninelineentertainment.wordpress.com

Original artwork for the actions, modifiers, and Identifiers was created by Lorc and Delapouite. Artwork was taken from www.Game-Icons.net and adapted for Mr. Pinkerton's Final Flight. Lorc and Delapouite kindly make their icons free for use.

Artwork for the "Made in USA" icon by DevinCook, Created by jacobolus using Adobe Illustrator, and released into the public domain, [Public domain], via Wikimedia Commons. Artwork was modified to fit our needs.
https://commons.wikimedia.org/wiki/File%3AUS_flag_1 3_stars_%E2%80%93_Betsy_Ross.svg

Thank you to the wonderful contributors of www.1001Fonts.com, a great source of free, fonts which have greatly enhanced this rule book.

Other images were gathered from Public Domain sources and we are unfortunately unable to give credit to those specific individuals. But we must express gratitude to all artists that selflessly contribute work to the Public Domain.

All artwork for the game was modified, designed, or laid out by the game designers. A lot of time and effort went into this game, and we hope you enjoy it.

Do you have a Board Game idea?

There is something supremely satisfying about watch an idea become a project become reality. We love to help others bring their board game to life as well.

If you have a board game at any stage of the process, from an idea of an idea to a finished design, we can help with the writing, gameplay, rules, and design!

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