Olivier Pauwels would like to thank those who tested various prototypes, in particular LN, Elise, Marielle, Séb and Manu, as well as Sébastien Célerin for proofing and suggestions – and above all for saying “yes” in the first place, and to all the players who make a project like this come to life. “Have fun and... have a good trip!”

Mad Zeppelin! © Dust Game Ltd. 2006 - 2010
1890. At the height of the industrial revolution, the Great Empire is about to take delivery of many secret crates from its colonies. These crates contain all the Emperor needs to strengthen his rule on the Empire: steel, coal, ore, and above all: gold! For security reasons, the Emperor himself has hand-picked the crew of the Nostria, one of the armoured Zeppelins of the imperial fleet. However, neighbouring nations are organizing the resistance, and traitors are secretly boarding the airship to thwart the Emperor’s plans.
CONTENTS
This game contains:

• 14 Traitor cards:
  - Karl Steeling - The Captain
  - Carlotta Love - The Councillor
  - Igor - The Taster
  - Henchman III - The Guard
  - Jack Hummerock - The Machinist
  - Hernan Mirante - The Lookout
  - Docteur Ripp - The Doctor
  - Satine Rochat - The Geologist
  - Hans Walder - The Anarchist
  - Ratatine - The Clairvoyant
  - Fred Zamfirescu - The Negotiator
  - Helen Troy - The Opportunist
  - Li’l Tim Sly - The Stowaway
  - Mr Shadow - The Shadow

Li’l Tim Sly
Ability: Name a Traitor who has not been played this turn, except for Mr Shadow. The player with that Traitor must show him; otherwise, look for him among the non-selected Traitors. The Traitor goes face up on the table and cannot be played this turn. Li’l Tim then uses the Traitor’s ability and dice color.

Henchman III
Ability: It costs you 1 less Gold coin to throw Cargo overboard.

Karl Steeling
Ability: Name a Traitor. Until this turn ends, after a player plays that Traitor, either steal 1 Gold from him, or steal 1 Cargo card from her/his hand.

Igor
Ability: Other players’ actions do not affect you.

Carlotta Love
Ability: Other players cannot steal your Cargo cards or Gold coins.

Search: Do not take any Cargo cards, but take 1 extra Gold coin from the Safe.

Doctor Ripp
Ability: Name a Traitor. Until the turn ends, that Traitor cannot be played. (This does not affect Traitors already in play.)

Search: Do not take any Cargo cards or Gold coins.

Mr Shadow
Ability: Mr Shadow uses the ability and dice color of any Traitor who has been played this turn, except for Li’l Tim Sly.

Search: Do not take any Cargo cards or Gold coins.

Helen Troy
Ability: After each time another player throws a Cargo overboard, take 1 Gold coin from the Safe.

Search: Do not take a Cargo card.

Ratatine
Ability: Before your opportunity to throw Cargo overboard, you may change 2 of the dice to any result.

Satine Rochat
Ability: Level 2 Cargo costs you no Gold coins to throw overboard.

Search: Take 2 extra Cargo cards.

Hernan Mirante
Ability: Up to twice in this game turn, before your opportunity to throw Cargo overboard, you may re-roll one of the dice (including one you already re-rolled).

Search: Do not take any Cargo cards or Gold coins.
• 100 Cargo cards of different categories...

- 33 First-level cargo cards: 18 crates of wood and 15 crates of lead

- 27 Second-level cargo cards: 10 crates of coal, 9 crates of ore and 8 crates of steel

- 14 Third-level cargo cards: 8 crates of diamonds and 6 crates of gold

- 26 Fourth-level cargo cards: 6 crates of strange materials, 8 small mysterious crates, 6 large mysterious crates and 6 crates of alcohol.

• 10 Journey cards, used to time the progress of the flight

• 3 dice

• 30 gold coin tokens
OBJECTIVE OF THE GAME

During each game turn, all players take control of two Traitors in the service of an enemy nation. Sabotage the convoy by hijacking the cargo and undermine the might of the Great Empire! The Nostria’s airlocks are under the watch of guards whose loyalty is more than questionable. Players must bribe the guards in order to heave some of the cargo overboard. Each time players manage to relieve the zeppelin of some cargo they score points. The first player to get 20 or 30 points BEFORE the end of the flight is the winner!

SETUP

Shuffle the cargo cards and remove the number of them shown below from the top. Then shuffle in the ten journey cards, making a deck known as the “Hold.” Put this deck where all players can reach it.

CARGO CARDS REMOVED FROM THE GAME

<table>
<thead>
<tr>
<th>Number of players</th>
<th>Number of Cargo cards removed</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>4-5</td>
<td>20</td>
</tr>
<tr>
<td>2-3</td>
<td>30</td>
</tr>
</tbody>
</table>
Place all the gold coins in the centre of the table. This stash is the “Safe”.

**Before the start of the game**, players must select a game mode: Run mode (20 point game) or Long Haul mode (30 point game). Then each player draws a card and takes 3 gold coins. If a player takes a Journey card at this time, the Journey card must be reinserted at random into the Hold and the player takes an extra gold coin, then another card from the Hold. This is repeated as necessary.

The youngest player shuffles the Traitor cards because she/he will play first as the leader.

**STARTING A GAME TURN**

Each **game-turn** consists of two **rounds**. The first player to play in a **turn** is called the leader. The leader changes at the end of each game **turn**, after each player has played two rounds.

**WHO WILL BE AIRSICK?**

The leader shuffles all the Traitor cards, and then removes, face down, as many Traitor cards as are shown in the table on the next page. These Traitors are airsick and will not be used during the turn. Then the leader deals one Traitor card, face down, to each player, starting with her/himself. Players may look at their Traitor. The leader then looks through the remaining Traitors and picks one. The Traitor cards are then passed to the next player, who picks one card, and so on...
Traitor cards that are not selected are set aside for the duration of the turn.

Once each player has 2 Traitors in hand, the leader (and only the leader) may look at the Traitor cards that will not be used during the turn (i.e., airsick Traitors and Traitors not selected by players.)

**TRAITORS SUFFERING FROM AIRSICKNESS**

<table>
<thead>
<tr>
<th>Number of players</th>
<th>Number of traitors removed</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1</td>
</tr>
<tr>
<td>4-5</td>
<td>2</td>
</tr>
<tr>
<td>2-3</td>
<td>4</td>
</tr>
</tbody>
</table>

**Which way is the Nostria heading?**

The leader begins by rolling the 3 dice. The faces of the dice represent compass headings that give opportunities for the various Traitors to throw cargo to their henchmen waiting on the ground.

- The leader chooses another result for this die.
- The die is removed for the rest of the turn. It can’t be re-rolled or re-set by abilities.
During the flight, Traitors can only throw Cargo overboard if one or more of the dice match the heading color in the spots at the top of their card. A “?” means that the Traitor has no color of his/her own and must copy someone else’s.

Example: Karl Steeling has the color Blue. If any of the dice come up Blue, his player may discard Cargo when he is the current Traitor.

If, by bad luck (or good), the Leader rolls three Black results on the dice, no Cargo can be thrown overboard that turn, but Traitors are played as usual.

GAME TURN

A game turn is made up of two rounds. In each round, starting with the leader and proceeding to the left, each player in turn carries out the following sequence:

1. You must choose one of your Traitor cards and play it face up, partially covering any previous Traitor you played this turn. This Traitor becomes your “current Traitor.” If your only Traitor card cannot be played (because of another Traitor’s ability, for example), show it and move on to the next player, without Searching or taking any actions.

2. Search: Take 1 Gold coin from the Safe, then draw 1 Cargo card from the Hold. (Text on your current Traitor with the heading “Search:” may change this.)
Some of the cards you draw from the Hold may be Journey cards. In this case, you must place any and all of those Journey cards face up in the middle of the table, taking 1 Gold from the Safe for each one.

3. Take the following 2 actions. You may take them in either order and may choose to take only one or none of them.

• Activate your current Traitor’s ability. The ability is the text on the Traitor card following “Ability:” “Search:” text is not part of the ability.

Normally, an ability’s effects only last until your next chance to play a Traitor card, or until the turn ends, whichever comes first. Some effects say that they last “Until the turn ends,” meaning that they continue even after your next chance to play a Traitor that turn.

• Throw Cargo overboard. If your current Traitor’s color has been rolled on the dice, show a Cargo card from your hand. You must then pay Gold to the Safe equal to the number of Gold coins on the card. This represents bribing the ever-present guards on the Nostria. After paying the guards, the Cargo card is “thrown overboard.” Keep it face-up in front of you.
4. The next player follows this sequence, unless you were the last player (the one to the right of the leader). In that case, if it is the first round, the second round begins, again starting with the leader; and if it is the second round, the turn ends.

The game ends when ten Journey cards have been played.

**ENDING THE TURN AND THE GAME**

The game can end with a winner in two ways.

- At the end of each turn, players count their points by adding the value of the Cargo cards placed in front of them. Players add 1 bonus point to their total if they have at least 1 Cargo from each of the four levels. If a player has 20 points or more (Run mode) or 30 points or more (Long Haul mode), the game ends and this player is the winner.

- After the player who takes the tenth Journey card from the Hold puts the card down, takes a gold coin, and plays a Traitor, the game ends. Players add up their points, as is done at the end of a turn. If a player has 20 points or more (Run mode) or 30 points or more (Long Haul mode), this player is the winner.
If two or more players have reached the required number of points, the winner is the one with the most points.
In case of a draw on points, the winner is the player who has the fewest gold coins.
If two or more players have the same number of points and gold coins, the game is a draw.
If the game ends on Journey cards and no player was able to get 20 or 30 points, the game ends without a winner: the Nostria has docked successfully... and Hell will be unleashed on those who tried to cheat the Emperor!
Karl Steeling: The Captain
Karl Steeling, the long-time captain of the Nostria, can no longer tolerate the constant trips between the Empire and the colonies. One too many reprimands from the Emperor following the late arrival of the Nostria one night finally pushed him to betray the Empire.

Li’l Tim Sly: The Stowaway
An orphan from the colonies with a sad life story, Li’l Tim Sly only has a miserable rat for company. Driven by a thirst for revenge, he has boarded the Nostria with dreams of ruining the Empire.

Carlotta Love: The Councillor
The Emperor’s ignorance is well known. Carlotta Love advises him on everything and anything. Fed up with mentoring such a powerful idiot, she has decided take advantage of the trip to divert some riches that would be more useful to her than to the tyrant.

A Cast of Trustworthy Characters?
Ektor Krasyvich 1st is a tyrant. By selecting those he believes loyal to the Empire, he hastens his end. Little does he realize that among the passengers are traitors threatening his precious cargo! Some have accomplices on the ground awaiting the falling cargo, others simply wish to cause the Empire a loss.
Henchman III: The Guard
Like so many others, Henchman III has his own opinions about the Emperor’s decisions. When he heard that there was a convoy ready to travel to the heart of the Empire, he embarked in the hope of returning home.

Satine Rochat: The Geologist
The illegitimate daughter of Ektor Krasyvic, Satine Rochat satisfied her passion for geology in the colonial mines. Once she learned that a ship full of rich cargo was setting off for the Empire, she seized the opportunity to get back at her father.

Igor: The Taster
In the service of the Emperor for more than 20 years, Igor has survived too many assassination attempts for his meagre salary. Immune to most poisons, Igor would stop at nothing to get himself a share of the booty.

Jack Hummerock: The Machinist
Jack Hummerock is in charge of the engine room of the Nostria. If you need to lose a bit of ballast to keep the speed up, you can count on him. The most important thing is to arrive in one piece and, above all, on time!
Dr Ripp: The Doctor
Devilishly efficient against the enemies of the Empire, Dr Ripp has earned the Emperor’s trust. If you fall ill while on board the Nostria, pray that you do not end up in his care.

Fred Zamfirescu: The Negotiator
Fred Zamfirescu would sell his grandmother if it was a good deal. When the voyage was announced, he used all his personal contacts to get himself a seat on board. Business is business!

Mr Shadow: The Shadow
Not much is known about Mr Shadow. Some say he was a secret agent, without really knowing for whom he was working. Everyone agrees that it is much better to have him as a friend...

Helen Troy: The Opportunist
Helen Troy has given her body and soul to the Emperor for not nearly enough in return. Not to worry though, Miss Helen will be helping herself while aboard.
Hans Walder: The Anarchist
Hans Walder will fight... everyone. Whatever the consequences, he is ready to make any sacrifice to prevent the Emperor from completing his objectives.

Hernan Mirante: The Lookout
Hernan Mirante knows the Empire like the back of his hand. He is expected to retire soon, and he has not saved much for his pension. Why shouldn’t he help himself out at the Emperor’s expense?

Ratatine: The Clairvoyant
Ratatine warned the Emperor against a series of events that would lead to his downfall. That only earned her a spell in prison! Ever since she got out, this charlatan has been hoping to make her predictions come true.