

my little SCYTHER

AUTOMOUNTIE

Pie in the Sky

Designed by Morten Monrad Pedersen
with Hoby Chou

COMPONENTS

1 doubled-sided
Automountie airship mat.



1 Automountie gadget token



SETUP

1. Remove the "Copy Cat" Make Power Up tile from the game.
2. Place Automountie's airship mat with a side of your choice face up.
3. Place 1 quest token in the cargo hold.



TOKENS

As in the Automountie rulebook for the base game, the term "token" means a quest token, gem, or apple.

CHECK FOR TROPHIES

- When checking whether Automountie can earn a trophy, she includes tokens in her cargo hold (in the usual order: quest → gem → apple), but she uses all those with her Seekers before returning any from her cargo hold to the general supply.
- When earning a trophy by paying tokens, if there are no available spaces in the top row, place it in the leftmost space of the bottom row.



AIRSHIP MOVEMENT

Immediately after Automountie places all tokens on the board in a Seek action, she attempts to move the airship.

The possible paths extend in straight lines from the airship's current space in all 6 directions.

Automountie's movement range is always unlimited. Paths continue until they reach:

- The edges of the board; or
- Castle Everfree



The valid paths from among the 6 possible are those paths that have at least 1 token that is not controlled by the Automountie. It doesn't matter whether the token is on a space with another player's Seeker.

1. If there is no valid path, the airship doesn't move.
2. If there is more than one valid path, she picks the direction that's alphabetically first using the Move section of the current Automountie card. She moves the airship to the first space containing a token on the chosen path.

If there is a token on the space the airship is now on, she places 1 token from that space in her cargo hold (quest → gem → apple). She does not lose friendship by taking a token from an opponent's Seeker.

If there is no token, she places a quest token from the supply in her cargo hold.



OPTIONAL CONSISTENT SEEK VARIANT

To give Automountie a more consistent use of the airship, you can use this slight setup change:

1. Remove the 6 cards with a Seek diagram on them from the Automountie deck.
2. Divide the remaining cards into 2 roughly equal halves and add 3 cards with a Seek diagram to each deck.
3. Shuffle each deck separately.
4. Place one on top of the other.

OPTIONAL TEAM VARIANT

If you use the team variant from the base game:

- The Automounties have 1 shared cargo hold and share the gadget (if any).
- When moving the airship, players/Automounties can take a token from a space with a teammate's Seeker.

CLARIFICATIONS

- When earning trophies by paying tokens, she places the trophies left to right on the top row of the Trophy Track.
- If the 2-pie rejuvenation bonus takes Automountie to 8 or more pies, she'll gain the 8-Pie trophy during the Gain Pies step of her next turn—assuming she still has 8 pies at that time.
- If Automountie gains the 8-Pie trophy, she cannot win the Pie Fight trophy on the same turn, unless it's the Grand Finale.
- Automountie movement: When determining how many tokens are on a path, do not count tokens on the space of her other Seeker, since she already controls those.
- When Automountie must place a quest token, if it would be placed on any Seeker, the token is not placed. So, she will only place 3 tokens that turn.