

CONNECTING FLIGHTS

Gates 1-16 →

RULEBOOK



1 - 5



60 - 150



12 +

WHAT IS CONNECTING FLIGHTS?

In Connecting Flights, players take a role of an airline manager. The experience differs between the two game modes. The competitive mode features engine building, auctions and fierce competition for resources. The cooperative mode is a puzzle, requiring you to work together as a team to purchase assets and transport Passengers to their destinations.

When playing competitively (2-5 players) your task is to build the best, most profitable airline. To do this, you will need to trade, sabotage, keep optimising your flight network and make best use of your special ability.

When playing the cooperative mode (1-2 players) your task is to transport all Passengers to their desired destinations. Each round new Passengers will appear on the board - you will need to think hard to cope with increasing demand.

WHAT'S IN THE BOX?

Main Board



Side Board



40 Airport markers
5 sets of 8



30 Passenger/player meeples
6 sets of 5



35 Fuel Truck tokens
14 of one oil capacity, 7 of two three and four capacity



3 Wooden Plane markers



35 Airport/Landing Rights cards
Two for each 3-star Airport and one for each other Airport on the Main Board



33 Passenger cards
See Appendix A for breakdown of star rating per continent



8 Player cards



3 Electric Plane cards
One 1-star and two 2-star



26 Plane cards
Five 1-star, eleven 2-star, ten 3-star



14 Passenger Demand cards
6 Low and 8 High Demand



12 Departure Airports cards



15 Event cards
4 Stage 1, 7 Stage 2 and 4 Stage 3



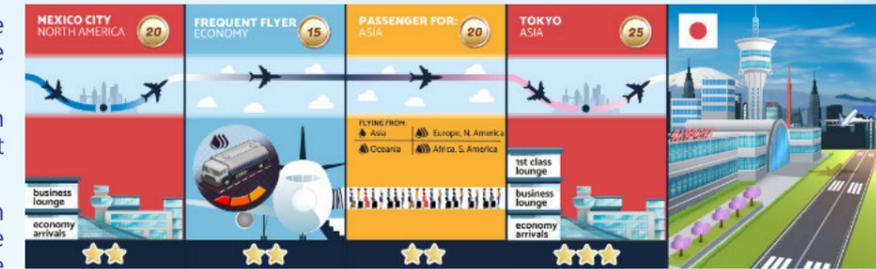
8 Sabotage cards



HOW DO I MAKE FLIGHTS?

Whether you are playing the cooperative or the competitive variant, you need to know how to make flights. Each individual flight consists of a starting Airport, a Plane, a Passenger and a destination Airport/Landing Rights as shown in the example below, in which a Passenger is flying on a 2-star Plane from Mexico City to Tokyo. For a flight to be valid:

1. Passenger must be flying on a Plane which has at least as many stars as the Passenger it's carrying.
2. Passenger must be landing at an Airport/Landing Rights that has at least as many stars as the Passenger.
3. Passenger must be landing at an Airport/Landing Rights located in the destination continent, specified on the Passenger card.
4. A Fuel Truck token of sufficient capacity must be placed on the Plane card (this does not apply to Electric Planes).
5. A flight must not start from a Landing Rights card.
6. A flight cannot start and end in the same city.



Above: valid flight.



Notes:

The star rating of the starting Airport is not a Passenger requirement. A 3-star Passenger is happy to get away from a 1-star Airport!
There can only be one passenger card between the Plane and Airport cards.

Conditions 1 and 2 can be visually validated by looking at the cards: if the Passengers on the card are walking from a Plane door into one of the Airport lounges, the flight is valid. Condition 3 can be validated by looking at the colours of the flight path below card title - if the colour gradient flows smoothly between the cards, the flight is valid.

Fuel requirements

A flight's minimum fuel requirement is determined by finding the continent of origin on the Passenger card's reference table. Taking the valid flight above as an example, North America can be found next to 3 drops of fuel. This flight can be satisfied by a 3 or higher capacity Fuel Truck.

A secondary way to determine fuel requirement of a flight is to use the compass on the Main Board (shown on the right for reference). The 6 continents from the board can be divided into a grid as shown on the right. The compass illustrates the fuel cost of a flight, depending on the geographical position of the continents on which the origin and destination Airport are located. The flight's fuel requirements are as follows:

- 1 Fuel: a flight that starts and ends within the same continent. Example: New York to Havana.
- 2 Fuel: a flight North to South or South to North (see grid). Example: New York to Rio de Janeiro.
- 3 Fuel: a flight East to West or West to East (see grid). Example: New York to London.
- 4 Fuel: a flight across (i.e. North and East or West and North). Example: New York to Sydney.

Flights over the Pacific Ocean are allowed and same rules apply: for example N. America to Asia requires 3 capacity Fuel Truck while Oceania to North America requires 4.

Note: Fuel Trucks are not spent after a flight, players keep them until they get sabotaged or traded away. Fuel Trucks cannot be stacked one on top of another to increase their capacity.

See next page for examples of valid and invalid flights.



N. America	Europe	Asia
S. America	Africa	Oceania

Above: Grid of continents, which can be used in conjunction with the compass as a quick reference of a flight's fuel requirement.

To fly more than one Passenger, **players can either hold multiple, separate flights** (each consisting of 4 cards), **or flights can be connected back-to-front** so that the destination of one flight is the starting Airport for another flight. The latter reduces the total number of Airport cards required, as a second Passenger can be flown by only adding 3 cards to the right or left of the original flight. There is no limit on the amount of flight chains - for example you can have 3 chains, each consisting of 2 flights.

There is no limit on how many flights players can connect in one long chain, but all individual flights must be valid to generate income (in the competitive game) or move passenger meeples (in the cooperative game). The order of cards in each flight/chain must be preserved (Airport → Plane → Passenger → Airport → and so on).

Note on Landing Rights: they are similar to Airports, except they can only be used as the final destination Airport of a chain (you cannot start a flight from a Landing Rights card). Landing Rights can be borrowed at a fee during the marketplace phase but they must be given back at the end of each round.



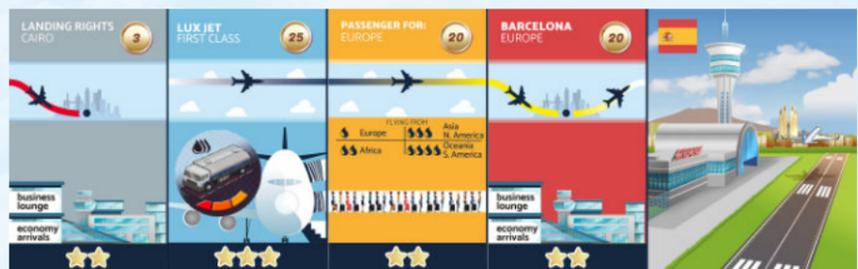
Above: Two valid flights, with the second flight terminating on Landing Rights. ✓



Invalid flight: no Fuel Truck token and wrong destination continent. ✗



Invalid flight: insufficient fuel (3 fuel capacity truck required, 2 available) and destination Airport's star rating does not meet Passenger's requirements. ✗



Invalid flight: Plane taking off from a Landing Rights card. ✗

COMPETITIVE VARIANT: GAMEPLAY

Game objective

In this variant, **2-5 players** compete to make the most profitable airline. Airlines make money by creating flights, which move Passengers between Airports. The income generated by each flight depends on the star rating of the Passenger, as indicated on the competitive mode Side Board. Whoever generates the highest income in the Fly phase of Round 10 is the winner! (See page 8 for tie breakers).

Note on trading

Players are allowed to exchange cards/coins/Fuel Truck tokens but only in the Marketplace phase. Note: Player cards and Landing Rights cannot be traded.

Game phases

The game consists of 10 Rounds, which are split into three Stages (indicated on the Main Board's Game Progress Tracker). Each Round consists of the following 7 Phases (also indicated on the competitive mode reference card):

1. Event
2. Auction
3. Marketplace
4. Fly
5. Grants and Taxes
6. Sabotage
7. End Round

The actions the players must take in each Phase are described in corresponding subsections. The game ends immediately after the end of Fly phase in Round 10.

COMPETITIVE VARIANT: GAME SETUP

The continents in play depend on the player count:

- 5 players: all continents
- 4 players: all continents except Oceania
- 3 players: Europe, Africa, Asia, Oceania **OR** Europe, Africa, North and South America
- 2 players: Africa, Oceania, North and South America **OR** Africa, Oceania, South America and Europe

In the beginning, remove Airport and Passenger cards relating to continents **not** in play. You must also remove Player cards that violate player count - this is indicated on some Player cards by the icon next to starting budget: for example Insurance Agent cannot be used in a two player game.

Each player gets one Fuel Truck of 1 fuel capacity, which does not have to be paid for. The remaining Fuel Truck tokens are placed on the Side Board in the corresponding circles.

In 2-4 player game, each player is dealt two random Player cards. Players choose one card to play and discard the other. In a 5-player game, players are dealt one Player card each.

In order of rank (indicated on the Player cards, starting with the lowest), players choose an in-play continent they wish to start their initial flight on (no two players can choose the same continent). Then, all players **purchase** their initial flights simultaneously:

- The initial flight must start and end within their chosen continent.
- All players must purchase 4 cards - 2 Airports, one Plane (Electric Planes must not be purchased at this stage) and one Passenger.
- The chosen cards must make up a valid flight.
- The total cost of all 4 cards must not exceed the player's budget indicated on the Player card.
- For tips on your initial choice of flight, please see the Notes Section on the next page.

Setup example

This player was dealt the Aircraft Engineer Player card, giving them a starting budget of 110 coins. After purchasing four 3-star cards to create a valid flight, their remaining budget is 5 coins (as the Fuel Truck does not need to be paid for). A meeple in the player's chosen colour must be placed on the 5 coin spot on the track around the Main Board.



A.2. AUCTION

Each player is given a set of 8 Airport markers in their chosen colour, to indicate the Airports they own on the map. Place two of the markers on the board, in the airports you have purchased. The players also get two meeples in the colour matching their Airport markers:

- One for tracking current coin count on the coin track around the Main Board - place this on the amount of coins left over once your starting flight has been paid for. You will be able to use these coins to purchase cards/tokens in the Auction and Marketplace phases
- One for tracking player income on the competitive Side Board (all players stack their meeples on 0 income at the start of the game).

Once all players have purchased their flights, shuffle the Passenger and Plane decks **well** and place them face down near the board. Place Electric Plane cards face up on the corresponding spaces of the Main Board. The player with the lowest rank on their Player card is given one of the Plane markers, which will act as the First Player marker. Place another Plane marker on Stage 1 on the Main Board's Game Progress Tracker.

Then, shuffle and place all Stage 1 Event cards face down on the Side Board - Current Stage Events space. Shuffle all Sabotage cards and place them face down on the Sabotage space on the Side Board. You are now ready to start the game with Round 1's Event phase!

Notes:

- You are only constrained to choosing Airports in one continent in the set up phase. Once set up is done, you can purchase Airports and fly to any of the in-play continents.
- The income your Passengers generate each round depends on their star rating - this is indicated in the Leaderboard area of the Side Board.
- Your initial flights and Fuel Truck tokens stay with you until the end of the game (unless you trade them or lose them due to an Event or Sabotage).
- There are 3 Game Stages and 10 Rounds. Stage 1 covers Rounds 1-3, Stage 2 is Rounds 4-7 and Stage 3 consists of Rounds 8-10. Each round consists of 7 phases, described below in A.1. - A.7.
- As you purchase additional cards, **you can always rearrange your initial flight** - for example swapping the Plane for a different one, flying the Passenger to different Airport (within the same continent). Swapping Fuel Trucks is allowed too.
- Buying cheap cards initially leaves you with more coins to spend in the early auctions. However, the cheaper one and 2-star Passengers generate a lower income (10 and 15 coins per round respectively) compared to a 3-star Passenger (who generates 20 coins).
- 1 and 2-star Airport cards are unique (one card per Airport you see on the board). However, there are two Airport cards for every 3-star Airport on the board.

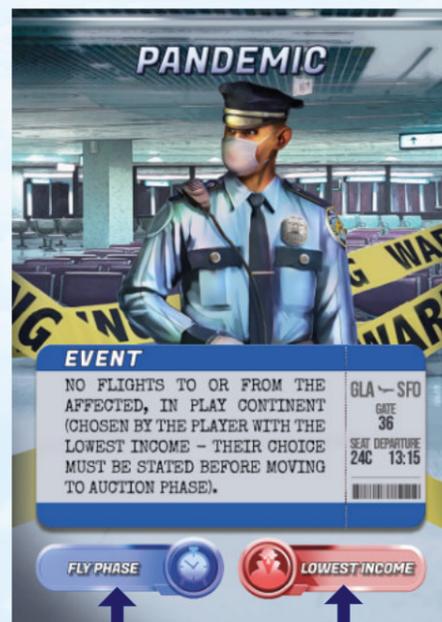
A.1. EVENT

In the Event phase, the card from the top of the Current Stage Event deck on the Side Board is turned over and placed face up on the Active Event space. All players must follow the instructions indicated on the Event card. Sometimes players are not required to take the action immediately, the phase in which action is required is indicated in the bottom left corner of the card.

Some Events will require players to pay coins. If the amount to be paid exceeds the player's current funds, their coin count is set to 0 without any further penalties. Some Events specify an action to be taken by the poorest player or the player who made the least income in the last round. In the event of tie on coin count/income, the poorest player/player with the lowest income is the player with lowest rank as indicated on their Player card.

The Event cards also state which player will have the option to Sabotage another player during the Sabotage phase. This is indicated in the bottom right corner of the card. Note that the condition (i.e. the player with the fewest coins/lowest income) is checked at the start of the Sabotage phase rather than in the Event phase. Tie breaks are resolved on player rank (lowest gets to Sabotage).

IMPORTANT: At the start of Rounds 4 and 8, the Event deck must be replaced by a shuffled deck (placed face down) consisting of Stage 2 and Stage 3 Event cards respectively.



When the action must be taken

Who gets to perform Sabotage

A.3. MARKETPLACE

Auction phase begins by taking one Plane and one Passenger card from the top of the corresponding decks and placing them face up on the first two spaces of the Side Board's Auction area. Then:

1. The first player chooses an Airport that will go up for auction from the pool of in-play Airport cards available for purchase (not owned by another player).
2. The next player (going clockwise) gets to choose the next card to go up for auction. The chosen card must satisfy the icons on the corresponding slot on the Side Board (for example, the first card in the second row cannot be a Passenger). This step is repeated until the icon containing the current player count (on the Side Board's auction card spaces) is covered up by a card. For example, a total of 4 cards must be auctioned in a 2 player game. Remember that each additional card is chosen by a different player.

Electric Planes and Landing Rights cannot be chosen for auction.

The cards are then auctioned off in the order in which they were placed on the Side Board. Bidding starts with the first player, going clockwise. Players can either:

- Bid an amount higher than the last bid. If the card was not yet bid on, you can bid any amount equal to or higher than the face value of the card.
- Pass, which means they can no longer participate in the auction for the given card.
- **Each player can only make up to two bids each (unless their special player power states otherwise)**

Bidding continues clockwise, with players either bidding a higher amount than the previous player, passing, or dropping out because they have made both their bids, until only one player remains, at which point the auction winner must purchase the card by paying the amount equal to their highest bid. The same procedure is repeated for all cards. Any cards which were not purchased are returned to the bottom of their corresponding decks.

All bids are binding and cannot be withdrawn. Players cannot make a bid if they do not have sufficient funds to purchase the card.

If an Airport is bought, the purchasing player should place one of their Airport Markers on the corresponding Airport on the Main Board.

Note: Take care NOT to shuffle the Passenger and Plane decks at any point during the game.

Tip: In your first rounds of the first game, we recommend prioritising buying a Plane and a Passenger before buying Airports. Once you own a Passenger and a Plane of sufficient star rating and a sufficient Fuel Truck, you will be able to create a second flight without owning an Airport, by borrowing Landing Rights in the marketplace phase.

In this phase, each player (starting with the player holding the first player marker and going clockwise) has the option to:

- Purchase Airport Landing Rights (for the price on the grey face of the Airport/Landing Rights card, maximum of one Landing Rights card per player)
- Purchase Electric Planes (which do not require a Fuel Truck to fly)
- Purchase Fuel Trucks (price is indicated on the Side Board - it depends on the Fuel Truck capacity)
- Trade Airports/Planes/Passengers/Fuel Trucks/coins with any other player (trades can take place even if both player's turn in the Marketplace phase has passed)

Landing Rights can only be bought if the purchasing player will be able to use them in the Fly phase immediately following the current phase. They cannot be traded. Players cannot purchase more than one Landing Right each. Landing Rights purchased in this phase must be returned to the pool of available Airports/Landing Rights during the End Round phase.

Note: as ownership of Landing Rights is temporary, players should not be placing markers on the cities for which they have bought the Landing Rights for.

A.4. FLY

The Fly phase starts with all players arranging and finalising their flights (this can be done simultaneously). **You can move your cards around as much as you want - you are not required to make the same flights you made in the last round.** Once your flights are ready, calculate the income generated by your valid flights (see page 2 for flight validity criteria). Income generated by each Passenger depends on the Passenger's star rating; the amount you'll get is indicated on the Side Board's Leaderboard section. In the example below, player has made 2 valid flights, transporting a 1-star and a 2-star Passenger, generating 10+15 = 25 coins of income. The rightmost Passenger does not count as their third flight is incomplete (no destination Airport/Landing Rights and no Fuel Truck token on the Plane).

Once you calculate your income, tell the other players how many Passengers you are flying and how much income you are making; the player on your right should check your flight's validity and ensure your calculation is correct.



Income is added to the players current coin count on the Main Board, and each player moves their meeple on the Side Board's Leaderboard to the amount of coins received this turn. The amount indicated on the leaderboard must include any bonuses due to Events (for example extra income due to Long Haul Flight Demand Event).

Players who bought Landing Rights and haven't used them must pay a penalty equal to twice the Landing Right cost.

Player's maximum coin count is capped at 100.

A.5. GRANTS AND TAXES

In this phase, players gain coins through grants or pay taxes. The amount of coins to be gained or lost is indicated on the Side Board's Leaderboard section.

In the example on the right, the red player will get a 5 coins grant (5 coins added to their current coin count), while the blue player must pay 10 coins in income tax. However, if blue player had the Creative Accountant Player card, they would only pay 5 coins tax due to their special ability.

LEADERBOARD										
PASSENGER INCOME:	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆
AIRLINE INCOME	0	15	30	45	60	75	90	100	115	130
GRANTS & TAXES	+10	+10	+5	0	-5	-10	-15	-20	-25	-30

A.6. SABOTAGE

Sabotage can only be performed if the active Event allows it. The Sabotage phase begins by declaring the sabotaging player, indicated in the bottom right corner of the current Event (for example the player who currently has fewest coins). Ties are resolved by the rank indicated on Sabotages (lowest wins).

The sabotaging player then decides whether to Sabotage another player or take 10 coins (which get added to their current coin count on the Main Board). If Sabotage is chosen, the sabotaging player draws a Sabotage card from the top of the deck. They can either inflict this Sabotage on another player, or return the card to the bottom of the Sabotage deck without affecting anyone (at this point the sabotaging player does not get 10 coins). If the sabotaging player chooses the former, the sabotaged player must carry out the instructions specified on the Sabotage card immediately (unless stated otherwise).

Some Sabotage cards can be placed on an Airport/Plane allowing the sabotaged player to delay payment. Once a Sabotage card is placed on an Airport/Plane card, it renders the card useless until it is removed by paying the specified amount. A Sabotage card once placed on an Airport/Plane cannot be moved onto another card. It can be removed, at any time in the game, by paying the required amount. You cannot place a Sabotage card on Landing Rights.

Once the instruction on the Sabotage card is carried out by the sabotaged player, the card is returned to the bottom of the Sabotage deck.

Some Sabotage cards will require players to pay coins - this means to the bank, unless stated otherwise. If the amount to be paid exceeds the player's current funds, their coin count is set to 0 and no further action is required. To remove Snakes on the Plane card, the full fee stated on the sabotage card must be paid.

A.7. END ROUND

In this phase:

- Pass the First Player marker clockwise
- Advance to the next round on the Game Progress Track (on the Main Board)
- Return all Landing Rights
- Ensure Airport map markings on the Main Board are up-to-date
- The Investment Manager earns additional income due to their special ability
- If ending Round 3 or 7, replace the current Event deck with shuffled, face down Event deck (Stage 2 Event deck in Round 3 or Stage 3 Event deck in Round 7)

Once all of the steps above have been completed, a new round begins, starting with the Events phase.

A.8. GAME END

The game ends at the end of the Fly phase in Round 10. The player who makes the highest pre-tax income in this phase wins (i.e. whoever is the furthest on the Leaderboard). In case of a tie on income, the following tie breakers should be used to resolve the winner:

- 1) Pre-tax income not including flights terminating on Landing Rights.
- 2) Number of continents the player flew from and to in the last round (higher is better).
- 3) Most coins.
- 4) If players are still tied after the above tie breakers, tied players must take a bin bag each and head to the nearest green space. Whoever fills up the bag with litter first and disposes of the rubbish responsibly will be declared the proud winner of Connecting Flights board game.

COOPERATIVE VARIANT: GAMEPLAY

Game Objective

The objective of the cooperative mode of Connecting Flights is to cope with the Passenger demand and fly all Passenger meeples home by the end of the Fly phase in Round 10. If you manage to remove all Passengers from the board, everyone wins. If one or more Passengers are left stranded at Airports on the board, everyone loses!

Overview

This variant is playable by **1-2 players**. Each player controls a set of cards which are used to create flights, which move meeples around on the board. Meeples represent Passengers wanting to fly to their desired continent, with the meeple color matching the continent's color on the Main Board. For example, a red meeple in London represents a Passenger who wants to fly from London to any Airport in Africa.

Throughout the game, players must agree on how to spend their coins. Coins are used to charter flights or purchase Fuel Truck tokens, Airport, Plane and Passenger cards. Cards and Fuel Truck tokens are not shared between players - once a purchase is made, the card/token cannot be handed over to the other player.

The game consists of 10 Rounds, which are divided into 3 Stages (indicated on the Main Board's Game Progress Tracker). Each Round consists of the following 4 phases:

1. Marketplace (buying Airports and Landing Rights, Passenger cards, Planes and Fuel Trucks)
2. Fly (including chartering flights)
3. New Passenger Demand
4. End Round

The actions players may/must take in each phase are described in subsections B.1 - B.4 below (phase order is also referenced on the Side Board).

GAME SETUP: COOPERATIVE VARIANT

In this variant, all continents are in play regardless of the player count. This section covers the default setup for the cooperative variant. When playing a scenario (Kickstarter stretch goal), some set up steps may differ.

First shuffle the following decks and place them face down on the cooperative Side Board: Departure Airports, Low and High Passenger Demand decks. Then, draw three Departure Airports cards and three High Passenger Demand cards to arrange them into 3 pairs (an example pair is shown to the right). Then place the corresponding meeples on the Main Board: in the example to the right, place a pink meeple in Los Angeles, blue meeple in Rio de Janeiro, purple meeple in Athens, red meeple in Tokyo and yellow meeple in Sydney.

DEPARTURE AIRPORTS	PASSENGER DEMAND
LOS ANGELES	ASIA
RIO DE JANEIRO	NORTH AMERICA
ATHENS	SOUTH AMERICA
CAIRO	AFRICA
TOKYO	EUROPE
SYDNEY	

The meeples represent Passengers wanting to return to the continent represented by the meeple colour, which matches the colour on the map and the flight path colour on the Passenger and Airport cards (for example pink meeple is a Passenger who wants to go to Asia).

Once finished, there should be 15 meeples on the board. Place the remaining 15 meeples on the Side Board (in the Passengers area). Then, discard the three pairs of Departure Airports and Passenger Demand cards.

Remove all 3-star passenger cards from the game. Each player gets a single, 4-capacity Fuel Truck, which does not need to be paid for. Then, each player must then choose their starting flight, consisting of 2 Airports, 1 conventional Plane (not Electric) and one Passenger card. In this mode, the **starting** cards do not need to be paid for, it is therefore recommended to take 3-star Airports, 3-star Planes and 1-star Passengers (as their requirements will be easier to meet later in the game). The cards you choose should make up a valid flight (see pages 2-3 for flight validity criteria), preferably one that can be used to remove one or more Passengers off the board in your first round (for more information about how to deliver Passengers to their destinations, see Section B.2 on page 10).

The game offers three difficulty settings: Easy, Medium and Hard. Players must choose their setting by placing a Plane marker on the leftmost coin in the row corresponding to the selected difficulty setting. Once chosen, the difficulty setting cannot be changed. Place Fuel Truck tokens in their corresponding spaces on the Side Board (Note: their prices are different compared to the competitive mode).

In the cooperative mode, money is shared between players. Current coin count is tracked on the coin tracker around the Main Board. Place one of the Plane markers on the 0/100 coin spot of the Main Board, indicating that players start the game with 100 coins. The second Plane marker must be placed on Stage 1 of the Game Progress track on the Main Board. Then, place Electric Planes on the corresponding spaces on the Main Board.

Finally, shuffle Plane and Passenger decks **well** and place them face down near the board.

Notes:

You can move any Passenger meeple between any two cities on the board. The desired destination of the Passenger meeple does not have to correspond to the destination on the Passenger card, the latter is only an indication of the continent where the flight will terminate at. In some cases, it may be beneficial to use a flight to move a meeple to a continent closer to its final destination (e.g. if delivering them directly is not possible).

If playing for the first time, we recommend starting with Easy difficulty.

The likelihood of a Passenger appearing on a given Airport depends on its star rating. Passengers are most likely to appear on 3-star Airports, followed by 2-star and 1-star Airports. In any game (set up + 10 rounds of play) there will be at most two Passengers appearing on any 2-star Airport, and at most one Passenger appearing on any 1-star Airport.

Solo players looking for an additional challenge can play controlling two players (whose cards and Fuel Truck tokens cannot change hands).

B.1. MARKETPLACE

To start, draw five Passenger cards from the Passenger deck, one Plane card from the Plane deck and place all 6 cards face up on the cooperative side of the Side Board. Players have an option to pay from the common pool of money to purchase any of these 6 cards for their face value.

IMPORTANT: You have the option of paying 5 coins to put all 6 cards back to the bottom of the corresponding decks and drawing another 6 cards. This ability can be used multiple times (5 coins must be paid each time). However, this ability cannot be used if one or more cards have already been purchased in a given round.

When purchasing a card, players must decide who will take it. Once a card is taken into a player's hand, it cannot be traded and can only be used by that player. Cards are paid for by subtracting the card's face value from the team's current coin count (indicated on the coin tracker around the Main Board). Cards which haven't been bought must be returned to the bottom of their corresponding decks.

In the Marketplace phase, players may also purchase any of the Airports, Landing Rights, Fuel Truck tokens and Electric Planes. The cost of Fuel Truck tokens is indicated on the Side Board. Electric Planes are more expensive than Planes, but they do not require a Fuel Truck.

There are a few differences between Airports and Landing Rights, besides the price:

- Once purchased, players keep Airports for the rest of the game, while Landing Rights must be returned at the end of the round.
- No flights can take off from a Landing Right card.
- Unlike the competitive mode, there is no limit on how many Landing Rights can be purchased by each player.

Notes:

- Take care not to shuffle the Passenger and Plane decks at any time during the game.
- Once purchased, cards and Fuel Truck tokens cannot be sold back to the "bank".
- Players must not pass/exchange/trade cards or Fuel Truck tokens.
- Optionally, you can mark the airports you own by placing airport markers on the map.

B.2. FLY

In this phase, players brainstorm to create flights, which are used to move Passenger meeples around the board. All flights must be valid - see pages 2-3 for flight validity criteria. Creating a valid flight between two Airports (for example Sydney and Tokyo) allows the player to transport meeples of any colour between those two Airports (i.e. meeples located in Sydney can be moved to Tokyo).

IMPORTANT: Planes have a limited meeple carrying capacity equal to their star rating (i.e. a 2-star Plane can be used to move one or two Passenger meeples).

Additionally, players have an option of chartering flights. A charter flight enables moving a single meeple between any two Airports **within the same continent**. To charter a flight, move the Plane marker by one spot in the Charter Flights section of the Side Board and pay the fee you landed on. The fee depends on the difficulty level selected and the amount of charter flights already used up in the given turn. For example, on the Easy difficulty setting, chartering the first flight in a given turn costs 1 coin, second costs 3 coins and so on. Flights can be chartered at any point in the Fly phase, so it is possible for one player to make a flight, then use a charter flight to move the meeple to another Airport within the same continent for the other player to fly that same Passenger in that round.

Once all players have finished creating their flights, a decision is made as to what order the players will carry out their flights (this is important for Passenger hand-offs). Flights are then used to move Passengers between origin and destination Airports, as shown in the following example.

Example

Player A owns Sydney, where three Passengers are located: pink, yellow and blue Passengers want to travel to Asia, Europe and North America respectively. Player A decided to purchase Landing Rights in London to create two valid flights: Sydney to Tokyo and Tokyo to London, as shown below.



Above: Passenger meeples on the board before Fly phase start.

Player B owns Nairobi, where blue meeple wants to travel to North America. This Passenger will be flown there via London, to pick up the blue Passenger arriving from Sydney via Tokyo.



Both players agree that Player A should fly first. The first flight carries all three meeples to Tokyo. The pink meeple is taken off the Main Board, as this Passenger has arrived at their final destination. The blue and yellow meeples continue on the second flight to London. The yellow meeple is taken off the board as the Passenger has arrived at their desired destination, while the blue meeple stays in London for the time being.

Player B's first flight takes the blue meeple from Nairobi to London. There, the blue meeple arriving from Nairobi and the blue meeple dropped off by Player A travel together on the final flight to New York. Upon arrival, both meeples are taken off the board.

The Fly phase ends once all players have flown all their flights, and players do not wish to charter any additional flights.

Notes:

- Each player can have multiple chains of flights. All flights can be completely rearranged each round.
- When a Passenger meeple arrives at their destination, the meeple is taken off the board and onto the corresponding colour space on the Side Board.
- Once a card is used in a flight, it cannot be re-used to form another flight in the same round.
- Flight paths containing multiple flights must be carried out left to right.
- When choosing the flight order, it is possible to switch back and forth between players. For example, Player A's first flight chain, then Player B's flights, then back to Player A for their second flight chain.
- Players should check each others flights to ensure flight validity (see pages 2-3).

B.3. NEW PASSENGER DEMAND

In this phase, new Passengers appear on the board. Players must draw one Departure Airports card and one Passenger Demand card. The Passenger Demand card to be drawn depends on the current Stage (indicated by the Plane marker on the Main Board's Game Progress tracker).

- Stage 1 - (Rounds 1-3) - Low Passenger Demand
- Stage 2 - (Rounds 4-7) - High Passenger Demand
- Stage 3 - (Rounds 8-10) - Low Passenger Demand

The above is also indicated at the top of the Side Board.

Once the Departure Airports and Passenger Demand cards have been drawn, place them side-by-side, face-up. Then, add new meeples onto the board in the Airports and indicated on both cards (see Cooperative Game Setup Section on page 8 for an example). Once finished, discard both cards from the game.

Note: New Passengers are more likely to appear in Airports with higher star ratings, as discussed in the Notes section on page 9.

B.4. END ROUND

In this final phase of the round:

- Add 45 coins to the current coin count (on the track around the man board). **Total coin count must not exceed 100 at any time.**
- All Landing Rights must be returned.
- Advance one on the Game Progress track.
- Reset the Charter Flights Plane marker back to the leftmost coin (with a Plane icon inside it)

Pay Penalties

Depending on the current state of the board, you may have to pay a penalty (once income has been gained):

- Pay 5 coins for every Airport on the Main Board with 4 or more Passengers.
- Pay 5 coins for every set of 5 meeples of the same colour on the Main Board.

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B.5. GAME END

The game ends as soon as you have removed all Passenger meeples from the Main Board. If there are one or more Passengers still left on the board at the end of Fly phase of Round 10, you lose!

B.6. STRATEGY TIPS

If you feel like you are losing badly, or have lost a game by quite a margin on Easy difficulty, check out these strategy tips on how to beat the game:

- Remember you won't be able to purchase all/most of the airports. Each round, use charter flights to move passengers from airports you don't own to ones you do.
- Aim to make the full use of your planes in each round. If you cannot make a flight that takes a passenger off the board, plan ahead and use your spare planes to create flights that group passengers going to the same continent.
- Prioritise buying 3-star airports (as passengers are most likely to appear there), or 2-star airports with two passengers.
- Where possible, prioritise buying 1-star passengers, as they are cheaper compared to 2-star passengers.
- Aim to have one passenger travelling to each continent (except in late-game; then it can help to have two passengers for the same continent).
- In late game, aim for a balanced set of fuel trucks (a mix of 2, 3 and 4 capacity trucks) and a balanced set of planes (1, 2 and 3-star).
- Aim to have 3-4 flights by Round 5 and 5-6 flights in Round 10.

Note - the above tips are generalisations that should help you win, but are by no means the only way to succeed. At higher difficulty levels, you will find some of the above recommendations may need to be broken in order to win. We encourage you to treat the above points as suggestions and come up with a strategy that works for you!

APPENDIX A. COUNT OF PASSENGER AND PLANE CARDS

Passenger for:	1-star	2-star	3-star
North America	2	2	2
South America	1	3	1
Europe	2	3	1
Africa	1	3	1
Asia	3	2	2
Oceania	1	2	1
Planes	5	12	10
Electric Planes	1	2	0