



# RULEBOOK

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# OVERVIEW

In Connecting Flights, players take the role of an airline manager. The experience differs between the two game modes.

**Welcome aboard! First time airline manager? Let me tell you, it's not an easy job. Don't worry though, I'll be here to help you out with tips and clarifications.**

If you prefer a video explanation of how to play Connecting Flights, head to [www.bazzitegames.com/connecting-flights-rules](http://www.bazzitegames.com/connecting-flights-rules)



## COMPETITIVE MODE

When playing the **COMPETITIVE MODE** (2-5 players) your task is to build the 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. This mode features engine building, auctions and fierce competition for resources. The player who makes the highest income at the end of the game will be the winner.

## COOPERATIVE MODE

When playing the **COOPERATIVE MODE** (1-3 players) your task is to take all Passengers to their desired destinations before the game ends. Each round new Passengers will appear on the board - you will need to think hard and work as a team to cope with the Passenger demand.

# MAKING FLIGHTS

Whether you are playing the cooperative or the competitive mode, 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 is 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). See the next section for details.
5. A flight **MUST NOT** start from a Landing Rights card.
6. A flight **CANNOT** start and end in the same city.

Conditions 1 and 2 can be visually validated by looking at the cards: if the people on the Passenger card are walking from a Plane door into one of the Airport lounges, the first two conditions are met. Condition 3 can be validated by looking at the colours of the flight path below card titles: if the colour gradient flows smoothly between the cards, the third condition is met.

### 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.



## FUEL REQUIREMENTS

There are two ways to determine the minimum fuel requirements of a flight (both give the same results, so the gameplay remains the same regardless of which method you choose):

1. Beginner - easy to understand
2. Advanced - once learned, it is quicker and will let you to check fuel requirements without looking at the Passenger cards.

### BEGINNER METHOD: PASSENGER CARD REFERENCE TABLE

Find the continent of the starting Airport on the Passenger card's reference table. Taking the Mexico City to Tokyo flight above as an example, North America (the starting continent) can be found next to 3 drops of fuel. You need a 3 or higher capacity Fuel Truck for this flight to be valid.

FLYING FROM:	
🌊 Asia	🔥 Europe, N. America
🌊 Oceania	🔥 Africa, S. America

### ADVANCED METHOD: COMPASS

The 6 continents on the Main Board can be divided into a grid as shown in the table to the right. The compass, also printed on the Main Board, illustrates the fuel cost of a flight, depending on the geographical position of the continents on which the origin and destination Airports are located. The flight's minimum fuel requirements are as follows:

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

N. America	Europe	Asia
S. America	Africa	Oceania



- ◆ **1 Fuel:** a flight that starts and ends within the same continent. Example: North America to North America.
- ◆ **2 Fuel:** a flight North to South or South to North (see grid). Example: North America to South America.
- ◆ **3 Fuel:** a flight East to West or West to East (see grid). Example: North America to Europe.
- ◆ **4 Fuel:** a flight across (i.e. North and East, West and North etc.). Example: North America to Oceania.

Flights over the Pacific Ocean are allowed and the same rules apply. For example N. America to Asia requires at least a 3-capacity Fuel Truck (4-capacity works too) while Oceania to North America requires 4-capacity Fuel Truck.

**Note on Fuel Trucks:** they 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.



## FLIGHT EXAMPLES

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" for a fee during the marketplace phase but they **MUST** be given back at the end of each round.



For more flight examples, see the back of the component sheet.



**Invalid flight:** a Plane is taking off from a Landing Rights card



**Invalid flight:** insufficient fuel (minimum 3-capacity Fuel Truck required, 2 available) and destination Airport's star rating does not meet Passenger's requirements.



# COMPETITIVE MODE

## GAME OBJECTIVE

In this mode, 2-5 players compete to create 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 p. 8 for tie breakers).

Income (the win condition) is how much money you are making each round, not how many coins you have. The aim of the game is not to be the richest airline, but one that is able to **make the most money in the last round.**



## GAME SETUP

- Place the Main Board in the center of the table.
- Place the Side Board, competitive side up, next to the Main Board.
- Remove Airport and Passenger cards relating to continents not in play:

- 5 players:** keep all continents
- 4 players:** remove Oceania
- 3 players:** remove North & South America **OR** Asia & Oceania
- 2 players:** remove Europe & Asia **OR** North America & Asia

- Remove Player cards that violate the current player count.
- Give each player:
  - A** One Secret Identity card, keeping it secret from opponents.

This card contains a unique task. When completed, you **MAY** collect the specified reward before moving onto the next phase. Otherwise, you **MAY** pass and attempt to collect the reward later on. You can only collect the reward **ONCE**. When you collect the reward, reveal your Secret Identity card.



- B** Two random Player cards. Choose one to play with and discard the other.
- C** One free 1-capacity Fuel Truck.
- D** In order of rank (indicated on the Player cards, starting with the lowest), players choose an in-play continent they wish to start and end 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 your chosen continent.
- All players **MUST** purchase 4 cards - 2 Airports, one conventional (not electric) Plane and one Passenger.
- The chosen cards must make up a valid flight (see p. 1-2).
- The total cost (indicated by of all 4 cards must **NOT** exceed the player's budget indicated on the Player card.

- 2 meeples in their chosen colour. Place one on 0 income on the Side Board. Place the other on the coin track around the Main Board, on the amount left in your budget after purchasing a flight. You will be able to use these coins to purchase cards and tokens in the Auction and Marketplace phases.
- 8 Airport markers in the colour of their meeples, to indicate the Airports they own on the map. Place two of the markers on the board, marking the purchased airports.
- 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 on the Main Board.
- Place Fuel Truck tokens on their corresponding spaces on the Side Board.
- Give one of the Plane markers to the player with the lowest rank on their Player card. This will act as the First Player marker.
- Place a Plane marker on Stage 1 on the Main Board's Game Progress Tracker.
- 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, Event phase.

### First flight tips

- The income generated by your Passengers depends on their star rating, as indicated on the Side Board (Leaderboard section). Passengers with higher star ratings generate higher income, but their requirements are harder to meet.
- Buying cheap cards initially leaves you with more coins to spend in the early auctions.



- ### Setup checklist (advanced players)
- Remove Airport and Passenger cards relating to not-in-play continents
  - Deal one Secret Identity card each, keep it hidden from others. Deal two Player cards each, choose one.
  - Get a free, 1-capacity Fuel Truck Token
  - Players choose their starting continent in the order of Player card Rank
  - Buy your initial flight (simultaneously)
  - Populate Main and Side boards with relevant cards, meeples and tokens



**Setup example:**  
In this 2-player game the blue player chose the Aircraft Engineer Player card, giving them a starting budget of 110 coins. They have chosen North America as their starting continent. 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). They place a meeple in their chosen colour on the 5 coin spot on the track around the Main Board.

- ### Notes:
- You are only constrained to choosing Airports in one continent in the set up phase. Once setup is done, you can purchase Airports and fly to **ANY** of the in-play continents.
  - 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 a different Airport (within the same continent). Swapping Fuel Trucks is allowed too.
  - 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.
  - 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).
  - Do **NOT** "pre-construct" the Event deck by putting down Events from Stages 1-3 at the start of the game.



## GAME STRUCTURE

The game consists of 10 Rounds. Each Round consists of the following 7 Phases (also indicated on the Side Board):

1. Event
2. Auction
3. Marketplace

4. Fly
5. Grants & Taxes
6. Sabotage
7. End Round

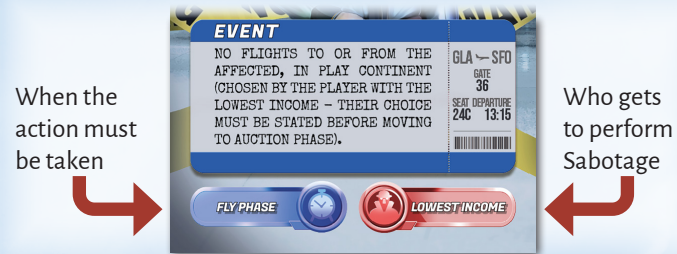
The actions the players must take in each Phase are described in corresponding subsections.

## 1. EVENT PHASE

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. In some cases, 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 consequences. Some Events specify an action to be taken by the poorest player or the player who made the least income in the last round. Any ties are resolved in favour of the First Player, or the player closest to the First Player going clockwise.

The Event cards also state which player will have the option to Sabotage another player (or take 10 coins) 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. In case of a tie, no Sabotage will take place.



**Important!** At the end of Rounds 3 and 7, the Event deck must be replaced by a shuffled deck (placed face down) consisting of Stage 2 and Stage 3 Event cards respectively.

### Event phase in a nutshell

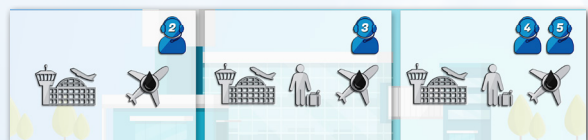
- ◆ Flip the top card of the Event deck and carry out the instructions.
- ◆ Remember to swap the Event deck for Stage 2 Events at the end of Round 3 and Stage 3 at the end of Round 7.
- ◆ The Event card determines the player who will be able to carry out Sabotage later in the round (bottom right icon).



## 2. AUCTION

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.
2. The next player (going clockwise) gets to choose the next card to go up for auction. The chosen card **MUST** respect the icons on the corresponding slot on the Side Board (for example, the first card in the second row cannot be a Passenger). *Electric Planes and Landing Rights CANNOT be chosen for auction. When a Passenger or a Plane is chosen, pick up the top card from the corresponding pile (no free choice as there is with Airports).* 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.



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, until all players except one pass or run out of bids. The highest bidder **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.

**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 large enough Fuel Truck, you will be able to create a second flight without owning an Airport, by borrowing Landing Rights in the marketplace phase.



If an Airport is bought, the purchasing player should place one of their Airport markers on the corresponding Airport on the Main Board. Running out of Airport markers does not prevent you from buying additional Airports (you can use meeples instead to mark Airports on the board).

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

### Auction phase in a nutshell

- ◆ Cards are chosen and bid on in player order (starting with the First Player and going clockwise).
- ◆ When choosing the card that will go up for Auction, you **MUST** respect the slot icons (player count & card type).
- ◆ You can only make up to **TWO** bids each (unless playing as the Broker).
- ◆ You **CANNOT** put Electric Planes or Landing Rights up for Auction.
- ◆ All bids are binding.



## 3. MARKETPLACE

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). Trading is **NOT** allowed outside of the Marketplace phase.



Landing Rights can **ONLY** be bought if the purchasing player has a genuine need for it in the next Fly phase (i.e. it will be used to land a Passenger that would not be able to get to their destination otherwise). Once paid for, they cannot be traded. Players **CANNOT** purchase more than **ONE** Landing Rights card each. Landing Rights purchased in this phase must be returned to the pool of available Airports/Landing Rights during the End Round phase.

### Notes:

- ◆ This round can be played out simultaneously as long as all transactions are clearly announced. This is to ensure that players closer to the First Player don't miss out on an opportunity to buy the last of the given resource.
- ◆ 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.
- ◆ Players can also loan their Airports as Landing Rights to another player for an agreed price. The card must then be returned to its owner during the End Round phase.
- ◆ Cards and Fuel Truck tokens cannot be sold back to the bank (unless you have the Trader Player card).

### Marketplace phase in a nutshell

- ◆ You **MAY** buy the following: *Landing Rights, Electric Planes, Fuel Trucks.*
- ◆ You **MAY** trade cards, Fuel Trucks and coins with other players.
- ◆ Aim to play this phase out simultaneously, unless two players want the last of the same card/token (then the player closest to the First Player gets to buy it).





## 4. FLY

The Fly phase starts with all players arranging and finalising their flights (this can be done simultaneously). You **CAN** move your cards and Fuel Truck tokens 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 p. 1-2 for flight validity criteria). The income you will get from each flight depends on the Passenger's star rating - it is indicated on the Side Board's Leaderboard section.



### Example:

This player made 2 valid flights transporting a 2-star and a 3-star Passenger, generating 15+20 = 35 coins of income. The 1-star Passenger does not count as their flight is incomplete (missing destination Airport and Fuel Truck token). Do not accumulate income from the previous rounds - only income generated in the current round counts.

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. Then, mark your income on the Side Board's Leaderboard section, with the meeple in your chosen colour. Income **MUST** include any bonuses due to Events (for example extra income due to Long Haul Flight Demand Event).

Income is added to the current coin count, marked on the Main Board. In the example above, the player starts the Fly phase with 5 coins (on the money track around the Main Board). They make 35 coins income from their flights. Their Side Board (Leaderboard) meeple must be placed on 35 and their meeple on the Main Board must be moved up by 35 to 40.



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

**Note:** Player's maximum coin count is capped at 100.

## 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.



### Example:

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

## 6. SABOTAGE

First, check the bottom right corner of the current Event card:



- ♦ If it says "No Sabotage", skip this phase.
- ♦ Otherwise, check which player meets the criteria specified on the Event card. For example, if the Event card states "Lowest Income", the player who recorded the lowest income in the last Fly phase is the Sabotaging player.
- ♦ In case of a tie, skip this phase (no Sabotage).

The sabotaging player then decides whether to Sabotage another player or gain 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 Sabotage takes place, the target player **MUST** carry out the instructions specified on the Sabotage card immediately (unless stated otherwise).



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 must be placed **ON** one of the target player's cards. Once a Sabotage card is placed on a card, its effect is active until it is removed by paying the specified amount (it can be paid at any time). You cannot place a Sabotage card on Landing Rights. Once placed on a card, a Sabotage card cannot be moved onto another card.

If the Sabotage card requires the targeted player 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.

The Sabotaging player **MUST** play the card immediately - it **CANNOT** be kept for future use in the following phases.

### Sabotage phase in a nutshell

- ♦ The condition from the Event card (i.e. lowest income) is evaluated at the start of this phase to see who will be able to Sabotage or take 10 coins. In case of a tie - there is no Sabotaging.
- ♦ Once you decide to Sabotage and take the card, you **CANNOT** change your mind and take 10 coins.



## 7. END ROUND

In this phase:

- ♦ Return all **LANDING RIGHTS**
- ♦ Pass the **FIRST PLAYER MARKER** clockwise
- ♦ Ensure **AIRPORT MAP MARKINGS** on the Main Board are up-to-date
- ♦ If ending Round 3 or 7, replace the current **EVENT DECK** with shuffled, face down Event deck (Stage 2 Event deck at the end of Round 3 or Stage 3 Event deck at the end of Round 7)

- ♦ Advance to the next round on the **GAME PROGRESS TRACK** (on the Main Board)

- ♦ Pay out **PLAYER CARD BONUSES** for Investment Manager & Long-Haul Pilot

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

## 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 to the right on the Leaderboard). In case of a tie on income, the following tie breakers **MUST** 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 MODE

## GAME OBJECTIVE

In this mode, 1-3 players must work together 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 Passenger meeples from the board, everyone wins. If one or more Passengers are left stranded at Airports on the board, everyone loses!

## SETUP

In this mode, all continents are in play regardless of the player count. This section covers the default setup for the cooperative mode. When playing one of the scenarios (page 14), some setup steps may differ.

- Place the Main Board in the center of the table.
- Place the Side Board, cooperative side up, next to the Main Board.
- Shuffle the Departure Airports, Low and High Passenger Demand decks and place them face down on the Side Board.
- Draw three Departure Airports cards and three High Passenger Demand cards, arranging them into 3 pairs (draw 4 pairs in a 3-player game) as shown below. Place the corresponding meeples on the Main Board. Once finished, there should be 15 meeples on the Main Board (20 in a 3-player game). Discard the used card pairs.

DEPARTURE AIRPORTS	PASSENGER DEMAND
HAVANA	OCEANIA
RIO DE JANEIRO	AFRICA
MOSCOW	NORTH AMERICA
NAIROBI	EUROPE
TOKYO	SOUTH AMERICA
FIJI	

### Example:

In the example above, place a green meeple in Havana, red meeple in Moscow, blue meeple in Nairobi, yellow meeple in Tokyo, and purple meeple in Fiji.

The colour of the meeples correspond to their destination continents, as illustrated on the Passenger Demand cards. Meeples want to fly to any Airport on their destination continent, and meeples are removed from the board when delivered to their destination continent.

- Place the remaining meeples on the Side Board's Passengers area.
- Remove all 3-star Passenger cards from the game.
- Place all airports near the main board.

- Give each player one free 4-capacity Fuel Truck.
- Each player chooses their starting flight. The cards do **NOT** need to be paid for.

- All players **MUST** take 4 cards - 2 Airports, one conventional (not electric) Plane and one Passenger.
- The chosen cards **MUST** make up a valid flight (see p. 1-2).
- It is recommended to take 3-star Airports, 3-star Planes and 1-star Passengers, and to choose a flight 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 2 on p. 12).

### First flight tips

- Take a 3-star Plane, so you can carry the most Passenger meeples.
- Take two 3-star Airports, as Passenger meeples are most likely to appear there.
- Take a 1-star Passenger, as their requirements will be easier to meet later in the game.
- 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.



- Place a plane marker on the leftmost coin in the charter flights row on the Side Board corresponding to the preferred difficulty setting.

The game offers three difficulty settings: Easy, Medium and Hard.

The difficulty setting cannot be changed during the game. Easy difficulty level is recommended for your first game.

- 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.

In the cooperative mode, money is shared between players.

- Place a Plane marker on Round 1 of the Game Progress track on the Main Board.

- Place Electric Planes face up on the corresponding spaces on the Main Board.

- Place Fuel Truck tokens on the corresponding spaces on the Side Board.

- Shuffle Plane and Passenger decks well and place them face down near the board.

- Draw 4 Passenger cards and 2 Plane cards and place them face up on the corresponding slots on the Side Board.



### Setup example:

This player chose a starting flight that can move the two red (Africa) meeples from London to Johannesburg. Therefore they will be able to remove them from the board in the fly phase in the first round.

### Setup checklist (advanced players)

- Place 15 meeples (20 in a 3-player game) on the board from 3 (or 4) High Passenger Demand - Departure Airport card pairs.
- Remove 3-star Passengers from the game.
- Each player gets a 4-card valid flight and a 4-capacity Fuel Truck Token (these do **NOT** need to be paid for). Do **NOT** take the Electric Planes in setup.
- Shuffle Plane and Passenger Decks and populate the Marketplace area of the Side Board.
- Place 3 wooden Planes - first on your chosen difficulty setting (Charter Flights), second on 100 on the Main Board's coin tracker, third on Round 1 on Main Board's game progress track.

### Difficulty setting tips:

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

- New to cooperative games? Playing with younger kids?** Then we recommend you start your first game on Easy difficulty and with six 1-star Passengers distributed among all players (6/3/2 Passenger cards each in 1/2/3 player games).





## GAME CONCEPTS

### HOW DO I TAKE MEEPLES OFF THE BOARD?

You can move **ANY** meeple between any two Airports on the board by creating a valid flight between those two places. However, the meeple is only removed from the board when it arrives at their desired destination continent (one that matches the colour of the meeple).

### HOW DO I MAKE VALID FLIGHTS?

Check p. 1-2 for flight validity criteria. Each player starts the game with one flight. Each round, you will have the opportunity to buy more cards and create additional flights. You can use these new cards to expand your flight network and carry more passengers to where they want to go. Each player can do a full rearrangement of their flights each round.

## GAME STRUCTURE

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)

## 1. MARKETPLACE

Start this phase by planning your flights for this round. This will help you decide which cards/tokens you need to buy. Here is a list of assets that can be bought in the Marketplace phase:

- ◆ **PASSENGERS** from the Side Board - disregard their face value, they all cost 10 coins. After buying a Passenger card, draw another one from the top of the Passenger deck and place it face up on the empty spot. You can buy this new card in the same phase.
- ◆ Conventional (blue) **PLANES** can be bought from the Side Board for face value. As with the Passenger cards, replenish the Plane card's spot after buying with a face up Plane from the top of the Plane deck.
- ◆ **AIRPORTS & ELECTRIC PLANES** - you can buy as many of these as you need for their face value. Electric Planes are more expensive than conventional Planes but they do not require a Fuel Truck.
- ◆ **LANDING RIGHTS** (on the back of Airport cards) - a discounted version of the Airport. You cannot start a flight from a Landing Rights card and it must be returned at the end of the round. Each player can purchase as many of those as they need for their face value.
- ◆ **FUEL TRUCK TOKENS** - you can buy those from the Side Board, where their price is indicated.

### BUYING CARDS

When buying a card, players must decide who will take it. Once a card is taken into a player's hand, it **CANNOT** be sold back or 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). Passenger cards are an exception: all Passengers cost 10 coins regardless of their face value.

### HOW MANY MEEPLES CAN BE MOVED BETWEEN AIRPORTS?

This depends on the star rating of the Plane used in a given flight. Each Plane can carry up to as many Passengers as its star rating. For example, a 2-star Plane can be used to move up to 2 Passenger meeples.

### HOW CAN I BUY CARDS?

You start the game with 100 coins and get another 45 coins at the end of each round. These coins can be used to buy cards/Fuel Truck tokens in the Marketplace phase. Once a card/Fuel Truck token is bought by one player, it **CANNOT** be handed over to someone else. In the 2-3 player games, you will need to make wise decisions on how to spend your money to ensure each player's flight network is productive.

2. Fly (including chartering flights)
3. New Passenger Demand
4. End Round

The actions players must take in each phase are described in corresponding subsections.

### CLEARING THE MARKETPLACE

You have the option of paying 2 coins to put all 6 cards from the Marketplace on the Side Board back to the bottom of the corresponding decks and drawing another 6 cards (4 Passengers and 2 Planes). This ability can be used multiple times in the same phase (2 coins must be paid each time).

#### Notes:

- ◆ Players must **NOT** pass/exchange/trade or sell back cards or Fuel Truck tokens.
- ◆ Optionally, you can mark the Airports you own by placing Airport markers on the map to help you visualise the Airports you own.

#### Marketplace phase in a nutshell

- ◆ Plan before you buy!
- ◆ Once a card is bought by a player, it **CANNOT** be sold back or given to another player
- ◆ You can buy:
  - ◇ Airports & Landing Rights
  - ◇ Fuel Trucks
  - ◇ Electric Planes
  - ◇ All cards that are available in the Marketplace. Passengers always cost 10 coins.
- ◆ You may clear all cards in the Marketplace on the Side Board by paying 2 coins



## 2. FLY

In this phase, players create flights to move Passenger meeples around the Main Board. All flights **MUST** be valid - see p. 1-2 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).

### CHARTER 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.

### FLYING

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 resolved by moving 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, who want to travel to Asia, Europe and North America respectively. Player A decided to buy Landing Rights in London to create two valid flights: Sydney to Tokyo and Tokyo to London, as shown above.

Player B owns Nairobi, where a blue meeple that wants to travel to North America is located. 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, representing a passenger travelling to Asia, has arrived at their final destination. It is taken off the Main Board and placed on the Side Board's Passengers area. The blue and yellow meeples continue on the second flight to London. The yellow meeple is taken off the board as this Passenger has arrived at their 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. Then, 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 chartered all the flights they need.

#### Notes:

- ◆ Each player can have **MULTIPLE** chains of flights. All flights can be completely rearranged each round.
- ◆ Once a card is used in a flight, it **CANNOT** be re-used to form another flight in the same round (Airports in the middle of a flight chain, i.e. Tokyo and London cards above are exceptions).
- ◆ Flight chains containing multiple flights **MUST** be carried out left to right.
- ◆ When choosing the order of flights, 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 other's flights to ensure flight validity (see p. 1-2).
- ◆ Do **NOT** discard Fuel Trucks once they are used - they do not get spent each round.

#### Fly phase in a nutshell

- ◆ Move meeples by creating valid flights
- ◆ Planes can carry as many meeples as their star rating
- ◆ Use Charter Flights to move meeples within the same continent



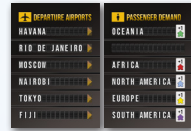


### 3. NEW PASSENGER DEMAND

In this phase, new Passenger meeples 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. Add new meeples onto the board in the Airports as indicated on both cards (see Cooperative Game Setup on p. 9 for an example). Once finished, discard both cards from the game.



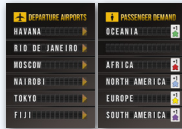
If you are unable to place a meeple (because you ran out of the given colour), do nothing. You will need to pay a penalty for it in the End Round phase.

**Note:** New Passengers are more likely to appear in Airports with higher star ratings.

### 4. END ROUND

In this final phase of the round:

- ◆ Add **45 COINS** to the current coin count (on the track around the Main Board). Total coin count must not exceed 100 at any time.
- ◆ All **LANDING RIGHTS** must be returned.
- ◆ Reset the **CHARTER FLIGHTS** Plane marker back to the leftmost coin (with a Plane icon inside it).
- ◆ If ending Round 8 and playing on Medium or Hard difficulty, draw an additional Passenger Demand card pair (Low Passenger Demand on Medium, High Passenger Demand on Hard).
- ◆ Advance one on the **GAME PROGRESS TRACK**.



#### PAY PENALTIES

Depending on the current state of the board, you may have to pay a penalty:

- ◆ Pay 5 coins for every Airport on the Main Board with **4 OR MORE PASSENGERS**.
- ◆ Pay 10 coins for every set of **5 MEEPLES OF THE SAME COLOUR** on the Main Board.
- ◆ Pay 5 coins if one of the players has **4 OR MORE CARDS** more than any other player (does not apply in a solo game).



### 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!

### 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 or more Passengers in them.
- ◆ Aim to have 3-4 flights running by Round 5 and 5-6 flights in Round 10.

**Note:** the 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 points to the left as suggestions and come up with a strategy that works for you!

### SCENARIOS

In each scenario, you will face a different challenge based on a real world event, geopolitical or economic situation. The special rules associated with each scenario add replayability to the solo & cooperative mode. The scenarios below are ordered from easiest to most challenging.

#### CREATING DEMAND

*Background: Creating a new connection between two cities, particularly if no other airline is flying this route, can be a high-risk, high reward strategy. A new route can create a demand for flights that wasn't there before.*

##### Setup:

3 x High Passenger Demand (4 in a 3-player game)

##### Special Rule:

In each New Passenger Demand phase, you **MAY** draw an additional Passenger Demand card pair and place meeples on the board to receive a bonus payment (24 coins for Low Passenger Demand and 40 coins for High Passenger Demand).

#### LOW COST AIRLINES

*Background: In the past 2 decades, there has been a rapid increase in low cost airlines, allowing middle and lower classes to travel abroad more frequently. Many low cost airlines manage to keep their prices low and stay profitable by keeping flights as close to 100% passenger capacity as possible (among other cost saving measures...).*

##### Setup:

3 x High Passenger Demand (4 in a 3-player game)

Remove Electric Planes from the game.

##### Special Rules:

1. Receive a 5 coin bonus whenever you take 6 or more Passengers off the board in a **SINGLE** Fly phase.
2. In the Fly phase, pay a penalty of 2 coins for **EVERY** flight carrying fewer Passenger meeples than the Plane's star rating. If you cannot pay the penalty, you **CANNOT** make the flight.

#### THE OLYMPICS

*Background: In 2004 the Olympics came back to where it all started: Greece. People from around the world travelled to Athens to perform and spectate. With athletes from 200+ countries and viewership of 3.9 billion, they were the biggest, most viewed Olympic games to date.*

##### Setup:

First, place five yellow meeples on your chosen Airports in five **DIFFERENT** continents, excluding Europe. Then, draw the following Passenger Demand cards as normal, skipping any yellow meeples:

1x High Passenger Demand

1x Low Passenger Demand (2 in a 3-player game)

Remove Electric Planes from the game.

##### Special Rules:

At the start of the End Round phase of Round 5, place 5 meeples in Athens (1 of each colour, except for yellow).

#### THE GOOD, OLD TIMES

*Background: In the 1960's, aircraft engines were far less efficient than they are today. Back then, even long range models such as DC-8 Series 62 could only fly up to 9,600km. Today, we have planes capable of flying non stop from Singapore to New York, covering a distance of over 15,000km. At least fuel was cheaper back then...*

##### Setup:

3 x High Passenger Demand (4 in a 3-player game)

Players start the game with a 3-capacity Fuel Truck (instead of 4-capacity)

Remove Electric Planes and 4-capacity Fuel Trucks from the game.

##### Special Rules:

1-3 Capacity Fuel Trucks are 5 coins cheaper to buy.

#### EYJAFJALLAJÖKULL VOLCANO ERUPTION

*Background: This 2010 event triggered by an Icelandic volcano resulted in a cloud of ash over Europe, threatening aircraft engine damage. Flights all over Europe were halted for 8 days, causing an estimated 1.7 billion USD in losses to the airline industry.*

##### Setup:

2 x High Passenger Demand

1 x Low Passenger Demand (2 in a 3-player game)

##### Special Rule:

No purchasing Airports, Landing Rights or Charter Flights in Europe during setup or in Rounds 1-4 inclusive.

#### THE FUTURE

*Background: As we move well into the 21st century, central banks are increasingly using low and even negative interest rates to keep the economy growing. Let's use this cheap credit to invest in technologies that reduce our carbon footprint!*

##### Setup:

3 x High Passenger Demand (4 in a 3-player game)

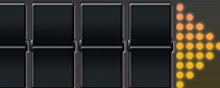
##### Special Rules:

Two extra penalties to be paid in the End Round phase:

1. Negative interest rates: before receiving income, pay 3 coins for every 10 coins you hold.
2. CO2 Tax: after receiving income, pay 1 coin for every 3 & 4-capacity Fuel Truck owned by all players.



# REFERENCES



## COMPETITIVE MODE PHASES

- 1. EVENT** P. 5  
Flip the top card of the Event deck and carry out the instructions.
- 2. AUCTION** P. 5  
Choose cards to go up for auction, in player order.  
Bid on cards, in player order.
- 3. MARKETPLACE** P. 6  
Buy Landing Rights, Electric Planes & Fuel Trucks.  
Trade cards with other players.
- 4. FLY** P. 7  
Arrange and finalize the flights for the round.  
Collect income.
- 5. GRANTS & TAXES** P. 7  
Gain grants or pay taxes, based on your leaderboard position.
- 6. SABOTAGE** P. 8  
Check the event card to see who's the sabotaging player.  
The sabotaging player either takes 10 coins or sabotages one of their opponents with a Sabotage card.
- 7. END ROUND** P. 8  
Return all Landing Rights.  
Pass the First Player marker clockwise.  
Check Airport map markings on the Main Board.  
Replace the Event deck if ending round 3 or 7.  
Advance to the next round on the Game Progress Track.  
Pay out Player card bonuses.

## COOPERATIVE MODE PHASES

- 1. MARKETPLACE** P. 11  
Buy Airports and Landing Rights, Passengers, Planes and Fuel Trucks.
- 2. FLY** P. 12  
Move meeples by creating valid flights and using charter flights.  
Remove meeples, which arrived at their destination continent, from the Main Board.
- 3. NEW PASSENGER DEMAND** P. 13  
Add new meeples to the board using Departure and Passenger Demand cards:  
Stage 1: Low Passenger Demand  
Stage 2: High Passenger Demand  
Stage 3: Low Passenger Demand
- 4. END ROUND** P. 13  
Add 45 coins to the current coin count.  
Return Landing Rights.  
Reset the Charter Flights marker.  
If ending Round 8 and playing on Medium or Hard difficulty, draw an additional Passenger Demand card pair.  
Advance to the next round on the Game Progress Track.  
Pay penalties:  
Pay 5 coins for every Airport with 4 or more Passengers.  
Pay 10 coins for every set of 5 meeples of the same colour on the Main Board.  
Pay 5 coins if one of the players has 4 or more cards more than any other player.

## PASSENGER AND PLANE CARD COUNTS

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	11	10
Electric Planes	2	2	

## CREDITS

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