



GAME RULES

2-5 players | 120 min. | age 12+

GOAL OF THE GAME

As an air traffic controller, you move planes in and out of the airport. Get certificates for larger planes, or become more efficient and handle more planes. Lobby to gain favors and expand the airport. Choose your own goals and score the most points to win the game.

ON YOUR TURN

Your turn consists of four phases; drawing a card, playing a card, training, taking/moving planes or developing the airport, explained on the next pages.

GAME FLOW & END

The game consists of a fixed number of rounds, depending on the player count. Each player will have the same number of turns.

During the game you score points for handling planes. Halfway the game, and at the end of the game, you score points for the goals on your cards.

GAME SETUP

For game setup, see the separate sheet "Game Setup".



boards are 20% scale,
parts are 33% scale

board for 2 player
airport pictured here.

COMPONENTS

- 1) 1 Development & Actions board
- 2) Airport board for solo/two players (pictured), airport board for three, four/five players
- 3) 1 Airspace board
- 4) 10 (different) airline boards (double sided, 80x70mm)
- 5) 6 airspace tiles per airline (40x40mm)
- 6) plane tiles for ten different airlines (40x40mm)
- 7) Manager Targets cards (sets for each player count)
- 8) 25 discs in five colors, 6 blue discs, 1 yellow disc, 1 gray disc, five player colored cubes (8mm)
- 9) 5 player boards
- 10) action cards (decks I to V), 1 starting player card
- 11) 7 Airport development tiles (gray, 40x40mm)
- 12) red Delay tiles (30x30mm)
- 13) HUB (connecting flight) tiles (30x30mm)
- 14) 6 A-F tiles (30x30mm)
- 15) 16 gray cubes (10mm)
- 16) 24 dice
- 17) scoring tiles (#x1, #x3, #x5)
- 18) 1 queue piece
- 19) Domestic/Foreign(1)/Foreign(2) pieces (80x18mm)
- 20) 3 scoring cards for 2, 3 and 4 players

1: DRAW CARD

The cards on all four decks should be face up.

Draw one card from one of the four decks on the Development & Actions board and take it into your hand. See example 1a.

Every card has a title, icon, airline icon, deck number, action description and goal. See example 1b.

Do not reveal the cards in your hand, as they have your goals for scoring.

2: PLAY CARD

Play one card from your hand, face up, on the discard pile on your player board (or face down if you don't want that action). Perform the action. See example 2.

Weather and "Staff Strike" cards **affect all players**, including yourself, until **your** next turn. See below and the next page for an overview of all cards and actions.

You may play the actions on your own or opponents' planes, and may also disadvantage your own planes.

There are 17 different action cards:

I: CUSTOMS ISSUES (ARRIVAL)

Move a plane tile including its disc on an **airline** tile of that airline in the airspace. See example 3a.

Doesn't work on American Airlines.*

I: CUSTOMS ISSUES (DEPARTURE)

Move an **airline** plane tile including its disc, only if a space on the terminal is available. See example 3b.

Doesn't work on Military Aviation.*

I: THUNDERSTORM/HEAVY RAIN/HEAVY WINDS

These cards are active for all players until the card is covered next round. Thunderstorm blocks movement to the runway. Heavy Rain allows arrivals only; only movement towards terminals, Heavy Winds departures only; only movement towards airspace. See example 3c.

II: ARRIVAL DELAY

Place a delay tile on an airspace tile (under a die). Place a disc on it to remove delay. See example 4a. Delays can be stacked. The supply of tiles is limited.

Doesn't work on Asian Airlines.

II: BOARDING DELAY

Place a delay tile on a terminal. Place a disc on it to remove delay. See example 4b. Delays can be stacked. The supply of tiles is limited.

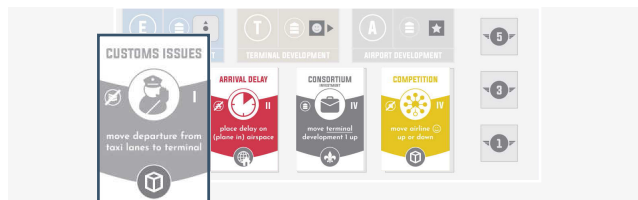
Doesn't work on Private Aviation.

II: LAST MINUTE

Add airspace tile and die for an **airline**. See example 4c.

Doesn't work on Latin American Airlines.*

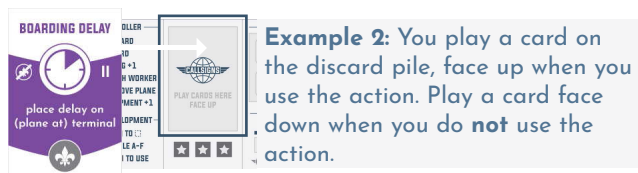
*Military Aviation and Private Aviation are not (commercial/global) airlines, so this action doesn't work on those.



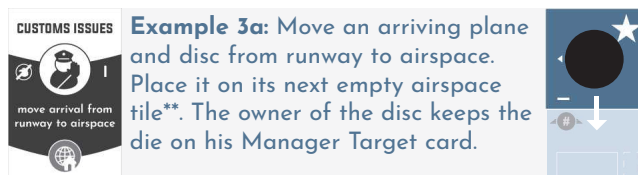
Example 1a: You draw the Customs Issues card from any of the four decks on the Developments & Actions board. Take it into your hand. You now hold four cards.



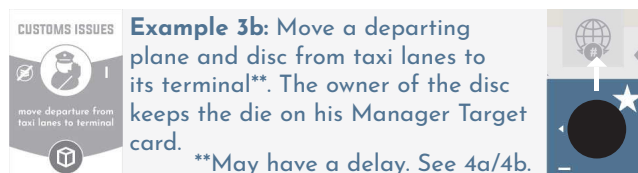
Example 1b: Every card has a title, icon, deck number, action and a goal. The airline icon corresponds with the icon on the airline boards; most card types have one global airline/aviation they do NOT work on. So, the Custom Issues action does not work on Military planes.



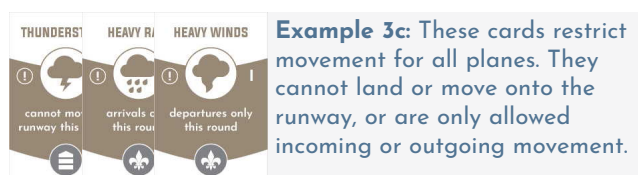
Example 2: You play a card on the discard pile, face up when you use the action. Play a card face down when you do **not** use the action.



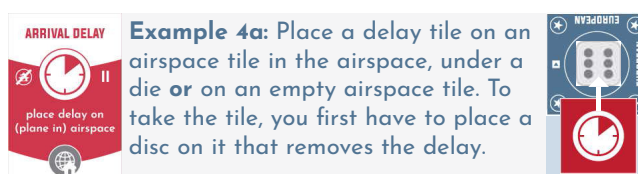
Example 3a: Move an arriving plane and disc from runway to airspace. Place it on its next empty airspace tile**. The owner of the disc keeps the die on his Manager Target card.



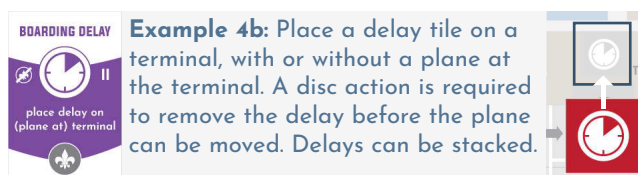
Example 3b: Move a departing plane and disc from taxi lanes to its terminal**. The owner of the disc keeps the die on his Manager Target card. **May have a delay. See 4a/4b.



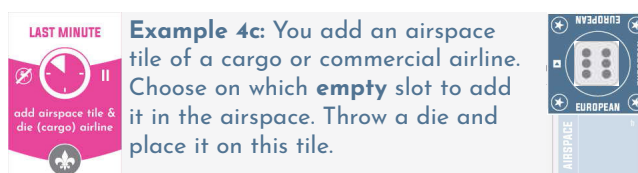
Example 3c: These cards restrict movement for all planes. They cannot land or move onto the runway, or are only allowed incoming or outgoing movement.



Example 4a: Place a delay tile on an airspace tile in the airspace, under a die or on an empty airspace tile. To take the tile, you first have to place a disc on it that removes the delay.



Example 4b: Place a delay tile on a terminal, with or without a plane at the terminal. A disc action is required to remove the delay before the plane can be moved. Delays can be stacked.



Example 4c: You add an airspace tile of a cargo or commercial airline. Choose on which **empty** slot to add it in the airspace. Throw a die and place it on this tile.

III: MAINTENANCE

Move a plane tile including its disc from terminal to apron. See example 5a.

Doesn't work on European Airlines.

III: STAFF STRIKE

Blocks all players from moving to and from terminals until the card is covered next round. See example 5b.

Doesn't work on Middle Eastern Airlines.

III: SLOT LOST

Move one or switch two airspace tiles. You may move one tile to any empty slot, or switch two tile. Tiles keep their dice and their rolls. If there is no open slot you can only switch. See example 5c.

Doesn't work on Australian Airlines.

III: SWITCH FREQUENCY

Switch discs between two planes. These can be discs from any players, including your own. See example 5d.

⊖ **Make sure the players have the required certificates of the switched discs' planes.**

IV: COMPETITION

Move satisfaction 😊 of an **airline** 🌐 up or down. If satisfaction reaches **the rightmost space**, add an airspace tile for that airline. See example 6a.

Does not work on African airlines.*

IV: BUDGET CUTS

Lower an **airline** die in the airspace by one plane level (can be one or more die pips). See example 6b.

Doesn't work on Cargo Airlines.*

IV: GOVERNMENT INVESTMENT

Move **airport** development one up. You do not receive the immediate bonus. See example 6c.

If moving up results in the track value matching the value of the development, you immediately place the development. See "4: Development" on page 6.

IV: CONSORTIUM INVESTMENT

Move **external** development one up OR move **terminal** development one up. You do not receive the immediate bonus. See example 6d.

If moving up results in the track value matching the value of the development, you immediately place the development. See "4: Development" on page 6.

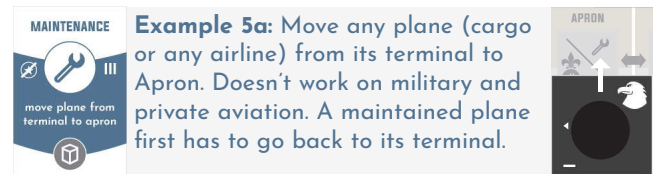
WELL CONNECTED

This card can be used as Government Investment or Consortium Investment (listed above). See example 7b.

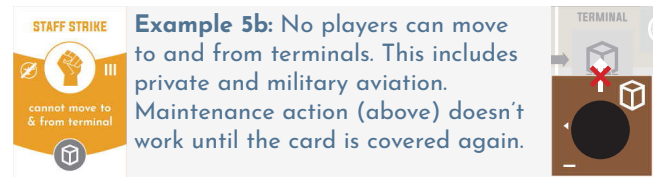
MERGED FLIGHT

Increase an **airline** die in the airspace by one plane level (can be one or more die pips). See example 7a.

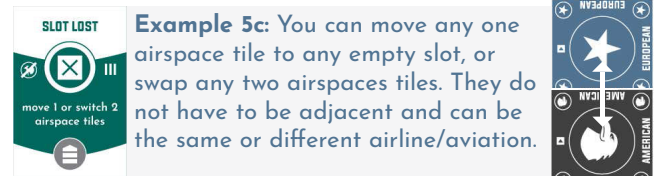
*Military Aviation and Private Aviation are not (commercial/global) airlines, so this action doesn't work on those.



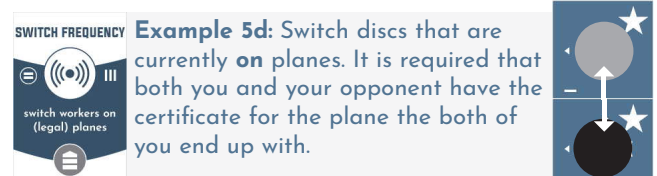
Example 5a: Move any plane (cargo or any airline) from its terminal to Apron. Doesn't work on military and private aviation. A maintained plane first has to go back to its terminal.



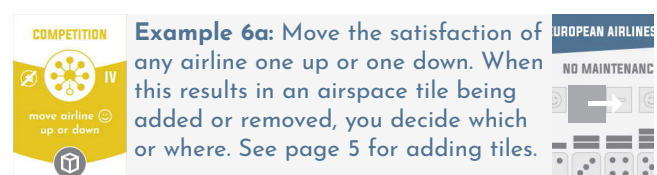
Example 5b: No players can move to and from terminals. This includes private and military aviation. Maintenance action (above) doesn't work until the card is covered again.



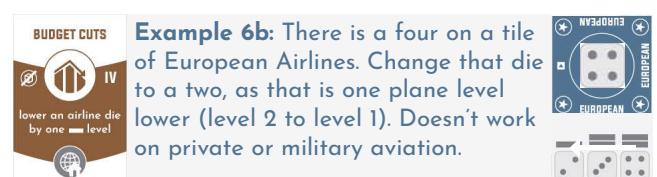
Example 5c: You can move any one airspace tile to any empty slot, or swap any two airspaces tiles. They do not have to be adjacent and can be the same or different airline/aviation.



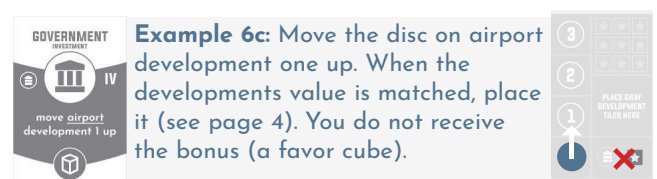
Example 5d: Switch discs that are currently **on** planes. It is required that both you and your opponent have the certificate for the plane the both of you end up with.



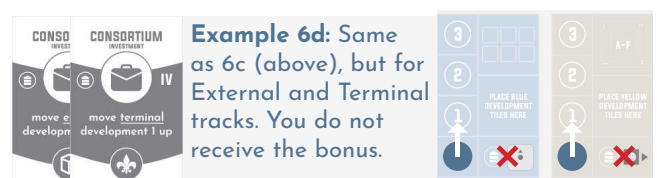
Example 6a: Move the satisfaction of any airline one up or one down. When this results in an airspace tile being added or removed, you decide which or where. See page 5 for adding tiles.



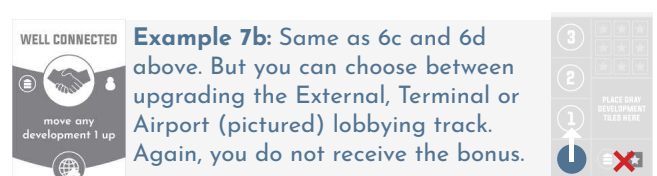
Example 6b: There is a four on a tile of European Airlines. Change that die to a two, as that is one plane level lower (level 2 to level 1). Doesn't work on private or military aviation.



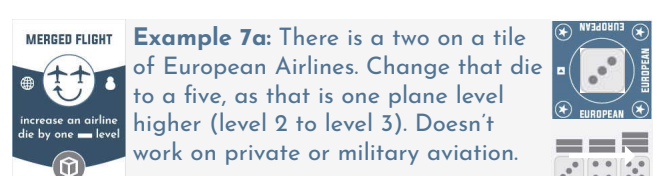
Example 6c: Move the disc on airport development one up. When the developments value is matched, place it (see page 4). You do not receive the bonus (a favor cube).



Example 6d: Same as 6c (above), but for External and Terminal tracks. You do not receive the bonus.



Example 7b: Same as 6c and 6d above. But you can choose between upgrading the External, Terminal or Airport (pictured) lobbying track. Again, you do not receive the bonus.



Example 7a: There is a two on a tile of European Airlines. Change that die to a five, as that is one plane level higher (level 2 to level 3). Doesn't work on private or military aviation.

3: TRAINING

Use your **blue disc** only for your training track.

You gain a training **action** every turn. Training can:

- Gain an **airport favor cube**  and place it on your player board **or** immediately move (any of) your plane(s) an additional space (see example 8a)
- Gain a higher **certificate**; move your cube right (see example 8b)
- Gain another **disc** to play on planes or development, starting this turn (see example 8c)

When you use a reward, move the disc back to the empty space at the top.

You may use a reward at any time during your turn. So when you are at "1" at the start of your turn, you can gain an airport favor cube, move the disc back to top. Then move back to "1".

AIRPORT FAVOR CUBES

You can move a plane an extra space on your turn by spending an airport favor cube; when used, return it to the supply. You can only hold three airport favor cubes on your player board at any time.

If there are no more airport favor cubes in the supply, you cannot take any at this moment.

4: TAKE PLANE

You score points for moving planes to the terminal and sending them back into the airspace. To move planes, you first have to take them from the airspace. **Use your discs** to take planes and then move (see next page) planes.

You can also use your discs for lobbying for development, see "4: Development" on page 6.

The **airspace** has slots. On those slots, airline tiles are placed. These tiles all start with a die on them. The roll represents the **maximum size** of an airplane you can take. If you have a lower certificate, you can only take a plane matching the limit of your certificate.

When taking a plane from the airspace, take the die and place it on the matching space on your **manager targets card**. See example 9b. If you don't have a empty matching space, discard the die.

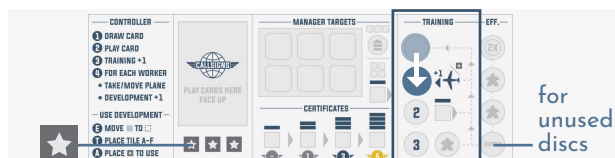
MANAGER TARGET BONUSES



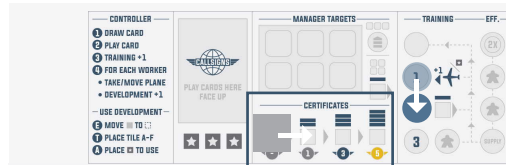
On completing a row of three dice, move up one on any Development and take the bonus (see page 6). On completing a box of four dice, gain a higher Certificate (see 3: Training).

Then take a plane tile up to the level both the die and your **certificate** allow and place it on any empty **runway** space, pointing towards the taxi lanes. Place your disc on it. See example 9c.

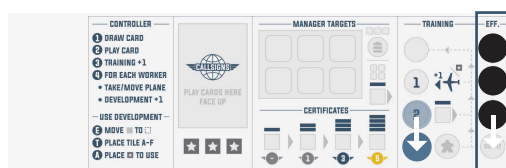
If there are no more airline tiles **with** dice ahead of the queue, move the queue ahead until the next die. See example 9d. If there are no dice, do not move the queue.



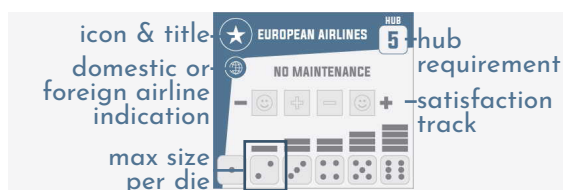
Example 8a: Move your disc one step down. You may choose to instantly move any of your planes another space **OR** get one airport favor cube (see left). This cube can be used on Airport Developments (see page 6) or can move your plane another space.



Example 8b: When you move to the second space, you can increase your certificate. A higher certificate lets you handle larger planes, scoring more points. You could also choose to instantly take the current reward (airport favor cube or move plane) and again move one step down.



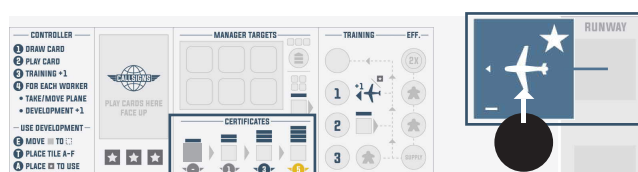
Example 8c: You may gain an additional disc when you reach 3 on the training track. Take the lowest disc first (closest to "supply"). You could also take a certificate before moving and then move to "1" again.



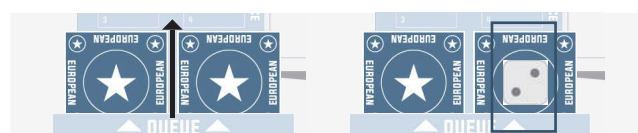
Example 9a: Every airline has its own airline board. This shows the title, icon, hub requirement, indication whether an airline is domestic or foreign (1/2/3), satisfaction track and maximum plane level per die.



Example 9b: You take a die from European airlines (left). Assuming European Airlines is "domestic" , place the die on any Domestic airline space on your Manager Targets card (right).



Example 9c: Take the corresponding plane tile (right) up to a level both the die and your certificates allow (horizontal bars, level 1 here), place your disc on the plane tile. Place the tile on an available Runway space.



Example 9d: Move the queue up when no tiles directly ahead of it have dice until there is a tile with a die again.

4: MOVE PLANE

Planes always go from airspace to runway, runway to taxi lanes, taxi lanes to terminal, and back. Always point planes towards the next area. See example 10a.

Runways and taxi lanes are both seen as a whole. You can move from any runway space to the airspace, and vice versa. You can move from any runway space to any taxi lanes space and vice versa. You can move from any taxi lanes to any terminal or apron space, and vice versa.

If you have a disc on a plane, you have to move that plane (unless a card doesn't allow it). You can only take a disc off when moving a plane into the Airspace.

Planes go to their own terminals. All airlines use the airline terminal. Cargo uses the cargo terminal. Private and military use the apron. See example 10b.

Score a plane when it arrives at its terminal and takes off into the airspace. Take the points of the level of the plane. Level 1 plane scores one point, level 2 plane two points, and so on. See example 11a.

On **takeoff into airspace**, also move the satisfaction cube up for that airline. Roll a die for the next airspace tile of that airline in the queue without a die on it. See example 11b. Place the disc as used on your disc "supply" (this may contain multiple discs). See example 11b.

😊 SATISFACTION & AIRSPACE TILES

When satisfaction goes beyond the rightmost space, an airspace tile is added. When it goes beyond the leftmost space, an airspace tile is removed. The player who caused the addition or removal, decides which tile is removed or where a tile is added. See example 11c.

When satisfaction increase beyond the maximum, move cube to the plus (second or middle space). When satisfaction decreases below the minimum, move it to minus (third or middle space).

AIRLINE HUB

When all airspace tiles of an airline are on the airspace, the airport becomes a Hub for that airline.

When a plane of the Hub airline arrives at its terminal, place a hub tile on the delay space of that terminal slot. This plane now scores double points. Planes of the Hub airline connecting to that terminal slot later also get double points, and so on. See example 12.

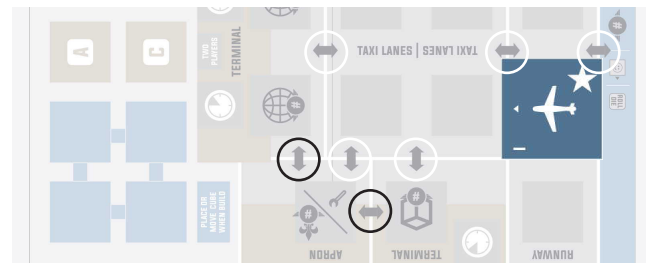
When a plane of an airline arrives before the Hub tile is removed, reset the hub tile.

At the start of each round the starting player now also rotates the hub tiles clockwise. If a hub tile reaches its starting position, remove the Hub tile. This is the same as with rotating and removing airspace tiles.

CONGESTED AIRPORT

Whenever the airport gets congested and a plane cannot move, you may flip that disc. Planes are also allowed to make a move back to the terminal (cancellation of clearance) or airspace (touch and go) to decongest the airport.

Who decides and how?



Example 10a: Arriving planes (level 1 plane) always move from runway to taxi lanes, then to terminal or apron (white circles). Maintained planes go from the apron to terminal first before they can leave again (black circles).

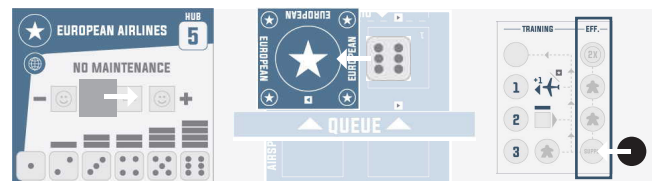
Departing planes go from apron or terminal, then to taxi lanes, then onto the runway and finally into the airspace (back to supply).



Example 10b: Airlines go to airline terminals (left). Cargo planes go to cargo terminals (middle). Private (or military) planes go to the apron (or military terminal).



Example 11a: When you move a plane to a **terminal** (left) or **airspace** (right), you immediately score it.



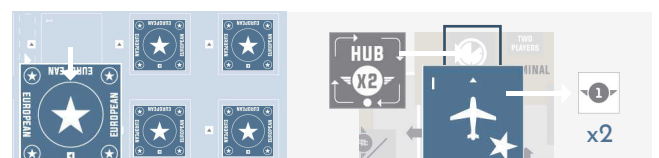
Example 11b: When you move a plane into **airspace** you also move up the airline's satisfaction (left). Roll a die, put it on the next tile in queue for this airline or aviation without a die on it (middle). Put your plane and disc back on the supply on your player board (right).

Rare Case: If the next upcoming airspace tile has a plane (from Customs Issues) on it, place a die on the next upcoming that doesn't have a plane and die on it.



Example 11c: Satisfaction increases (left); add a tile, roll a die and place it on this tile.

Satisfaction decreases (right); remove a tile and die. Only add or remove a tile from the airline or aviation that had its satisfaction increase or decrease.



Example 12: The fifth airspace tile of European Airlines has been placed on the airspace; the airport has now become their Hub (left). Their planes can score double.

Every time a plane of European Airlines is placed on a terminal slot, place a HUB tile on the delay space adjacent and score double points (right); if within four turns another plane connects, this plane also scores double points, and so on. The airport can only be a Hub to one airline, but Cargo can be at the same time.

4: DEVELOPMENT

Place your disc on one of the three lobbying tracks (external, terminal or airport development) to move the lobby disc up and lobby for a development. You immediately get the **bonus**. See example 14a.

When meeting the value of the current development (1, 2 or 3), place that development on any field of the same color on the **airport** board. See example 14b.

Development tiles can be overbuilt with an equal or higher value of the same type (external/terminal/airport) when there are no empty spaces left.

E: EXTERNAL DEVELOPMENT

Bonus: Increase one **global** airline die on the **airspace** board when placing a disc on this track. See example 14a.

When your lobbying action results in a development being built, place your small cube on the external developments spaces if it's not there yet. See example 14b.

You can use one development (immediately, but only once per turn) when your player colored small cube is connected to it. After using a development, you have to move your cube to an empty space. See example 14b.

T: TERMINAL DEVELOPMENT

Bonus: Move satisfaction one up on a **global airline** board when placing a disc on this track. See example 15.

When built, place a lettered tile, corresponding with the space you placed the development on, on a **global airspace** tile. The die on that tile will always have at least that amount of pips **after** a roll. See example 15.

Letters A to F are only used to designate a space; there is no hierarchy or advantage to any letter.

If the airspace tile chosen currently has a die, this will be increased right away.

A: AIRPORT DEVELOPMENT

Bonus: Gain an **airport favor cube** ★ when placing a disc on this track. Place it on the airport favor cube supply on your player board.

When an airport development is built, use a tiles' function by placing a airport favor cube **on an airport development tile**. See example 16. You can:

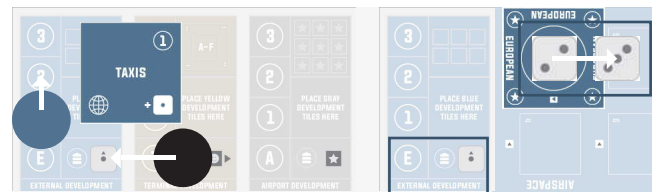
- pay a cube to remove a delay
- pay a cube to veto a customs or maintenance action

You can only use an airport favor cube if the development support the level of plane you are using it for; you cannot use Jet Bridges' function for level 1 or level 2 planes.

★ AIRPORT FAVOR CUBES

Without an active airport development you can only use airport favor cubes for moving a plane another space. See "Airport Favor Cubes" under 3: Training on page 4.

You do not get your airport favor cubes back when using them on developments. There is no limit of airport favor cubes on an airport development. When overbuilt, the cubes return to the supply.

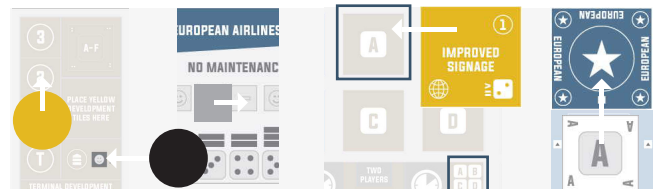


Example 14a: You lobby for external development, in this case, "Taxis". Place your black disc on the external development board. Move the blue disc up one space (left). Immediately increase a die on an airspace tile by one pip (right).



Example 14b: The value of "Taxis", 1 (top right), is now met. Move the blue disc to "E". Place Taxis on an empty space. By placing your cube next to Taxis you can use Taxis, and external developments connected to your cube, later (left). Reveal the next development tile.

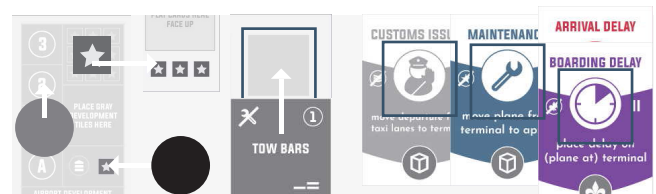
Every time you use an external development, move the cube to another empty space (middle). When using Taxis, increase a die from a global airline by one pip (right).



Example 15: You lobby for terminal development. Place your black disc and move the yellow disc up. The bonus is to increase satisfaction of an airline (left and middle).

When the value of the tile is met, move the yellow disc to "T". Place development on a lettered space. Place a tile with that letter on any global airline's airspace tile. This slot will always at least increase the roll to the amount of pips shown on the development (for Improved Signage, that means it always has a minimum of 2 pips) (right). Reveal the next development tile.

Rare Case: When an airspace tile with a terminal letter tile is removed, the player causing this moves the tile to another global airline (if caused by rotating airline tiles at the start of the round, starting player).



Example 16: You lobby for airport development. Place your black disc and move the gray disc up. Take an airport favor cube and place it on your airport favor cube supply on your player board (left).

When the value of the development is met, move the gray disc to "A". Place development on a gray space. Only use these developments for their function on the allowed level of planes; "Tow bars" can only be used for level 1 and level 2 planes (see bottom of tow bars tile) and cancels a Maintenance action when an airport favor cube is placed on it. Reveal the next development tile.

Other airport developments can cancel the actions of Customs Issues, Boarding Delay and Arrival Delay (right) by placing an airport favor cube on them.

END OF ROUND

If there are no action cards left to draw on all decks, continue to scoring. Otherwise start the next round.

Rotate all airspace tiles with dice on them clockwise. When the arrow meets the arrow on the airspace board again, this airspace tile is removed. See example 17a.

Dice, delay tiles, terminal letter tiles A-F on a removed airspace tile are all put back in the supply.

If there are any Hub tiles on terminals, rotate Hub tiles clockwise. If this results in their default position, remove the Hub tile and put it back in the supply. See example 17b.

If the removal of an airspace tile results in an airport no longer being a Hub for an airline and a Hub tile of that airline is still active, remove it. Cargo Airlines can be a Hub at the same time as one continental airline as they have their own terminal.

SCORING

Scoring takes place when there are no more cards left to draw. All players still have three cards in their hand. These three cards have the goals they score on.

SCORING AIRLINE GOALS

For every airline, check how many cards are in all players' hands counting for each goal. This determines the multiplier. You score the amount of that airline's tiles in the airspace, times the multiplier on the scoring card. Take the amount of scoring tiles scored. See example 18.

SCORING DEVELOPMENT GOAL

Points of the built developments are split by the number of cards held with that goal. See example 19. Take the amount of scoring tiles scored. Overbuilt (and therefore hidden) tiles do not count.

Rounded up/rounded down. For example 2.33 becomes 2, 2.67 becomes 3, 2.5 becomes 3.

After the first half of the game, shuffle all numbered action cards back in their decks; players start with their own starting cards (competition, well connected and merged flight). Move any airport favor cubes on the airport development tiles back to the supply.

Start the second half of the game.

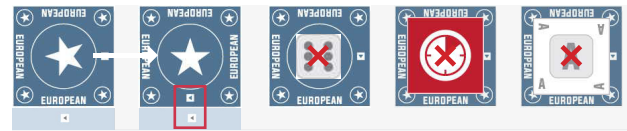
FINAL SCORING

Every player earns points for leftover planes on Taxi Lanes, Maintenance or Runways. See example 20. Players also score points for their certificates. These points are not cumulative, so for a level 4 certificate you score 5 points. Take the amount of scoring tiles scored.

Count your scoring tiles. The player with the most points is the winner. In case of a tie for the win, the player who last got off an actual airplane wins.

SHORT MODE

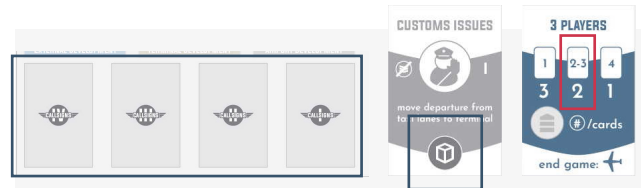
The game ends when there are no cards left to draw on the action card decks. Immediately go through final scoring after the first scoring and end the game.



Example 17a: Another rotation the European airlines tile causes it to end up with both arrows close to each other. Remove this airspace tile from the board and put it back in the supply. Also remove any dice, delays or terminal letter tiles on it and put them back in the supply.



Example 17b: Another rotation of the Hub tile causes it to end up in the same orientation as the terminal. Remove this Hub tile from the board and put it back in the supply. The same goes for Hub tiles on Cargo airlines if Cargo use the airport as a Hub.

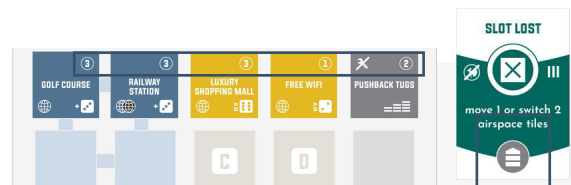


Example 18: All draw piles are empty. Now the goals are scored in the order the airlines are on the airspace board, left to right (left).

If **Ryan** has **one** card with the Cargo goal (middle), **Carl** has none with the Cargo goal and **Eva** has **two** cards with the Cargo goal, there are three Cargo goal cards active.

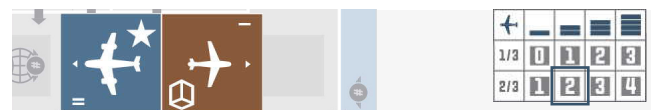
In a three player game, every player then gets 2 points per card multiplied by the number of Cargo tiles on the airspace board (top right).

When there are three Cargo airspace tiles on the airspace board, **Ryan** gets (3x2) 6 points for Cargo Airlines, **Eva** gets (3x2 x2) 12 points for Cargo Airlines.



Example 19: The total value of all developments in this example is 12 (left). When **Ryan** has two cards with the development goal (right) and **Eva** has one card with this goal, there are three cards in play. **Ryan** gets two thirds of twelve points: 8 points. **Eva** gets one third: 4 points.

Development that were overbuilt (now hidden) are not scored.



Example 20: A level 2 European plane on taxi lanes (left) pointed to the terminal is 2/3 on the way to the terminal. This scores 2 points (right).

A level 1 Cargo plane on Taxi Lanes (middle) pointed to the runway is 1/3 on the way to the airspace. This scores 0 points.

Any planes from a global airline stuck on apron (after Maintenance), or any planes in aprons, terminals or Airspace (after Customs Issues) do not score points.

OVERVIEW ACTION/GOAL CARDS (TWO PLAYERS)

Deck	Title	Action	Goal(s)
I	Customs Issues (2x)	Move arrival from runway to airspace	Domestic airlines
I	Heavy Rain	Arrivals only this round	Private aviation
I	Heavy Winds	Departures only this round	Private aviation
I	Thunderstorm	Cannot move to or from runway	Developments
I	Customs Issues (3x)	Move departure from taxi lanes to terminal	Cargo airlines

Deck	Title	Action	Goal(s)
II	Boarding Delay (3x)	Place delay marker on (plane in) terminal	Domestic airlines (2x), private aviati.
II	Arrival Delay (3x)	Place delay marker on (plane in) airspace	Private, domestic & developments
II	Last Minute (2x)	Add airspace tile & die to airline/cargo	Private aviation

Deck	Title	Action	Goal(s)
III	Maintenance (2x)	Move plane from terminal to apron	Domestic airlines, cargo airlines
III	Switch Frequency (2x)	Switch discs on planes	Developments
III	Staff Strike (2x)	Cannot move to & from terminal	Cargo airlines
III	Slot Lost (2x)	Move one or switch two airspace tiles	Developments

Deck	Title	Action	Goal(s)
IV	Consortium Investm.	Move Terminal Development 1 up	Private aviation
IV	Consortium Investm.	Move External Development 1 up	Cargo airlines
IV	Government Investm.	Move Airport Development 1 up	Cargo airlines
IV	Competition (3x)	Move satisfaction up or down	Domestic airlines (2x), cargo airlines
IV	Budget Cuts (2x)	Lower an airline die by one plane level	Domestic airlines

MORE THAN TWO PLAYERS

Deck	Title	Action	Goal (replaces card from 2p deck)
3p	Customs Issues	Move arrival from runway to airspace	Foreign airlines (1), replaces cargo
3p	Boarding Delay	Place delay marker on (plane in) terminal	Foreign airlines (1), replaces develop.
3p	Last Minute	Add die to airline/cargo	Foreign airlines (1), replaces private
3p	Maintenance	Move plane from terminal to apron	Foreign airlines (1), replaces cargo
3p	Competition	Move airline one (block) up or down	Foreign airlines (1), replaces domestic
3p	Budget Cuts	Reduce dice one level	Foreign airlines (1), replaces private

Deck	Title	Action	Goal (replaces card from 2p,3p deck)
4-5p	Customs Issues	Move departure from taxi lanes to terminal	Foreign airlines (2), replaces cargo
4-5p	Switch Frequency	Switch markers of planes	Foreign airlines (2), replaces develop.
4-5p	Last Minute	Add die to airline/cargo	Foreign airlines (2), replaces private
4-5p	Slot Lost	Move one or swap two airspace tiles	Foreign airlines (2), replaces foreign1
4-5p	Competition	Move airline one (block) up or down	Foreign airlines (2), replaces domest.

SATISFACTION

Can be increased by playing Competition, lobbying for Terminal Development and departing planes into the Airspace. Can be reduced by playing Competition.

CERTIFICATES

Can be increased by Training (second level) or completing a box of four

dice on your Manager Targets card. Certificates cannot be lost.

AIRSPACE TILES

Can be gained by increasing satisfaction (and departing planes) or playing Last Minute. Can be lost by airspace tiles rotating 360 degrees; every round the starting player rotates tiles with dice on them.

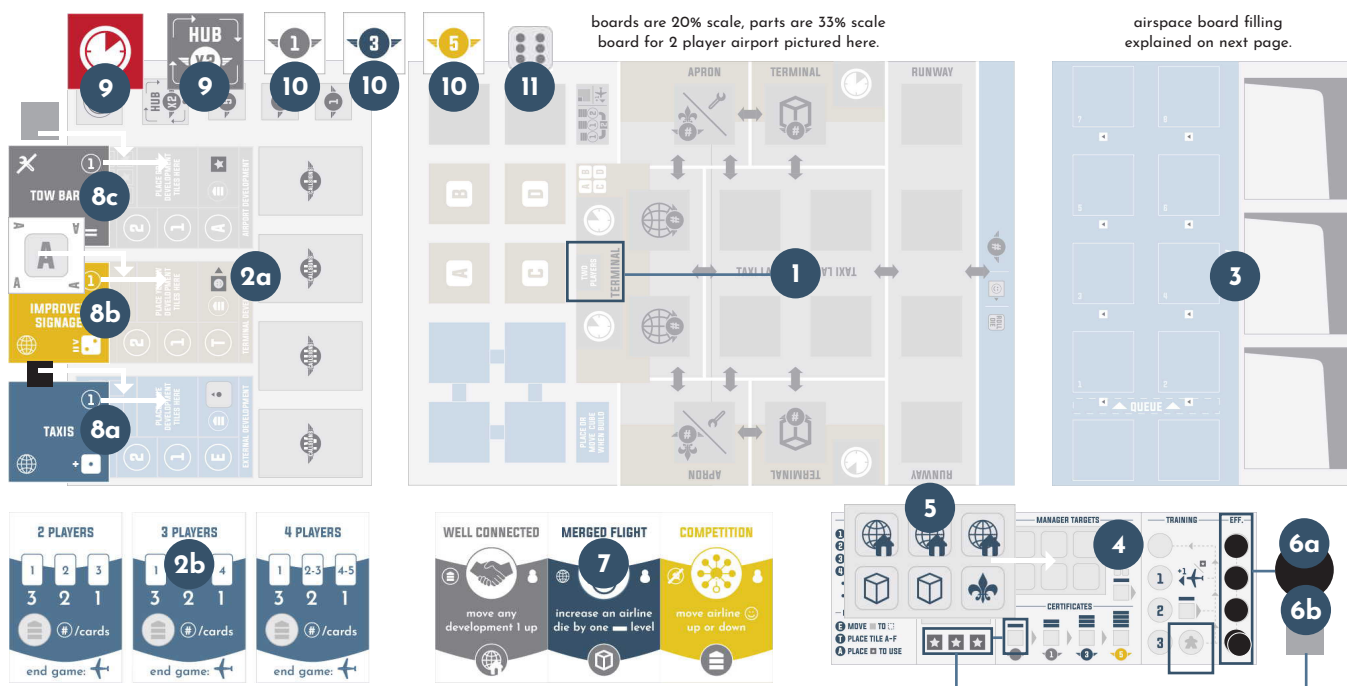
DICE ON AIRSPACE TILES

Get rolled when a plane of that airline or aviation departs into airspace. Can be increased by playing Merged Flight or lobbying for External Development.

Always hold a minimum number of pips when an A-F tile is below it, which results from Terminal Development.



GAME SETUP



1) Place the Airport board for the player count. (see player count on the boards' control tower).

2a) Place the Development & Actions board to the left of the Airport board. For three players, add one side board. For four or five players, add both side boards. Side boards contain more spaces for cards and point tiles. This makes these boards as wide as the airport.

2b) For three or more players, place the scoring card on the designated space on the Developments & Actions side board.

3) Place the Airspace board to the right of the Airport board. For three players, add one side board. For four or five players, add both side boards. Side boards contain more spaces for airline board and airspace tiles.

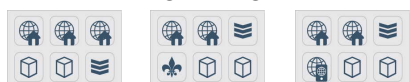
4) Each player takes a player board.

5) Each player takes a Manager Targets card:



2 players 3 players 4 players 5 players

Place it on the Manager Targets space on the player board. If the airport has military aviation by default, take a Manager Target card of that specific airport.



Bodo Dhaka San Francisco

6a) Place the five player colored discs, matching your player color on the Efficiency track. Stack two discs on the "Supply" field. Place a blue disc on the top spot of the training track and a gray cube on your starting certificate (level 1, leftmost space).

6b) For three players, each player takes one airport favor cube on their player board. For four players, each player takes two airport favor cubes. For five players, each player takes three airport favor cube.

7) Each player gets the same three starting cards (without a deck number); Well Connected, Merged Flight and Competition. Do not reveal the cards in your hand to opponents during the game.

8a) Shuffle blue external development tiles and place them face down, the top tile face up. For each player place one small cube in player color on their spaces.

8b) Shuffle yellow terminal development tiles and place them face down, the top tile face up. Place six terminal development tiles (A-F) on their space.

8c) Shuffle gray airport development tiles and place them face down, the top tile face up. Place nine airport favor cubes on their spaces.

9) Place the delay tiles and HUB tiles on their supply spaces.

10) Place the scoring tiles of **1, 2 3 and 4** points.

11) Place all dice next to the board.

Choose an airport suiting the player count from the table below, or create an airport yourself.

12a) Place the airline boards for the airport you chose, in the order they are in the table below (left to right):

- domestic side for the first airline
- foreign 1 for second airline (3 players)
- foreign 2 for third airline (4 players)
- foreign 3 for third airline (5 players)

Cargo airlines, private aviation and military aviation don't have a side. For Bodo, Dhaka and San Francisco, place a Military tile on each apron.

12b) For each airline or aviation, place a gray cube on the second space of the satisfaction track.

14) Place queue on queue position.

15) Place airspace tiles for the airlines of the airport of choice. Starting from the queue position, place the first airspace tile on space 1, the second on space 2, etc. Line up the arrow with the arrow on the Airspace board. For each tile throw a die and place it on the tile.

16) Place planes and airspace tiles of the airlines used next to each airline board. Place the level 1 and 3 planes on top, level 2 and 4 planes on the bottom.

17) Remove cards (without revealing them) based on the player count:

- for two players: Remove four cards from each deck
- **for three players: Remove the cards marked with and add in foreign 1 cards. Then remove four cards from each deck and one extra card from decks II and III.**



Example: two player, Hamburg setup

deck number, only used for shuffling cards

• **for four players. Remove the cards marked with and add in foreign 1 and 2 cards. Then remove four cards from each deck.**

• **for five players, Remove the cards marked with and add in foreign 1 and 2 cards. Remove four cards from each deck and one extra card from decks II and III.**

Shuffle, then place the decks numbered I to IV face down on their spaces on the Developments & Actions board (see step 2, previous page). Reveal the top cards.

18) Determine a starting player. Start the first round.

Only during the first round of the game: if a player chooses to take two planes, one MUST start from its terminal/apron and the other MUST start from the airspace onto the runway.

TWO PLAYER AIRPORTS

Location	Setup
Hamburg, Germany	
Bodo, Norway	
Bali, Indonesia	
Charleston, US	
Palm Beach, US	
Antanarivo, Madag.	
Bahrain, Bahrain	
Wellington, NZL	

CREATE YOUR OWN AIRPORT

Make sure there are no more different airlines than players plus one; so a maximum of three airline boards for a two player game, or four for a three player game..

THREE PLAYER AIRPORTS

Location	Setup
Nairobi, Kenya	
Sydney, Australia	
Dhaka, Bangladesh	
Bangkok, Thailand	
Rome, Italy	
Munich, Germany	
San Francisco, US	
Montréal, Canada	

FOUR PLAYER AIRPORTS

Location	Setup
Frankfurt, Germany	
Newark, US	
Cancun, Mexico	
Soekarno, Indonesia	
Sao Paulo, Brazil	
Seoul, South Korea	
Moscow, Russia	
Delhi, India	

FIVE PLAYER AIRPORTS

Location	Setup
Paris, France	
Amsterdam, Netherl.	
London, UK	
Tokyo, Japan	
Beijing, China	
Istanbul, Turkey	
Atlanta, US	
Dubai, UAE	