

# GAME RULES



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The First World War saw the incredible growth of aviation. Once peace returned, many pilots were unemployed and the first Aces risked their lives for a derisory salary in aerial circuses. Does this beautiful invention, aeronautics, have a future outside the military domain? Visionary industrialists such as Pierre-Georges Latécoère thought so. They bet on the commercial potential of this still youthful aviation and imagined a radiant future where planes would link people from one continent to another, across borders, deserts and oceans. All the calculations confirm the opinion of the specialists: the idea is unfeasible. There is only one thing left to do: make it happen!

This is the story of this golden age of civil aviation that the game Air Postal invites you to relive. Travel the world at the controls of planes that have gone down in history, playing as legendary pilots, veterans of the first airlines (Aéropostale, Pan American, etc.), adventurers and pioneers, illustrious heroines or explorers. In a mix of risk-taking and technological evolution, you will have to alternate the realization of sometimes lucrative commercial missions, involving the delivery of mail or precious cargo or even the transport of rare passengers, and the accomplishment of daring and perilous aeronautical feats such as crossing a desert or an ocean. Fame and glory will reward the most daring, the luckiest... or the best prepared pilots!

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## Game summary

The game begins at the dawn of the 1920s, and the player-pilots aim to open the first air routes. To do this, you will only have at your disposal a few military biplanes from the First World War such as the Breguet XIV, recycled into dusty transport planes. These machines, often outdated, underpowered, will force you to venture only on the shortest routes. Then, thanks to technological and commercial development, you will have access to more and more efficient aircrafts, allowing you to explore the world over greater distances. Then the time will come to try to accomplish great firsts, such as crossing the Atlantic, crossing the Andes, or even circling the globe, feats that will ensure your entry into the pantheon of the greatest pilots in history!

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### Goal of the game

Become a legendary pilot by accumulating the most GLORY POINTS. GLORY POINTS are earned during the game by flying to a STAGE CITY, completing an OBJECTIVE or completing a WORLD FIRST flight. In addition, at the end of the game players also earn GLORY POINTS based on the TECHNOLOGICAL LEVEL of their aircraft and the amount of money they have.

### Duration of a game

The duration of a game depends mainly on the number of players:

- Count 30 mn per player and 15 mn per player in INITIATION mode.

### End of game conditions

The game ends as soon as a player reaches the following number of GLORY POINTS at the end of his turn:

-  50 pts
-  40 pts
-  30 pts

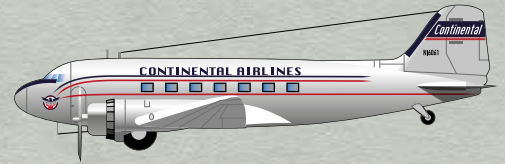
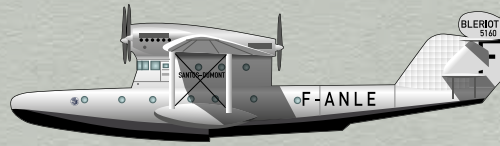
*Charles A. Lindbergh*

*Jean Batten*

*Amelia Earhart*

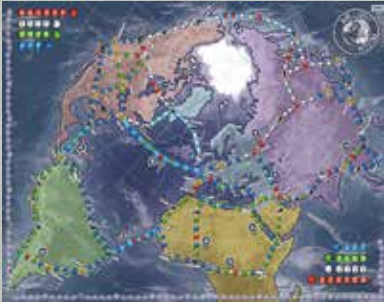






# WELCOME IN THE AIR

## Game material



■ 1 game board with a front side WORLD MAP and a back side ATLANTIC MAP



■ 1 AIR SOCK board to manage the game turn.

■ 13 WEATHER DICE



Recto Verso



■ 40 CITY cards: these are used to define the START CITIES or the STAGE CITIES (common objectives) of the game. There are 8 cards per continent.

Recto Verso



■ 81 OBJECTIVE cards: These define the individual objectives that players will attempt to achieve during the game. All OBJECTIVE cards are recognizable by their checkerboard frame. There are 3 families of OBJECTIVE cards:  
 - 12 AIR ROUTE cards per continent  
 - 16 TRAVELLER VIP (Very Important Passenger) cards,  
 - 5 DIPLOMACY cards (Diplomacy).

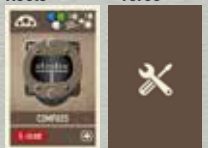
109 LOAD (cards, including:

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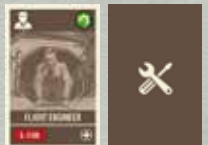
■ 42 cargo cards: 12 MAIL Delivery cards, 4 PRIORITY LETTER cards, 6 SMUGGLING Case cards, 14 DIPLOMATIC BAG cards and 6 FUEL cards  
 ■ 9 PAX cards (Pax on board)

Recto Verso



■ 25 SYSTEM cards: 4 x MET REPORT, 12 x SYSTEM BASIC (4 x COMPASS, 4 x AUTOPILOT and 4 x GYROSCOPE), and 8 x SYSTEM EXPERT (cards with XP logo: 1 x ALTIMETER, 1 x AUXILIARY TANK, 1 x CARGO DOOR, 1 x FLAPS, 1 x SLATS, 1 x FLOATS, 1 x VARIABLE PROPELLER, 1 x WING TANKS, 1 x AIR STAIRS)

Recto Verso



■ 19 CREW cards: 4 x CO-PILOT, 12 x CREW BASIC (4 x FLIGHT ENGINEER, 4 x NAVIGATOR, 4 x RADIO) and 4 x CREW EXPERT (cards with XP logo: 1 x FUEL EXPERT, 1 x METEOROLOGIST, 1 x VETERAN)



INITIATION EXPERT

■ 36 airplane cards



Recto FEMME Verso HOMME

■ 8 pilot cards



Recto Verso

■ 5 cartes postales SETUP : ces cartes proposent des configurations de départ (pilotes, VILLES DE DÉPART et VILLES ÉTAPES).



■ 4 cockpits (1 per player) to position an AIR-CRAFT tile and a PILOT tile, and 4 rulers to position the CARGO, PAX, SYSTEM and CREW cards



■ 80 bank bills valued at \$20x5, \$20x10, \$20x20 and \$20x50

■ Wooden pieces of 4 different colors with for each player :

■ 2 MARKER counters: 1 MARKER Point counter and 1 MARKER Turn order

■ 20 cubes: to mark the ENDURANCE LEVEL on the cockpit, passage through STAGE CITIES, world premiere flights and achievement of goals

■ 1 airplane meeple to indicate the player's position on the board

■ 8 ring tokens to mark the location of the STAGE CITIES on the board.



# Mise en place

**H** Make up the 6 SYSTEM & CREW cards that will be available during this game. To do this, place the 6 types of SYSTEM & CREW BASIC cards (COMPASS, FLIGHT ENGINEER, AUTOPILOT, NAVIGATOR, GYROSCOPE and RADIO) on their respective slots (4 cards for each type). Then shuffle the SYSTEM & CREW EXPERT cards (cards with the XP logo) and randomly draw the cards to be distributed in each of the 6 SYSTEM & CREW card piles, depending on the number of players:

1 to 2 players = 1 card per slot, 3 or more players = 2 cards per slot

Note: the 6 picks are placed face down and will be unlocked successively during the game (see MAINTENANCE action), by placing them face up. Only the face-up picks are accessible to the players. Put the unissued SYSTEM & CREW EXPERT cards back in the box: they will not be used for this game.



**D** Shuffle the CARGO & PAX cards into a deck and place it in the first slot of the CARGO & PAX card dispenser.



**C** Shuffle the OBJECTIVE cards from the decks of the continents mentioned in the SETUP with the 5 DIPLOMATIC cards. (In this example, the EU deck and the NA deck). Make up a deck.

**I** Randomly determine an initial order of play and place each player's cylinder pieces in that order on the AIR SOCK track.



**E** Arrange the indicated number (depending on the number of players) of OBJECTIVE and CARGO & PAX cards in the form of 2 rivers.



**B** Set up the deck of CO-PILOT cards (4 cards) and the deck of MET REPORT cards (4 cards). They are laid out face up.



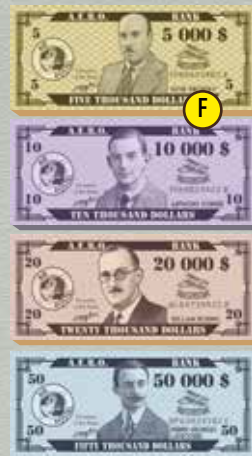


**G** Place the WEATHER dice near the game board within reach of the players.

**A** Choose the game board indicated on the SETUP. In this example, it could be the ATLANTIC or WORLD board.



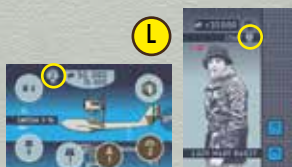
**K** Position the STAGE CITY cards listed under OUTSTATIONS on the SETUP postcard near the board, and place a brown cylinder counter at the location of each so that all players can easily locate them. These are the common objectives for all players for this game.



**L** In reverse turn order, each player chooses an aircraft from among those with a TECHNOLOGY LEVEL equal to or less than the number on his PILOT tile, then inserts the corresponding AIRCRAFT tile into his cockpit on his EXPERT side (XP logo).



**F** Build up the bank by sorting the bills and place them near the game board within reach of the players.



In this example, Mary Bailey's starting aircraft level is 2.

**J** In turn order, each player :

- 1- chooses a driver from those offered on the SETUP postcard selected for this game. The city associated with the chosen driver is the player's START CITY.
- 2- wins the money and the number of GLORY POINTS indicated on his START CITY card (these values are repeated on the SETUP postcard), and positions it near his cockpit.
- 3- place his AIRCRAFT meeple in the location of his START CITY on the board.



# How to choose your plane?

**MAX FUEL**: The value shown is the maximum amount of fuel (FUEL) that can be contained in the plane's tanks.

**TECHNOLOGICAL LEVEL**: This value reflects the level of performance of the aircraft and symbolizes the progress made by the constant technological evolution: the higher the TECHNOLOGICAL LEVEL of an aircraft, the better its overall performance.

**PURCHASE PRICE**: this is the amount you have to pay to the bank for the acquisition of this aircraft when you are the first buyer (new aircraft).

**RESALE PRICE**: this is the amount you receive from the bank for reselling this plane when you want to buy another one, or the amount you have to pay to the bank to buy this plane back after another player has resold it (used plane).

**LOAD**: In the INITIATION variant, the back of the cards is used. Aircraft have only one LOAD value. All CARGO, PAX, CREW and SYSTEM cards are grouped in this value.

- **RANGE**: the value shown corresponds to the maximum distance the plane can fly during a game turn (see FLIGHTS action). This distance is expressed as a number of dice, and corresponds to the distance made during a single flight or the cumulative distance of successive flights made by the player during his turn.
- **LOAD**: the values shown are the maximum number of LOAD cards that can be on board this plane, for each category of cards:
  - 📦 **CARGO**: maximum number of CARGO cards (MAIL, PRIORITY LETTER, PARCELS, DIPLOMATIC BAG, FUEL)
  - 👤 **PAX**: maximum number of PAX cards (PAX ON BOARD). Please note that the «TRAVELLER VIP» (Very Important Passenger) cards are considered as PAX cards.
  - 👨 **CREW**: maximum number of CREW cards (COPILOT, NAVIGATOR, RADIO, FLIGHT ENGINEER, etc...)
  - 🛩 **SYSTEM**: maximum number of SYSTEMS cards (MET REPORT, COMPASS, GYROSCOPE, CARGO DOOR, FLAPS, etc...)

# How to choose a pilot?

- **REVENUE**: this is the amount of money the player receives each time he chooses the «OBJECTIVES» action.
- **TECHNOLOGICAL LEVEL** of the starting plane: the plane that the player chooses at the beginning of the game must be of this TECHNOLOGICAL LEVEL or lower.
- **TECHNOLOGICAL COMPETENCE**: this is the pilot's ability to progress when changing planes. The value indicated is the maximum difference between the TECHNOLOGICAL LEVEL of the new aircraft and that of the old one.
- **ENDURANCE**: represents the pilot's skills (dexterity, reflexes, vision, analytical skills, etc...) which decrease with the fatigue accumulated during the flight. The points are spent during the flight, and brought back to the maximum level between each turn of the game.

✈ **STARTING PLANE**    \$ **REVENUE**    🧢 **ENDURANCE**    🎯 **TECHNOLOGICAL COMP.**

 <b>DIEUDONNÉ COSTES</b>	 <b>JEAN MERMOZ</b>	 <b>HOWARD HUGHES</b>	 <b>FREIHERR VON HÜNFELD</b>
 <b>MARYSE BASTIÉ</b>	 <b>HÉLÈNE DUTRIEU</b>	 <b>HARRIET QIMBY</b>	 <b>MARGARET VON ERTZDORF</b>
 <b>RICHARD BYRD</b>	 <b>JOHN ALCOCK</b>	 <b>JOAQUIN LORIGA</b>	 <b>ITALO BALBO</b>
 <b>JESSIE COLEMAN</b>	 <b>LADY MARY BAILEY</b>	 <b>POLINA DENISOVNA OSIPENKO</b>	 <b>CARINA NEGRONE</b>

**Amelia's advice**

Choose the INITIAL GAME variant to play with a simplified version of the rules and get acquainted with the game mechanics or to introduce the game to novice players during faster games.

Once you've mastered the basic rules, you'll be able to take full advantage of the game by implementing all its features! This time, there is no room for chance: everything (or almost everything!) is under control. It is your choices that will lead you to success or failure, because if luck can make you hope for success, bad luck alone cannot explain failure!



## Game Turn :

In the turn order of the AIR RUN, each player places his token in the first available location of one of the 3 actions resolved in that order:

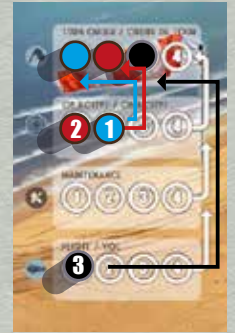
**Action OBJECTIVES** ■ take an OBJECTIVE card and collect his REVENUE.

**MAINTENANCE action** ■ Unlock a deck of SYSTEM & CREW cards, upgrade or change aircraft.

**FLIGHT action** ■ load your plane with available LOAD and PAX cards, buy fuel (FUEL), CO-PILOT or MET REPORT cards, and move around the board. The players in the OBJECTIVES action complete it in the order they arrive, followed by those in the MAINTENANCE action and finally those in the FLIGHTS action. When all players have completed their actions, proceed to the RESET before moving on to the next round.

## RETURN TO SERVICE

■ Reassemble the players' turn markers in the AIR TANK to determine the order of the next round of play. To do this, first move the markers positioned in the OBJECTIVES action, then the MAINTENANCE action, and finally the FLIGHTS action. If more than one player is positioned in an action line, the markers are moved up in the reverse order of their position (from last to first). In this example Blue will be the first player in the next round, followed by Red and White.



In this example Blue will be the first player in the next round, followed by Red and White.

■ Discard the right-most card from the OBJECTIVE and CARGO & PAX card rivers, then replenish the rivers. When the OBJECTIVE or CARGO & PAX card deck is empty, shuffle the corresponding discard pile to make a new deck. The game rounds follow the order of the AIR RUN until one of the players initiates the last round.

## Action OBJECTIVES:

You collect the REVENUE shown on your PILOT card from the bank. Then, according to the order of arrival on the objective action, each player present chooses an OBJECTIVE card among those available in the river, or the one on top of the deck. Attention: in all cases, you must take one card: it is not possible to take more than one or none.

## MAINTENANCE action:

The MAINTENANCE action allows the player to UNLOCK a deck of SYSTEM & CREW cards, UPGRADE their aircraft or CHANGE their aircraft.

### UNLOCK a deck of SYSTEM & CREW cards

If no other player has already done so this round, you may unlock one of the 6 SYSTEM & CREW card decks still face down. To do so, simply turn the deck face up and look at the cards that made up the deck. They are now available for purchase (see UPGRADE).



### UPGRADE of the aircraft

On your turn, you may purchase one or more cards from the unlocked pools of SYSTEM & CREW cards.

Then the next player in the MAINTENANCE action does the same, and so on until all players in the MAINTENANCE action have played.

You may not install more than one copy of the same card in your aircraft, and always within the limit of the number of SYSTEM or CREW slots, as applicable, still available in your aircraft.

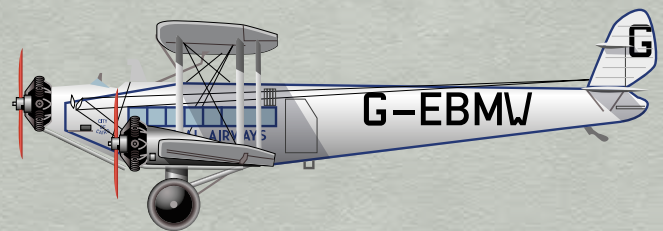
In an UPGRADE, you may also discard SYSTEM & CREW cards that you acquired in previous rounds, but their cost is not refunded.

When a card is discarded:

- if it is a SYSTEM & CREW BASIC card (cards without the XP logo): it is returned face up to its deck on the AIR HANDLE board.
- If it is a SYSTEM & CREW EXPERT card (cards with the XP logo): it is placed face up in one of the unlocked SYSTEM & CREW card decks.

### Buying a Used Aircraft

The first 3 AIRCRAFT tiles placed on top of the used aircraft pile can be purchased by a player. There are therefore only a maximum of 3 used planes available for sale at any one time. The price to be paid for the acquisition of a used plane is the RESALE PRICE shown on its tile.



### CHANGE of aircraft

If you wish to replace your current aircraft with a new aircraft:

A- The difference in TECHNOLOGICAL LEVEL between your current aircraft and the one you wish to acquire must be equal to or less than the TECHNOLOGICAL SKILL value of your pilot.

B- You receive from the bank the RESALE PRICE of your current aircraft, then you pay the bank the PURCHASE PRICE of the new aircraft minus. You must pay this amount in full immediately: the bank does not give credit! If the characteristics of the new plane do not allow you to keep all the LOAD cards (CARGO, PAX, SYSTEM or CREW) in your possession, you must discard the cards that you cannot keep on board your plane:

- if it is a CARGO or PAX card: put the card in its discard pile and pay back to the bank the premium normally collected for its delivery (examples: \$5,000 for a MAIL card, \$15,000 for a PAX ON BOARD card, etc...). Note: pay \$10,000 if it is a PARCEL Delivery card, and if it is a TRAVELLER VIP card, you must pay the \$15,000 but do not count the GLORY POINTS related to this goal.

- if it is a SYSTEM or CREW card: discard the card into its SYSTEM & CREW deck on the AIR CHANNEL board, without receiving a refund for its cost. Note: if it is a SYSTEM & CREW EXPERT card (cards with XP logo): it is put back face up in one of the unlocked SYSTEM & CREW card deck.

C- Place the AIRCRAFT tile you have just acquired in your cockpit, and place the tile of the airplane you have just sold on the used airplane pile.

**CAUTION:** Some AIRCRAFT tiles have a resale price of 0. These are unique aircraft, often intended for the completion of large raids. The player who disposes of it will not receive any money for the resale and the AIRCRAFT tile does not join the pile of second-hand planes: it is discarded permanently and cannot be used during this game.



In this example, St Exupéry goes from a level 3 plane to a level 5 plane, which his TECHNOLOGICAL SKILL allows. He must pay the bank \$80,000 - \$10,000 = \$70,000. Since the new aircraft has the same LOAD values (CARGO, PAX, CREW and SYSTEM), St-Exupéry can keep the LOAD cards he has.

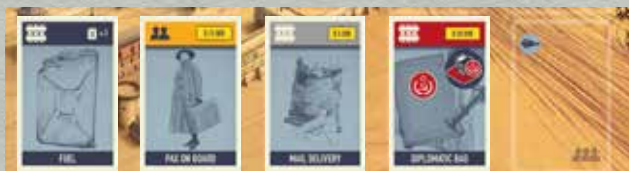


## FLIGHT action:

The FLIGHTS action allows you to LOAD THE AIRCRAFT with CARGO or PAX cards, to perform a PREFLIGHT CHECK (pre-flight checklist) which will allow you to fill up your airplane with fuel, or to acquire precious piloting aids, and finally to MAKE A FLIGHT (or several flights if the conditions are met) with the airplane, in order to proceed to the DELIVERY of the precious cargo, to earn the corresponding bonuses, and of course to try to OPEN UP A NEW ROAD and thus to fill up some objectives!

### LOADING THE AIRCRAFT before takeoff

On your turn, draw 1 LOAD card (CARGO or PAX) from among those available in the LOAD card pool. Then the next player in the LOAD action does the same, and so on until there are no more LOAD cards available or all players in the LOAD action have passed. When LOADING, always make sure to respect the limit of the number of CARGO or PAX slots, as the case may be, still available in your plane.



### PREFLIGHT CHECK

After LOADING and before FLIGHTING, you can buy FUEL, buy a WEATHER REPORT or hire a CO-PILOT, and check that your pilot is READY TO FLY.

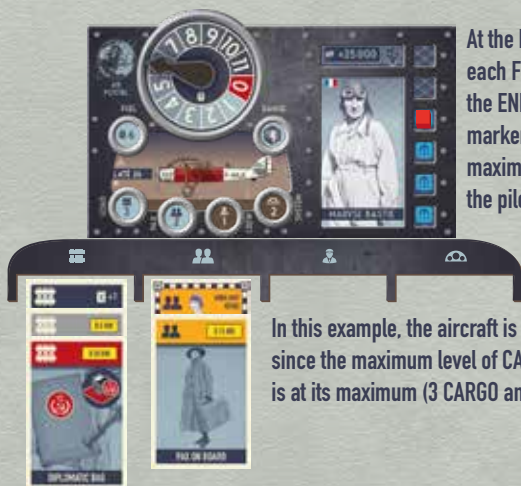
**Buying a MET REPORT:** If you have at least 1 SYSTEM slot available in your plane, you can buy a MET REPORT card from the deck and install it on your plane. Pay the cost to the bank.

**Hire a CO-PILOT:** If you have at least 1 CREW slot available in your aircraft, you may purchase a CO-PILOT card from the deck and install it in your aircraft. Pay the cost to the bank.

**Buying FUEL:** Each increment of the FUEL gauge costs \$5,000, and you cannot exceed the MAX FUEL level of your plane. Set the cost of the fuel you wish to purchase at the bank, then set the FUEL gauge needle in your cockpit to its new value (remember: the level is zero at the beginning of the game).

**FLIGHT READINESS:** place the cube on the highest ENDURANCE value shown on your PILOT tile.

You are now ready to fly! Remember that the FUEL and ENDURANCE levels will decrease during the flight, depending on the difficulties encountered. You must avoid having either the FUEL or ENDURANCE gauge drop below zero before the end of the flight!



At the beginning of each FLIGHT action the ENDURANCE marker is set to the maximum value of the pilot.

In this example, the aircraft is fully loaded since the maximum level of CARGO and PAX is at its maximum (3 CARGO and 2 PAX).

### MAKE A FLIGHT

On your turn, you will make one or more flights between two cities. To do this, take the dice corresponding to the squares of the chosen route (1 die of the corresponding color per square), then roll them before resolving them in the order of their position on the board. For each square of the move, you must spend the FUEL and ENDURANCE points indicated on the corresponding die. You may choose to apply the effects of your SYSTEM & CREW cards.

■ If the FUEL and ENDURANCE values are equal to or greater than 0 after passing the last square of the route, your plane lands safely at the destination city. If the FUEL or ENDURANCE value falls below 0, your plane does not reach its destination! (see FLIGHT INTERRUPTION section)

Note: the flight is not aborted if the ENDURANCE value drops to zero before the last

square of the flight path, but the flight is aborted if the FUEL value drops to zero before passing the last square of the flight path and reaching the destination city.

■ If you have reached the destination city (hangar, customs, big city or embassy), you can proceed to DELIVERY.

Finally, if the RANGE of your plane and your FUEL and ENDURANCE levels allow it, you can choose to continue your journey and MAKE A FLIGHT again. Please note: in this case, you cannot take back LOAD cards, buy FUEL or increase your ENDURANCE level, you must continue your trip with the current levels.



In this example: the red plane wants to fly from Berlin to Moscow.

The dice give the following result:

- fair weather (-1 FUEL)
  - headwind (-2 FUEL)
  - snow (-1 FUEL and -2 ENDURANCE)
- so a total of -4 FUEL and -2 ENDURANCE.

### DELIVERY

If you have arrived at your flight destination, you can take advantage of this stopover to deposit a LOAD card (CARGO or PAX) of your choice, and perhaps fulfill some objectives!

■ Deposit a LOAD card

**ATTENTION:** by default, only one LOAD card (CARGO or PAX) can be delivered at each stopover. For each LOAD card delivered, a loading space in the aircraft is freed up. You receive the corresponding bonus from the bank, if any, and return the card to the discard pile.



**ATTENTION:** If you deliver a «DIPLOMATIC BAG» card in connection with a «DIPLOMACY» (diplomacy) OBJECTIVE card that you own, or a «TRAVELLER VIP» (very important passenger) OBJECTIVE card, do not put this card back into the discard pile. You keep it for the final score (this card will not be available for the rest of the game).



■ Assessment of the «Air Route» OBJECTIVES

If, at the end of the flight, you have reached the first city listed on one or more of your «AIR ROUTE» OBJECTIVE cards, place one of your cubes on the card(s) concerned to record your passage.

If at the end of the flight you have achieved an objective (AIR ROUTE, DIPLOMACY, VIP...), you immediately earn the corresponding bonuses (glory points and money if applicable). Do not put back in the discard pile the cards of the objectives you have achieved: keep these cards which will not be available for the rest of the game, and can be used if needed to check the final score.

■ Landing in a STAGE CITY



If at the end of the flight you have reached a STAGE CITY for the first time: place a cube of your color on the corresponding city card, and immediately win one of the 2 proposed rewards (glory points OR money). Note: a later passage in the same STAGE CITY will not bring you any reward (glory points or money).



■ Achieving a GREAT FIRST

If the flight you have just completed is one of the GREAT FIRSTS (see picto on the board) and you are the first to have completed it, you immediately earn the corresponding FAME POINTS (place a cube of your color on the picto to record your achievement).

■ Take off to a new destination

If the RANGE of your plane and your reserves of FUEL and ENDURANCE allow it, you can take off again. Otherwise your turn ends here.



## FLIGHT INTERRUPTION: FAILURE and CRASH

A FLIGHT INTERRUPTION occurs if the FUEL or ENDURANCE value falls below 0 during the flight: in this case, your aircraft does not reach its destination! The consequences are different in case of a FAILURE or CRASH.

A FLIGHT INTERRUPTION can lead to a CRASH or a FAILURE depending on the type of flight (SEA OVERFLIGHT or LAND OVERFLIGHT) and the type of aircraft (LAND or HYDRAVION).

SEA OVERFLIGHT routes are indicated by a blue halo on the game board. LAND SURVIVAL routes are those without the blue halo.

A TERRESTRIAL aircraft can be recognized by this pictogram:

This type of aircraft suffers a CRASH when it is involved in a LAND OVERFLIGHT, or a CRASH when it is involved in a SEA OVERFLIGHT.

A HYDRAVION aircraft can be recognized by this pictogram:

This type of aircraft suffers a CRASH in case of an INTERRUPTION OF FLIGHT during a LAND OVERFLIGHT, or a FAILURE during a SEA OVERFLIGHT.

Some aircraft are of the AMPHIBIA type because they can be equipped with floats and/or wheels, they are considered as being both of the LAND and HYDRAVION type and can be recognized by the presence of these 2 pictograms:

This type of aircraft suffers a FAILURE in the event of an INTERRUPTION OF FLIGHT during a LAND or SEA OVERVIEW.

Note: If the «FLOATS» pictogram is in brackets on the AIRCRAFT card, it means that the SYSTEM «FLOATS» card must be installed on board the aircraft for it to be considered as an AMPHIBIA type. Without this SYSTEM «FLOATS» card, the aircraft is considered to be of «LAND» type.



### Antoine's advice

With the airplane, we have learned the straight line, but what is important is not to arrive, but to go towards! But you see, when you want to be witty, sometimes you lie a little: friends pilots, there is certainly poetry in taking all the risks and betting on providence alone to reach your destination, but pursue this path and you will surely gain only a posthumous glory as bitter as ephemeral!

The experience of an uneventful flight will lead you to ask yourself this crucial question: do you take off again and continue the journey despite the growing threat of a possible crash, or do you wait wisely for the next round to attempt this new flight? Victory or defeat will be the result of these choices. There is no external fatality. But there is an inner fatality: there comes a minute when we discover we are vulnerable. The future is only ever the present to be put in order: it is not a question of foreseeing it, but of making it possible. So before you embark on a great crossing, choose your aircraft and its equipment carefully, as well as the crew to support you. Don't forget that a raid plane will allow you to achieve great firsts, but their limited payload makes them very expensive to operate, whereas an airliner will allow you to deliver cargo and passengers that will bring you a lot of money but maybe less glory. Find the right moment to switch from one to the other, and vice versa.

And too bad if you're wrong: tomorrow's truth feeds on yesterday's mistake. What saves is to take a step. One more step. I have seen the defeated chess player play for years in the hope of the victory party. Because one is richer of what it exists if it is not even for oneself.

## Consequences in case of a FAILURE or CRASH.

In the event of a CRASH, you make a forced landing:

- Put your AIRCRAFT counter back on the departure city of this flight
- You keep your plane, your pilot, your LOAD cards, but you lose all the FUEL consumed during this flight.
- You lose the number of glory points corresponding to the TECHNOLOGICAL LEVEL of your plane.
- Your turn ends here.

In the event of a CRASH, your plane and its pilot disappear forever, lost for eternity in the solitude of the desert immensities or swallowed by the waves of a raging ocean!

- Put your AIRPLANE counter back on the departure city of this flight
- You lose all of your LOAD cards (CARGO & PAX, SYSTEM & CREW) – Discard the cards (they go back into the box for the rest of the game), without refunding their cost.
- You lose all the FUEL consumed during this flight.
- Discard your PILOT tile (it goes back into the box for the rest of the game) and take a new pilot from among those still available.
- Discard your AIRCRAFT tile (it is returned to the box for the remainder of the game) and take, without paying the cost, an airplane among those still available and of a lower TECHNOLOGICAL LEVEL.
- Your glorious disappearance feeds the legend of aviation: you earn 3 GLORY POINTS! Beware, when 3 pilots have disappeared during the game, the press loses interest in the subject and any subsequent disappearances do not bring any more GLORY POINTS.

Your turn ends here.



## ENDGAME

The first player to meet the end of game conditions at the end of his turn triggers the end of the game. His turn ends at the end of this flight, and the players after him who have not yet played in the current turn finish their actions. The glory points are then counted:

- Players with unfulfilled objectives must subtract the corresponding points from their total GLORY POINTS.
  - Each player adds the TECHNOLOGY LEVEL of his plane to his total GLORY POINTS.
  - Each player sells his plane, collects the corresponding amount of money from the bank, and then totals the money he has: each \$50,000 earns 1 additional GLORY POINT.
- The player with the most glory points is declared the winner. In the event of a tie, the player with the highest TECHNOLOGY LEVEL aircraft wins. If there is still a tie, the players share the glory of this great victory!





# GAME HELP

## DESCRIPTION OF THE CARDS OBJECTIVE

### AIR ROUTE



Opening new air routes earns GLORY POINTS and money. Place a cube of your color on an AIR ROUTE card you own when your plane is at one of the two locations listed on the card. The objective is achieved as soon as your plane reaches the second location on that card: receive the money from the bank and earn the number of GLORY POINTS indicated. Keep the completed AIR ROUTE cards near your cockpit, turning them over to distinguish them from any AIR ROUTE cards you may not yet have.

It is possible to complete several AIR ROUTE objectives during the same game turn. The points of the AIR ROUTE cards not completed in your possession at the end of the game are deducted from your final total of GLORY POINTS.

	<b>HANGAR</b> possible deposit of <b>SMUGGLING CASE</b> , <b>PRIORITY LETTER</b> (to be deposited first) and <b>MAIL DELIVERY</b> .
	<b>CUSTOMS</b> possible deposit of <b>SMUGGLING CASE</b> (Attention to the customs control: see description of the <b>SMUGGLING CASE</b> card), <b>PRIORITY LETTER</b> (to deposit first) and <b>MAIL DELIVERY</b>
	<b>LARGE CITY</b> possible deposit of <b>PAX ON BOARD</b> (only in these places), <b>SMUGGLING CASE</b> , <b>PRIORITY LETTER</b> (deposit first) and <b>MAIL DELIVERY</b>
	<b>AMBASSADES</b> possible deposit of <b>DIPLOMATIC BAG</b> (only if the card is of the same color (Nation) as the Embassy), <b>SMUGGLING CASE</b> , <b>PRIORITY LETTER</b> (deposit first) and <b>MAIL DELIVERY</b>

## DESCRIPTION OF THE LOAD CARDS (CARGO AND PAX)



**USABLE 1X**  
Deposit only in a **LARGE CITY**. Win \$15,000 and then put the card in its discard pile.



**USABLE 1X**  
You do not earn any bonus and put the card in your discard pile. During a flight, you can discard this card instead of spending 1 point of your **FUEL** gauge.



**USABLE 1X**  
can be dropped off at any location (**HANGAR**, **CUSTOMS**, **BIG CITY** or **AMBASSADOR**). Win \$5,000 and then put the card in its **DISCARD** pile.



**USABLE 1X**  
drop off possible in any location (**HANGAR**, **CUSTOMS**, **BIG CITY** or **AMBASSADOR**) with the requirement that you deliver this card before the other **LOAD** cards (**CARGO** or **PAX**) loaded on your plane. Win \$5,000 and then put the card in its discard pile.



**CONSERVABLE**  
deposit only in an **AMBASSADY** of the nation (color) indicated on the card. Win \$20,000 then keep the card if you have the **DIPLOMACY BAG** card of the same nation, otherwise put the card in its discard pile.



**USABLE 1X**  
If you drop in **HANGAR**, **BIG CITY** or **AMBASSADOR**: win \$5,000 and then put the card in your discard pile. If you drop in **CUSTOMS**, you can choose between:  
– a classic delivery: win \$5,000 then put the card in its discard pile.  
– a fraudulent delivery: a player draws among your **LOAD** cards (including this one) a random card: if it is a **PARCEL DELIVERY** card, the customs officers fine you for transporting illicit goods! Put the card in your discard pile and pay \$10,000 to the bank. Your turn ends immediately. If it's not a **SMUGGLING CASE** card: phew, the customs officers consider everything in order! You win \$25,000, put the **PARCEL DELIVERY** card in its discard pile and continue your turn as normal.

## PASSAGER



**TRAVELLER VIP** (Very Important Passenger):  
Some passengers are celebrities who not only bring you money but also fame. A **TRAVELLER VIP** card is treated as a **PAX ON BOARD** card: therefore, it takes up a **LOAD** slot in your aircraft load. The objective is achieved as soon as your plane carries the passenger to the **BIG CITY** designated on the card (he must be dropped off there): receive the money from the bank and earn the number of **GLORY POINTS** indicated. We advise you to keep the completed **TRAVELLER VIP** cards close to your cockpit, turning them over to distinguish them from any unfinished **TRAVELLER VIP** cards in your possession. The points of the unrealized **VIP TRAVELLER** cards in your possession at the end of the game are deducted from your final **GLORY POINTS** total.

In this example Anna May Wong must travel to Beijing. When the goal is reached, earn 3 Fame Points and \$15,000.

## DIPLOMACY



Delivering a diplomatic pouch on demand is another way to earn lots of glory points. Make your plane the vehicle of choice for secret political intrigue with **DIPLOMACY** cards! Each **DIPLOMATIC BAG** card you drop into an embassy of the corresponding nation earns you **FAME POINTS** according to the scale indicated on the **DIPLOMACY** card. Warning: Do not discard a **DIPLOMATIC BAG** card that you have delivered and that corresponds to a **DIPLOMACY** card in your possession: keep it near your cockpit, face down. If you fail to deliver at least one **DIPLOMATIC BAG** card from the nation mentioned on the **DIPLOMACY** card before the end of the game, the number of points indicated for the first delivery is deducted from your final **GLORY POINTS** total!

In this example, dropping 2 diplomatic bags in Soviet embassies (red color) during the game will earn you 3 + 4 = 7 total **GLORY POINTS**. On the contrary, if you did not deliver any Soviet diplomatic bags, you will lose 3 points at the end of the game.

## DESCRIPTION OF THE PERMANENT SYSTEM & CREW CARDS (WITHOUT XP LOGO)

4 copies of each



**\$ -5 000** **USABLE 1X**  
**SYSTEM** card. During a flight, discard this card to place a die on a **BEAUTIFUL WEATHER** side (-1 **FUEL**)



**\$ -5 000** **USABLE 1X**  
**CREW** card. During a flight, discard this card to cancel the expenditure of 1 point of **ENDURANCE**.

## LÉGENDE MÉTÉO

Good weather -1 fuel	Rain -2 essence -1 fatigue	Wind -2 essence
Storm -2 fuel -2 endurance	Fog -1 essence -1 fatigue	Tempest -3 essence
Snow -1 fuel -2 endurance		



## DESCRIPTION OF SYSTEM & CREW BASIC CARDS (WITHOUT XP LOGO)

4 copies of each



**\$-5 000** PERMANENT  
CREW card. Once per flight: allows you to roll a green die.



**\$-10 000** PERMANENT  
CREW card. Once per flight: allows you to re-roll a white die.



**\$-10 000** PERMANENT  
CREW card. Once per flight: allows you to re-roll a red die.



**\$-10 000** PERMANENT  
SYSTEM card. Once per flight: allows you to replace a WIND side of a green or blue die with its BEAUTIFUL WEATHER side (-1 FUEL).



**\$-10 000** PERMANENT  
SYSTEM card. Once per flight: cancels the expenditure of 1 point of ENDURANCE on a white or red die.



**\$-60 000** PERMANENT  
SYSTEM card. Once per turn: increases the pilot's ENDURANCE by +3.

## DESCRIPTION OF SYSTEM & CREW EXPERT CARDS (WITH XP LOGO)

1 copy of each



**\$-15 000** PERMANENT  
CREW card. Once per flight: on a single die, transforms a -2 FUEL result into -1 FUEL.



**\$-10 000** PERMANENT  
CREW card. Once per flight: allows you to replace a WIND or STORM side with the BEAUTIFUL WEATHER side (-1 FUEL) of the dice concerned.



**\$-40 000** PERMANENT  
Crew card. Once per turn: increases the pilot's ENDURANCE by +2.



**\$-15 000** PERMANENT  
SYSTEM card. Increases the CARGO and PAX values of the aircraft by +1.



**\$-15 000** PERMANENT  
SYSTEM card. Increases the value of CREW by +1 and the value of SYSTEM by +2.



**\$-10 000** PERMANENT  
SYSTEM card. Once per flight: allows to deliver 2 CARGO cards (instead of 1).



**\$-5 000** PERMANENT  
SYSTEM card. Increases the MAX FUEL value of the aircraft by +1.



**\$-10 000** PERMANENT  
Once per flight: delivers 2 PAX cards (instead of 1).



**\$-25 000** PERMANENT  
SYSTEM card. Once per flight: negates the expenditure of 1 FUEL point if the flight is 3 or more spaces long.



**\$-10 000** PERMANENT  
ALTIMETER : Une fois par vol : permet de remplacer une face BROUILLARD sortie sur un dé blanc, vert ou rouge, par sa face BEAU TEMPS (-1 FUEL).



**\$-10 000** PERMANENT  
SYSTEM card. Increases by +1 the RANGE value of the aircraft.



**\$-15 000** PERMANENT  
SYSTEM card. Transforms a LAND type aircraft into an AMPHIBIA type aircraft (therefore able to be equipped with floats and/or wheels). Thus equipped, the aircraft no longer risks CRASH in the event of a FLIGHT INTERRUPTION. Can only be installed on an aircraft with the «FLOATS» picto in brackets on its card.

## VARIANT START CITY

Deal the following number of CITY STAGE cards to each player:

Nb of players	2	3	4
Nb of cards	5	4	4

Put the undealt cards back in the box as they will not be used for this game.

Each player secretly chooses one card from the cards he or she has received: this will be his or her START CITY.

When all players are ready, they reveal the card they have chosen simultaneously. As in a normal game, each player earns the amount of money and the number of GLORY POINTS indicated on that card (move the cube of your color on the score track to that point value).

Next, each player discards one of the cards they still have in their hand, without revealing it. Put these cards back in the box, as they will not be used for this game.

The remaining cards (6 cards for a 2- or 3-player game, 8 cards for a 4-player game) become the STAGE CITIES for that game.

## VARIANT WARBIRDS & EPIC ENDING

This variation changes the endgame conditions, which become specific to each game board:

- Start the game with planes 2 levels lower than the one listed on your pilot tile, and do not take the \$30,000 each player receives at the beginning of the game.
- WORLD MAP Game Board: The game ends as soon as a player returns to his starting point by completing a round-the-world flight, in the direction chosen by the player. The circumnavigation must be done via the direct line Anchorage/Addak via the Bering Strait.
- ATLANTIC MAP game board: the game ends when a player reaches his STARTING CITY after having reached at least one STAGE CITY on the opposite continent (this player has therefore made 2 Atlantic Ocean crossings to return to his STARTING CITY).



# VARIANT INITIATION PARTY

- Remove the AIR HANDLE board from the game, then set up the equipment as you would for a normal game, except for steps I and J, which you can skip.
- Randomly determine a first player, with the remaining players following the order of play. The order of play remains the same throughout the game.
- Use the aircraft tiles on their BASIC side: the LOAD value shown is the maximum number of cumulative CARGO, PAX, SYSTEM and CREW cards that can be loaded onto that aircraft.

## Game Turn

On your turn, perform any one of the following three actions:

- OBJECTIVES: Draw an OBJECTIVE card and receive your REVENUE.
- MAINTENANCE: buy a new plane.
- FLIGHTS: load your plane with LOAD cards, buy fuel (FUEL) or a MET REPORT, hire a CO-PILOT, and move around the board.

Game turns follow each other clockwise until one of the players initiates the last turn.

## Action OBJECTIVE

You collect the INCOME shown on your PILOT card from the bank. Then draw 5 OBJECTIVE cards, choose which one to keep and place the others in the discard pile face up. You may not keep more than one, nor may you discard all of them. When the deck of OBJECTIVE cards is empty, shuffle the discard pile to make a new deck.

## Action MAINTENANCE

You may purchase a new aircraft:

- A-The difference in TECHNOLOGICAL LEVEL between your current aircraft and the one you wish to purchase must be equal to or less than the TECHNOLOGICAL SKILL value of your pilot.
- B-The cost you must pay to the bank is equal to the PURCHASE PRICE of the new aircraft minus the RESALE PRICE of your current aircraft. You must pay this amount in full immediately. If the characteristics of the new aircraft do not allow you to keep all of the LOAD cards (CARGO, PAX, SYSTEM or CREW) in your possession, you must discard the cards that you cannot keep on board your aircraft (put these cards in their discard pile).
- C-Install the newly acquired AIRCRAFT tile in your cockpit, and place the one from the airplane you just sold on the Used Aircraft pile.

CAUTION: Some AIRCRAFT tiles have a resale price of 0. These are unique planes, often intended for the completion of large raids. The player who disposes of them will not receive a resale price and the AIRCRAFT tile will not be added to the used aircraft pile: it is discarded permanently and cannot be used again during this game.

## Action FLIGHTS

Draw 5 LOAD cards, place the cards of your choice in your plane, up to the LOAD value of your plane. Put back in the discard pile the cards you cannot or do not wish to carry. Attention: in the «spirit of the mail», any LOAD card loaded on your plane must be delivered! This means that you can only dispose of a LOAD card by delivering it at the end of a flight (see DELIVERY). Note: the only exception to this rule is when you CHANGE aircraft, if the LOAD value of your new aircraft is lower than the previous one (see MAINTENANCE action).

## FLIGHT INTERRUPTION

In this variant, a FLIGHT INTERRUPTION only leads to a FAILURE: you will not have to face the consequences of a CRASH!

## F.A.Q.

Is it possible to take an aircraft with a lower TECHNOLOGICAL LEVEL than the one indicated on the pilot tile?

Yes, although it is not necessarily a good strategic decision! However, you can make this choice in order to give yourself a handicap against less experienced opponents.

Does my pilot recover ENDURANCE during a stopover between 2 flights in the same game turn?

No, the pilot will only recover his maximum ENDURANCE level at the beginning of your next game turn when you choose the FLIGHTS action again.

Do I win the money at the beginning of the game?

Yes, you start the game with the value shown on your STAGE CITY card that you chose as your starting city. You also win the number of points indicated on this card.

When I buy a used plane, can I choose a plane that has a greater difference in TECHNOLOGICAL LEVEL than my current plane?

No, the purchase of a used aircraft follows the same rules as for a new aircraft. In both cases, the difference in TECHNOLOGICAL LEVEL between my current aircraft and the one I wish to purchase must be equal to or less than the value of my pilot's TECHNOLOGICAL SKILL. For example, if the TECHNOLOGICAL LEVEL of my current plane is 6, and the TECHNOLOGICAL SKILL of my pilot is 2, I can acquire a plane with a TECHNOLOGICAL LEVEL of 8 or less.

In which discard pile should the SYSTEM & CREW cards be placed?

If the card is a CO-PILOT, MET REPORT, or an apartment card of one of the 6 SYSTEM & CREW BASIC card types (COMPASS, FLIGHT ENGINEER, AUTOPILOT, NAVIGATOR, GYROSCOPE, or RADIO), place the card face up in its slot on the board.

If it is a SYSTEM & CREW EXPERT card (cards with the XP logo), place the card face up on one of the previously unlocked SYSTEM & CREW card decks.

How does a game end?

As soon as a player meets the end of game conditions, he cannot make any more flights after the one that triggered the end of the game. He/she earns the points and money that this last flight may have earned him/her, and then the current round is over.

In a game with the EPIC ENDING variant, is it always the player who triggers the end of the game (for example the first player to fly around the world in an EPIC ENDING and WORLD MAP game) who wins

the game?

Not necessarily, the winner is the one with the most GLORY POINTS at the end of the game.

In a game with the EPIC ENDING variant, and the Atlantic board, are Greenland or Iceland considered to be on the European or American side of the continent?

This is not important for the game, because none of the cities in Greenland or Iceland are possible EPIC ENDING CITIES and therefore cannot trigger possible endgame conditions.

When I choose the OBJECTIVES action, can I take several objectives or none?

No, when you choose this action, you can and must take only one new OBJECTIVE card.

Can I discard CARGO or PAX cards?

No, once you have taken a CARGO or PAX card, you are required to deliver it. The only exception to this rule is if you change planes: if and only if your new plane cannot hold all your CARGO or PAX cards, you can discard the excess cards, but you must pay their value to the bank as compensation. Can I remove SYSTEM or CREW cards if I want to change my strategy?

Yes, but only when you choose the MAINTENANCE action. However, you do not receive a refund for the cards you discard.

Can I buy FUEL during a stopover between 2 flights in the same game turn?

No, when you choose the FLIGHTS action, you can only buy FUEL before the first flight during your turn. During stopovers between flights on your turn, the only action allowed is the delivery of CARGO or PAX cards.

Can I behave suicidally to gain glory points by deliberately choosing to fly without the necessary FUEL?

No, you must have the minimum amount of FUEL (i.e. 1 FUEL/case) in your plane to undertake a flight. For example, if the flight is 5 squares long, your FUEL gauge must be at least 5 in order to undertake the flight.

Can I change more than one dice with the same SYSTEM or CREW card action?

No, unless otherwise stated on the card, a card can only change one die per flight.

Does the effect of a SYSTEM or CREW card apply only once per turn?

No, the effect of a single SYSTEM or CREW card applies only once per flight. Unless the effect of the card requires me to discard it (e.g. COPILOT card), the effect of a SYSTEM or CREW card is available again for a new flight during the same game turn.

Can I increase my FUEL gauge by using a FUEL card?

No, the FUEL card can only be used during a flight to replace the consumption of one level of your FUEL gauge.

During my turn, can I continue to fly as long as I have fuel left for it?

Yes, as long as you do not take a trip during your turn that exceeds the total RANGE value of your aircraft. For example, if your plane has a range of 8, you may make during your turn either a single flight of up to 8 squares, or several flights whose sum of distances is 8 squares or less.

When I make a FLIGHT, can I «fly» over a city without landing in it to go directly to a more distant city?

Yes, as long as the total length of the flight does not exceed the RANGE value of the plane. You can roll the dice for the entire flight, or separately for each segment of the flight. But be careful, if you decide not to land and continue the flight to the next city, you cannot give up: roll the dice and check if you reach that city.

Do I have to keep an OBJECTIVE card once it is completed?

Yes, once a card is made, it does not come back into play until the end of the game. We advise you to keep it near your cockpit by turning it over to distinguish it from any unrealized OBJECTIVE cards in your possession. Keeping them can allow you to check or facilitate the counting of points at the end of the game.

Do I have to keep a DIPLOMATIC BAG card once it is delivered?

If you do not have the DIPLOMATIC BAG card of the same nation (same color) in your possession, the DIPLOMATIC BAG card that you have delivered goes back into the LOAD / CARGO card discard pile, and can therefore be available again during the game. On the other hand, if you have the OBJECTIVE DIPLOMACY card of the same nation, the DIPLOMATIC BAG card that you have just delivered does not come back into play until the end of the game. We advise you to keep it close to your cockpit by turning it over to distinguish it from any DIPLOMATIC BAG cards not yet delivered in your possession. This will allow you to check the number of points corresponding to the diplomatic objectives you have achieved at the end of the game.

Can I immediately earn the points and money of a VIP TRAVELLER card if my plane is already in the destination city mentioned on the card when I took it (OBJECTIVES action)?

No: the character on the TRAVELLER card must be transported to the city mentioned on the card. If your plane is already there and you take this card, you will have to leave that city first with this VIP TRAVELLER on board your plane, then return later to drop him off and earn the points and money on the card.

What happens if my flight ends at exactly 0 in FUEL or ENDURANCE?

It was just... but it passes! Your flight ends safely.

What happens if my ENDURANCE level drops to zero before the flight ends?

The flight can continue as long as this value does not drop below zero. This also means that you could decide to start a flight with a zero ENDURANCE value (which is not possible with FUEL). This would not be very wise, as you would be at the mercy of any weather dice coming up on a side with -1 ENDURANCE and thus causing a FLIGHT INTERRUPTION. This is why it is customary to consider that a pilot who ends his flight with a zero ENDURANCE level is forbidden to fly by the civil aviation authorities, and therefore cannot fly again during this game turn.

Is a VIP (Very Important Passenger) card considered a PAX card?

Yes, it is a passenger like any other and therefore occupies a PAX slot (or LOAD in the INITIATION variant) in your aircraft.

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