CALLSIGNS

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

Arrived at your holiday destination but had some setbacks at the airport?

How hard can it be to move a few planes?

Find out yourself! Get licenses, develop the airport and battle other controllers!

GOAL OF THE GAME

Score points by moving planes in and out of the airport. At the end of each round you score points for each goal you have cards for. You choose your own goals by choosing which cards to keep! The player with the most points at the end of the game wins!

GAME FLOW & END

The game consists of three rounds. Two players have 10 turns each, three players have 8 turns each, four players have 7 turns each, five player 6 turns each.

PLAYER TURNS

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

SCORING

At the end each round you score points for each goal you chose. Goals score points depending on how many cards all players together have of that goal. Multiply the amount of airspace tiles per airline with the number of cards that you have for that goal.

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) 9 (different) airline boards (double sided, 80x70mm)
5) 5 airspace tiles per airline (40x40mm)
6) # plane tiles for 9 different airlines (40x40mm)
7) # Manager Targets cards (set for each player count)
8) 30 player disks in five colors (5 blue), 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)
    13 Terminal upgrade tiles (yellow, 40x40mm)
    10 External development tiles (blue, 40x40mm)
12) # red Delay tiles (30x30mm)
13) # HUB connecting flight tiles (30x30mm)
14) A-F tiles (6 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)

GAME SETUP

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

1: DRAW CARD

The top card of all decks should be face up here.

Draw a face up card from any of the decks and take it into your hand. You always have three cards in your hand. See example 1. Other players may not see your cards.

2: PLAY CARD

Play a card from your hand, face up, on your discard pile. Perform the action. See example 2.

Weather related and "Strike" cards affect all players until the card is covered again, including yourself. See page 4 for an overview of all cards and actions.

You may choose not to perform your action. You may play cards' actions on your own planes.

3: TRAINING

Your blue disc can only be used for training.

Training can:

- gain an **airport favor cube** ▢ or move a plane an additional space
- move up your cube on the **certificate** track
- gain another **disc** to play on planes or development

You may use the currently available effect before increasing your training, see example 3.

The fifth disc (top space "2x") can only be placed on top of another disc of your color, or the disc on your training track, performing that action once more.

4: TAKE/MOVE PLANE

You can use your discs to take planes and move planes.

When taking a plane from the **airspace**, take the die and place it on the matching space on your **manager targets card**. See example 4a.

Then take a plane tile up to the level both the die and your **certificate** allows and place it on an empty **runway** space, pointing towards the taxi lanes. See example 4b.

Level 1 planes have level 3 planes on the back side. Level 2 planes have level 4 planes on the back side.

If you have a disc on a plane, you **have** to move that plane. You can only take the disc off when moving a plane into the Airspace (or with a Switch Frequency card).

Planes always go from Airspace to Runway, Runway to Taxi Lanes, Taxi Lanes to Terminal, and back. Always point planes towards the next area.

When a plane arrives at a terminal or takes off into the airspace, score it. Move the **happiness** cube up for that airline on **takeoff only**. Reroll the die of the next airspace tile in queue of that airline. Place the disc on your disc supply (may contain multiple discs). See example 5a.

When any airline is out of airline tiles, the airport becomes a Hub for that airline. Planes can now score twice as many points. See example 5b.

You can keep dice.. Discard dice you can't place on your Manager Targets card back to the supply.
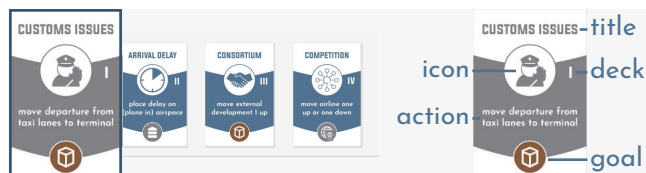
Example 1: you draw the Customs Issues card. Every card has a title, icon, deck number, action and a goal.

Example 2: You play a "Boarding Delay" and place a red delay tile on a terminal. This can be any of the terminals with a delay space, with or without a plane in the terminal.

Example 3: You move your disc one step down, or choose to instantly take the reward and then move one step down. When you use the reward, move the disc back to the zero (empty) space at the top. When gaining another disc, take the lowest disc first (closest to "supply").

Example 4a: You take a die from European airlines. Move the queue up when no tiles directly ahead of it have dice.

Here European is "domestic" 🏠, place the die on any Domestic airline space on your Manager Targets card (below, left). On completing a box of four dice, gain a Certificate, on completing a row of three dice, gain one Development (you do not get the Development bonus).

Example 4b: Take the corresponding plane tile up to a level both the die and your certificates allow (horizontal bars, level 1 displayed), place a played colored disc on the plane tile. Place the tile on an available Runway space.

Example 5a: When you move an airline to a terminal or airspace, you immediately score it. When moving it into airspace you also move up the airline's happiness.
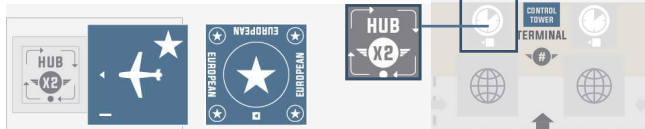
Example 5b: When an airport becomes a Hub. Every time a plane of that airline is place on a terminal that doesn't have a plane of that airline yet, place a HUB tile on the spot adjacent; if within four turns another plane connects, both planes score double points.

4: DEVELOPMENT

Place your disc on one of the three lobbying tracks to lobby for development and get the bonus. When meeting the value of the development (1, 2 or 3), place it.

Tiles can be overbuilt with an equal or higher value.

E: EXTERNAL DEVELOPMENT

Bonus: increase one **global** airline die on the Airspace board upon placing or moving a disc on this track.

You can use a finished tile by placing (or moving) your player colored small cube connected to it. See example 6.

If your lobbying action resulted in a development being completed, you may place a cube on the external developments spaces if your cube is not yet there; you do not use any function of connected developments yet.

T: TERMINAL DEVELOPMENT

Bonus: move happiness one space up on a **global** airline board upon placing or moving a disc on this track.

Place a finished development's lettered tile on a **global** airspace tile; the die on that tile will always have at least that amount of pips after a roll. See example 7.

A: AIRPORT DEVELOPMENT

Bonus: gain an **airport favor cube** ▢ upon placing or moving a disc on this track.

To use a tiles' function, place a airport favor cube on a finished airport development tile that supports the function you want to use. See example 8. You can:

- move a plane another space (doesn't require a completed development, just pay a cube to the supply)
- pay a cube to remove a delay
- pay a cube to veto a customs or maintenance action

SCORING

Scoring takes place when there are no cards left to draw. All players still have three cards in their hand.

SCORING AIRLINE GOALS

For every airline, check how many cards are in players hands counting for goals. You score the amount of airline tiles in the airspace, times the multiplier on the scoring tile for the amount of cards used as goals by all players. Take the amount of scoring tiles scored. See example 9.

SCORING DEVELOPMENT GOAL

Development points are split over the number of cards held with that goal. See example 10. Take the amount of scoring tiles scored. Overbuilt hidden tiles do not count.

After the first round, shuffle all action cards back in their decks; players start with their own starting cards. Move the airport cubes on the airport tiles back to the supply.

FINAL SCORING

Every player earns points for planes on Taxi Lanes, Maintenance or Runways. See example 11.
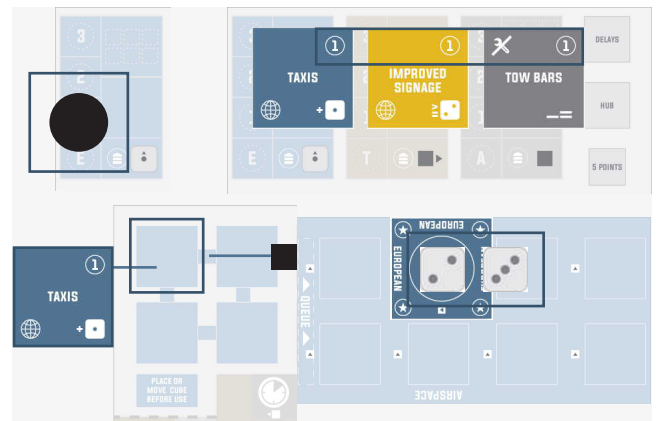
Example 6: Upon developing "Taxis", immediately up one global airline die one pip (two pips for level 2 developments, three pips for level 3 developments). By placing your cube next to Taxis you can use Taxis and developments connected to your cube later. Every time you use Taxis, move the cube to an available spot.
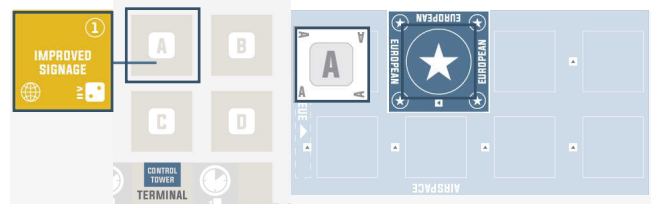
Example 7: Place development on a lettered space. Place a tile with that letter on any global airline's airspace tile. This slot will always increase the die roll by the amount of pips shown on the development.
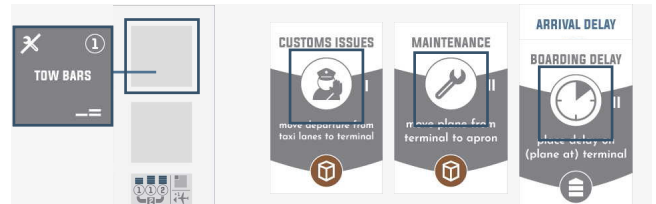
Example 8: Place development on a gray space. Only use these developments for the level of planes allowed; "Tow bars" can only be used for level 1 and level 2 planes. "Tow bars" vetoes a Maintenance action.

Example 9: All draw piles are empty. Now the goals are scored in the order the airlines are on the airspace board.

If two players have one Cargo goal and one player has two cards with the Cargo goal, there are three cards in play. In a three player game, every player then gets x points per card multiplied by the number of Cargo tiles on the airspace board
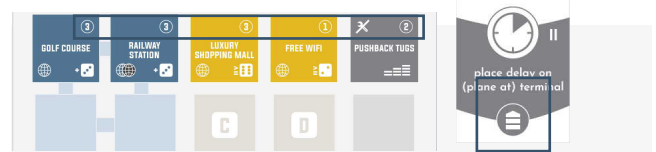
Example 10: When Ryan has two development cards and Eva has one development card, there are three cards in play. The total value of all developments is 12. Ryan gets (2/3 of 12=) 8 points. Eva gets (1/3 of 12=) 4 points.

Example 11: A Level 2 plane on Taxi Lanes pointed to the Terminal is 2/3 on the way to points. This scores 2 points.

OVERVIEW ACTION/GOAL CARDS

Deck	Title	Action	Goal(s)
I	Customs Issues (2x)	Move arrival from runway to airspace	Domestic airlines
I	Heavy Rain	Only arrival movements	Private aviation
I	Heavy Winds	Only departure movements	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, private aviation
II	Arrival Delay (3x)	Place delay marker on (plane in) airspace	Private, domestic & developments
II	Last Minute (2x)	Add die to airline/cargo	Private aviation

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

Deck	Title	Action	Goal(s)
IV	Consortium Investm.	Move 1 on Terminal Development	Private aviation
IV	Consortium Investm.	Move 1 on External Development	Cargo airlines
IV	Government Investm.	Move 1 on Airport Development	Cargo airlines
IV	Competition (3x)	Move airline one (block) up or down	Domestic airlines (2x), cargo airlines
IV	Budget Cuts (2x)	Reduce dice one level	Domestic airlines

RARE CASES & EXCEPTIONS

Q1: Where do I leave a disc when my plane has gone into the Airspace?

A1: use the round "supply" field on your player board for discs returned on airspace, stack discs if necessary.

Q2: What if a Delay token is played on a terminal I'm moving my plane onto?

A2: You will have to use a turn to remove the delay, play a card to remove the delay or use an airport favor cube on an Airport Development with the remove delay ability.

Q3: Can I swap discs with a disc that is not on a (same level) plane on Switch Frequency?

A3: You can swap discs from planes and supplies of players if their discs are not on planes. Both controllers also require the certificate for the level of plane when discs are swapped.

Q4: Is a Development immediately placed if I use an Investment card action?

A4: If this results in meeting the value of the development (added by players' discs), then yes.

Q5: Do I get the bonus from moving a disc through Government or Consortium Investment?

A5: No, you do not get the bonus from moving this disc.

Q6: What happens when an airspace tile is removed that had a Terminal Development (A-F) tile?

A6: The player causing the removal (if caused by rotating airline tiles at the start of the round, starting player) moves the tile to another global airline.

Q7: What happens when a plane is put back to Airspace by Customs Issues?

A7: When moving a plane back to airspace, place the plane tile and player disc on airspace tile. The controller of the plane keeps the corresponding die on his Manager Targets card.

Q8: What happens to a Delay tile placed on Terminal Tiles on an Airline tile in the Airspace?

A8: Move the corresponding airline's happiness cube down when this plane is taken onto the Runway or when the airline tile is rotated out of play (move down twice).

Q9: Can a maintained plane go straight to Taxi Lanes?

A9: No, this plane can only go to the Terminal, not directly to Taxi Lanes.

Q10: What if the airport gets clogged and not a single plane can move at the start of your turn?

A10: Move one plane of your choice two spaces this turn. You cannot move any other planes after this.

GAME SETUP

1) Place the Development & Actions board.

2) Connect the Airport board for the player count. (*see* ... on boards' control tower).

3) Connect the Airspace board to the Airport board.

Choose an Airport on the back side of this page.

4) Place airline boards; use the domestic airline side for domestic, otherwise use the foreign (back)side. Place a gray cube on the second space of the Happiness track.

First global airline is domestic 🌐, second global airline is foreign(1) 🌐, third global is foreign (2) 🌐. Place the domestic/foreign(1)/foreign(2) piece (4b) above the airline boards.

5) Place airspace tiles for airlines of the airport of choice, starting from the queue position. Line up the arrow with the arrow on the Airspace board. For each tile throw a die, place it on the tile.

6) Place planes (on plane fields) and airspace tiles (on hub fields) of the airlines used on the supply boards **(not pictured)**.

7) Take the Manager Targets card for the player count. See table below.

8) Each player takes a player board.

9) Place the five player colored discs on the Efficiency

track (2 on Supply field), a blue disc on the top spot of the training track and a gray cube on your starting certificate. Place airport favor cubes (table below).

10a) Each player takes the same three starting cards (without a deck number); Well Connected, Merged Flight and Competition.

10b) Shuffle, then place the decks numbered I to IV on their spaces. Swap and remove cards (without revealing them) based on the player count (table below).

11) Shuffle external, terminal and airport development tiles, then place them face up.

12-13) Place the delay tiles and HUB tiles on their supply spaces.

14) Place six terminal development tiles (A-F) on their space next to the terminal developments (see 11)

15) Place nine airport favor cubes on their space (see 11). 16) Keep remaining dice in the supply. 17) Place the scoring tiles. 18) Place queue on queue position.

The player to last get off a plane takes starting player card (10b, right) and starts the first round.

> **IMPORTANT! Only during the first round of the game, if a player chooses to take two planes, one MUST start from the terminal and the other MUST start from the airspace.**

Players	Manager Targets	Remove Cards	Airport Favor Cubes	Airspace Add-on & Airline Supply	Add Cards
2p	🌐🌐🌐 📦📦⚜	3 (I-V) each deck	-	-	-
3p	🌐🌐⚜ 🌐🌐📦	2 (I-V) each deck	1, each round	1x	Foreign (1)
4p	🌐🌐⚜ 🌐📦📦	1 (I-V) each deck	2, each round	2x	Foreign (2)
5p	🌐🌐⚜ 🌐📦📦	2 total from any deck	3, each round	3x	Foreign (1) & (2)

boards are 20% scale, parts are 33% scale

board for 2 player airport pictured here.

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

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

TWO PLAYER AIRPORTS

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

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	(icons)
Sydney, Australia	(icons)
Dhaka, Bangladesh	(icons)
Bangkok, Vietnam	(icons)
Rome, Italy	(icons)
Munich, Germany	(icons)
San Francisco, US	(icons)
Montréal, Canada	(icons)

FOUR PLAYER AIRPORTS

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

FIVE PLAYER AIRPORTS

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

LEGENDARY AIRPORTS

Location	Setup	Notes
Chicago, US	…	
Changi, Singapore	(icon)	
Jeddah, Saudi Arabia	…	
Los Angeles, US	…	
Munich, Germany	…	
Helsinki, Finland	…	
Doha, Qatar	…	
Nassau, Bahamas	…	
New York, US	…	
…	…	