



by Frank Boës

The 1920s were the golden age of aviation. Only a few years ago, the brothers Wright performed their first motorized flight. It is the time of Charles Lindbergh, who was the first man to fly with his plane "Spirit of St. Louis" across the Atlantic. It is the time of Antoine de Saint-Exupéry, who reports about his flight adventures across the deserts of North Africa and over the mountains of South America in his breath-taking stories. It is the time of many famous heroes and their planes. It is the time of many technological advances and new records. In the USA, the first air mail flights are paving the way for the commercial flights from coast to coast.

In this game every player owns a small air mail company and tries to gain as much victory points as possible by transporting cargo. The player, who reaches a certain amount of victory points as the first one wins.

Content

- Game rules
- 1 game board
- 10 planes (Alpha .. Juliet)
- 10 plane cards (Alpha .. Juliet)
- 10 airports (1..10)
- 10 airport cards (1..10)
- 60 cargo-/event cards

The game board

The area planes may move in, and airports may be placed on, is represented by a hex-covered map.

Every hexagon has a dot in the center.

There are different terrain types:

- Open terrain (light yellow): Meadows, fields, and other terrain not to heavily obstructed
- Urban area (light brown): Terrain densely covered with buildings and streets
- Water (light blue): Seas and oceans
- Forest (light green): Dense forests and jungle
- Mountains (light grey): Rocks and steep terrain
- High mountains (white): Mountains too high to fly over

There are also special objects on the game board:

- Cities (grey dot with city name next to it): There may be airports in cities
- Rivers (light blue lines): These can be used as navigational aids by plane, but do not have any other purpose for the game

If it is not clear which terrain type a given field is, the dot in the center and the color inside of it state the type of terrain.

Game Preparations

Before beginning to play, the game has to be set up:

1. Every player gets the same number of planes. Depending on the number of players, this can be between two and three planes per player.
2. The game board is put on the table.
3. Depending on the scenario, the airports are placed on the cities. The airports can be deployed randomly to create new routes.
4. Near the airports, the airport cards are placed face up next to the map. Shuffled cargo-/event cards are distributed evenly between all airports and put face down on every airport card.
5. The starting player is determined by drawing plane cards. The player having the "Alpha"-card is the starting player.
6. Every player places his plane cards face up before him.

Set-up phase

The first player chooses his first starting airport for his first plane, by placing the plane onto the airport card. After doing so, he may take cards from the pile of face-down cargo-/event cards on this airport and put them into his plane (see "Taking and dropping cards", page 3). After finishing this action, the next player in clockwise order continues likewise.

After the last player has placed his first plane, this last player becomes the first to place his second plane. After he did so, the next player in counter-clockwise order continues likewise.

In this fashion, the placing of planes continues in clockwise / counter-clockwise order, until all planes are placed on airports.

Example: In the first set-up round, player A sets his first plane, followed by player B and player C. Being the last player in the first round, player C sets his plane first in the next round, followed by player B and player A. In a game with three planes player A would be next to place his third plane, followed by player B and player C.

Game round

Every round starts with the first player making his turn, followed by the next player in clockwise order. A player making his turn may do the following actions in the following order:

1. He can move **all** of his planes
2. He may play any cards inside of his planes (see "Playing the cards", page 3).

The Plane

Every plane has 3 movement points (see "Movement", page 2) and is able to carry 3 cargo-/event cards (see „Cargo-/event cards“, page 3). A player places the cards his plane carries face down onto its plane card.

If by mistake a plane carries more cards than it is allowed to, it crashes immediately in the moment someone discovers this (see "Crash", page 2).

Movement

Every airborne plane is able to move or change its directions by spending movement points.

To change its direction by 60° (1 field facing) a plane has to spend 0 movement points.

To change its direction by 120° (2 field facings) a plane has to spend 0 movement points.

To change its direction by 180° (3 field facings -turning around) a plane has to spend 1 movement point.

To move into the next field the plane is facing, the plane has to spend one movement point. Planes can only move into the direction they are facing.

If a plane does not have enough movement points to enter another field, it may not move into this field. If a plane has movement points left at the end of its movement, these movement points are lost.

At the end of its movement, a plane is not allowed to be in a field where another plane is already standing. However, it may move through fields containing another plane.

At the end of its movement, a plane is not allowed to be in a field of an airport. It may move through the field with an airport in it.

Example: A plane with 3 movement points total has spend 2 movement points before entering a field next to an airport. Because entering the airport field and landing there costs 2 movement points, the player is not allowed to enter the field.

Every airborne plane has to spend at least 1 movement point per round. If a player does not want to move the plane out of its current field, this can be easily accomplished by doing a double 180°-turn and spending 2 movement points by doing so.

Take-off and landing

Take-off costs a plane half of its total movement points (rounded down). This means 1 movement point for taking-off a plane with 3 movement points total.

Landing costs a plane half of its total movement points (rounded down). This means 1 movement point for landing a plane with 3 movement points total.

Take-off and landings on an airport

Landing on airports is only possible for planes moving into the airport field from a field a runway is facing to.

A plane landed on an airport is removed from the game board and placed on the airport card. It stands there on the airport parking area. An unlimited number of planes is able to park on an airport.

After taking off from an airport, a plane has to clear the field the airport is in. It is only possible for the plane to move into a field a runway is pointing to.

Example: A plane taking off from an airport need one movement point to do so. To get into an adjacent field it needs to spend another movement point. Starting from an airport with a single runway, it is only possible to move into the two fields the runway is pointing to. If the airport has two runways, it would be possible for the plane to move into the four fields the runways are pointing to. If the airport has three runways, all six fields may be entered by a starting plane.

Emergency landing

In case of an emergency (see "Card: Engine failure", page 4 for example) planes may do an emergency landing on open terrain. The cargo carried by this plane is normally undamaged by such an event, and stays on the plane.

An emergency landing does not cost movement points, because normally there is no engine power for doing so.

If a plane is forced to do an emergency landing on a water-, forest- oder mountain-field, it is lost and crashes (see "Crash", page 2).

Example: After an emergency landing a plane with 3 movement points total was able to get its engine repaired. It spends 1 movement point to take off again, and can move from field to field afterwards.

Crash

A crash occurs on terrain no emergency landing is possible on, or in case of extreme emergencies. In this event, the plane is destroyed, and all cards carried by this plane are lost.

The player owning the plane gets a new plane by the insurance company at the beginning of his next turn. He may place this plane on any airport he likes. After doing so, the plane is treated like any regular plane again.

Cargo-/event cards

Every player carries cargo- / event cards on his planes.

Taking and dropping cards

A plane landing on an airport card may play all cards, which have this airport marked on them as its destination, after landing. The player owning the plane gets the victory points marked on this card for doing so.

To view cards, take cards from the airport and exchange them as desired with the cards the plane is already carrying or add them to have the maximum number of cards again his plane is able to carry. The plane must not move in this round. All Planes belonging to the same player and standing on the same airport may also exchange cards between them, if they have not moved in this round.

The cards on a plane are put face down onto the plane card.

A plane may choose not to view and exchange/add cards while standing on an airport card.

Example: A player lands his plane on an airport. In the same round, the player may play the cards having this airport as destination, claiming the victory points for doing so.

In the next round the player may choose to get airborne again, or may view and exchange/add cargo- / event cards from this airport.

As soon as the player chooses to view the cards, he may not move his plane for doing so, but may take off in the next round.

Playing the cards

Every player may play cards carried on his planes after moving all of his planes.

There is no limit to the number of cards played in a one round.

Delivering cargo to an airport is a special form of playing cards (see "Taking and dropping cards", page 3)

Checking on other players cards while flying by

Whenever a plane enters a field another plane is already standing in, the player owning the plane entering the field may view the cards of the plane which already is in the field.

Types of cards

In this game, there are the following types of cargo-/event cards:

- Cargo-/passenger cards: These cards earn victory points by delivering them to their destination
- Weather condition: These cards change the flight conditions
- Navigational problems: These cards pose a problem to the movement of a plane
- Technical problems: These cards pose a general problem to a plane

Symbols on cards

Some cards have a small note with a number printed on it. These are victory points for playing these cards.

Some cards have airports on them. These cards have to be transported to this airport, and may only be activated there.

If a player finds a card telling him to take the card to the airport the card is found on, this card may only be played after the plane was airborne, and has landed again on the destination airport.

Card: Contraband

Contraband is a special kind of cargo. There are two contraband cards in the game, having airport 9 and airport 10 as their destination.

Contraband is extremely valuable if delivered successfully, but it is dangerous to get caught while doing so. If a player checks the cards of the plane transporting the contraband (see "Checking on other players cards while flying by", page 3), the smuggling is discovered. As fine for transporting contraband, the entire cargo of the plane gets confiscated, meaning all cards on this plane are lost.

Card: The President / The Entrepreneur

The President and the entrepreneur is a special passenger card and exists only once in the whole game. The president needs to be taken to the airport 1, the entrepreneur to airport 2. It is an extremely valuable card.

If a plane carrying the president / entrepreneur has to do an emergency landing (see "Emergency landing", page 2), the card is lost; the passenger gets off the plane and travels by train to his destination.

If a plane carrying the president / entrepreneur crashes (see "Crash", page 2), it is a major tragedy. The player owning the crashed plane has to pay a fine of 2 victory points. If the player has no victory points to pay his fine, another plane owned and chosen by him gets confiscated. This plane will be replaced by the insurance company just like the crashed plane.

Card: Fog

Fog is a navigational problem and weather condition as well.

The fog card can be placed onto an airport card by the player playing the card. From this moment on, no take-offs or landings are possible on this airport for one round. The player who played this card is also affected by this condition.

Card: Wind

Wind is weather condition and effects all planes on the game board. The card is active for one round from the moment on it was played, including the planes of the player who played this card.

The player playing the card puts the card face up onto the game board. The wind direction is represented by the small symbol on the card, and the player who played the card may choose the direction of the wind by rotating the card. This wind direction is the global wind direction for one round.

Every plane moving at least one field into the direction the wind is blowing to, gets one extra movement point per round.

Every plane moving at least one field into the opposite direction the wind is blowing, loses one movement point. If the number of remaining movement points is negative, the movement is not possible.

During this round, it is possible to play more wind cards. These wind cards may add their effects, or are able to negate effects of other wind cards.

Card: Lost orientation

Lost orientation is a navigational problem.

The player playing the card may choose any airborne plane of his opponents. He may move this plane in any direction for up to 2 fields without changing the direction the plane is going to.

Card: Engine failure

An engine failure is a technical problem and is played against any airborne plane. It forces the plane to perform an emergency landing (see "Emergency landing", page 2). An engine failure can be repaired in the next round, so the plane may take off in the round after this round (see "Take-off and landing", page 2).

Card: Stuck rudder

A stuck rudder is a technical problem and is played against any airborne plane.

The plane may not change its facing in the next round and has to move straight.

Card: Navigator

The navigator is a special passenger card. It is possible to claim the victory points on this card by carrying it to any airport, or by activating it to avoid a navigational problem. To avoid navigational problems, this card may be activated in the moment a plane is effected by an navigational problem (like "Lost Orientation" or "Fog"). By playing this card, the player gets the victory points marked on this card.

Winning conditions

Depending on the number of planes and players, the first player to activate a certain amount of victory points starts the victory round. To start the victory round, the following conditions have to be met:

- With 5 players and 2 planes per player 14 victory points are required.
- With 3-4 players and 2 planes per player 17 victory points are required.
- With 2-3 players and 3 planes per player 22 victory points are required.
- With 2 players and 4 planes per player 30 victory points are required.

The victory round is a normal round, but ends the game before the player initiating the victory rounds. After the victory round, the player having the most victory points activated wins. If multiple player have the same amount of victory points, the player with the highest victory point value on a single card wins. If there is still a draw, multiple player are declared winners.

The victory round is automatically started if all cards have been delivered.

About this game

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Even though only the masculine form of players are mentioned in this document, female players are implicitly also included.

This game was created by Frank Boës. Additional translation was done by Daniela Machová.

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