

# Airlines Europe

v.4

## GAME SETUP

- **Remove** shares, airplanes and markers of the following companies out of the game:
  - 5 players – none
  - 4 players – Air Amigos (yellow)
  - 3 players – Air Amigos (yellow) and Lucky Hans Airways (violet)
  - 2 players – Air Amigos (yellow), Rio Grande Southern Europe (blue) and Lucky Hans Airways (violet)
- Place **one marker** of the appropriate color **onto the home airport** of each airline taking part in the game.
- Additionally, place each airline's **other marker onto the share track** space showing that airline's color.
- **Start player** receives **1 victory point**, next player (clockwise) receives **2**, then **3**, **4**, etc.
  - *VPs are kept **secret** during game*
- Place the money next to the game board as a **bank**: total amount of **30 million Euros per player**.
- Give each player **8 million Euros** from the bank, which they place in front of themselves (*not kept secret*).
- Shuffle all **airline shares**:
  - except for those belonging to Air ABACUS.
  - **Reveal the top 5 shares** and place them next to the game board – these form the stock market.
  - **Deal each player 8 share cards**, face down.
    - *If player's 8 cards are all of same airline, reshuffle with deck and deal 8 new cards.*
    - *Number of cards a player has in hand must be visible to other players*
  - Each player **chooses 2 shares of different airlines** from hand, reveal simultaneously – initial share holding.
  - Now, **create the draw pile** with the remaining share cards:
    - Take **top 10 cards**, face down, **shuffle one scoring card into them**, and place next to stock market.
    - **Set aside approximately one quarter** of the remaining share cards.
    - **Insert another scoring card** into **approximately the middle** of the remaining deck.
    - Place this middle scoring pile onto the final scoring pile.
    - Place last scoring card under quarter of the deck previously set aside. Place this first scoring pile on top.

## RULE CHANGES FOR 2 PLAYERS

- **Two differences** from regular game:
  - **Face-down discard pile**
    - Share cards **discarded** over course of game **are not removed**. Instead, they **form a face-down discard pile**.
  - **Third Scoring**
    - 3rd scoring carried out as if 3 players were taking part. Before this scoring, the following shares are added together to form *share holdings of fictitious 3rd player*: any **remaining Air ABACUS shares**, **all shares in stock market**, **remaining shares in draw pile**, **shares in face-down discard pile**.

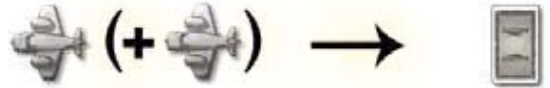
## RULE CHANGES FOR 6 PLAYERS

- Use the original rules for 5 players with the following exceptions:
  - The **stock market** consists of **6 share cards**.
  - Each player is **dealt 6 share cards** in hand and adds 2 of them to his share holdings as usual.

## GAMEPLAY

On a player's turn, he must carry out exactly **ONE** out of these four actions:

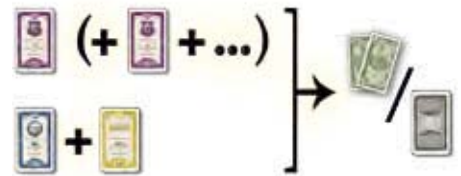
- **A) Buy one or two route licences and take one share**



- Player pays amount in circle to bank, puts airplane on circle, then moves airline's marker forward on share track equal to number in the just-covered circle.
  - A player doesn't need to own shares of an airline to buy a route licence for it.
  - New route must be connected to airline's home airport directly or via other already licensed routes.
  - The player must always choose the least expensive route licence available for the chosen route.
  - Each airline may only own a single licence for each route.
  - **If bonus connection is completed**, remove & add number on marker to airline's marker on share track.
- After player has bought **1 or 2** route licences, he **takes ONE share** from stock market or top of draw pile into hand. Refill stock market up to 5 if share was taken from stock market.

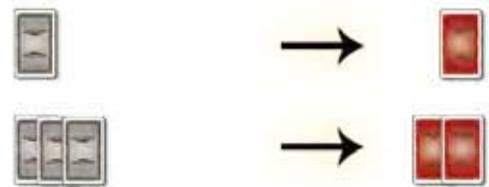
- **B) Play out shares and receive dividends**

- Play from hand either **any number of shares from one airline**, or **one share each from two different airlines**, and add to portfolio.
- Then receive a **2 million Euro dividend** from bank **per share played**.



- **C) Trade in for Air ABACUS shares**

- Player may trade for **1/2** Air ABACUS shares by discarding **1/3** share cards from **his hand and/or his share holdings**, face down.
  - He adds the Air ABACUS shares to his hand.
  - May even trade Air ABACUS shares for Air ABACUS shares.



- **D) Take money**

- The player receives **8 million Euros** from the bank.

- **Special situation: Bank is bankrupt** (not enough money for B or D payout)

- Each player returns money in excess of 8 million Euros back to bank, then player receives money for B or D.
- Then, remove all shares in the stock market from the game, and draw 5 new shares to replace them.

## SCORING

- **Triggering the scoring**

- When a scoring card is drawn, game is temporarily interrupted and scoring takes place.
- The scoring card is given to the player whose turn it would be next, placing in front of himself.
- The stock market is replenished to 5 cards.
- **Clear the stock market:** In turn order, each player takes one share from the stock market.
- **Scoring airlines:** Each airline scored in order, starting with furthest along share track, then finally Air ABACUS.
  - Only cards in face-up share holdings are counted, **NOT** cards in hand.
  - **Ties:** VPs for positions added up, then divided and **rounded up** if necessary.
- Play then continues with turn of player with scoring card in front of him.

## GAME END

- **The game ends immediately after the 3rd scoring.**
- **VP Tie:** tied player with most Air ABACUS shares is the winner. **Still a tie:** share the victory!