Airlines Europe
(2-player game not covered here)

Set-Up:
1. Lay out the main board and place all the Victory Point (VP) tokens nearby.
2. Place all the plastic planes near the board, separated by color. (Note that each airline does not have the same number.)
   o With 4 players, all yellow components will not be used. (Place these pieces back in the box.)
   o With 3 players, all yellow and purple components will not be used.
3. From the Grey-back cards (Share cards), set aside the 3 scoring cards (they show a stock chart), and shuffle the deck.
   o Remove all the yellow (and purple cards) from this deck if playing with less than 5 players (as mentioned above.)
   o Flip over the top 5 cards from the deck into a selection row next to the board.
   o Deal each player 8 cards face-down. (Number of cards in hand is always public information.)
   o Count out 10 cards from this deck, and shuffle 1 of the 3 scoring cards in with these 10 cards. Place these 11 cards to the side for now. Next, take about ¼ of the remaining cards from the deck and set them aside. Now, place 1 of the scoring cards in the middle of the remaining deck, and the last scoring card on top of the remaining deck. Lastly, place the cards set aside (the ¼ stack) on top of the remaining deck, and the 11 cards set aside on the bottom. **Do not shuffle this deck again!**
4. Place the Red-back "Air Abacus" share card deck near the board face-up (these don't need to be shuffled.)
   o This airline participates in every game but has no actual airplane pieces or markers.
5. For each color airline still in the game, place that airline's 2 markers on their "Home Airport" on the board (look for the matching color on the map) and on the score track at the bottom of the board (again, look for matching color.)
6. Place the 4 Bonus Connection tiles (Orange, Green, Grey, White) on their matching spots on the map.
7. Choose a 1st player. 1st/2nd/3rd/4th/5th player in turn order will take 1/2/3/4/5 VP now in the form of VP tokens.
   o VP tokens in the game can be kept secret from opponents by turning them face-down.
8. Create a bank reserve with 30 million Euros per player in it. **Give each player 8 million Euros as starting money.**
9. Lastly, simultaneously, all players look at their hand of 8 share cards and select 2 that are not the same color, and place them face-down in front of them. Once everyone is ready, shares are flipped over and announced. These 2 cards start each player's "Portfolio" which is basically the share cards they own (face-up in their play area) and matter for scoring.

Game Flow:
o Airlines Europe is played over a number of turns, starting with the 1st player going clockwise, until the 3rd scoring card is drawn, at which time the game will end after the scoring phase occurs. Most VP is the winner of the game!
o This game is different than most Route building games as no player actually owns any of the airlines. Players do not control a color or have pieces of their own. Points are only collected during Scoring phases in the form of VP tokens.
o On a player's turn, they will choose 1 of 4 different actions to carry out – **Buy Route Licenses, Play Shares, Take Air Abacus cards, or take 8 million Euros** (see included player aid for icon descriptions of the 4 actions), and then the next player will take their turn.
o If 1 of the 3 scoring cards is drawn in between turns, interrupt the game and follow the rules mentioned below.
o All airlines do not have the same number of plane pieces. Also, the number of share cards in the Grey-back deck matches the number of planes that airline has. This is noted by the number at the bottom of the shares cards.

Buy 1-2 Route Licenses and Draw 1 Card:
o When buying a Route License, choose **any** airline with at least 1 plane piece left in the supply, and place 1 plane of that color onto any numbered route line space on the board following these rules:
   ▪ You do not need to have stock in an airline in order to purchase a license for it.
   ▪ Only 1 plane per color can be on a route segment, and the plane must always go onto the lower visible number on that route line. The other circular spaces are for other airlines when they want to claim the same segment.
   ▪ If no spaces are left on the route line, no more planes can be placed on that line segment.
   ▪ The new route must either be directly connected to the airline's Home Airport or to another route already owned by this airline. Essentially, each route an airline claims must be traceable back to its Home Airport.
   ▪ The number covered by the newly placed plane is the cost in Euros (million) the player must pay now.
   ▪ Move the matching airline's marker on the score track up the value of the number covered.
   ▪ If the Orange, Grey, Green or White airline reaches the city where their Bonus Connection tile is, increase their marking on the score track by the tile's value in addition to the route value. Place the tile back in the box after.
   ▪ There are 4 routes on the board that have a connection cost of 8. These routes thematically go to other Continents and are dead-ends, however, they do allow the airline to go up 8 on the score track!

- o If the player wishes, they may buy a 2nd route license this turn (for the same or different airline) following all the rules just mentioned above.
- o After placing 1-2 planes, paying the cost, and moving the appropriate markers up the score track, the player **draws 1 (and only 1) share card** (not Air Abacus) <u>into their hand</u>. Do not draw 2 cards if you placed 2 planes on the board!!!
    - ▪ When drawing a share card, the card can be any of the 5 in the selection row, or 1 off the top of the deck. If taken from the selection row, immediately refill from the top of the deck.
    - ▪ If a scoring card is drawn at this time, follow the rules below for a Scoring Phase.

Play Shares into Portfolio:
- o This choice has 2 options:
    - ▪ Either play 2 different color share cards from your hand into your portfolio…
    - ▪ Or play as many cards of 1 color as you wish from your hand into your portfolio.
- o For space reasons, overlapping shares of the same color is a good idea.
- o Take 2 million Euros from the bank for each card played.
- o <u>Important</u> – This is how cards are worth something as cards in your hand are worth nothing!

Acquire 1-2 Air Abacus Shares:
- o Either discard 1 share card from your hand (face-down to the box without revealing) and take 1 Air Abacus card **into your hand**… (All Air Abacus cards are the same.)
- o Or discard any 3 share cards from your hand (face-down to the box without revealing) and take 2 Air Abacus cards **into your hand**. (All Air Abacus cards are the same.)
- o See Scoring Phase below on how Air Abacus works in terms of scoring VP and why you might want to acquire them.

Take 8 Million Euros:
- o Simply take 8 million Euros from the bank.
- o I've never seen it happen, but if you need to take money, and there isn't enough left, read the bottom of page 6 in the rulebook labeled "Bank Bankruptcy."

Scoring Phase:
- o When the Scoring card is drawn, either to refill the selection row, or when a player draws from the top of the deck, a Scoring phase is triggered. This will happen 3 times in the game.
- o If the scoring card is drawn to refill the selection row, give it to the next player in turn order, and draw another card to fill in the gap. If the scoring card is drawn by a player as part of their "Buy License" action, that player keeps the scoring card and draws another card into their hand.
- o Starting with the player who currently has the Scoring card, and going clockwise, each player take 1 share card from the selection row into their hand.
    - ▪ Any leftover cards are discarded to the box, and so is the current scoring card.
    - ▪ Refill the selection row back up to 5 cards.
- o Each airline, including Air Abacus, will now score, one by one. (The order each airline is evaluated doesn't matter, but it's easier to start with the marker furthest along the scoring track and work backwards.)
    - ▪ Look at which section the airline's marker is in on the scoring track (example 6-3-2-1-0.)
    - ▪ **Evaluating all players' portfolios (shares in hand do not count)**, the player with the most shares in their portfolio of the given airline will earn VP of the largest number shown on the scoring track section (take VP tokens now.) The player with the 2nd most shares in that airline will earn VP of the 2nd largest value and so on.
    - ▪ If <u>ties</u> occur, add up the values of the tied positions and divide by the number of players tied for this position.
        - ➢ For example, if 2 players are tied for the most and the values are 6-3-2-1-0, then these 2 players will earn 5 VP each. 6+3=9. 9/2=4.5 (**round up**) = 5 VP.
    - ▪ In order to be eligible for VP in a specific airline, a player must have at least 1 share in that airline on the table.
    - ▪ Air Abacus doesn't have a marker on the scoring track so it scores using fixed intervals shown on its share cards.
- o After all airlines have been scored, if this was the 3rd scoring, the game is over, otherwise, keep playing with the next player in turn order (the next player who would have acted before the interruption of scoring.)

End Game:
- o After the 3rd scoring, players add up their VP tokens and whoever has the most VP wins.
    - ▪ Tiebreaker is most Air Abacus shares on the table.