

AirWays

Be the next aviation tycoon!



2-5 PLAYERS



16+



90 MIN



MAIN MECHANICS

- Buying and selling shares
- Route building
- Pick up and deliver
- Action points

COMPONENTS

- 1 main board
- 1st player token
- 1 round marker
- 8 tourism cards
- 40 airport cards
- 22 cubes (14 whites, 4 purples, 4 yellow) for passengers
- 5 company boards
- 15 company markers
- 50 stock tiles
- 25 "deny to buy" tokens
- 25 small planes (clippers)
- 15 big planes (jets)
- 10 tickets tokens
- 50 tokens of \$1
- 30 tokens of \$5
- 20 tokens of \$10
- 10 tokens of \$25

DESIGNER

Ricardo Couto

couto.ricardo@gmail.com

- Winner of Bad Comet Co-op Design Contest
- Winner of Master Game Chef (Ludens Lab + DOFF 2023)

In **AirWays**, players have the roles of **investors and presidents** of airline companies. They can buy or sell shares of the five companies competing for the global airspace and also act as **presidents** of the companies, where they can:

- Expand the company's fleet
- Change the price of the company's tickets
- Acquire new flight licenses
- Invest in marketing to generate more tourism
- Transport passengers wherever they want to go, making profit from it

The game ends when a company reaches the maximum value of \$25 per share, some companies go bankrupt (players - 1) or at the end of three rounds; what happens first.

The richest player, considering stocks and cash, is declared the **new aviation tycoon!**

If you want to be a millionaire, start with a billion dollars and launch a new airline.
– Richard Branson, Virgin Atlantic Airways

Simple rules,
hard decisions

Beautiful on the table
with planes that
moves thru airports

Strongly themed
and inspired by real
situations

**Agreements and
negotiation**
in global airspace



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by Ricardo Couto