# AirWays

a game about **aviation and investments**

Ricardo Couto

The game

In *AirWays*, players have two roles: **investors and presidents** of airline companies.

The main objective is to have most valuable stocks and cash at the end of the game. The richest player, considering stocks and cash, is declared the **new aviation tycoon**!

Passengers demand

Market value track

Companies income

Companies shares

Companies price ticket
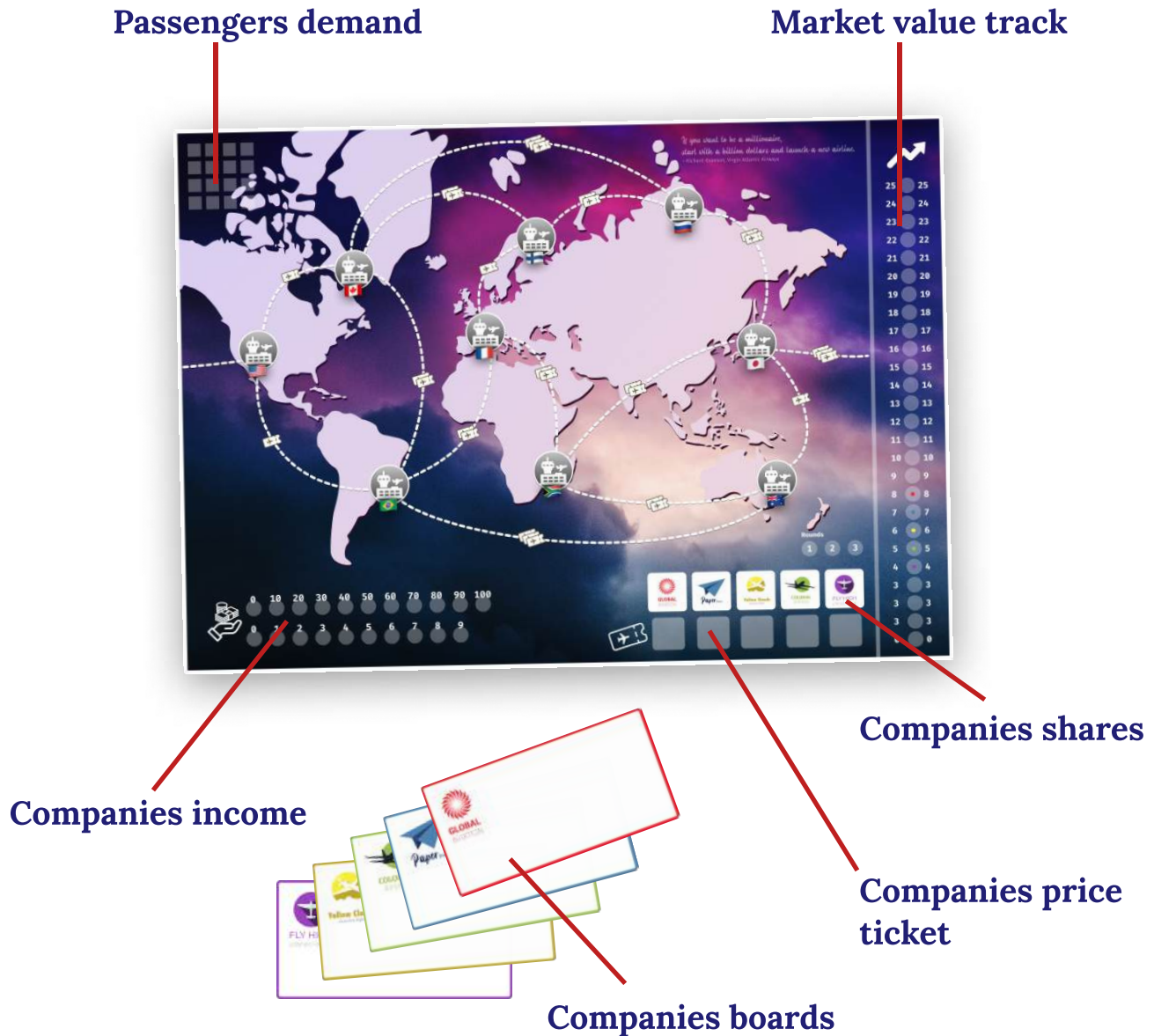
Companies boards

Components

- 1 main board
- 1st player token
- round marker
- 8 tourism cards
- 40 airport cards
- $1.000:
  - 50 tokens of $1
  - 40 tokens of $5
  - 40 tokens of $10
  - 14 tokens of $25
- 22 cubes (14 whites, 4 purples and 4 goldens/ yellows) for passengers

5 companies. For each company:

- 1 company board
- 5 small planes (clippers)
- 3 big planes (jets)
- 2 tickets tokens
- 3 company markers
- 10 stock tokens

Game design by **Ricardo Couto**
couto.ricardo@gmail.com
+55 11 98847 9363
@ricardocoutobg

Setup

A. Set all 10 shares above the companies.

B. Set the tickets for the companies: 5, 4, 3, 3 and 2, from left to right.

C. Set each company share value as corresponding colors on the market value track.

D. Set the round marker on 1.

E. Set 16 passengers cubes on the spaces available on passengers demand, as indicated:
Gold, Purple, (empty), (empty)
(empty), Gold, Purple, (empty)
(empty), (empty), Gold, Purple
Purple, White, White, Gold

F. Set money from the bank to each company board: Global: $16; Paper Planes: $18; Yellow Clouds: $20; Colonial Airlines: $22; and Fly High: $24.

Each player receive $25 from the bank.

Two tourism card must be revealed. For each airport shown on the card, put one white cube on each corresponding airport.

The first player is the one who flew on an airplane most recently.

Starting from the player at the right of the first player, in counterclockwise order, each player must choose one company (different than the already chosen by other players) and get 1 share for free, together with the company board. Now he/she is the **president of this company**. After that, now starting from the 1st player (the last on to choose), each player will start with up to 4 airplanes on the board, paying its cost using the company's money: $5 for each Clippers (small); $10 for each Jet (big). Each player must put all airplanes as wanted and pay its costs, but don't use cards for this yet.

Rounds

AirWays is a game played up to 3 rounds, but it can end before it (see *end game* situations). The round ends when all players runs out of cards. If a player runs out of cards before other players, he/she must be skipped on his/her turn. After each Round, the 1st player token must be moved to the president of the company in the lowest position on the market value track.

On Round 1:
- Each player must draw 7 cards from the deck.
- It is only allowed to buy/sell one share per company on the *Financial Market* action.
- A new tourism card must be opened as round bonus destinations.

On Round 2:
- Each player must draw 7 cards from the airport deck.
- It is allowed to buy/sell up to two shares per company on the *Financial Market* action.
- A new tourism card must be opened as round bonus destinations.

On Round 3:
- Each player must draw 7 cards from the airport deck.
- It is allowed to buy up to three shares per *Financial Market* action.
- A new tourism card must be opened as round bonus destinations.

Actions

Starting with the 1st player, all players must do one action, always discarding 1 or 2 cards, according to the action. There is no situation where a player must not discard a card.

If an action requires the exact airport card but a player doesn't have it, it is allowed to discard any 2 cards to be used as any airport.

Actions: **Buy airplanes**

The player must discard the **exact airport card** for this action (or 2 cards of any airport).

Price of each airplane: **Clipper (small): $5 / Jet (big): $10**.
The player may buy more than one airplane and even Clippers and Jets using the same action, but all the new airplane must be set on the same airport.

Actions: **Change ticket price**

The player must discard **any airport card** for this action.

The player can change the ticket price for the companies he/she in controlling. The ticket price is a number between 2 and 5, as indicated on the ticket price tokens.

Actions: **Flight**

The player must discard the **exact airport card** for this action (or 2 cards of any airport).

To do a flight, the president of the company must spend a card for the destination. The origin is where the passenger (cube) is already.

Any plane (clippers and jets) can only do one movement to an adjacent airport and land there (move the airplane from one airport to another in the main board). There is no circumstance a plane can travel more than one movement per flight. But the passengers can do connections and go further. A passenger can move between multiple airports, so a flight with some connections is allowed (and highly interesting). There is no need to spend cards in the middle, just the final destination.

To move from an airport, the company must have the lowest (or being tied with the lowest) ticket price of all the companies presents on the airport. If it doesn't have, it just can't flight. *Passengers prefers lower prices.*

In all flights, only one passenger/cube can travel. There is no circumstance where a flight can take 2 or more passenger.

There are 3 kinds of passengers:

White cubes: common passenger. Any plane can travel them. No bonus for it.

Purple cubes: executive class passenger. Any plane can travel them. If, during the travel, it is transported with a Jet, the company owner of the jet receive $5 for their income as a bonus (limited to one bonus per travel per company).

Golden cubes: first class passengers. Only Jets can travel them. $10 bonus for the company income (limited to one bonus per travel).

The whole flight must always use the fewest connections as possible, considering all companies and planes on the main board.

If there is a shorter route that is possible using another company, you must use it. In fact, first you will need to ask permission of the company's president of the other company to use its plane. If it is allowed, you must use it. If it is denied, than you need to recalculate the shortest route and ask again for permission (if needed), until you have shortest allowed route. If you use another company plane, the income for the whole flight will goes to your company and the segment that other companies helped you, will become income to the corresponding company.

After traveling the passenger, put it on the passengers demand in any available space.

After you deliver the passenger, all companies involved in it must receive income (not money yet, just increase the marker on companies income). The amount of income is: the price ticket multiplied by the ticket icons on each route used.

———

Example 1: a company have ticket price of $2 (the lowest of the companies with planes in AUS and BRA) and have planes in AUS and BRA. So, the player can spend his EUA card to make the flight from Australia to EUA, taking one passenger in AUS and delivering it on EUA, using BRA as connection. The company must use 2 planes (1 from AUS-BRA, and 1 to BRA-USA), then it should receive the following income: 5 tickets (3 from AUS to BRA + 2 from BRA to EUA) multiplied by the company's ticket price, that is $2, which means a total of $10. Notice that this amount doesn't goes to the company board yet, just set in the income track. Also, the planes must move: the plane that was in AUS must go to BRA; and the plane that was on BRA, must go to EUA.

Example 2: the green company have ticket price of $3 and yellow company have ticket price of $2. Yellow company doesn't have planes on AUS but have planes on BRA. Green company wants to deliver a passenger in AUS to EUA, using BRA as connection. Green company can travel the passenger from AUS to BRA, but not from BRA to EUA (Yellow have a lowest ticket price there). So, green can ask yellow if it is allowed to use yellow's plane to travel the passenger to BRA, and yellow allows it. So, after the movements of the plane, their income will be: $15 to green (5 tickets total AUS to EUA x $3 of the ticket price) and $4 to yellow (2 tickets from BRA to EUA x $2 of the ticket price).

If the company's president of another company needed to do the route denies the use o his/her airplanes, then the player must ask the same to the next lowest ticket price company and so on until it is possible to do the travel. Or, to be completely denied to travel to that destination.

If a player is delivering a passenger to one of the 3 destinations on the active tourism card, all the companies that was part of this flight must move +1 on the Market Value Track immediately, no matter how many steps each company was responsible for.

In resume, to flight you need to:

- Spend card equal to the destination
- Consider the route with fewest connections as possible
- Have the lowest ticket price for all the airport or use other companies planes with lowest prices
- Have appropriate planes to take the passengers
- Receive income according to tickets used multiplied by ticket price of the company and bonus for a) if using Jets transporting purple, b) using Jets to transport golden passengers, c) delivering to a bonus destination round.
- Go +1 on the Market Value Track, if the delivery was to a tourism destination.

Actions: **Marketing**

The player must discard **any airport card** for this action.

A president can do marketing action to have more tourists available on the map. The company should pay for it $5.

The player must choose a line or row from the passengers demand available. Green line are just an example of a selected line. If the player chooses this line of passengers, he/she must take the passengers and set on airports at will.

Now the player can play again! This action gives you a bonus to play again. The card used for the marketing card is the same - you don't need to spend another to do this bonus action. If the player choose to: buy airplanes, the new planes should go on the airport on the card discarded; flight, then the destination must be the one on the discarded card; the other actions doesn't require a specific airport card.

The only limitation is to do another Marketing action. It is not allowed to it twice in the same turn.
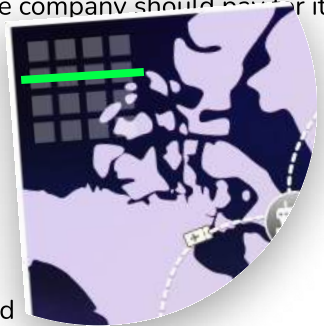
Actions: **Distribute revenue**

The player must discard **any airport card** for this action.

This action is divided is 4 steps, but first consider $1 per each $10 of income. This will be the **multiplier**. Examples: if the income is $36, the multiplier is $3. If it is $72, the multiplier is $7.

Bonus for the president: the president of the company receives 1x the multiplier. It is a bonus annual payment for the president for the good services he/she made.

Pay dividends to the investors: each investor/president receives 1x multiplier per share.

Reinvesting in the company: the company receives all the income from the bank. *For example: if the income was $32, the company will receive $32 to use in the next rounds.*

Move the company marker on the market track: the company will go up according to the multiplier. For example, if the multiplier was 7, the company will go up in the market track 7 spaces.

Example: the company income was $75 (multiplier = 7) and it is on position $8 on the market value track. The president have 2 shares, player A have 2 shares and player B have 1 share of the company.

The president will receive a total: $21 = $7 (bonus) + $14 (2 shares)
The investor A will receive: $14 (2 shares)
The investor A will receive: $7 (1 shares)
The company will receive: $75 (full income)
The company will go up on the market track 7 spaces, so it will be on the $15 position.

Actions: **Time saving**

The player must discard **any airport card** for this action.

The president must pay from the company's money $50 to the bank and then draw 2 airport cards to the hand.

Actions: **Financial Market**

The player must discard **any airport card** for this action.

This is the only action where the players uses their own money, not the company's money.

In this action, a player can buy or sell share from each of the 5 companies on the game and then check for *COMPANY PRESIDENCY* at the end of the turn. On the Round 1, players can buy or sell only 1 share per company. On Round 2, buy or sell 2 shares per company and in 3rd Round, buy or sell 3 shares per company.

It is now allowed do buy AND sell for the same company at the same turn. Players can buy and sell later the shares of the same company, but only on the next turns, not in the same one.

SELL SHARES
To sell a share you must:

- receive (from the bank) the money corresponding to the value on the market value track multiplied by the amount of shares being sold.
- reduce 2 on market value track to the company per share sold.
- get the shares back to the company shares on the main board.
- get a token of "Not allowed to buy" from the according company. This player cannot buy shares from this company until the next Round.

If a company reaches 0 on market value track, they are declared bankruptcy and are removed from the game, including planes and stocks, and all its money goes back to the bank immediately. Check the *end game conditions* to check if the game should end immediately or not.

BUY SHARES
Players can buy shares of each company up to the Round limit (1 / 2 / 3).

To buy share, you must:

- pay the price to the bank, according to the market value track of the company per share bought.
- increase 1 on market value track to the company per share bought.
- get company shares from the main board (you can only do this action if there is still shares available).

COMPANY PRESIDENCY

After each action of Financial Market, players must check for presidency for all the companies.

The player with more shares of a company should be named the president of that company. If there is a tie, the player with the current presidency keeps it. In case of a tie and none of the tied players have the current presidency, consider the last player on the turn order.

If after giving each company to its respective president, one or more players still have no company, the president of multiple companies must choose one and give it to the player with no company. If there is a tie (*for example, two players with 2 companies*), the player first on the turn order must give one company to a player without company.

If a company goes bankruptcy it should be removed immediately from the game, including shares, planes and money it had at the moment it went bankruptcy. Check *end game conditions* when a company goes bankruptcy.

Capitalization

When a president want to use money from the company and it is not available, he/she can Capitalize! It consists on adding money to a company, lowering its value on the market value track. It can be used to buy planes, do Marketing or even the Time Saving action.

It is not an action, but should be done before an action. The company will receive money according to its position on market value track and lower it by 2.

Example: a company have $7 on cash on the company board but needs to buy a plane that costs $10. It is on position 8 on the market value track. So the president choose to capitalize and the company receives $8 to its cash and goes to 6 (lowering 2) on market value track.

It is only allowed to do Capitalization if the money will be used immediately, it cannot be used just to lower the market value track of the company. And it can be used more than once, if needed. But can never be used to bankrupt a company.

End game conditions

When any of the following conditions happens, the game end should be triggered:

- Any company reaches 25 on market value track (no company can go above 25 on market value track).
- There is less companies than players. It happens when some companies goes bankruptcy.
- At the end of round 3.

When any of these conditions happens, the game will end at the end of the current Round.

End game score

When the last round occurs, players will score:

- Investor money in their possession
- Shares owned by investor multiplied by its value on market value track

Example: Player A have $13 on their possession and 3 shares of the red company, whose the value on the market value track is 17. So the player final score is 64: corresponding to 13 + (3 x 17).

In case of a tie, the player with more shares wins. If there is still a tie, the player last positioned in the player order is the winner.