

airline^{T.M.}

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GAMEBOARD

The gameboard has two areas of play: the oval track divided into 24 spaces around which players move their aircraft to the throw of dice; and the map in the center which has 18 world cities connected together by air-routes where players locate city markers to indicate who has the 'landing rights' to a city. The same 18 cities also appear on the oval track along with six special spaces, namely SUBSIDY, MAINTENANCE, CHARTER, HIJACK, AIR CARGO, and CRASH.

AIRCRAFT

The aircraft models are the tokens which players use when moving on the oval track. There are three different types of aircraft in each of four colours:



PROP



JET



SST

Each player has the exclusive use of the three different aircraft of one colour but only one of them is used at any time. All players begin the game with the PROP but the other two aircraft may be used during the game.

CITY MARKERS

These are the 12 round markers in each colour. One marker is larger than the rest and has a special use noted later.

STARTING THE GAME

One player is chosen to act as the banker. The banker gives each player, including himself, \$100 million.

- Each player chooses a colour and receives the three aircraft and twelve city markers of this colour. Place your PROP aircraft on the space SUBSIDY.
- Each player in turn throws the two dice. The player with the highest total has the first turn. Turns proceed to the left from player to player for the rest of the game.
- The player with the first turn chooses a **base city** which is indicated by placing the large city marker on the map location of any city. All other players in turn choose a base city in the same way.
- Players now take normal game turns beginning with the banker. When it is your turn, throw the two dice and move your aircraft the exact number of spaces indicated by the dice total around the board in a clockwise direction. You may never move in the opposite direction or miss a turn, and you do not take an extra turn if a double is thrown.

LANDING RIGHTS

- When you land in a city space (which no other player has the landing rights for) you may buy these rights from the bank. The landing rights to any city cost \$20 million. Place a city marker of your colour on the map location of the city to indicate your ownership.
- Only one player can own the landing rights to a city at any one time.
- **Landing rights can not be sold to the bank.** You may, however, trade or sell your landing rights for a city to any player for any agreed price or deal. You may only sell or trade a city when it is

your turn or the turn of the player you are dealing with. When the landing rights to cities are sold or traded, the colours of city markers must be adjusted on the map to indicate new ownership.

- You may NEVER sell or trade or move your base city.

AIRCRAFT

You can fly only one of your three aircraft at any time. To fly a different aircraft, pay the bank a fee of \$30 million and trade up one aircraft level:



That is, if you fly a PROP you may trade up to a JET in one turn; and, if you fly a JET you may trade up to a SST in one turn. You may trade DOWN one aircraft level in one turn for the usual fee.

Aircraft may only be traded in your turn (before the dice are thrown) when you are in a city you have the landing rights for.

FARES

When an opponent lands in one of your cities, a fare is collected from this player if the city is your base or is 'connected' to your base. (see ROUTES)

- The fare which you collect varies with the city and depends on the type of aircraft you fly at the time. (The type of aircraft flown by the player landing in your city is not important). Three numbers appear below each city name on the track. These numbers are the fares for the three different aircraft in \$ millions. The lowest number is the PROP fare, the middle number is the JET fare, and the highest number is the SST fare. For example, the fare you would collect for LONDON is \$9 million if you had a PROP, \$18 million if you had a JET, and \$27 million if you had a SST.

ROUTES

Cities are connected to each other by the air-route lines on the map. A city may be directly connected to your base. (e.g. MOSCOW is directly connected to TOKYO) A city may also be connected to your base via one or more other cities you also have the landing rights for. (e.g. CASABLANCA would be connected to TOKYO if you had the landing rights for ROME or MOSCOW).

Example:

Place red city markers on the following cities: TOKYO (base), BANGKOK, TASHKENT, BAGHDAD, ROME, and NAIROBI. All of these cities connect to the base of TOKYO either directly or via one or more other cities. Now remove the red marker from TASHKENT. Three cities (ROME, BAGHDAD, and NAIROBI) are no longer connected to TOKYO and fares could not be collected for these three cities by the red player. (This would also be true if TASHKENT was owned by another player). To get fares for these three cities, the red player would have to acquire the landing rights to any one (or more) of COLOMBO, SYDNEY, TASHKENT or MOSCOW.

NOTE: The example above, illustrates a 'weak route'. As was shown, if the rights to TASHKENT were lost (see CHALLENGES) three of the red player's cities were unconnected to the base. A player with this type of route should try to build a stronger route if possible. By trading the rights to ROME and NAIROBI for the rights to MOSCOW and COLOMBO, the red player could now lose, trade or sell the rights to a city without this affecting the connections of his other cities.

CHALLENGES

1. When your aircraft lands in a city and the landing rights to it are already owned by another player you may challenge these rights. To make a challenge you must first pay the owner the fare you owe for landing in the city and then pay the same player \$20 Million for the right to challenge. If the city is not connected to the owner's base (i.e. there is no fare) you pay only the \$20 Million to the owner for the challenge. A challenge can not be refused.
2. You may never challenge the base city of any player.
3. To resolve a challenge, the challenger and then the owner each throw the two dice. The player with the highest total on the dice wins

the challenge. (If both totals are the same the owner wins). If you (the challenger) win a challenge, the owner's city marker is replaced by one of your markers. Win or lose, the owner keeps the \$20 Million you paid to make the challenge.

SUBSIDY

When you **land on or pass** this space, collect from the bank \$20 million if you fly a PROP and \$10 million if you fly a JET. If you are flying a SST you collect nothing.

MAINTENANCE

When you land on this space pay the bank the amount indicated for the type of aircraft you are flying. For example, if you are flying a JET you must pay the bank \$25 million.

CHARTER

When you land on this space, throw the two dice again and collect from the bank \$1 million times the total on the dice. For example, if you threw a '9' you would collect \$9 million. Do not move your aircraft on the second throw.

HIJACK

When you land on this space throw the two dice again. If a double is thrown, your aircraft has been destroyed and the same procedure as for a CRASH is followed. If a double is not thrown, move your aircraft to the space SUBSIDY but do not collect any money.

AIR CARGO

When you land on this space collect \$10 million from the bank.

CRASH

When you land on this space, pay the bank \$30 million and replace it with a PROP. If the aircraft is already your PROP you must still pay the \$30 million to the bank. Aircraft which have already crashed may be used again as before.

MISCELLANEOUS

1. You may not borrow from the bank or from any other player.
2. It is your responsibility to collect any money owed to you by another player or the bank. You may not collect anything after the next player to take a turn has thrown the dice.
3. If you have to leave the game for any reason you may not sell or give your assets to another player. All assets must be returned to the bank.
4. Two or more players are not permitted to join together to form one airline.
5. You may sell cities to other players to raise money for any need.

BANKRUPTCY

To remain in the game you must:

1. Pay all debts to the bank or to other players when due.
2. Fly an aircraft.
3. Own your base city.

If at any time during the game, you do not meet all three conditions you are declared bankrupt and must leave the game. A bankrupt player must give all remaining assets to the bank which will pay in full any debt the bankrupt player owed to another player.

The last player in the game is the WINNER.

SHORT GAME

The game ends immediately one player is bankrupt. All other players add up their assets:

CASH + CITIES at \$20 million each.

Aircraft have no value. The player with the highest total assets has won.

GAME DESIGN

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