

AERO

Prerequisites

- 5 airlines
- Airplanes. 7 airplanes per airline
- Shares per airline, can differ between 2 to 4 shares per airline.
- Aero Board
- 6 continents
 - North America
 - South America
 - Europe
 - Africa
 - Asia
 - Australia
- Continents disks with same colour as continent on the board put in a bag
 - 7 continent disks of each colour
- Resource board with 3 columns and 4 rows
 - Lowest row to pick continent from, fill up on top after turn has finished
- Market value board
 - One column per airline
 - Marked Value per airplane in each airline used during pay out
 - Value 1-5
- Pay out board, 2 columns
- Money, 1 5, 10
- Action cards
- Debt cards

Setup

- 3 player game ->
 - Everybody gets \$35
- 4 player game ->
 - Everybody gets \$25
- 5 player game ->
 - Everybody gets \$20

Sequence

- 1 round Auction one share in each Airline
 - The one that flew latest starts, then the one that won the auction starts next auction
 - Bid at least the value on the share.
- 1 round after Auction: Every share gets to put one airplane on a domestic route. The owner of the Red share starts
- The winner of purple share start. Each player does one of the following actions:
 - Auction a share
 - Pick a continent from Resource board's lowest row and, either:
 - add 2 airplanes in continent's domestic or intercontinental flights. Maximum 1 airplane on intercontinental flights. So either 2 on domestic flights, 1 on

- domestic and 1 on intercontinental flights or only 1 on an intercontinental flight. Airplanes may be from two different airlines.
 - or, raise Market value of one of the airplanes in that continent or on a route from that continent
 - or, Ask for Pay out. Pick a second continent from the “Resource Board” and put both continents on the Pay out board. Calculate scores and pay out to all share holders (see separate Pay out section)
 - or, draw one Action card.
- At the end of your turn you may pay \$7 to raise Market value of one of the airlines

Auction

- The one asking for an auction, starts the bidding.
- Always auction lowest value share from an airline.
- Bid at least the value on the share.
- When an auction is completed, the current shareowners get per share:
 - \$1 for price \$1-\$9
 - \$2 for price \$10-\$19
 - \$3 for price \$20-\$29
 - \$4 for price \$30-\$39

Resource board

- Two continents of same colour in the last two rows of a column gives a possibility to draw an Action card as a bonus after you finished your turn, no matter what the first action was. Replace both continents afterwards.

Action cards

- When drawing an Action card, it is marked when to use it. You must either
 - Use now, use it immediately
 - Use on your turn, use it now or on an upcoming turn
 - Use anytime, use whenever you want
- Playing Action card in another round will not come in addition to the actual action of that round.
- You can play as many cards at once as you like
- You cannot have more than two Action cards on your hand after you finish your turn
- You may discard the card without using it.

Debt

- Possible to take loan of \$7 any time by taking a “Debt card”
- As many Debt cards as you want
- Payback \$7 per card anytime or minus \$7 at end of game per card
- Pay \$1 on start of your turn per “Debt card”

End

- Goes clockwise around until the resource bag is empty and there are 2 or less continents left on the Resource board after a player has finished his turn.
- The winner is the one with most money. Values on shares and Action cards are also counted. Debt is subtracted.

Pay out

- Pick two continents from the Resource board. Place the two continents on the Pay-out board.
- Calculate score on each airline.
 - Each airplane on a domestic route in the continents scores Market Value
 - Connecting flights between the two continents scores per airplane that connects the continents. If you have two routes between the continents, both are counted.
 - An airplane cannot be counted or used twice.
 - If you pick continents of the same colour, all airplanes in that continent are given double score.
 - All airlines that does not get pay out, will move one step up on the Market value board
- Calculate pay out per share
 - On the Score calculator board move the calculated score per airline. Depending on how many shares are bought, see how much money each share gets paid by the bank.
- Action cards may be used before calculating pay out if they are marked with
 - “Use anytime” – all players.
 - “Use on your turn” – only the player who asked for pay out.