

SOLO MODE

Plays in 10 minutes

Same rules as for general play with the following changes:

A card is turned after stopping, incorrect calls and changing the top card.

Game length is determined by two plays through the deck, and one turn/or continued turn into the third deck.

We sincerely hope you enjoy playing, as much as we do. Reviews are always welcome at boardgamegeek.com.

Please register at SavvyGames.co.uk to receive occasional news (1-2 a year) of free game draws, and any future publications or events.

Thank you for your purchase,
Stephen Betts

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AIR MASTER: Copyright 2020
DUO: Copyright 2020

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AIR MASTER

A game by Stephen Betts

COMPONENTS

Game board	6 duplicate planes
Duo board	2 blue squall discs
Number chart	35 chart markers
36 playing cards	6 planes
1 crown	

Game objective:
To reach the Win line and claim the SAVVY crown.

SETUP

- 1 Look through the cards and note the first two numbers from 10 to 14. Place the two blue squall discs on these same game board numbers.
- 2 Stack two planes on the zero row for each player. The duplicate plane is used as a position marker.
- 3 Place the SAVVY crown on the Win row.
- 4 Shuffle the cards and put one card (A) aside face down. Lay the deck face down and turn over the top card (B) and place beside it. Cover this number on the chart using the blue marker (C).



Game board

Number chart



HOW TO PLAY

There is a smoother game flow experience if one player manages the cards throughout the game.

Choose a player to manage the number chart.

Any chosen player makes first call as to whether the next card is higher or lower. (Only one player takes an action during a turn).

If successful, move the plane one row forward towards the crown. Players may continue to call again and can stop at any time.

After electing to stop, move the duplicate plane marker to join your plane.

If you make an incorrect call after successful ones, the plane is moved back to its original position and no progress has been made.

During the game, when you **stop**, **pass** or make **unsuccessful calls**, your turn is ended, and play moves clockwise.



When the deck is depleted during the game, shuffle all the cards, including the card put aside, except the last turned up card, which becomes the new starting point.

The higher you move up the track, the more options you have, but penalties start increasing. Please use the **reference table** on the next page to see what you can do. →

👑 GAME END 👑

The first player to reach the Win area claims the SAVVY crown.

ROWS 0-3

If you make an **incorrect first call**, you can call again, one Free Go per turn.

If on the **Start line (0)**, you must call.

You may **pass** your turn on rows 1-3 but move your plane back one row.

ROWS 4-9

You may **change the top card once** at the start of your turn, before calling. However, your plane moves back one row.

If you make an **incorrect first call**, move your plane back one row.

You may **pass** your turn but move your plane back one row.

If you **change the top card** and then **pass**, your plane will end up moving back two rows.

If you **change the top card** and then make an **incorrect first call**, your plane will end up moving back two rows.

ROWS 10-14

You may **change the top card once** at the start of your turn, before calling. However, your plane moves back one row.

If you make an **incorrect first call**, move your plane back to row 9.

You may **pass** your turn but move your plane back one row.

If you **change the top card** and then **pass**, your plane will end up moving back two rows.

If you **change the top card** and then make an **incorrect first call**, your plane moves back to row 9.



BLUE DISCS

These represent squalls. You cannot **stop** on these rows, move your plane to the row before it. If there are consecutive squall discs, move your plane behind the second disc.

If you **change the top card** or **pass**, and that action puts your plane back to a squall row, your plane will end up moving back two rows – or three rows if there are consecutive discs.