



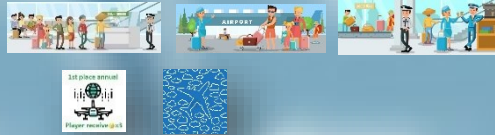
AIRPORT SERVICE

The airport operator's responsibilities include maintaining safe and secure airports, tracking statistics, maintaining a schedule of rates and charges, ensuring rules and regulations are followed, and providing world-class service at world-class airports.



On the game table there are:

- Dice – 5pcs.
- Arriving passengers cards – 75 pcs.
- Random event cards - 24 types 48 pcs.
- Aircraft cards 5 types:



X50 pcs.

7 coin cost

Long-haul – B



X50pcs.

5 coin cost

medium-haul – M2



X50 pcs.

4 coin cost

medium-haul – M1



X50 pcs.

3 coin cost

short-range – S2



X50 pcs.

2 coin cost

short-range – S1

- Technical environment cards:



Fuel supply – 100pcs. (F)



Food service – 100pcs. (FS)



Technical service – 100 pcs. (SC)



Airstair – 100pcs. (AS)



Baggage loader – 100pcs. (BL)



De-icing service – 100pcs. (DI)



Cleaning service – 100pcs. (C)



Container loader – 100pcs. (CL)



Telescopic ladder – 7pcs.x5

-Flight requirements card:

FLIGHT REQUIREMENTS

S1	1cargo 1 _{SC} 1 _F (1 _{DI})
S2	2cargo 1 _{SC} 2 _F (1 _{DI})
M1	3cargo 2 _{SC} 3 _F 1 _{CL} (2 _{DI}) 1pass 1 _{FS} 2 _{SC} 3 _F 1 _{AS} 1 _{BL} 1 _C (2 _{DI}) 2pass 1 _{FS} 2 _{SC} 5 _F 2 _{AS} 1 _{BL} 2 _C (2 _{DI})
M2	5cargo 3 _{SC} 4 _F 1 _{CL} (2 _{DI}) 3pass 2 _{FS} 3 _{SC} 4 _F 2 _{AS} 2 _{BL} 2 _C (2 _{DI}) 5pass 3 _{FS} 3 _{SC} 7 _F 2 _{AS} 3 _{BL} 3 _C (2 _{DI})
B	7cargo 4 _{SC} 9 _F 2 _{CL} (4 _{DI}) 7pass 4 _{FS} 4 _{SC} 9 _F 2 _{AS} 3 _{BL} 4 _C (4 _{DI}) 9pass 5 _{FS} 5 _{SC} 11 _F 2 _{AS} 4 _{BL} 5 _C (4 _{DI})

-Monthly calendar

-Coin source

-Two runway

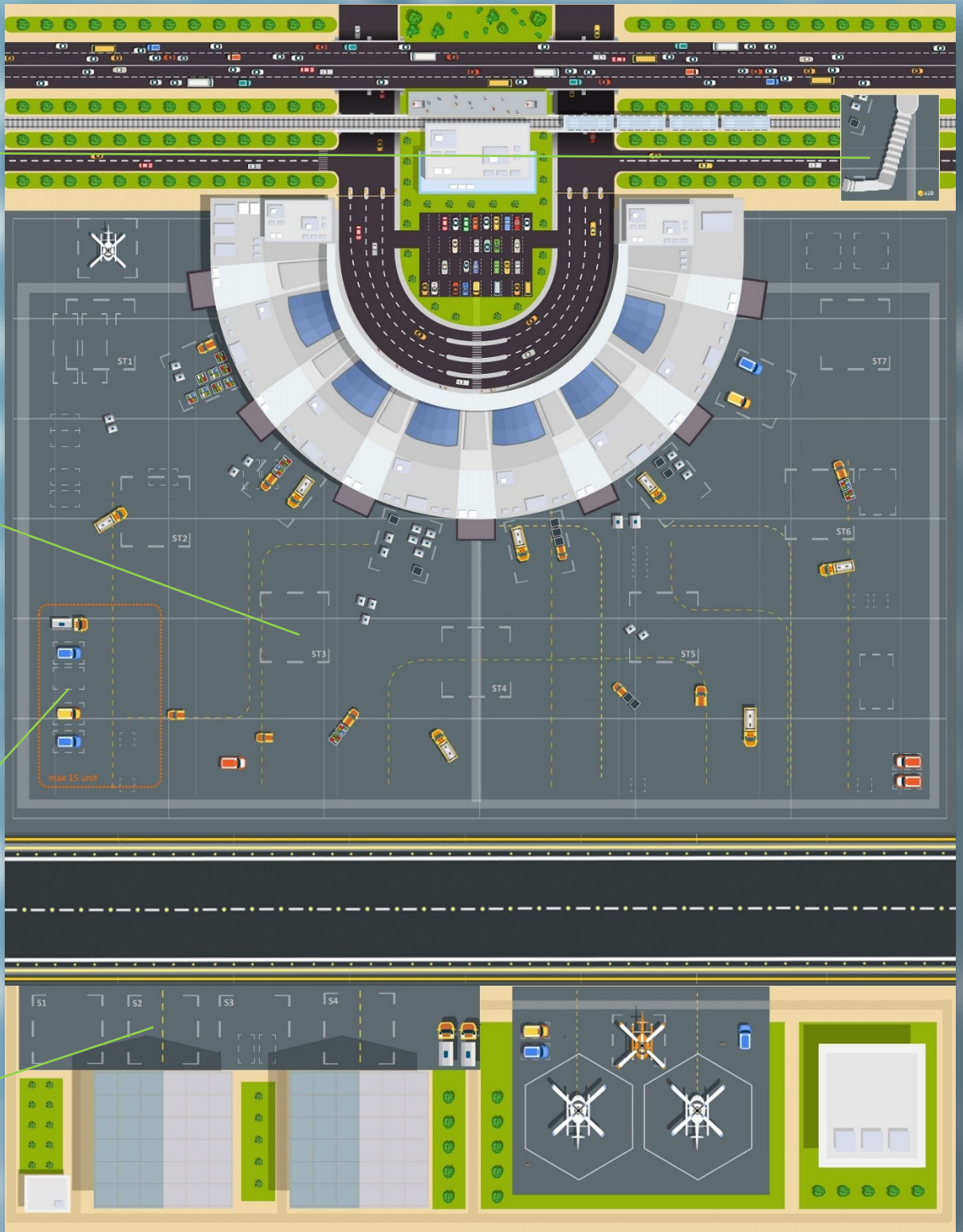
-Player's game card – 5pcs.

Telescopic ladder source

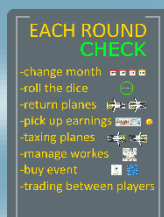
7 stand for m1, m2, B types of aircraft

Terminal parking lot

4 stand for s1,s2 types of aircraft



-Each round check cards




-Air traffic controller tools



Preparing for the game:

Each player chooses 2 S1 aircraft or 1 M1 airplane. The game card is part of the airport. The player acts as the executive director of one terminal. The goal of the game is to send as many passenger flights as possible.


Game beginning:

Players place the initial planes in parking lots and determine the first player by throwing a dice. Next, they go alternately clockwise with passing a token  to another player.

Game process:

Each player rolls a dice. The number on the cube is the number of workers that can be brought in to service the aircraft. To send a flight, it is necessary to attract a sufficient number of workers indicated on the flight requirements card.

Example of departure:




7cargo
4_{SC} | 9_F | 2_{CL} | (4_{DI})

7pass
4_{FS} | 4_{SC} | 9_F | 2_{AS} | 3_{BL} | 4_C | (4_{DI})

9pass
5_{FS} | 5_{SC} | 11_F | 2_{AS} | 4_{BL} | 5_C | (4_{DI})

5 _{SC}	11 _F	5 _C															
2 _{AS}	<table border="1"> <tr> <td>SC SERVICE CAR</td> <td>F FUEL SUPPLY</td> <td>C CLEANING</td> </tr> <tr> <td>DI DE-ICING</td> <td>AS AIRSTAIR</td> <td>BL BELT LOADER</td> </tr> <tr> <td>DI DE-ICING</td> <td>AS AIRSTAIR</td> <td>BL BELT LOADER</td> </tr> <tr> <td>DI DE-ICING</td> <td>CL CARGO LOADER</td> <td>FS CATERING</td> </tr> <tr> <td>DI DE-ICING</td> <td>DI DE-ICING</td> <td>DI DE-ICING</td> </tr> </table>	SC SERVICE CAR	F FUEL SUPPLY	C CLEANING	DI DE-ICING	AS AIRSTAIR	BL BELT LOADER	DI DE-ICING	AS AIRSTAIR	BL BELT LOADER	DI DE-ICING	CL CARGO LOADER	FS CATERING	DI DE-ICING	DI DE-ICING	DI DE-ICING	4 _{BL}
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(4 _{DI})	5 _{FS}	5 _{FS}															

player receive  x 9 pcs

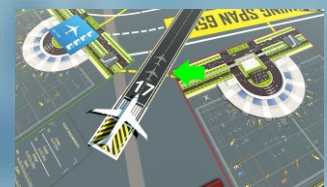
If the number of workers came out more than is required at the moment, then the excess ones are sent to the terminal parking lot and can be used in the next turn. A maximum of 15 working units can be parked. The rest are reset back after the end of the round. They can also be sold to other players for coins by trading.

Each worker during the maintenance of the aircraft must serve at least 1 move. That is, if the last missing working unit was added in this move, then the aircraft taxing to the one of free runway queue lot (2queue lots on each runway). If all runways queue lots are occupied, the player must wait until one of the runway lot is clear. The plane takes off only on the next turn after hitting the runway, if the queue is free and waiting for one more turn, if the plane is ahead.

After the aircraft takes off, the working units are returned back to the service department, the aircraft remain with the player.

The flight is considered completed. If a passenger flight was routed, the player receives passenger cards, and if a cargo flight was sent, the player receives coins - 1 cargo unit = 1 coin.

Each player on the game map has 11 parking lots for airplanes and during his turn the player can buy more planes for coins on the market. Also, the player can buy telescopic ladders for passenger aircraft for 10 coin, which reduce the requirements for flight preparation and reduce the need for passenger ladders. 1 telescopic ladder replaces 2 airstairs. Only 1 telescopic ladder can be put on one parking lot.



By paying 1 coin, the player can take a card of a random event. The card can turn out to be both positive and negative events. For 1 turn, the player can only take 1 event card. After the end of the card, it is removed to the side, when the cards end, they are shuffled and laid out in the center of the table.

Each new round must be changed the calendar month starting from July, in the winter period (December, January, February) there is an additional requirement - anti-icing training. It is necessary to involve a worker on an anti-icing machine.

Game end:

The game ends when all passenger cards are collected. Players count the number of passenger cards. A player with a lot wins. In total, there are 75 passenger cards for 5 players per game. The fewer players, the fewer passenger cards per game.

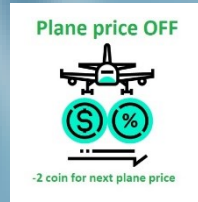
Event cards

Positive



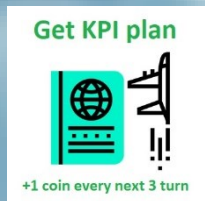
The airport took first place according to the results of the annual inspection

Player receives 3 coins



Aircraft manufacturers have provided a discount on their aircraft

The cost of aircraft for the next 3 turns: -2 coins



Your department has completed the quarterly plan

The player receives 1 coin for the next 3 turns



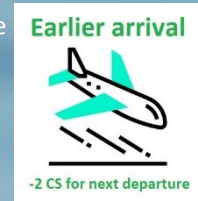
The airport purchased new equipment for electronic tickets

The player receives +1 passenger when sending the aircraft on the next 3 turns



The airport added an additional bus shuttle from the city to the airport

The player receives +2 passengers when next sending a type M vessel and +1 passenger when a type B vessel



The plane arrived 30min earlier than planned

-2 technical workers when sending the vessel for departure



Improved electronic check-in counters, increasing capacity by 2 times

The player receives +2 passengers when sending the aircraft on the next 2 turns



Discounts in the food market

The player receives 2 food workers for free



The airport has launched a metro station on the territory of the airport

The player receives +1 passenger on the next departure of the aircraft



Activated refueling points for aircraft parking

Player receives to ship the aircraft only requires 1 fuel worker on the next departure



Technical support of the airport has been increased

The player receives 1 telescopic ladder for free



Discounts in the fuel market

Player receives 2 fuel workers for free

Negative

Fuel service strike



-3FS from each plane

The fuel service went on strike

The player loses maximum 3 (1-3 depend on how much is now) fuel workers from each plane.

License B is over



B plane can't dep next 3 turns

Type B aircraft license has expired

Next 3 turns sending type B aircraft is prohibited

Food service strike

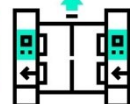


-3 FS from each plane

The food service went on strike

The player loses maximum 3 (1-3 depend on how much is now) food workers from each plane.

Bad fuel supply



Player skips next 1 turn

The last supply of fuel was of poor quality

Player skips 1 next turn

Police operation

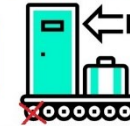


Player skips next 1 turn

Police operation is going

Player skips 1 next turn

Broken line



Player skips next 1 turn

There was a breakdown of the baggage line

Player skips 1 next turn

Tech service strike M1



All cs from M1 plane is discard

The technical service went on strike

The player loses all technical workers from each type M1 aircraft

Airport strike



Player skips next 1 turn

The administrative staff went on strike

Player skips 1 next turn

Tech service strike M2



All cs from M2 plane is discard

The technical service went on strike

The player loses all technical workers from each type M2 aircraft

Stand repairing



Player skips next 1 turn

It's time for aircraft parking maintenance

Player skips 1 next turn

Tech service strike B



All cs from B plane is discard

The technical service went on strike

The player loses all technical workers from each type B aircraft

Aircraft breakdown



2 next turns dep is canceled

There was a breakdown in the plane

Next 2 turns all departures are canceled