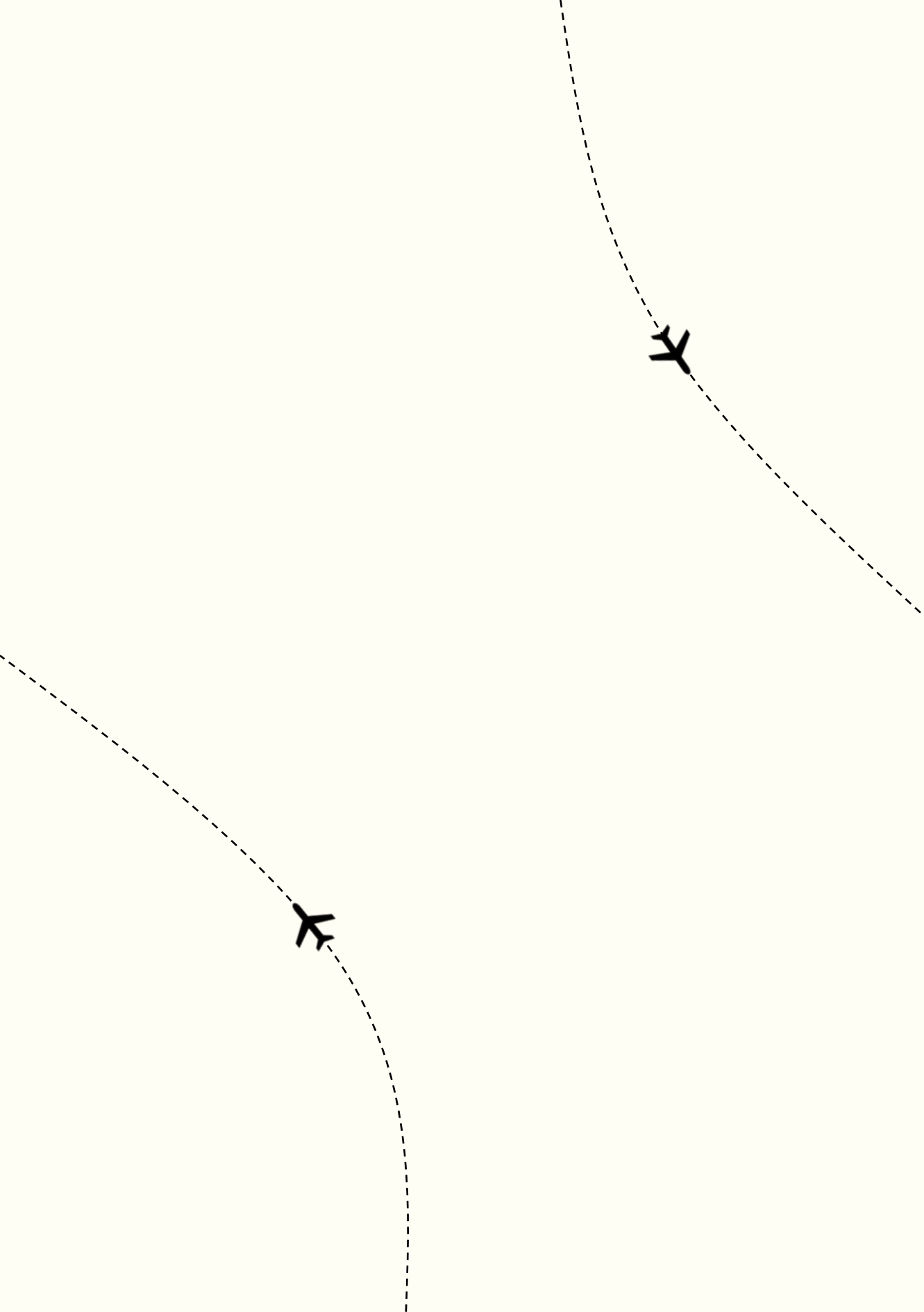




FLIGHT PLAN
BUY. FLY. DOMINATE!

Instruction Booklet



Overview:

Flight Plan is a game about building an airline network. Players buy routes and fleets and develop hubs to dominate the global airline market. Paths to domination include establishing intercontinental routes among six operating regions, owning all the short-haul routes in two adjacent, north-south regions, or developing three hubs in three different regions. In this special edition there are more routes, more daily briefings, and more ways to win.

Components:

1 – Gameboard	120 – Route Markers (Pilots)
2 – 10-sided dice	105 – Route Cards
6 – Player cards	110 – Daily Briefing Cards
6 – Player pawns (Planes)	200 – Banknotes (Money)
36 – Hub Markers (Towers)	

A. Game Setup:

1. Place the map on a sturdy, flat surface.
2. Each player takes a player card, and a pawn (plane), hub (control towers) and route (male and female pilots) markers of a single color.
3. Shuffle the daily briefing cards and place them on the board.
4. Choose a player to be the financier (banker) who will handle the start-up funds, revenue distribution, and bank collections. The financier deals banknotes to each player: \$1 billion each for 2 players or \$750 million each for 3 to 6 players.
 - 2 players – 5 x \$100M, 6 x 50M, 6 x \$20M, 5 x \$10M, 6 x \$5M.
 - 3 to 6 players – 4 x \$100M, 4 x 50M, 4 x \$20M, 4 x \$10M, 6 x \$5M.
5. Route cards need to be (and remain) in numeric order from 1 to 100.
6. Choose one player to roll the dice three times the number of players (e.g., 9 rolls for 3 players) or choose the **Quick Play** option below. The dice will determine the route cards to pull from the deck. Shuffle the route cards pulled and deal three cards to each player.
 - For example, if you roll a 70 and an 8, find route card 78. Find and pull the corresponding route card from the deck for each roll, if the same number is rolled, roll again. If you roll a 0 and 00, it means route 100.
7. **Quick Play:** If starting with the Quick Play option, pull the following route cards from the deck, shuffle, and deal three to each player. Any card remaining are placed back in the deck.
 - Short Haul Routes: 17, 18, 20, 24, 25
 - Medium Haul Routes: 33, 43, 45, 48, 52
 - Long Haul Routes: 64, 67, 70, 81, 87
 - Ultra long-Haul Routes: 94, 97, 100

B. First Move:

Play begins with whoever flew most recently or, whoever exited the plane last if players traveled together. They will do Steps 1-6. Once complete, play passes to the left.

1. Review the route card dealt to you and decide which ones you want to buy. The purchase prices are on the route cards and in the route guide. You can buy one or all three, but you must buy at least one to start. Additionally, players can only operate in two regions until certain conditions are met. See Regular Play for details. Any routes purchased during your first move cannot operate across more than two regions, can operate between the same two regions or operate independently within no more than two regions. Routes not purchased are returned to the deck.
2. You may buy one or more fleets. Fleet costs are listed on the player cards. Players are not required to purchase fleets, but you cannot collect revenue on routes until you have a matching fleet to fly them. When you purchase a fleet, it allows you to use it on all routes requiring that fleet type. You never need to buy two of the same fleet type.
3. You must choose a departure city from one of your purchased routes and put your plane there. The departure city is the first city listed on the route card. This is where you will start the game.
4. If you selected a hub as your departure city, you have the option to pay \$250M to develop it for your airline.
5. Pay the financier for your purchases.
6. Make sure you have marked your routes and hubs on the gameboard. Update your player card, place a pilot on the fleet(s) purchased and mark any hubs developed or regions connected.

C. Regular Play (after first move):

You will repeat these steps until a player wins. Additional route rules and flight restrictions can be found in section C1. A quick reference order of play can be found on your player's card.

1. Collect revenue on active routes.
 - If your route card has a (C) listed on it, it is a cargo route, and you can collect \$20M in cargo revenue every turn for each one you own if you also own a cargo fleet.
 - You cannot collect revenue if the daily briefing instructions tell you not to, if you don't have a matching fleet for the route type, or if your route is inactive.
2. Draw a card from the Daily Briefing deck and follow the instructions immediately.
 - Daily Briefing instructions only apply to the current players turn. Lost revenues come from the last revenue earned. All penalties are paid to the bank/financier unless otherwise instructed on the card.
 - If you can't pay the penalty, inactivate an asset. If you have no assets left to inactivate, you declare bankruptcy (see section C2).
 - If sent to a city with no active routes, you must buy and fly your way out. All route rules and flight restrictions apply.
3. Discard the Daily Briefing card unless the card indicates otherwise. If you lose your turn, stop. Do not go to step 4.

4. Make a play. You can do any of the following:

- **Buy.** Purchase any single, unowned route that originates or terminates from your current location. You may fly to the new destination or stay in your current location.
- **Fly and buy.** Fly an active route to a destination from your current location. Upon arrival you can purchase a single, unowned route that originates or terminates there. You must wait until your next turn to fly the new route.
- **Fly and fly.** Fly two routes. Upon arrival at the destination of your second leg you cannot purchase a new route.
- **Buy to fly.** Purchase a single new fleet in addition to one of the above actions.
- **Hub it.** Develop a single new hub in addition to one of the above actions. You can only develop a hub on a route you own and only in certain cities. Hub cities are noted on the route card with an (H) behind the city name. Two players may not develop hubs in the same city.
- **Negotiate.** Haggle with other players to buy their assets.
- **Do nothing.** Play passes to the left.

5. Players **cannot** operate in a third region until they have met the conditions defined in either 1 or 2 and 3 below:

1. Receive \$120M or more in revenue per turn, (OR)
2. Own and operate a combined fleet worth \$500M or more, (AND)
3. All routes and/or fleets owned are actively generating revenue.

C1. Route Rules and Flight Restrictions:

1. You can only fly on routes that have been activated, which means they have been purchased by you or another player.
2. Other players may fly on your routes if they have the necessary fleet type. They must pay you the route use fee.
3. You pay the route use fee on any active routes you fly owned by another player.
4. You cannot collect revenue on inactive routes. While inactive, other players may fly your route without paying the route use fee.
5. You pay hub use fees on any active routes you might fly or own that go through a hub developed by another player.
6. Owning a hub exempts you from paying hub use fees to other players in the same region. For example, if you had been paying hub use fees on routes you owned or flew through another player's hub in London, and you developed a hub in Paris, you would no longer owe them hub fees.

C2. Selling or Inactivating Routes, Fleets, and Hubs:

1. You can sell fleets, hubs, and routes to other players at any agreed-upon price.
2. You may deactivate a route or fleet for half its purchase price. It will remain inactive for your next three turns. Round up to nearest \$5M when 50% of the original value cannot be calculated with the banknote denominations.

3. You cannot buy and then leverage assets in the same turn.
4. You must declare bankruptcy if you have inactivated all your assets and still owe money. Your assets will be repossessed and made available for purchase by the remaining players. The financier will oversee the auction on behalf of the bank. Players start the auction by stating what they are willing to pay for the asset. Bidding continues until a final offer is made.
 - Note: If you deactivate an asset for 3 turns, place 3 pilot meeples on the asset card or player card and remove one each turn for the next three turns.

D. Keeping Score (Players Card):

To keep track of your industry leader status, you will use the score indicators on your player's card.

1. When you develop a hub, place a control tower on the matching regions color.
2. When you buy a route that connects two regions, place pilots on the matching color of the regions.
3. Use the player card to track fleets you own, place a pilot on fleet type(s) purchased.

E. How to win:

To win the game, you can achieve any of the following three objectives:

1. Connect all six regions using a network of connected routes, including cargo routes, before any other player. You can connect multiple regions through a single city if needed.
2. Establish a hub in at least three of the six operating regions.
3. Own all the short-haul routes in any two regions.
4. Own three of the five alphabet routes and connect four operating regions.

Understanding the regions and route types. There are six regions. Each region has its own color palette and abbreviation. The departure city on the route card determines the routes region.

- Blues – North America (NA)
- Yellows – South America (SA)
- Greens – Europe (EU)
- Purples – Africa (AF)
- Browns – Middle East (ME)
- Pinks – Asia-Pacific (AP)

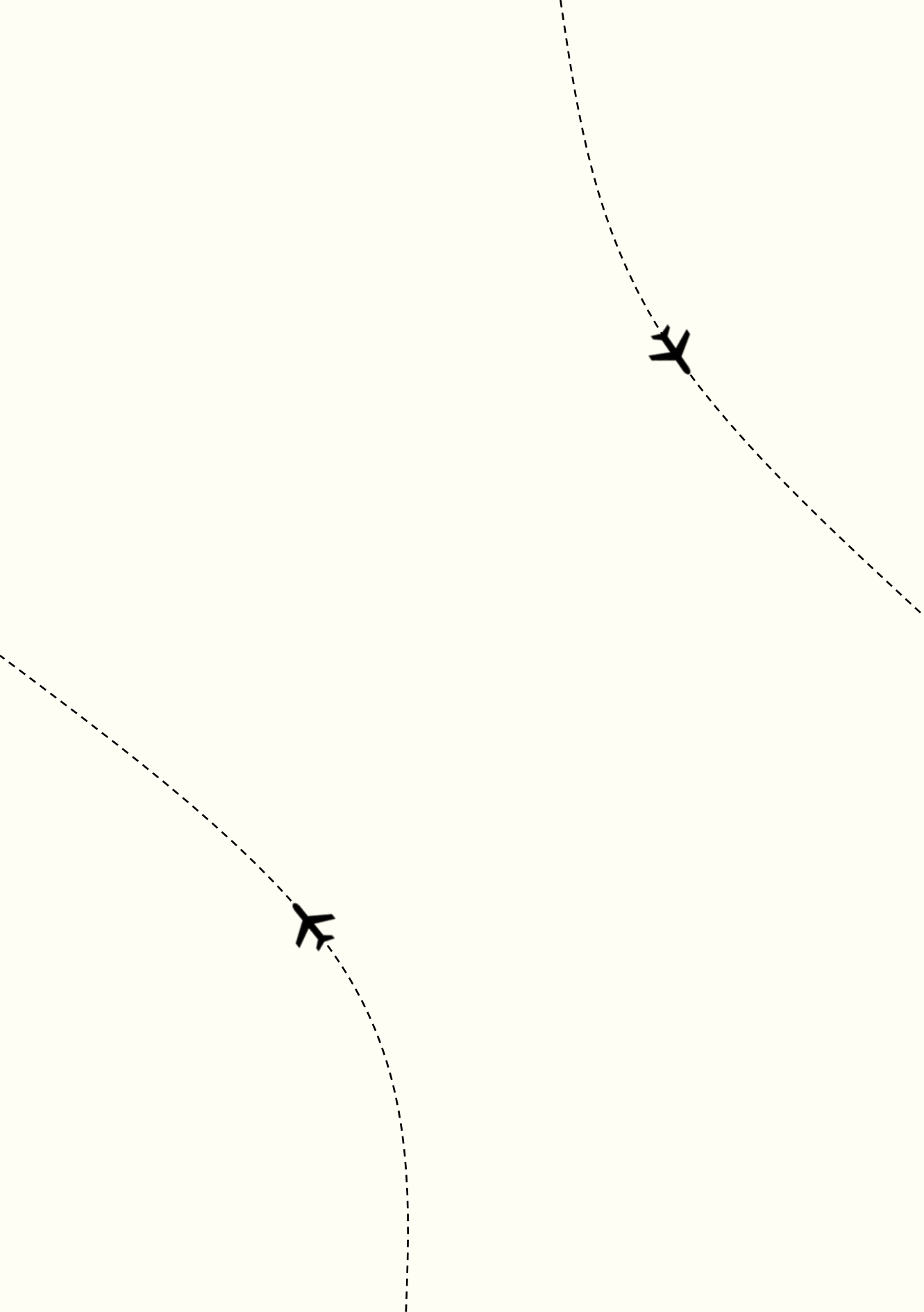
----- Routes 1 – 30 are Short-haul routes.

— (31) — Routes 31 – 62 are Medium-haul routes.

— (71) — Routes 63 – 89 are Long-haul routes.

— (91) — Routes 90 – 100 are Ultra-long-haul routes.

Note: All your routes and fleets must be active to win the game.





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