



Distant Lands

Expansion pack for Jet Set

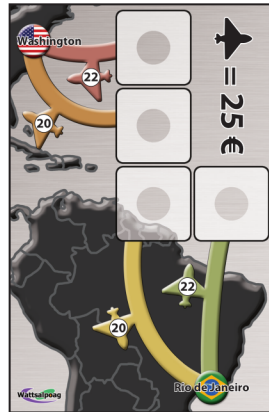
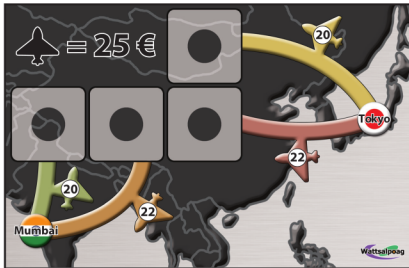
This pack contains four different Jet Set game expansions: Distant Lands, Hubs, Business Cards, and Investors. Each may be added individually, or you can choose whatever combination of expansions you wish.

In addition, there are extra Flight cards which you may choose to add to the original game. The Flight cards should not be used in place of the original cards, but should be shuffled into the corresponding decks, in order to ensure an even distribution.

Contents

Distant Lands

2 Supplementary Boards



37 Distant Flight cards



12 City markers

Hubs

12 plastic Hub tokens in 6 colors



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32 1-point markers



32 2-Euro markers

Flight Cards



50 Short Flight cards
40 Long Flight cards



18 Final Flight cards

Investor Cards



8 Investor cards

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Business Cards

40 Business cards

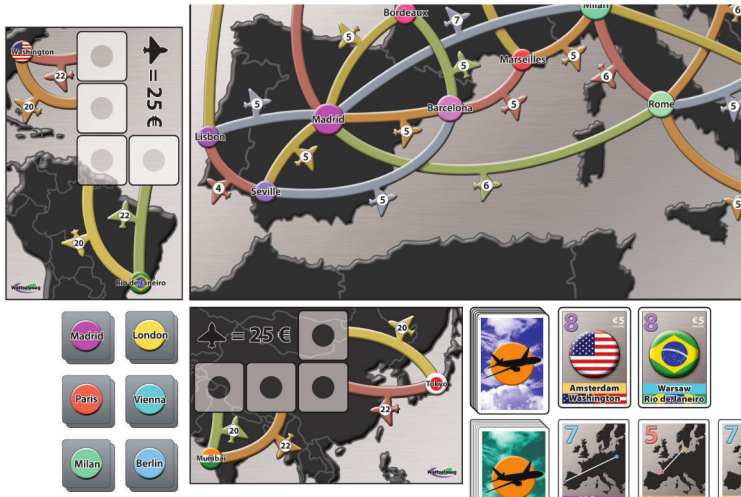


Distant Lands

Setup:

Remove the Vacation card from the Distant Flight deck and shuffle. Place the top two Distant Flight cards face-up near the Long and Short Flight card rows. If they both fly to the same city (Washington, Rio de Janeiro, Mumbai, or Tokyo), replace the second card so it goes to a different distant city. Count off a number of cards from the top of the deck equal to 2x the number of players, and put the Vacation card under these cards, on top of the deck.

After setting up Jet Set as usual, place the two supplementary boards next to the game board. Place the City markers nearby, so that markers for all six cities can be seen. [See Example 1.]



Example 1: Distant Lands setup for Jet Set.

Game play:

Play Jet Set as normal, with the following additions:

Flight Card Phase:

There should always be two Distant Flight cards available in their own row. When one is taken, draw one to replace it from the top of the deck. If both cards go to the same distant destination city (Mumbai, Rio de Janeiro, Tokyo, or Washington), discard it and draw another card from the bottom of the Distant Flight card deck.

You may not pay one Euro to add more cards to the Distant Flight card row.

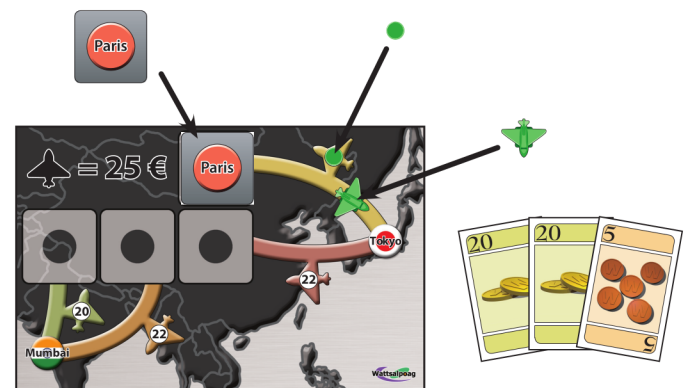
Place planes on an unowned airtlink:

There are two airtlinks that connect to each distant city. Each link can connect from one of the six major European cities; the cities on the City markers. When you buy one of these links, choose one unused City marker and place it on the empty end of the link. It will remain there for the rest of the game. Place your ownership marker on the link owner space, and one or more airplanes onto the link. Pay the link cost (20 or 22 Euros) and pay 25 Euros for each plane you placed on the link. You may not buy the link and place no airplanes on it.

For each distant city (Mumbai, Rio de Janeiro, Tokyo, Washington), the two links that connect to it can not both come from the same European city. The same player may own both of them. There are only two City markers for each major European city. Once they are both used, the remaining distant city links must connect to a different European city. [See Example 2.]

Place planes on links you already own:

Each plane placed on a distant city airtlink costs 25 Euros. The service charge remains the same as it is in the Jet Set basic game.



Example 2:

Green buys the link from Paris to Tokyo. He places the Paris marker on one end of the link, his green marker on the ownership space, one plane on the airtlink, and pays the bank 45 Euros. (25 for the plane, 20 for ownership.)

Place planes on another player's link:

For each plane you place on another player's distant city air-link, you must pay 25 Euros to the player, and 5 Euros to the bank, for a total of 30 Euros.

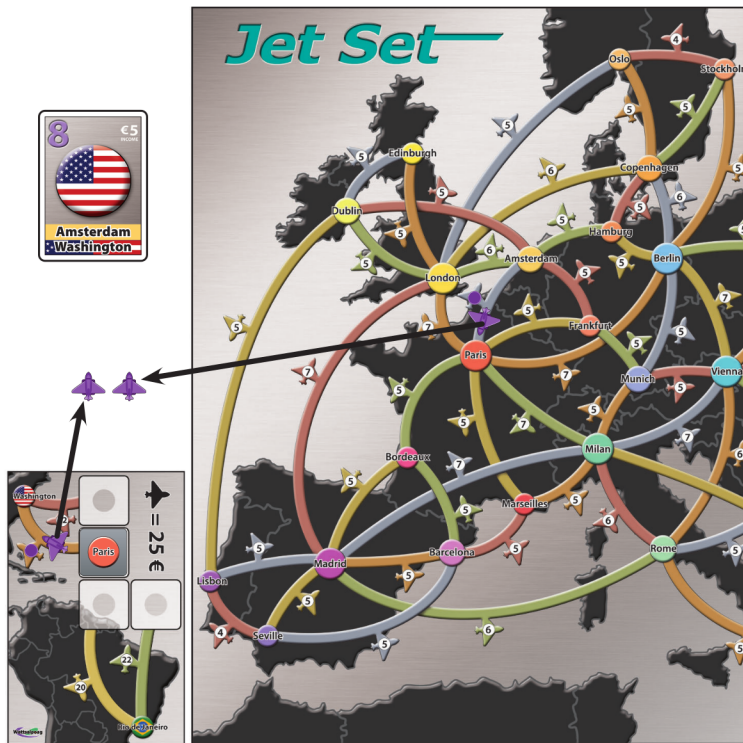
Claim a Flight card:

In order to claim a Distant Flight card, you must remove one airplane from each link in a connected path between the two cities, just as in the Jet Set basic game. Treat the distant airlink as if it connected directly to the city on the City marker. [See Example 3.]

Do not put any income markers on the Distant Flight card, as it has a permanent income value of 5 Euros.

Take income:

The income for a Distant Flight card is always 5 Euros.



Example 3:

Purple claims the Distant Flight card Amsterdam to Washington. He removes the planes on the airlinks Amsterdam - Paris, and Paris - Washington.

Vacation time:

When two Vacation cards come up, make sure there are two Distant Flight cards in their row, and that they both connect to different distant cities. Then set aside the Distant Flight cards. No more will come out for the rest of the game.

Scoring:

Each Distant Flight card is worth 8 points.

Combining with other expansions

Hubs:

You may collect hub bonuses or payoffs when a player claims a Distant Flight card. Hubs may not be placed in distant cities.

Business cards:

You do not take a Business card when you claim a Distant Flight card. You may not include airlinks on the Distant Lands boards as part of a Business Deal.

The following Business cards may not be used to affect Distant Flight cards, or planes and ownership markers on the Distant Lands boards: Acquisition, Commandeer, Discount, Free Plane, Lock a Flight Card, Ownership, Relocate, Three Planes, Transfers.

Note that "Planes" and "Friendly Rivalry" can apply to Distant Lands planes as well as normal ones. "Recall Planes" pays you 26 Euros for every plane you remove from a Distant airlink.

Investors:

Equal - No change.

Diversity - Only count 1, 3, 5, and 7-point cards.

Majority - No payoff for most Distant Flight cards.

Prominence - All points are totalled.

Catch Up - Distant Flight cards are counted.



Hubs

Setup

Set aside the hub tokens for colors that are not being played. Give each player the hub tokens in his color. Place the 1-point and 2-Euro markers beside the board.

After the first player has been chosen, each player places one hub token on a city, starting with the last player and going counterclockwise around the table. A hub token may only be placed on a city that does not have another hub token on it. It is recommended that you place your hub on a city with many airlinks connecting to it.



Red gets:



Blue gets:



Example 4:

Red claims the Long Flight card Oslo to Belgrade. He starts at his own hub in Oslo, and passes through his hub in Berlin and the blue hub in Vienna. Blue gets 2 Euros from the bank for Vienna. Red gets 2 Euros for the hub in Oslo.

For passing through Berlin, he gets his choice of hub bonus: a 2-Euro token or a 1-point token. He chooses the 2-Euro token. He does not get a hub bonus for Oslo because he started there. A player only gets a hub bonus if the flight path passes through his own hub, not if it starts or ends there.

Playing the game

Every time a player claims a Flight card, check to see if the flight path starts in, ends in, or passes through your hub city. If it does, you immediately receive a hub payoff of 2 Euros from the bank, whether it was you or another player who claimed the Flight card.

If you are the player claiming a Flight card, and the flight passes through your own hub (instead of starting or ending there), then you may choose to receive a hub bonus instead of 2 Euros. For a hub bonus, you may either take a 1-point marker or a 2-Euro marker, or else you may place your second hub. (If it is not already on the board.) If you place your second hub, it must go into a city that currently has no hub. [See Example 4.]

If you take a 1-point marker or a 2-Euro marker, place it beside your claimed Flight cards. Each 2-Euro marker will add two Euros to your income for the rest of the game. Each 1-point marker is worth one point at the end of the game.

NOTE: Distant Flight cards and Final Flight cards can also earn you hub payoffs or hub bonuses.

You may have no more than two hubs on the board. There is no limit to the number of 1-point or “+2 Euro” markers you may have. If you have two hubs on the board, it is possible to receive two hub benefits (bonuses or payoffs) from the same flight. It is also possible for more than one player to receive hub benefits from the same flight.

Combining with other expansions

Distant Lands:

You may collect hub bonuses or payoffs when a player claims a Distant Flight card. Hubs may not be placed in distant cities.

Business cards:

It is possible to collect a Business card and a hub benefit from the same flight.

Investors:

Prominence - All points are totalled, including 1-point hub bonus markers.

Business Cards

Setup

Shuffle the Business cards and deal two to each player. Place the remaining cards in a face-down pile near the Flight cards.

Acquiring Business Cards

Each time you claim a Long Flight card (5 or 7 points) you also take a Business card and add it to your hand. There is no limit to the number of Business cards you may have. If the deck runs out, shuffle the discards.

Playing Business Cards

If the card does not say, “Play at the end of the game,” you may play it any time during your turn. Playing a Business card does not count as your turn action. You may still take an action in addition to any Business cards you play. You may play a Business card on the same turn you draw it. You are not limited in the number of Business cards you may play during the same turn.

When you play a Business card during the game, you will discard it to the Business card discard pile, with the following exceptions: +2 Income, Taxes, No Overhead, Vacation.

Other Uses for Business Cards



Cash: If you don't use a Business card for its printed purpose, you may discard the Business card and take 5 Euros from the bank.



Business Deal: During your turn, you may make one offer of a Business Deal to another player. If he refuses, you continue your turn as normal. You may not make another offer until your next turn.

If he accepts, both of you must discard a Business card. Then you will each place one of your planes on a link belonging to the other player. This does not take an action or cost any money for either of you.

Detailed descriptions

+2 Income

Play this card face-up in front of you. It adds two Euros to your income for the rest of the game.

Acquisition

Pay another player 15 Euros, then replace one of his ownership markers (on the board) with one of yours. He may not refuse. (Not usable on a Distant Lands board.)

Buyout

Pay 10 Euros to the bank. Then draw the top Short Flight card from the deck and place it in front of you as if you had claimed the flight. Place two or three markers on it, as appropriate.

Catch up

Play at the end of the game.

This card is worth 0 points if you are the first to play your Final Flight card.

It is worth 2 points if you play your Final Flight card, but are not the first.

It is worth 4 points if you never play your Final Flight card.

Commandeer

Play at the beginning of a turn when your turn action will be, “Claim a Flight card.” Pay one player 15 Euros. Then, when you claim the Flight card, you may use one of his airplanes on the board as if it were your own color. You may use this card when playing your Final Flight card.

You may not commandeer an opponent's airplane on a Distant Lands board.

Delay

You may only play this card if you have not yet played your own Final Flight card.

Discount

Do not discount the cost of planes on a Distant board.

Dividends

Play this card when taking income, then discard it. It only works once.

Extra Action

You may not take income as either of your two actions this turn.

Final Flights

You will still only play one Final Flight card.

Free Plane

You may not place your free plane on a Distant Board.

Friendly Rivalry

You may buy fewer than three planes. The planes may go on different players' links if you wish.

Lock a Flight Card

You may not claim any other Flight card (including your Final Flight) while you have a card locked. You must claim the locked card first.

When you claim the card, the airplane comes off. If you never claim it, the plane will stay. You may not lock the same Flight card as another player has locked. You may not lock a Distant Flight card.

No Overhead

Play this card face-up in front of yourself. It remains in effect for the rest of the game.

Ownership

The marker costs nothing, and placing it is not your action. You may not use this card to place an ownership marker on a Distant link.

Planes

Play at the end of the game.

Recall Planes

You may only sell planes of your own color. These planes must

be on the board. You may sell planes on a Distant Lands board for 26 Euros each.

Relocate

Choose an airlink that you own. Remove all planes and the ownership marker from that airlink and move them to an un-owned link of your choice. If there are any opponents' planes there, they will be moved too. You may not move the planes and ownership marker to a link on a Distant board.

Taxes: €1

Play this card face-up in front of yourself. Each time another player takes income, they must place €1 on this card. This money comes from the income they receive. For as long as this card remains in play, you may not take the money on it, but must let it accumulate until the card is discarded. On any of your later turns, you may choose to discard this card and take all the money on it. Now the other players will not pay taxes.

Three Planes

The planes may go onto different links. You may not place them on a Distant Lands board.

Transfers

You may move as many planes as you wish, as long as they are all yours, they are all already on the board, and they all move to links you already own. Exception: They may not move to a link on a Distant Lands board.

Vacation

You may only play this card if you have already claimed at least three Long Flight (5-point or 7-point) cards. Place this card on one of the two empty Vacation card spaces on the board. Then proceed as if you had drawn a Vacation card.

Combining with other expansions

Distant Lands:

You do not get a Business card when you claim a Distant Flight card. You may not use a Business Deal to place a plane onto a link on a Distant Lands board. For all other rules on combining these two expansions, see the detailed descriptions of the Business cards.

Hubs:

It is possible to collect a Business card and a hub benefit from the same flight.

Investors:

The Business card “Vacation” has the same effect as a Vacation card from one of the Flight card decks.

Equal - No change.

Diversity - No change.

Majority - No change.

Prominence - Points totaled do not include points for Business cards that say, “Play at the end of the game”. (Either on the card or in this rule book.)

Catch Up - No change.

Investors

Setup

Shuffle the Investor cards and place two of them face-down on the Vacation card spaces on the board. Place the rest of the Investor cards back in the box, without looking at them. Only two Investor cards will be used in each game.

Getting Investment Money

When a Vacation card comes up, remove one of the Investor cards from the board and replace it with the Vacation card.

Read the Investor card and pay all qualifying players from the bank, according to the instructions on the card. Then discard the Investor card.

Note: all ties are resolved in a money-friendly manner, with tied players receiving the higher amount. [See Examples 5 and 6.]

For a more strategic game, you may decide to put the Investor cards face-up.

Example 5:

Green = 1, 1, 3, 7

Red = 1, 1, 1, 3

Yellow = 1, 1, 1, 7, 7

...

Green gets 20 Euros.

Red gets 30 Euros (10 + 20).

Yellow gets 40 Euros (10 + 30).

Investor

Majority
The player with the most of each type of card receives money:

Mehrheit
Die Spieler mit den jeweils meisten Karten einer Sorte erhalten Geld:

Majorité
Le joueur avec le plus de chaque type de cartes reçoit:

1 point/Punkt/point = 10 €
3 point/Punkte/points = 20 €
5 point/Punkte/points = 25 €
7 point/Punkte/points = 30 €

Investor

Catch Up
Count your Flight cards:
Fewest cards = €40
Second fewest = €30
All other players = €20

Aufholjagd
Alle Spieler zählen ihre Streckenkarten:
Am wenigsten Karten = 40 €
Am zweitwenigsten Karten = 30 €
Alle anderen Spieler = 20 €

Rattraper
Comptez vos cartes Vol:
Le moins de cartes = €40
Le second avec le moins de cartes = €30
Tous les autres joueurs = €20

Example 6:

Green has 7 cards, Blue has 8 cards,

*Yellow has 7 cards, Orange has 5 cards,
and Purple has 5 cards.*

...

Orange and Purple get 40 Euros.

Green and Yellow get 30 Euros.

Blue gets 20 Euros.

Credits

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