



Jumbo Jets

Expansion pack for Jet Set

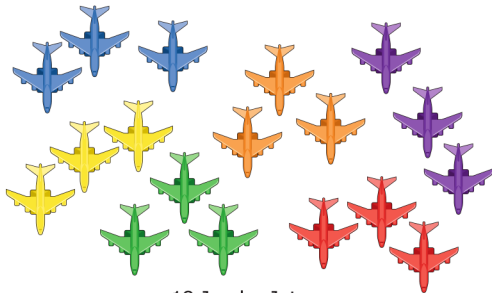
This pack contains four different Jet Set expansions: Jumbo Jets, Hotels, Charter Flights, and City Bonus. You may add each expansion individually, or combine two or more as you wish. You may also combine them freely with the expansions from the Distant Lands expansion pack.

In addition, there are Flight cards to add to the Short Flight and Long Flight decks. The cards in this pack are only 3-point or 5-point Flight cards, and should not be used in place of the original deck. If you combine the cards in this expansion with those in the original game and the Distant Lands expansion, you will have a complete set of all possible flights between two cities.

There are also 8-point and 12-point Final Flight cards, to make your final flight a bit easier or more profitable.

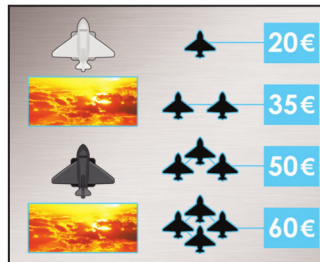
Contents

Jumbo Jets



18 Jumbo Jets
3 in each of the 6 player colors

Charter Flights



1 Charter Flight Board



48 Charter Flight city cards



2 Charter planes
1 white, 1 black

Hotels



60 Hotel guest tokens



24 Hotel cards

City Bonus

24 City rings



24 Bonus tiles

1

Flight Cards



53 Short Flight cards 12 Final Flight cards: 8 points
43 Long Flight cards 12 Final Flight cards: 12 points

Jumbo Jets

Setup:

Give each player the three jumbo jets in his color. (In a 5- or 6-player game, each player gets two jumbo jets.) Put the others back in the box.

Playing the game:

When a player takes the “place planes on an unowned link” or “place planes on links you already own” action, he may place a jumbo jet instead of a normal plane, with these differences:

- Jumbo jets cost 5 Euros, the same as a normal plane.
- You may never place a jumbo jet on another player’s link.
- All planes already on the link are removed.
- Pay the other players 10 Euros for each of their planes that you remove.
- No one may put a plane on a link that has a jumbo jet on it.
- You may use your jumbo jet(s) to claim a flight card, just as a normal plane.
- You may use another player’s jumbo jet to claim a flight card as if it were your color.
- When you claim a flight card, you must pay the bank 5 Euros for each jumbo jet of your own color that you used.
- You must pay the other player 10 Euros for each jumbo jet of that player’s color that you used.
- When you use a jumbo jet, you DO NOT remove it from the board.

Each player only has three jumbo jets to use, or two in a 5- or 6-player game. If you want to place a jumbo jet and you have none available, you may remove one of your jumbo jets from the board in order to place it elsewhere. You may only remove a jumbo jet from the board if you then immediately use it on another link.

Combining with other expansions:

Business Cards:

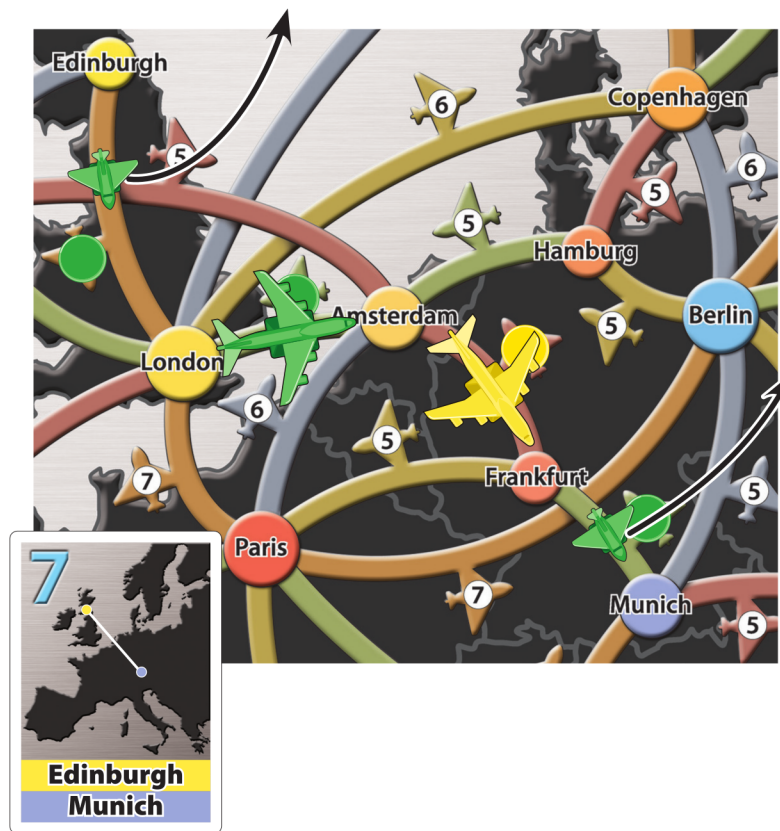
Jumbo jets count the same as planes for Planes and Relocate. Jumbo jets do not count as planes for Commandeer, Discount, Free plane, Recall Planes, Transfers, and Three Planes. You cannot use the Acquisition card on a link that contains a jumbo jet.

Distant Lands:

Jumbo jets may not be placed on links to Washington, Rio de Janeiro, Mumbai, and Tokyo.

Charter Flights:

Deduct 5 Euros from the payoff for each jumbo jet you use. You must use at least one plane of your own color (jumbo jet or normal plane) to make a charter flight.



Example 1:

Green flies from Edinburgh to Munich. She uses her own planes from Edinburgh to London and from Frankfurt to Munich. She uses her own jumbo jet from London to Amsterdam, and Yellow’s jumbo jet from Amsterdam to Frankfurt. She pays the bank 5 Euros for using her own jumbo jet and pays yellow 10 Euros. The standard planes she used come off the board, and the jumbo jets stay where they are.

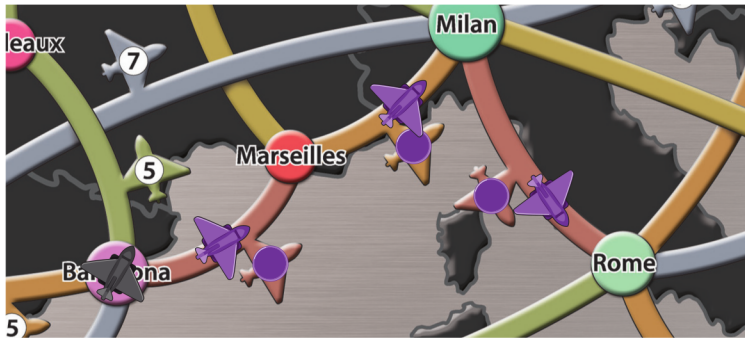
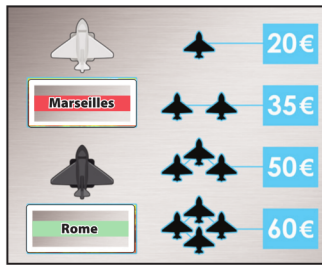
Charter Flights

Setup:

Place the charter flight board near the main game board. Shuffle the city cards and turn over the top two. Place the black plane in one of the cities (on the game board) and the white plane in the other one, and discard the cards. If both cards are the same, discard one and draw again. NOTE: A Charter plane goes on the city, not on the flight path linking two cities. Draw a city card for each plane and place the cards on the charter flight board. These will be the destination cities for the charter planes. If the second destination city is the same as the first, or if a destination city is where one of the planes is sitting, discard the card and draw again.

Playing the game:

Players now have another possible action on their turn: Make a charter flight. This will be the player's one action for his turn.



Example 2:

Purple takes a charter flight from Barcelona to Rome. He moves the black plane from Barcelona to Rome, and removes his planes from the links: Barcelona-Marseilles, Marseilles-Milan, and Milan-Rome. The bank pays him 50 Euros.

To make a charter flight, you must have planes on all links in a path connecting a charter plane to its destination city. Remove one plane of your color from each link, just as when you claim a flight card, and move the charter plane to its destination city. Count the planes you used to make this flight, and receive (from the bank) 20 Euros for 1 plane, 35 Euros for 2 planes, 50 Euros for 3 planes, or 60 Euros for 4 or more planes. [See Example 2.] Now discard the destination card and draw a new one to replace it. If the new card matches the other charter plane's destination, or one of the two cities where the charter planes are sitting, discard it and draw again.

Combining with other expansions:

Jumbo Jets:

For each jumbo jet you use on a charter flight, the payoff is reduced by 5 Euros. You must still pay 5 Euros to the bank, or 10 Euros to another player, for each jumbo jet you use when making a charter flight. A jumbo jet counts as one of the planes used to make a charter flight, even though you do not remove it from the board. You may not make a charter flight without using at least one plane of your color (normal plane or jumbo jet).

Business Cards:

You may use Commandeer when making a charter flight, paying the player 15 Euros to use his plane as if it were yours.

Hubs:

The hub owner gets the normal bonus when a charter flight goes through a hub.

Hotels:

Your hotels get no new guests when you make a charter flight.

City Bonus:

You get no city bonus for flying a charter flight into or out of a city with a bonus ring.

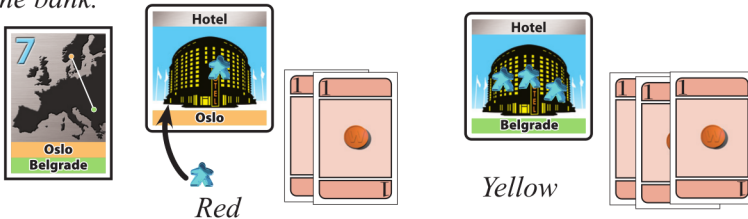
Hotels

Setup:

At the start of the game, each player will build one or two hotels. Starting with the last player (to the right of the start player) and in reverse player order, each player chooses to either take two hotel cards, or one hotel and 10 Euros. (In addition to the usual 30 Euros starting money.) Look through the cards, choose the hotel(s) you want and play it (them) face up on the table in front of you. There is one hotel for each city, so you may not choose a hotel that another player has already taken. When all players have chosen, place the remaining hotel cards in a stack beside the board. (It may be helpful to put them in alphabetical order.) If there is room, you may want to spread the remaining hotel cards out face up so they can be seen. Place the guest tokens in a pile near the board. NOTE: The number of guest tokens is meant to be unlimited. If you run out during the game, you may use other markers (perhaps ownership markers of an unused color) as guest tokens.

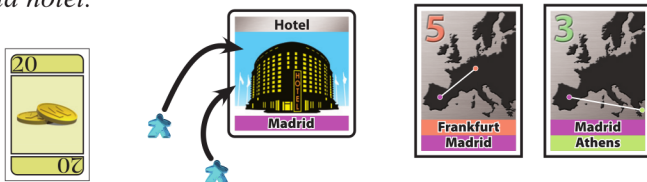
Example 3:

Red claims the Long Flight card Oslo to Belgrade. He owns the Oslo hotel with one guest, and Yellow owns the Belgrade hotel with three guests. Yellow gets three Euros from the bank. Red puts one guest on his Oslo hotel and takes two Euros from the bank.



Example 4:

Green builds the Madrid hotel. It is her fourth hotel, so she pays 20 Euros. Green has the flight cards Frankfurt-Madrid and Madrid-Athens, so she places two guest tokens on the Madrid hotel.



Playing the game:

Whenever anyone claims a flight card, look at the cities named on the flight card. The bank will pay the owners of the hotels in those cities one Euro for each guest on that hotel card. If you claim a flight card naming a city where you own the hotel, then in addition to the Euros, you will place a guest token on that hotel. (You will receive one Euro from the bank for this new guest.) This happens for all flight cards claimed: Short flights, long flights, distant flights, and final flights. [See Example 3.]

As an action on your turn, you may build a hotel. Take one of the hotel cards from the unbuilt hotels beside the board and play it in front of you. Pay the bank 5 Euros for each hotel you own, including the hotel you just built. (Example: If you are building your third hotel, pay the bank 15 Euros.) Place one guest token on the hotel for each flight card you own showing the hotel's city. Building a hotel is your action for the turn. [See Example 4.]

When you claim income, in addition to income from flight cards, you receive one Euro for each guest in your hotels. DO NOT REMOVE any guests from your hotels when you take income.

At the end of the game, each guest in your hotels is worth one victory point.

Combining with other expansions:

Investors: Prominence - Be sure to include hotel guests when counting your current score.

Business Cards: Buyout - Add guests for cities named on your new flight card.

Hubs: If there is a hub on a city with a hotel, add one guest to the hotel.

Distant Lands: A distant land flight card that names a hotel city will pay money and add a guest the same as a normal flight card. There are no hotel cards for Rio de Janeiro, Washington, Mumbai, and Tokyo.

Charter Flights: Charter flights will not add guests to hotels.

City Bonus

Setup:

Place a city ring on each city on the board. Make five stacks of bonus tiles beside the board:

- A face-up stack of 1 Euro tiles.
- A face-up stack of 2 Euro tiles.
- A face-up stack of 3 Euro tiles.
- Shuffle the “A” tiles and place them in a stack face down.
- Shuffle the “B” tiles and place them in a stack face-down, with the “C” tile (3 VPs) on the bottom.

Playing the game:

For each city on the board, the first player to make a flight to or from that city gets a bonus. Each time a player claims a flight card, if there is a bonus ring on one of the card’s cities, he will remove the ring from the city (out of the game) and claim a bonus tile. If there are bonus rings on both cities, he removes both rings and claims two bonus tiles. The bonus tiles must be claimed in order: first the 1 Euro tiles, then the 2 Euro tiles when the 1 Euro tiles are gone. Then the 3 Euro tiles, then the A tiles, then the B tiles. The C tile is the last to be taken. [See Example 5.]

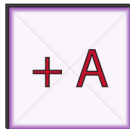
The tiles are either cashed in immediately, held until used, or scored at the end of the game:



Discard immediately to receive that amount from the bank.



Save it. Discard it on a future turn to add one plane to one of your links as a free action at no cost. If the tile shows two planes, you may add two planes to the same or different links.



Save it. Discard on a future turn to get an additional action. You may do the same action twice.



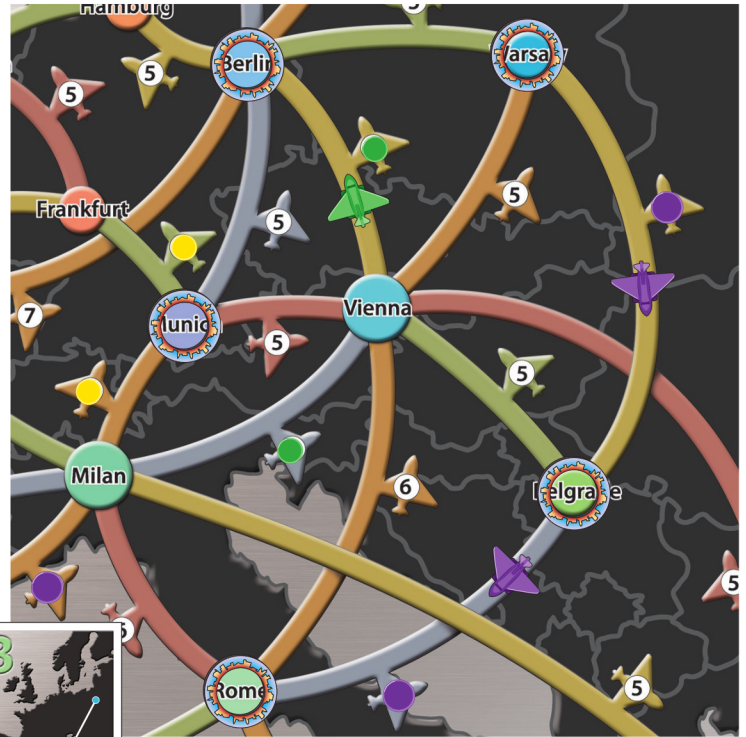
Score extra points at the end of the game.

Combining with other expansions:

Distant Lands: There are no city rings or tiles for the distant destinations, but you do collect bonuses from distant flight cards for their European cities.

Business: Buyout - Do not take bonuses for the cities on your new flight card.

Charter Flights: Do not take bonuses for Charter flights.



Example 5:

Purple claims the Flight card Warsaw-Rome. There are city rings on both Warsaw and Rome. He removes these two rings from the board, and takes two bonus tiles. He takes the last face-up 3 Euro tile and immediately cashes it in for three Euros from the bank, discarding the tile. He then takes the top tile from the stack of “A” tiles and turns it face up. It shows an airplane. He will save this and use it on a future turn to place a free plane on one of his airtlinks.

Final Flight Cards

Final Flights: 8-point and 12-point

Setup:

You may incorporate the new final flight cards in one of these ways:

Mix In: Shuffle the 8-point and 12-point cards together with the standard 10-point cards. Start the game with 3 final flight cards instead of 2.

One of Each: Shuffle the 8-point, 10-point, and 12-point cards separately, and deal each player one card of each type at the start of the game.

Player's Choice: Shuffle each deck separately (8-point, 10-point and 12-point) and each player draws two cards, choosing which decks to draw from. You may have two cards from the same deck, or one card from each of two different decks. But you may not look at your cards until you have drawn both.

Playing the game:

The new cards are played the same way as the standard final flights. You may not play them until two vacation cards are showing. You will only play one final flight and then the game is over for you.

The 8-point final flights are generally easier than the base game's 10-point cards. They only need five planes to achieve. The 12-point cards are harder than the standard ones, needing seven planes minimum, and with two intermediate cities.

NOTE: Be very careful to observe the rules for claiming a final flight card, especially with a 12-point card. The cities must be visited in the order shown on the card. And you may not use the same link twice when claiming a final flight card. You may visit the same city more than once, but you must use a different link for each step on the flight path.

Credits

Game design:

Kris Gould

Graphics:

Mike Raabe

**And many thanks
to our fantastic
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Jumbo Jets is produced by:



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