

Alan R. Moon's

AIRLINES
EUROPE



**FOR 2-5 PLAYERS AGES 10 AND UP,
GAME LENGTH APPROX. 75 MINUTES**

The age of air travel is upon us. Brave businessmen found the first airline companies and compete over the few licences available for European airspace. The rapidly growing market and the potential for big profits quickly attract new investors. But only he who uses his influence well and invests in the most profitable airlines will succeed.



GAME COMPONENTS

Before playing for the first time, carefully punch out all cardboard tiles from their frames.

1 game board showing a map of Europe as well as an airline share track

3 scoring cards (grey backs)



112 share cards in the airline colors (grey backs)

16 Air Amigos (yellow)

15 Rio Grande Southern Europe (blue)

14 Lucky Hans Airways (violet)

13 Days Of Flying Wonders (red)

11 Brooms Bewitched (black)

10 Jolly Roger Airships (brown)

9 FF Flys (green)

9 It's Funagain To Fly (orange)

8 Flying Is Simply Fun (grey)

7 White Winds (white)



112 airplanes in the airline colors (16x yellow, 15x blue, 14x violet, 13x red, 11x black, 10x brown, 9x green, 9x orange, 8x grey, 7x white)



20 markers in the airline colors (2 in each color)



20 Air ABACUS share cards (red backs)

84 victory point tiles (39x 1 point, 20x 5 points, 20x 10 points, 5x 50 points)



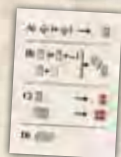
70 bank notes with a total value of 150 million Euros (50x 1 million, 20x 5 million)



4 bonus connection markers (1 each for It's Funagain To Fly (orange), FF Flys (green), Flying Is Simply Fun (grey) and White Winds (white))



5 game summary cards



Game rules



Airplane supply

Victory point supply



Bank



Share cards
Air ABACUS

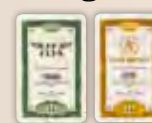


Share cards
draw pile

Each player starts the game with:



6 shares in hand



2 shares in the
share holdings



8 million Euros



Victory points de-
pending on position

GAME SETUP

Depending on the number of players taking part take the shares, airplanes and markers of the following companies out of the game, returning them to the game box:

With **5 players** – none

With **4 players** – Air Amigos (yellow)

With **3 players** – Air Amigos (yellow) and Lucky Hans Airways (violet)

With **2 players** – Air Amigos (yellow), Rio Grande Southern Europe (blue) and Lucky Hans Airways (violet)

Note: When playing with 2 players, please refer to the 'Special rules for 2 players' section.



Sort the **airplanes** of the airlines taking part in the game according to color. They can remain in the wells of the game box's plastic insert as a supply.

Place the **victory point tiles** next to the game board as a supply.

The youngest player becomes the **start player** and receives 1 victory point from the supply. Now, in clockwise direction, each player receives 1 victory point more than their right-hand neighbor.

Example: With 3 players, the start player receives 1 victory point, the second player receives 2 victory points and the third player receives 3 victory points.

Players should keep their victory point tiles on the table in front of themselves, face down. Victory points are kept secret over the course of the game.

Place the **money** next to the game board as a bank. The bank should contain a total amount of **30 million Euros per player**. With 5 players, all the money is used. With fewer than 5 players, return the excess money back to the game box.

Give each player **8 million Euros** from the bank, which they place in front of themselves. Money is not kept secret over the course of the game.

Place the **game board** in the middle of the table so that it is readily accessible to all players. Place one **marker** of the appropriate color onto the **home airport** of each airline taking part in the game.

Additionally, place each airline's other **marker** onto the **share track** space showing that airline's color.

Important: Air ABACUS takes part in each game, although it doesn't own any airplanes or markers!

The four airlines with the fewest airplanes and shares (It's Funagain To Fly (orange), FF Flies (green), Flying Is Simply Fun (grey) and White Winds (white)) can establish so-called bonus connections during gameplay. Place these airlines' **bonus connection markers** onto the corresponding **bonus spaces** next to their **goal cities**.

Give each player a **game summary card**.

Place the 20 **Air ABACUS** shares, face down, next to the game board, as a supply.

Sort out the 3 **scoring cards** and set them aside for now.

Now shuffle together all shares from all airlines taking part in the game, except for those belonging to Air ABACUS.

Reveal the top 5 shares and place them next to the game board as indicated in the figure above. These form the **stock market**.

Deal **each player 8 share cards**, face down. Players take their cards in hand. In the unlikely event that a player has nothing but shares of a single airline, then his hand is reshuffled into the deck and he receives 8 new shares. Players must always be able to easily tell how many shares each of the other players have in hand.

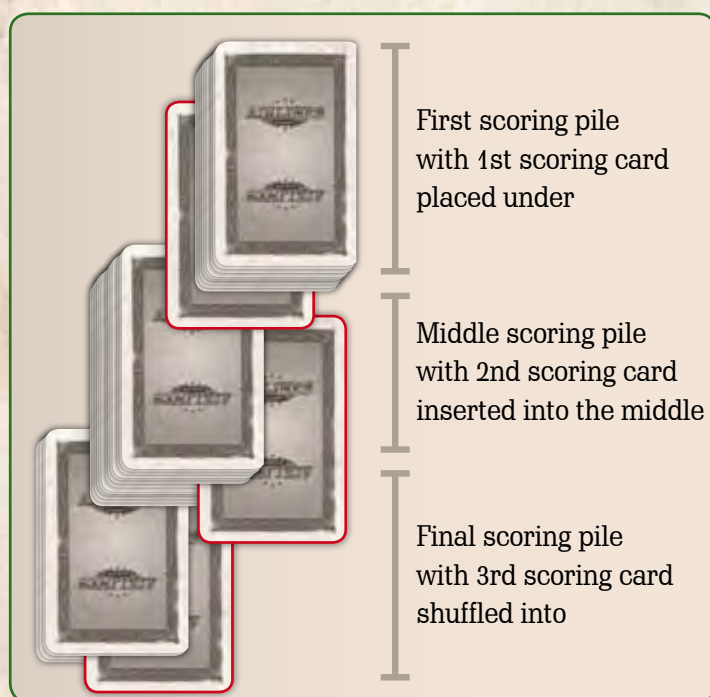
Note: The number on the bottom of each share card's front side indicates how many shares as well as airplanes this airline owns.

Each player now chooses **2 shares of different airlines** from his hand and places them, face down, in front of himself. All players then reveal these shares simultaneously and ensure that they are easily seen by the other players. These shares form the **share holdings** that the players have at the start of the game.

Draw pile

Now, create the draw pile with the remaining share cards:

First, count out the top 10 cards, face down. **Shuffle** one scoring card **into** them and place the final scoring pile created in this manner next to the stock market. Now, take approximately one quarter of the remaining share cards and set them aside. Take another scoring card and **insert** it **into** approximately the **middle** of the remaining deck (not the quarter set aside). Place this middle scoring pile onto the final scoring pile. Finally, **place** the last scoring card **under** the quarter of the deck previously set aside. Place this first scoring pile onto the middle scoring pile.



Note: To make gameplay easier to oversee, it is recommended that different players each take care of a different portion of the game: For example, one can handle the bank and the stock market and one the supply of airplanes and the share track.

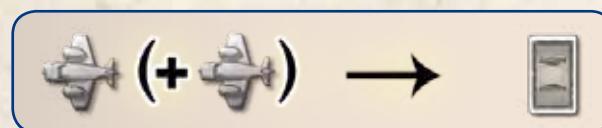
GAMEPLAY

The game is played in clockwise direction, starting with the start player. On a player's turn, he must carry out **exactly one action**. He has a choice of four actions:

- A) **Buy one or two route licences and take one share**
- B) **Play out shares and receive dividends**
- C) **Trade in for Air ABACUS shares**
- D) **Take money**

Note: A player may not choose an action that he cannot legally carry out (exception: Action D 'Take money', see 'Special situation: Bank is bankrupt').

A) Buy one or two route licences and take one share



The player may buy an available route licence for the route and airline of his choice (with some restrictions, see below). Buying this licence allows the airline to make a connection between two cities. The licences are indicated by the circles on the routes between the cities. The number in a circle indicates the cost of that particular licence. The player pays this amount to the bank, then takes an airplane out of the supply and places it onto the circle. This shows that the airline now owns a licence for the route and that this particular licence is no longer available. Finally, he moves the appropriate airline's marker as many spaces forward on the share track as indicated by the number in the just-covered circle.

Note: A player doesn't need to own shares of an airline in order to buy a route licence for it.

In general, buying a route licence is subject to the following rules:

1. The new route must be connected directly to the airline's home airport or it must be connected to the airline's home airport via other routes for which the airline already owns licences.



Note: An airline's network can consist of multiple branched routes, as long as they can all be traced back to the airline's home airport.

2. The player must always choose the least expensive route licence available for the chosen route.



3. Each airline may only own a single licence for each route.



4. Should all licences for a route already be bought, then no other airlines may buy a licence for that route.
5. Should an airline's supply of airplanes be exhausted, then that airline may not buy any more route licences.

After buying the first route licence, the player **may** choose to immediately buy a second route licence in the same manner as the first. He again chooses the route and airline of his choice. The same restrictions apply as when buying the first route licence.

After the player has bought one or two route licences, he takes one share of his choice either from the stock market or from the top of the draw pile, adding it to his hand. Should the player have taken a card from the stock market, then the topmost card in the draw pile is immediately revealed and added to the stock market.

Important: Even if the player has bought two route licences, he may still only take one share!

Distant connections

The four distant connections are treated in exactly the same way as the other routes. However, there is only one very expensive licence available for each of them.

Bonus connections

The four airlines with the fewest airplanes and shares receive a bonus for connecting their home airport with a specific goal city:

It's Funagain To Fly (orange)	Athens >>	London
FF Flies (green)	Stockholm >>	Athens
Flying Is Simply Fun (grey)	London >>	Ankara
White Winds (white)	Moscow >>	Madrid

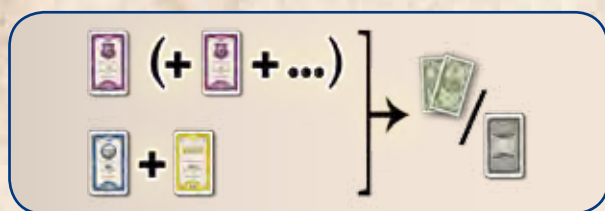


When the purchase of a route licence results in an airline owning an unbroken chain of routes between its home airport and its goal city, then that airline's bonus connection is complete. Move the airline's marker forward on the share track as usual for the just-bought licence, then immediately move it forward additional spaces equal to the number indicated by the appropriate bonus connection marker. This share increase happens only once. To show that the airline has completed its bonus connection, remove its bonus connection marker from the game.

Blocked airline

Should an airline no longer be able to legally buy any more licences, even though it has airplanes left in its supply, then that airline is blocked and its network may no longer be expanded.

B) Play out shares and receive dividends



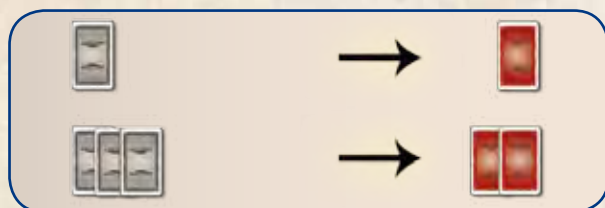
The player plays out from his hand either **any number of shares** from **one airline** (at least one share) or **one share each** from **two different airlines** and adds it to his share holdings.

Subsequently, the player receives a 2 million Euro dividend from the bank for each share he played out this turn.

Example: Uli plays out 4 Air Amigos and receives 8 million Euros for them.

Note: Players must always be able to easily see what the other players' share holdings are. Each player should sort their shares according to type and also ensure that each airline's shares are slightly offset from each other so that the total number of shares is recognizable.

C) Trade in for Air ABACUS shares



The player may trade for either 1 or 2 Air ABACUS shares by discarding share cards from his hand and/or his share holdings, face down. He adds the Air ABACUS shares to his hand.

If the player chooses to discard 1 share card, then he receives 1 Air ABACUS share.

If the player chooses to discard 3 share cards, then he receives 2 Air ABACUS shares.

A player may not claim more than 2 Air ABACUS shares in a single action.

Discarded shares are removed from the game.

Note: To add Air ABACUS shares to his share holdings, the player must later play them out from his hand via a normal Action B). He receives a 2 million Euro dividend for each share, as usual.

Air ABACUS

Air ABACUS is a special airline. It owns no airplanes and route licences cannot be bought for it. Its victory point distribution is set for each scoring (see game board) with its value increasing with each subsequent scoring. Air ABACUS shares are not available via the stock market. They can only be obtained by players trading other shares in for them.

Note: Air ABACUS shares are recognizable by their different-colored backs when in another player's hand.

D) Take money



The player receives 8 million Euros from the bank.

Special situation: Bank is bankrupt

In the unlikely situation that a player, when carrying out either Action B) or D), would receive more money from the bank than it has, then the bank is bankrupt. The payout is temporarily suspended and the game interrupted.

All players now count their money. Players with more than 8 million Euros in hand must reduce their holdings to 8 million Euros by returning the excess to the bank. Players with 8 million Euros or less in hand may keep their money.

Then, remove all shares in the stock market from the game and draw 5 new shares to replace them.

Once the stock market has been replenished, the game continues and the player who triggered the bankruptcy receives his money as usual.

SCORING

Triggering the scoring

When a scoring card is drawn from the draw pile and is added to the stock market, then the game is temporarily interrupted and scoring takes place. The scoring card is given to the player whose turn it would be next. He places it in front of himself. The stock market is replenished to 5 cards.

Should a player have added the scoring card to his hand via Action A), then he immediately places it in front of the player whose turn it would be next. He receives the top card from the draw pile instead.

Clear the stock market

In turn order, each player now takes one share from the stock market. Players may not choose to draw a share card from the draw pile instead. The player with the scoring card begins. The stock market is not replenished while players choose their shares. Instead, once all players have chosen a share, any remaining shares in the market are removed from the game. Only after this is completed is the stock market replenished with 5 new shares.

Scoring airlines

Players now receive victory points for their share holdings. Each airline is scored in order, beginning with the airline the furthest along the share track. One player should call the airlines out, one at a time. For each airline, all players should then announce how many shares of it they have in their share holdings.

Note: Shares in hand do not count.

The victory point distribution for the scoring region in which the airline's marker is located determines how many victory points the airline is currently worth.

The player with the most shares of the airline being scored receives as many victory points from the supply as indicated by the first number. The player with the second-most shares of the airline being scored receives as many victory points from the supply as indicated by the second number, etc.

Players without any shares in their share holdings for the airline being scored receive nothing!

Should multiple players have the same number of shares for an airline in their share holdings, then the victory points for the appropriate places are added together and then split between the affected players. Round up if necessary.

Finally, the victory points for Air ABACUS are awarded. The victory point distributions for each scoring are set as follows:

1st Scoring: 4-2-1-0 points
2nd Scoring: 8-4-2-1-0 points
3rd Scoring: 16-8-4-2-1 points



Example: The Rio Grande marker is in the scoring region with the following victory point distribution: 6-3-2-1-0. Uli owns 3 Rio Grande shares, Christiane and Doris each own 2. Bernd doesn't own any. Uli is in first place and scores 6 points. Second and third place are worth 3 and 2 points, respectively. Therefore, Christiane and Doris share a total of 5 points. Each of them scores 3 points as the shared points are rounded up. Bernd receives nothing because he doesn't own any Rio Grande shares. The single point for fourth place is not awarded in this instance.

After all airlines have been scored, then the game continues with the turn of the player who has the scoring card in front of him. The scoring card itself is removed from the game.

Note: Players may exchange victory point tiles at any time.

GAME END

The game ends immediately after the 3rd scoring. The player with the most victory points is the winner. In the event of a tie, then the tied player with the most Air ABACUS shares is the winner. If there is still a tie, then the players share the victory!

In the extremely unlikely case that, after a route licence has been bought, all airlines taking part in the game are blocked, then the game ends early. A final scoring takes place immediately, after which the winner is determined in the same manner as above.

SPECIAL RULES FOR 2 PLAYERS

The 2-player game differs from the regular game in the following two ways:

Face-down discard pile

All share cards discarded over the course of the game are not removed from the game. Instead, they form a face-down discard pile.

Note: Shares can be removed from the game in the following situations:

- **Action C) Trade in for Air ABACUS share, or**
- **Clear the stock market, or**
- **Bank is bankrupt**

Third Scoring

The 3rd scoring is carried out as if three players were taking part. Prior to this scoring, the following shares are added together to form the 'share holdings' of the fictitious third player:

- **Any remaining Air ABACUS shares**
- **All shares in the stock market**
- **The remaining shares in the draw pile**
- **The shares in the face-down discard pile**

TACTICAL HINTS

It can be useful to collect many shares of an airline in hand, in order to play them out at once, thus obtaining a lot of money in a single action.

If you play many shares for an airline out early, then you might be able to quickly define who will have the majority. However, you might also discourage the other players from buying route licences for that airline. Investing in that airline's network will probably be left solely to the majority shareholder.

Players who don't play out all of their shares right away can profit from 'synergy' between players as well as claim a surprising majority in an airline towards the end of the game.

Blocking an airline can be useful on occasion. However, it is expensive and the end result is often uncertain.

It is easier to control the majority of an airline with fewer shares. However, such airlines can also own only a few route licences. To raise the share value for these airlines, you should try to buy the most expensive licences

you can. It is important to note that more expensive licences typically become available later in the game.

Shareholders of airlines with the opportunity to make bonus connections should try to use this chance to generate significant share value increases at reasonable cost.

Air ABACUS shares can bring valuable victory points. Trading in for them and playing them out, however, requires good timing and an eye on what the other players are doing. It is often useful to recognize which shares in your share holdings are irrelevant in terms of majorities and trade those in for Air ABACUS shares instead.

You are allowed to trade in Air ABACUS shares from your hand or share holdings for new Air ABACUS shares. This usually only makes sense when the supply of Air ABACUS shares is nearly exhausted, though, so that a majority can be secured.



About the author:

Alan R. Moon has won the coveted „Spiel des Jahres“ award („Game Of The Year“ in Germany) twice, for „Elfenland“ in 1998 and for „Ticket To Ride“ in 2004. He has over 80 published games. Alan's first board game was the original „Airlines“, published in 1990 by ABACUSSPIELE. „Airlines“ was also one of the first board games published by the company. Alan began working on „Airlines“ again in 2007. He wanted the new „Airlines“ to retain the feel of the original game, but give players even tougher choices. After testing more than three dozen prototypes, „Alan R. Moon's Airlines Europe“ is the result.

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