

Boarding

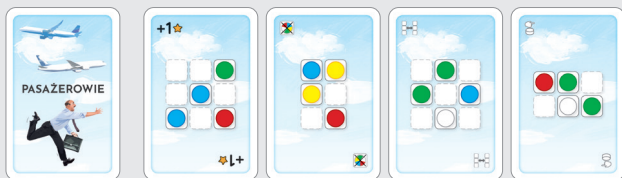
author: Daryl Chow

illustrations: Roman Kucharski

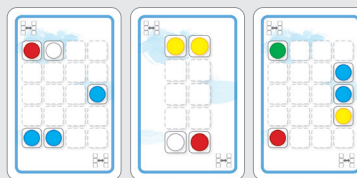
COMPONENTS

96 cards:

81 Passenger Cards (including 9 difficult cards)



Difficult Cards (with blue border)



15 Event Cards



4 Plane Boards (double-sided)

Board for 1-3 players

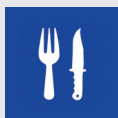
Board for 4 players



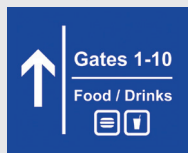
150 Passenger Tokens (30 in each of 5 colors)



24 Vouchers



First Player Marker



GOAL OF THE GAME

The booking software system went crazy and the cabin crew has to assign seats to all passengers during boarding. You are responsible for doing that. You have to do your best **to place the passengers in the planes in the best possible way**. In order to get points, you have to keep in mind the preferences of different passenger groups:

- **lovers** want to sit next to each other,
- children need adult supervision,
- **businesspeople**, **tourists**, and **ecologists** would like to sit with the rest of their group.

If it is necessary, you can **ask a passenger to leave the plane!** However, you will get negative points for that at the end of the game. You should also keep an eye on vacant seats in the plane. **The less of them, the better**, as at the end of the game you get 1 negative point for each empty seat in your plane.

The player who places their passengers in the plane in the best way and gets the most points is the winner.

We described rules for **2-4 players** below. **Single player variant** is included at the end of the rulebook.

GAME SETUP



15 Event Cards are not used in the base version of the game. Place these back in the box. They are used when playing the difficult variant described at the end of the rulebook.

A Sort the **Passenger Tokens** according to their colors and place them on the side of the table – this reserve is called the **Departure Terminal**.

In a **two player game** remove 10 Passenger Tokens of each color and put them back to the box.

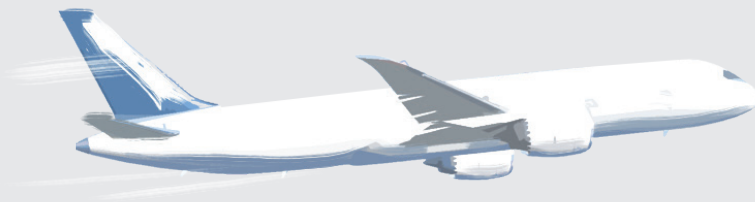
B Take the **9 Difficult Cards** (with blue border) from **Passenger Card** deck and put them back to the box. They are used in the difficult variant of the game described at the end of the rulebook.

C Shuffle the remaining **Passenger Cards** and place them in the middle of the table as a face-down deck. Then reveal **4 Cards** from the deck and put them face-up in a row next to the deck.

D Each player takes **1 Plane Board** and places it in front of themselves with the appropriate side facing up (for 1-3 players or for 4 players).

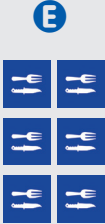
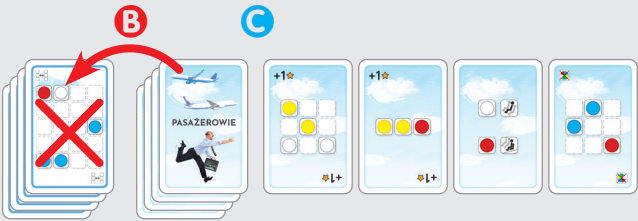
E Each player takes **6 Vouchers** and places them below their Plane Board – next to the Voucher symbol.

F The player who has recently travelled by plane takes **First Player Marker** and places it in front of themselves.



Game setup for 3 players:

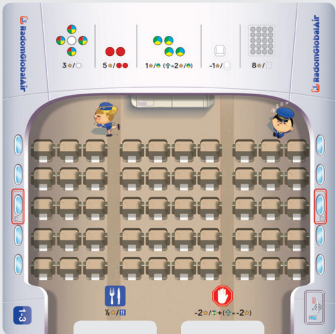
A departure terminal



player 2



D



E



player 1

F



D



player 3

E

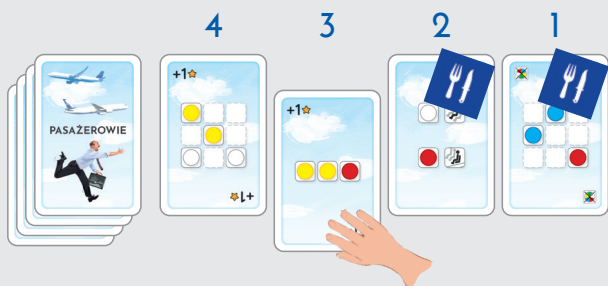
GAMEPLAY

The player with the First Player Marker starts the game and then it continues in a clockwise order. During your turn you **take 1 Passenger Card and place new passengers in your plane**.

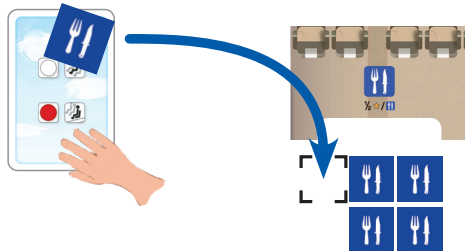
1 You have to collect one of the four face-up Passenger Cards:

- if you take **first** Card (the one furthest away from the deck), you **do not pay anything for that Card**,
- if you take the **second**, **third**, or **fourth** Card, you have to place **1 Voucher** on each skipped Card.

Example: Player takes the **third** Passenger Card, so they place **1 Voucher** on each of the two previous Cards.

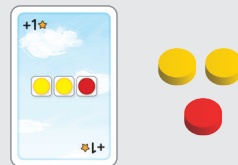


If you select the Card with a Voucher (or Vouchers) laying on it, you add them to your Voucher reserve in the appropriate place below your Plane Board.

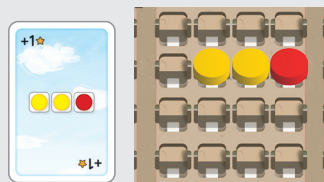


2 You take Passenger Tokens displayed on the collected Card from the **Departure Terminal**.

Example: The player took the Card displaying **2 tourists** and **1 lover**. They take 3 Tokens in appropriate colors from the Departure Terminal.



3 You have to place the passengers in your plane according to **passenger placement rules** (see next page).

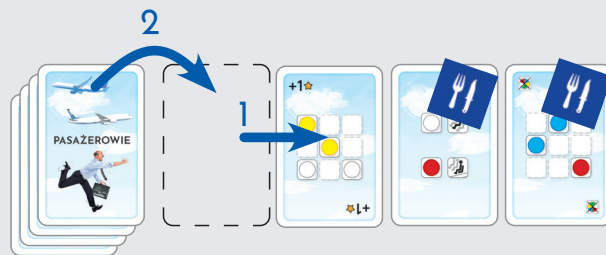


4 You place the collected Card:

- if there is a **+1**★ icon in the corner of the Card, you place the Card in front of yourself (it will award you 1 point at the end of the game),
- you place any other Card back in the box.

5 You have to clean up the Passenger Cards:


- all displayed Cards are moved to the right **1**...



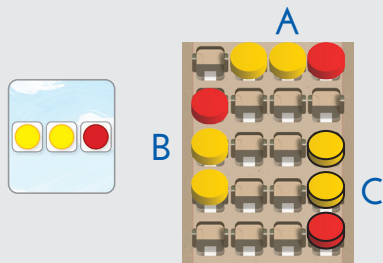
- ...in order to create space for the new Card revealed from the deck **2**.


Your turn is over and the player on your left is next: they collect one of the four Passenger Cards and place Passenger Tokens in their plane.

PASSENGER PLACEMENT RULES

- Each player places passengers **on their own** Plane Board.
- Each Passenger Card displays passengers that you have to place on your Plane Board according to the pattern shown on the Card. White spaces  serve only as a reference and it does not matter whether these spaces are vacant or occupied.
- You can **freely rotate** the Passenger Card in order to find the best orientation that suits your Plane Board. However, you are not allowed to use the “mirror reflection” of the pattern shown on the Card.

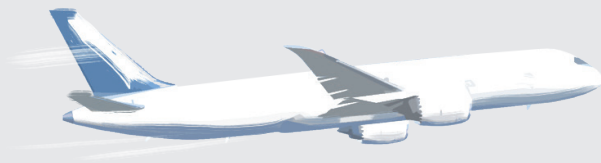
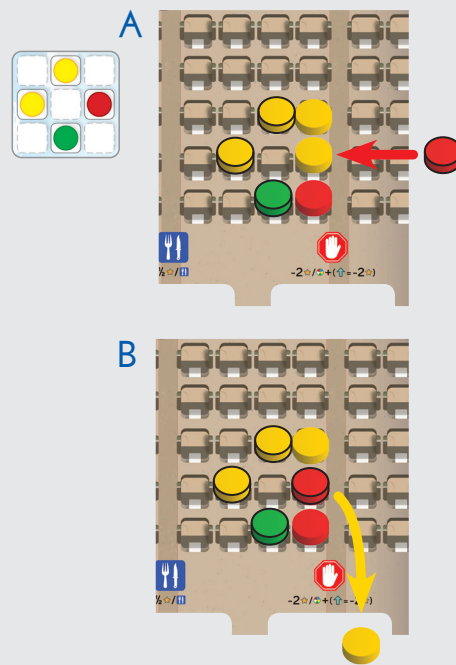
Example: Rotating the Card allows the player to place the passengers in their plane in a variety of ways. The player decided to proceed with option C.



- Only **1 passenger** can sit on each seat.
- You can **ask the already seated passengers to leave your plane** in order to free the seats for the passengers from the latest Passenger Card. Passengers that have left your plane are placed below your Plane Board, next to the  symbol. For each passenger there you will get **2 negative points** at the end of the game.

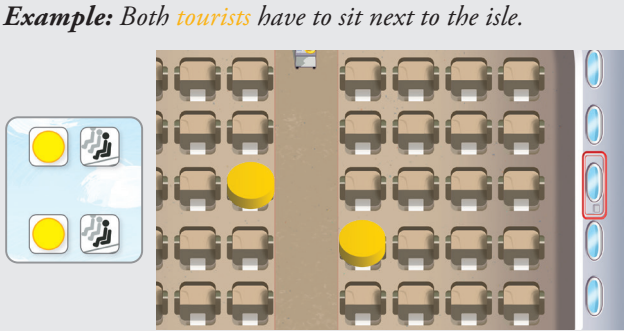
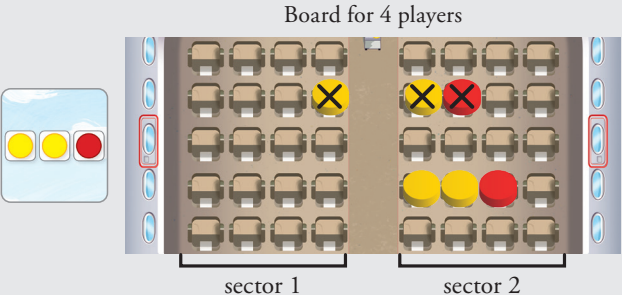
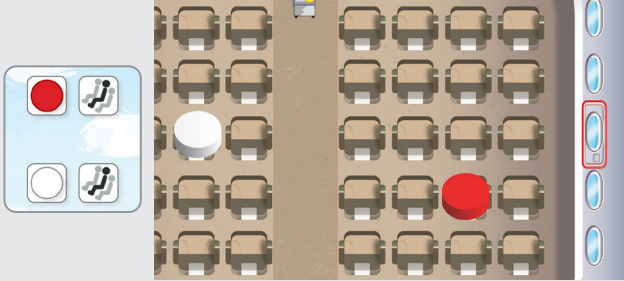
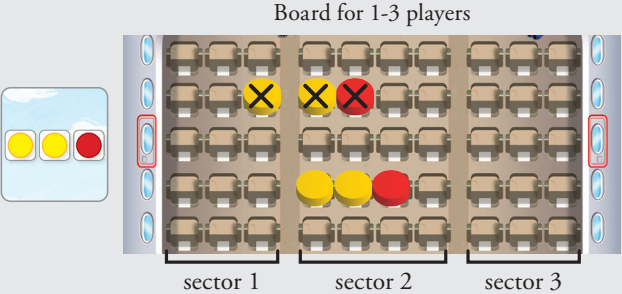
Example:

- A Player wants to place 4 passengers, so that 2 **lovers** can sit next to each other
- B In order to do so, they ask the **tourist** to leave the plane – the Token is placed below the Board.






- You have to place **all the passengers** displayed on the Card **in the same sector** (of your choice).

*Example: A **lover** and a **child** have to sit in the middle of a sector.*



Note: Passenger Cards that include icons listed below are an exception from that rule. Passengers listed on such Cards can be placed **in the same or in different sectors**.

*Example: The **ecologist** has to sit in the middle of a sector, while the **tourist** has to sit next to a window.*

-  Next to the window
-  Next to the isle
-  In the middle (any space, not at the edge of the sector)



SPECIAL ACTIONS

You can find **special action** icons in the corners of some Cards. These actions make placing the passengers much easier. You **can (but you do not have to)** use them.



You can **ask 1 passenger to leave the plane** and get back to the **Departure Terminal**. This way the seat will be vacated for the passenger from the Card that was just collected.

At the end of the game you will not get any negative points for doing that.

Note: Remember that in case of the Cards without such icon you can still ask the passenger to leave the plane, but then you place such passenger below your Plane Board (and you will get negative points for any passengers there).



You can place the passengers depicted on the Card in **two different sectors**, keeping the pattern displayed on the Card. In such case seats on both sides of the isle are considered as adjacent.



You can **ignore 1 passenger** displayed on the Card and **do not place it** on your Plane Board. So, in such case you take 1 Token less from the **Departure Terminal**.



You get **1 additional point** for each Card with this icon. You do not place such Cards back in the box – you place them next to your Plane Board, so it can be easily seen how many additional points you collected.

END OF THE GAME

The game ends when **there are no passengers of any color** in the **Departure Terminal**. Players finish the current round (so that each player had the same number of turns), ignoring the passengers in colors that were depleted.

The winner is the player with the most points.

In case of a tie, players share the victory.

Example: The player chose the Card with 4 passengers: 2 tourists, 1 ecologist, and 1 lover. Only 1 tourist is available in the Departure Terminal, so the player has to place 1 tourist less. It can be placed on either of the two yellow seats displayed on the Card (player's choice).



Points for pairs of lovers



Each pair of **lovers** sitting next to each other (side by side or in line) = **5 points**.



If there are more than 2 **lovers** sitting next to each other (i.e. 3 or 4) = **0 points**.

Points for children under adult supervision



Each **child** surrounded by adults = **3 points**.



A **child** under adult supervision cannot sit next to another **child** or to an empty seat. However, it can sit on the last seat in the row (next to the isle or window). Then you need a smaller number of adults to surround such child.

Points for groups of **businesspeople**, **tourists** and **ecologists**



1★/● (↑=2★/●)

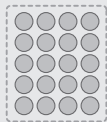
The biggest group of **businesspeople** sitting next to each other (side by side or in front of each other) = **1 point** for each **businessperson**.

The biggest group of **tourists** sitting next to each other (side by side or in front of each other) = **1 point** for each **tourist**.

The biggest group of **ecologists** sitting next to each other (side by side or in front of each other) = **1 point** for each **ecologist**.

Note: Players who have the biggest group of **businesspeople** / **tourists** / **ecologists** from all of the players get **2 points** for each member of such group (instead of 1). In case of a tie, all tied players get 2 points for each member of the group.

Points for full sectors



8★/□

Each sector fully occupied by passengers = **8 points**.

Points for empty seats



-1★/□

Each empty seat = **-1 point**.


Points for Vouchers



Each Voucher = $\frac{1}{2}$ **point**. Half points are rounded up (i.e. for 1 Voucher you get 1 point, for 2 Vouchers you get 1 point and for 3 Vouchers you get 2 points, etc.)

Points for passengers that have left the plane



Each passenger that you asked to leave the plane = **-2 points**. For that purpose you count only passengers below your Board (under  icon).

Note: The player with the highest number of passengers that left the plane gets **additional -2 points**. In case of a tie, all tied players get -2 points.

Scoring example:

*Two pairs of **lovers** × 5 points = 10 points. All other **lovers** do not make pairs.*

*Four **children** surrounded by **adults** × 3 points = 12 points. All other **children** are not surrounded by **adults**.*

*The biggest group of **tourists**: 3 **tourists** × 1 point = 3 points. If other players do not have a bigger group of **tourists**, the player gets 6 points instead of 3 (3 × 2 points).*

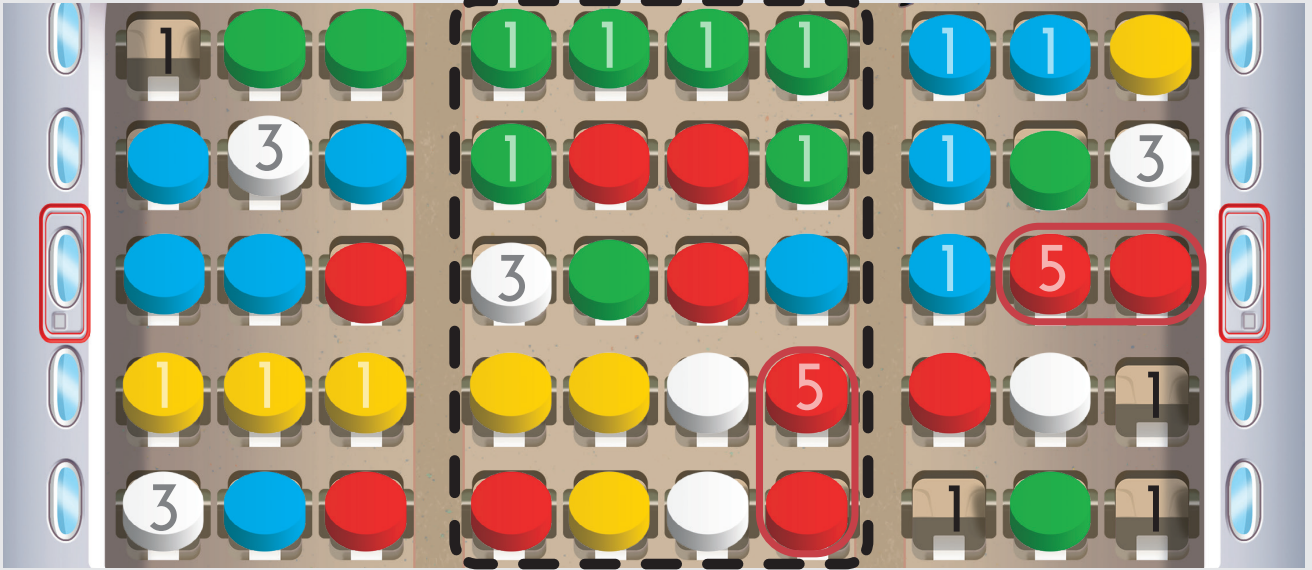
*The biggest group of **ecologists**: 6 **ecologists** × 1 point = 6 points. If other players do not have a bigger group of **ecologists**, the player gets 12 points instead of 6 (6 × 2 points).*

*The biggest group of **businesspeople**: 4 **businesspeople** × 1 point = 4 points. If other players do not have a bigger group of **businesspeople**, the player gets 8 points instead of 4 (4 × 2 points).*

Full sector = 8 points. Remaining sectors are not completely full.

4 empty seats = - 4 points.

8



GAME VARIANTS

DIFFICULT CARDS

If you want to make the game more difficult, **add 9 Difficult Cards to Passenger Deck** during setup and shuffle them thoroughly. These Cards have more challenging passenger patterns. Other rules stay unchanged.

EVENT CARDS

These Cards give you another opportunity to get points. During game setup **shuffle 15 Event Cards, draw one of these Cards and place it face up in the middle of the table**. Put the remaining Event Cards back in the box.

The Event Card placed on the table will stay there until the end of the game. It displays additional conditions that can give you **extra points at the end of the game** if you meet them.

In order to make the game even more attractive, you can reveal **two Event Cards**. This way you will have even more opportunities to get additional points at the end of the game.



Full security

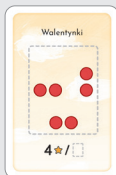
4 points for each child surrounded by 4 adults. Such **child can't** sit at the edge of the sector.

Note: These are additional points that you can get for **children**. According to the normal rules each **child** completely surrounded by adults gives you 3 points. If it is surrounded by 4 adults, you will get additional 4 points thanks to this Event Card.



Integration

5 points for each sector in which you have at least one group of each type of passengers (**businesspeople**, **tourists**, and **ecologists**) consisting of 3 or more passengers.



Valentine's Day

4 points for each sector in which there are at least 3 pairs of **lovers** (each pair seated separately).



Family trip

3 points for each child (surrounded by adults) with a neighboring **lover** who has a pair.

If the **lover** does not have a pair (it is not adjacent to any other **lover**, or is adjacent to several **lovers**), you will not get 3 additional points for this Card. If the **child** (surrounded by adults) is adjacent to 2 pairs of **lovers**, you will be awarded 6 points.



All in line

4 points for each vertical line of seats occupied by passengers. It does not have to be the middle line.



Whose kid is that?!

-2 points for each child not surrounded by adults (being adjacent to an empty seat or to another **child**).



Lonely journey

-3 points for each lover without a pair.

If there are more than a pair of **lovers** sitting next to each other (i.e. 3 or 4), you do not get -3 points.



Off season

5 points for the player who has the biggest group of vacant seats next to each other. In case of a tie, all tied players get 5 points.



Window seat

½ point for each passenger sitting next to a window. Passengers sitting next to a window do not have to be adjacent to each other. Half points are rounded up (i.e. for 1 passenger next to a window you get 1 point, for 2 passengers you get 1 point and for 3 passengers you get 2 points, etc.).



Small groups

5 points

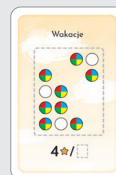
If there are no more than 3 **tourists** in your plane.

5 points

If there are no more than 3 **ecologists** in your plane.

5 points

If there are no more than 3 **businesspeople** in your plane.



Vacation

4 points for each sector, in which there are at least 3 **children** surrounded by adults.



Three amigos

3 points for each group of businesspeople, tourists, and ecologists that has exactly 3 members.

You do not get any points for groups that are bigger or smaller than 3.



Packed in like sardines

3 points for each group of occupied seats in a 3×3 grid.

Each seat can be counted only once.



Come over there!*

6 points if you have a passenger of different kind in each corner of your Plane Board.

Colors of the passengers can be different from the ones displayed on the Card.



It is safer next to the exit*

10 points if the middle row in each sector is fully occupied. Middle rows are next to the emergency exits.

* These two Cards display sectors of the plane for 4 players (upper part) and for 1-3 players (bottom part).

SINGLE PLAYER VARIANT

During the game setup **remove 10 Passenger Tokens of each color and put them back to the box.** All other elements are prepared in the same manner as for 2-4 player game (ignoring the setup of components for other players).

The game is played on the 1-3 Player Board.

You choose one of the following scenarios and you must fulfill the goals **before you lose your last Voucher.**

While choosing one of the four displayed Passenger Cards you do not place any Vouchers on the skipped Cards. Once you collect a Card, you immediately place a new Card drawn from the deck in the row.

If you do not want to collect any of the displayed Cards, you can remove any number of them and **lose 1 Voucher** for each removed Card (removed Cards and lost Vouchers are placed back in the box).

While placing the passengers on the Plane Board you **lose 1 Voucher** for each passenger that you ask to leave your plane (you put the Voucher back to the box).

If you fill the whole sector with passengers, you **get 2 Vouchers** (take them from the box).

The game ends under one of the two conditions:

- When you **fulfill the victory conditions** of the chosen scenario – in such case you win the game,
- When you **do not have any Vouchers left** – in that case you lose the game.

Each of the following scenarios can be played on **3 difficulty levels:**

- Easy mode – you begin the game with 6 Vouchers,
- Medium mode – you begin the game with 4 Vouchers,
- Difficult mode – you begin the game with 2 Vouchers.

In order to win the chosen scenario, you have to fulfill **2 victory conditions:**

- 1** – This condition is necessary.
- 2A** or **2B** – You have to fulfill at least one of these two conditions.

Scenario 1: Best friends

Victory conditions:

- ❶ There is at least 1 group of **tourists**, **businesspeople**, and **ecologists**, each consisting of 6 or more passengers.
- ❷A There are at least 3 pairs of **lovers** that are not adjacent to each other.
- ❷B There are at least 3 **children** surrounded by adults.

Scenario 2: Lovers' excursion

Victory conditions:

- ❶ There are at least 5 pairs of **lovers** on the Board.
- ❷A There is at least 1 group of **tourists**, **businesspeople**, and **ecologists**, consisting of 5 or more passengers
- ❷B There are at least 3 **children** surrounded by adults.



Scenario 3: Summer vacation

Victory conditions:

- ❶ There are at least 8 **children** surrounded by adults.
- ❷A There is at least 1 group of **tourists**, **businesspeople**, or **ecologists** consisting of 5 passengers.
- ❷B There are at least 3 pairs of **lovers** on the Board.



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