



**FLIGHT PLAN**  
BUY. FLY. DOMINATE!

**Instruction Booklet**



## Overview:

Flight Plan is a strategic game where players race to establish their airline's global dominance by buying routes, acquiring fleets, developing hubs, and collecting revenue across six operating regions until a player meets one of the winning conditions. But as the stakes get higher, the daily briefings each player receives at the start of their turn could make fortunes soar or ground their plans.

## Components:

1 – Game Board	36 – Hub Markers (Control Towers)
2 – 10-sided Dice	100 – Route Cards
2 – Route Guides	100 – Daily Briefing Cards
6 – Player Cards (Cardboard Mat)	120 – Route/Fleet Markers (Pilot Meeples)
6 – Player Pawns (Planes)	200 – Banknotes

## A. Game Setup:

1. Place the map on a sturdy, flat surface. Turbulence during the game is common.
2. Each player takes a player card, and then must choose a plane, control towers, and pilot meeple of a single color.
3. Shuffle the daily briefing cards and place them face down where indicated.
4. Choose a player who will also act as the “banker” to handle distribution of start-up funds, revenue distribution, and collections on behalf of the bank. The banker will also manage distribution of route cards when routes are purchased. The banker 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.

The player acting as the banker should place the remaining banknotes within easy reach but separate from the player's own banknotes.

5. Route cards need to be (and remain) in numeric order from 1 to 100.
6. Choose one player to roll the dice. Roll the dice three times the number of players (e.g., 9 rolls for 3 players) or choose the **Quick Play** option below. Each dice roll will represent a route number of the route card to pull from the deck. After completing the appropriate number of dice rolls, shuffle the cards pulled, and deal three cards to each player.
  - For example, if you roll a 70 and an 8, find and pull route card 78. Find and pull the corresponding route card for each roll, if the same number is rolled, roll again. A roll of 0 and 00 represents 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 cards 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:

Game play begins with each player taking a “first move” as described below. Whoever flew most recently goes first. If player traveled together, then the last person to exit the plane goes first. The first player will complete Steps 1-7, then play will pass to the left.

1. You are restricted to operating in two regions until certain conditions are met.
2. Review the route cards 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, two, or all three, but you must buy at least one to start. Routes not purchased are returned to the deck.
3. You may buy one or more fleets. Fleet costs are listed on the player card. Players are not required to purchase fleets, but you cannot collect revenue or travel on routes until you have a matching fleet to fly them. You can only own one of each fleet type at any time.
4. 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. You will begin operations from there.
5. If you purchased a route with a hub city, denoted by an (H) after the city name on the route card, you have the option to pay \$250M to develop it for your airline. Some routes connect two hubs. You may develop one or both during your first move.
6. Pay the banker for your purchases.
7. Mark the game board and the player card. On the game board, place a pilot meeple on any route number purchased and a control tower on the city circle for any hub developed. On the player card, use pilot meeples to indicate the fleet(s) purchased and regions connected, and control towers to indicate any hub(s) developed.

After each player has taken their first move, play proceeds using the Regular Play instructions.

## C. Regular Play (after First Move):

On their turn each player completes the steps below until a player wins. A quick reference order of play can be found on your player card.

1. Collect revenue on owned route/fleet combinations.
  - If your route card has a (C) listed on it, it is a cargo route. Purchasing a cargo fleet allows you to collect \$20M in cargo revenue every turn for each cargo route you own.
  - You **cannot** collect revenue if your route has been deactivated.
2. Draw a card from the Daily Briefing deck and follow the instructions immediately.
  - Daily Briefing instructions only apply to the player’s current turn unless the card indicates otherwise. All penalties are paid to the bank unless otherwise instructed on the card.
  - If you can't pay an imposed penalty, you must deactivate an asset. See the **Selling or Deactivating Routes, Fleets, and Hubs** section. If you have no assets left to deactivate, you declare bankruptcy and are out of the game.
  - If sent to a city with no owned route connections, you must buy and fly your way out. The two region constraint is removed if this occurs prior to meeting the condition. All route rules and flight restrictions apply.

3. Discard the Daily Briefing card unless the card indicates otherwise. If you lost your turn, stop. Do not go to step 4.
4. You can do one of the following. All moves are subject to route rules and flight restrictions:
  - **Buy and fly.** 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 owned 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 again.
  - **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.
  - **Hub it.** Develop a single new hub. 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.
  - **Do nothing.** Play passes to the next player.
5. You may deactivate routes and fleets for cash or negotiate with other players to buy or sell fleets or routes at any time during your turn.
6. You may extend operations outside two regions when you have met condition 1 or 2 below, and condition 3 must always be satisfied in combination with 1 or 2.
  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 must be actively generating revenue.

#### **Route Rules and Flight Restrictions:**

1. You can only fly on routes that have been purchased by you or another player. However, to fly the route you must own the corresponding fleet.
2. You pay the route use fee on routes owned by other players. If you use another player's route that flies in or out of a developed hub you only pay route use fee.
3. You pay the hub use fee on the routes you own when your route connects to another player's hub. Route owners are responsible for hub use fees. Hub use fee(s) are revenue and paid to the hub owner at the beginning of their turn.
4. Owning a hub in the same region as another player exempts you from paying hub use fees in that region. For example, if you paid hub use fees on routes you owned that connected through another player's hub in London, and you developed a hub in Paris, you would no longer pay the hub use fees on your routes in and out of the hub in London.
5. You cannot collect or generate revenue on deactivated routes, fleets, or hubs. Other players may fly your deactivated route(s) without paying the route use fee(s). Hub use fees are void for deactivated routes and hubs. Deactivated fleets cannot be flown or generate revenue.

### Selling or Deactivating Routes, Fleets, and Hubs:

1. You can sell routes, fleets, and hubs to other players at any agreed-upon price.
2. You may deactivate a route, fleet, or hub for half its purchase price. It will remain deactivated 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 purchase and then deactivate routes, fleets, or hubs in the same turn.
4. You must declare bankruptcy if you have deactivated all your assets and still owe money. Your assets will be repossessed and made available for purchase by the remaining players. The banker 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 your player card or the route card and remove one per turn beginning the subsequent turn.

### D. Keeping Score (Player Card):

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

1. When you buy a route, place a pilot meeple on the corresponding region color. If the route connects two regions place pilot meeples on both colors.
2. When you purchase a fleet, place a pilot meeple on the fleet type purchased.
3. When you develop a hub, place a control tower on the corresponding region color.

### E. How to Win:

To win the game, nothing can be deactivated status, and you must achieve any one 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.
2. Establish a hub in at least three of the six operating regions.
3. Own all the Short Haul routes in any two 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 route's region.

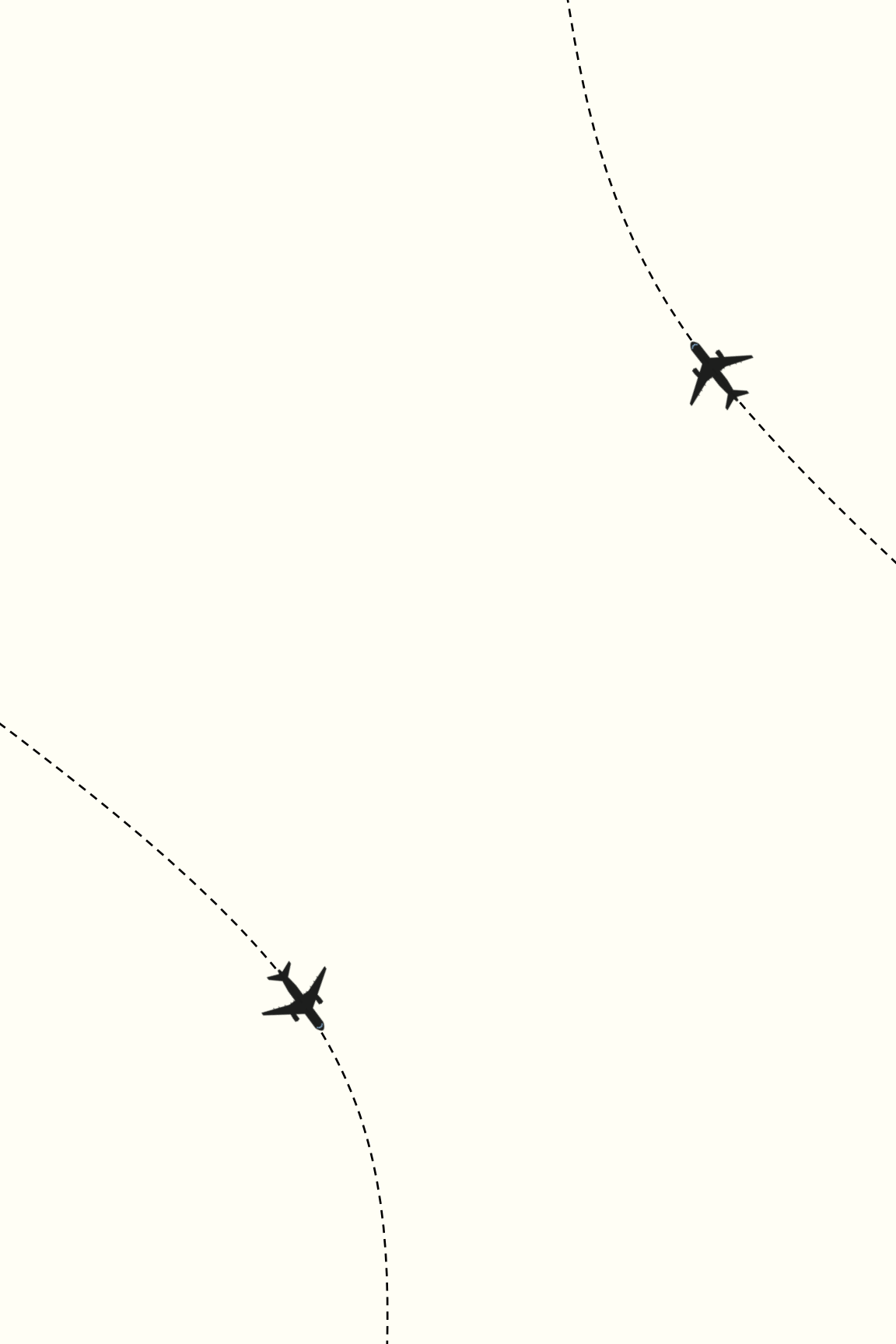
- Blues – North America (NA)
- Browns – Middle East (ME)
- Greens – Europe (EU)
- Pinks – Asia-Pacific (AP)
- Purples – Africa (AF)
- Yellows – South America (SA)

----- 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.





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